Usenet Newsgroup Archive: comp.sys.atari.st.tech

1994

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Date span: 1994-01-01 through 1994-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,986

Message records with no readable body available in the source text: 21

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Request for information.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 04:42:00 UTC
From: scott@BigBird.dmi.stevens-tech.edu
Message-ID: <SCOTT.93Dec31234200@BigBird.dmi.stevens-tech.edu>
Source record: 35380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

Was wondering if some one out there has the answer to a few questions.

1. I am currently using multitos (AES 4.0 + MiNT 1.09 [+ net patches]) and
was wondering if anyone was able to get the WF_NEWDESK feature of loading
an alterante OBJECT_TREE for a desktop background to work. It is documented
in the Atari Compendium, but I was not able to get it to work.

2. Anyone know the status of AES 4.1, it seems to have a few new features,
namely: arbitrary Speedo fonts for the system fonts, and Iconization, that
actually put GEM in the class of other window systems. I have not heard of
it being out, or even a possible release date?

3. I also currently have Atari Works 1.2 + a coupon for a free upgrade,
is there a newer version out?

Thanks in advance for any information.

Cheers,
Scott Kolodzieski
scott@dmi.stevens-tech.edu

2. STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 07:33:15 UTC
From: jperez@Hawaii.Edu
Message-ID: <CIxwzF.69F@news.Hawaii.Edu>
Source record: 35386

f
dfI got a STacy 4 a while ago and I really would like to get the darned screen to brighten up a bit. Is there anyone out there than knows how to modify the voltage regulation to the screen light so it will be visible in a lit room? The voltage that is going to the screen seems to be AC so I therefore have NO idea what to do.
Drop me E-mail if you have any ideas... Also, can I replace the Stacy screen with a brighter or reflective one?

borg
jperez@uhunix.uhcc.hawaii.edu

PS - Stacy owners, Fast Technologies makes a special Stacy version of the Turbo25 accelerator! Anyone out there installed one?

3. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 07:33:40 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757397702.1@mettav.royle>
Source record: 35383

It was none other than Terry Moffitt that wrote on the 24 Dec 93 that ,

TM> OK, so what version of TOS should I go for ? I notice some people
are
TM> saying
TM> that you should upgrade to 1.4, but I see magazines advertising
TM> version 2.06 with a switch for switching back to your old version
TM> (which I think might be useful for some things). I'd be willing
to
TM> part with 65 UKP for the 2.06 upgrade, but is this the best way for
me
TM> ?? How much is a 1.4 upgrade and where in the UK could I get it
??

Go for TOS 2.06 IMHO .You can get a plug in board these day's ... no soldering
for around what you are willing to part with. Whilst TOS 1.4 will
certainly solve most of your problem's ,TOS 2.06 will solve all of them .

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

4. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 07:48:38 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757397702.2@mettav.royle>
Source record: 35384

```
It was none other than Larry Richardson that wrote on the 24 Dec 93 that ,
|>> like. All this talk of anything below 1.4 being unreliable is a load
|>> of bollocks IMHO. I think I would know, I've been using 1.2 with my
|>> HD for
LR> the
|>> last 2-3 years and have had no major problems.
LR> Same here. I have been using FATSPEED with TOS 1.2 for months. I
LR> can never go back to using my ST without it!

Yes but there is more problem's with >1.4 than just that . TOS1.4 upgrade
is dirt cheap and improve your life immensly. Even 1,4 though has limitation's
and IMO an upgrade to TOS 2.06 is money very well spent.

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)
```

5. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 07:57:16 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757397702.3@mettav.royle>
Source record: 35385

It was none other than Mickey Boyd that wrote on the 25 Dec 93 that ,
MB> You can still be bitten, as was I, if you don't allocate enough buffer
MB> space for additional folders (in the ICD driver, using hdutil). I
MB> originally asked
MB> for 250 extra folders, and managed to hit that during a long session.
MB> I now
MB> have it set to 1000. Anyway, my point is, don't be squeamish or
MB> frugal with
MB> that particular setting. Remember that you only have to _visit_ XXX
MB> folders,
MB> you don't have to be that deep in the directory structure.

Running TOS2 I have 800+ Directory's on my hardisk and I set _ZERO_ Folder buffer allocation. and even with full HD directory scan's ,show info's in every partition ,or even the most mammoth session ...zero problem's !

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

6. VDI call in HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 15:40:30 UTC
From: vicb@clark.edu
Message-ID: <2g45he$i2e@clark.edu>
Source record: 35387

Can anyone help me? I want to re-define the fill pattern used by the vsf_interior() call. I'm using HSC 1.4. The problem is that the call vsf_updat() doesn't seem to exist on this set of bindings, or at least not by that particular name, anyway. My documentation is limited, and I don't know how to make a generic VDI call (or what the designation for this particular routine would be).

Can anyone shed some light on this for me, and on how to get around it?

Thanks in advance,
Victor Bruhn
vicb@clark.edu

7. Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 19:11:09 UTC
From: psthomas@nyx.cs.du.edu
Message-ID: <1994Jan1.191109.15126@mnemosyne.cs.du.edu>
Source record: 35388

I just had the thought (after putting my AT&T PC7300 through its paces yesterday), that it might be kind of interesting to put a 68010 in the ST, and maybe even bump the clock speed up a bit (to 10 MHz). Would this be possible, or worth doing? I unfortunately have very little knowledge of the ST's innards, so I have no idea if/how it would work, or how it could affect other components. Any ideas? At least I'd be able to use those four or five extra breakpoint instructions on the '010... :-) I think it'd be more for the sake of exercise and curiousity than for performance.

- Patrick

8. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 19:39:16 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <757570502.1@mettav.royle>
Source record: 35149

On 26 Dec 93 at 13:53:00 (Bo Leuf) wrote the following:

>> In which case you use FATSPEED which increases access to almost what
>> 1.4 is like. All this talk of anything below 1.4 being unreliable is
>> a load of bollocks IMHO. I think I would know, I've been using 1.2
>> with my HD for the last 2-3 years and have had no major problems.
>
> Sorry, no bollocks. The problems are there, no doubt about that, and
> are perhaps the source of your implied "minor" problems...?

Minor as in problems you would experience running a HD on any TOS.

Like when I lost D: the other day because the program I used wrote some files
to a BGM partition when the program obviously (now) didn't support BGM
partitions.

> The situation with TOS 1.0 nd 1.2 depends rather a lot on what you do
> with your
> system, how long it's on between resets (or power-off), and what

My ST has been on almost every day for the last 2-3 years, and once I switch it
on it stays on till I go to bed. This includes running my point system every
day which includes a fair amount of disk i/o.

> "fix-programs"
> are used. Minimum should be FOLDERxxx.PRG when using a harddisk, since
> this reduces the risks by increasing the statistical time before the
> system gets confused with 'many' folders being 'opened' in the course
> of a session. As mentioned, FATSPEED (and other cache-type software)
> makes access times much more acceptable for the user.

Exactly, FASTPEED plus FOLDRxxx.PRG/ICD HD driver makes a TOS 1.0/1.2 ST easily
as useable as a 1.4+ ST.

Why would I lie about this if this is how I've been running fine for the last
2-3 years.

New Year Greetings, -Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

* Origin: Paul's Point off The Tavern BBS London UK (100:1011/0.1)

9. Re: GEM Programming Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 21:59:56 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.195483@cix.compulink.co.uk>
Source record: 35389

In article <35451@mindlink.bc.ca>, Desmond_Liu@mindlink.bc.ca (Desmond Liu) writes:

>I'm trying to write VDI text into a window, but I'm having trouble trying to
[.......]
>(it's actually cutting off my descenders in the letters "g", "j", etc.).

Don't forget you have to take into account the text alignment. Sounds like you
are assuming it is 'printing' from the topline.

Adam.

10. Alternate Combinations for Foreign Lang

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-01 23:55:16 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <757758843.AA02391@byte.bbs.no>
Source record: 35198

>>Is it true that a combination Control -] (closing square bracket)
>>does not make sense on a German keyboard?

>On norwegian (based on German) keyboards the brackets are on

Make that Norwegian, Danish and Swedish keyboards. Someone here (a swede?) said that the Swedish keyboard was similar to the English keyboard. That's wrong. It's much more like the German keyboard (only five keys differs, and two of them are the Y and Z wich are switched (Yeah QWERTZ on german machines))!
Anyway, Atari only made a Norwegian keyboard for the TT and The MSTE. All other ST's got some keycaps replaced after they arrived in Norway.

I beg you programmers to use ASCII (case insesitive!) values and check the ALT/SHIFT status to make up keyboard shortcuts!

I guess this was real usefull information for all of you out there! :-)

Happy new year anyway!

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST

11. Modem1 port not working on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-02 03:14:48 UTC
From: ypelletier@cmc.aes.doe.CA
Message-ID: <CIzFop.42t@cid.aes.doe.ca>
Source record: 35143

Hi folks,

I usually connect my modem through the modem2 port, using Stalker.
A few days ago, however, I needed to use Kermit, so I reverted back to
Uniterm. Of course, Uniterm can only talk to the modem1 port, so I
switched my modem cable accordingly (with the power off, of course).

Problem is, my modem1 port seems to be dead. I don't know when and
how it happened, but no output goes through, no matter what I try.
I have tried various software combinations and serial settings,
used a different serial cable, all to no avail.

One thing I tried in a shell under Multitos was:

cat textfile.txt >\u:\dev\modem2

This, as you would expect, dumped the contents of textfile.txt into
my Stalker window. After that I changed the cabling and Stalker
settings to modem1 and did:

cat textfile.txt >\u:\dev\modem1

this simply resulted in tying up the computer. No output. Nada.

It looks to me like some chip in the serial interface got fried.
In every other respect, the computer is performing normally.

So my question is: given these symptoms, could anyone suggest a course
of action? I would also be grateful for any information about the
makeup of the TT's serial ports, like chip numbers, schematics, etc.
I would much rather repair this myself as I suspect it might be a
fairly benign problem. (I can handle light electronics jobs, and for
heavier stuff, one of my friend is a good soldering iron jockey).

Thanks in advance, and all the best for the New Year!

Yves

Yves Pelletier ypelletier@cmc.aes.doe.ca
Centre Meteorologique Canadien "I am resplendent in divergence"
Dorval, Quebec, Canada D.B.

Not a CMC spokesperson.
****

12. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-02 04:18:50 UTC
From: ABARBIERO@delphi.com
Message-ID: <940101.83930.ABARBIERO@delphi.com>
Source record: 35390

I think that someone tried it, when they found one that was pin compatable with the 68000, the resultant speed up was about 1% It would be interesting to see what would really happen with a faster 010.

Andreas@AEO
ABARBIERO@Delphi.com

13. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-02 07:53:16 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757484246.0@mettav.royle>
Source record: 35141

It was none other than Paul Civati that wrote on the 31 Dec 93 that ,
PC> Well 1.2 works fine for me. I just get annoyed when people say 1.4<
PC> and HD is a disaster when I've been running fine for 2-3 years.

Not strictly true though,Paul ,since haven't you just recovered a HD
crash.
Corrupted FAT I think you said. Now this may not have been directly
caused
by TOS1.2 but the fact that it was a BGM partition is indirectly the
result
of TOS1.2's 16Mb partition limit and I beleive you attributed it to
that.

PC> Move files, keyboard reset and rename folders are all added
features,
PC> I don't need to set step rates and if I did there are probably
plenty
PC> of PD programs to do it.

Agreed ,you can add all those features using 'TOS modular extension's' to
borrow a phrase from Apple user's :-) but some features cannot be
realisitically patched ,e.g. Installing Application's ....on TOS 1.2 it simply
doesn't work ,even on 1.4 it is a bit hit and miss.I wouldn't go as far as to
say that it is a disaster to run a HD on old TOS but you certainly are missing
out on a hell of a lot you could have if you did
upgrade.

PC> I am a student. Also difficult to find 2 chip sets of 1.4, which
PC> means 'rejigging' some of the ST to accept a 6 chip set. Then you
PC> have to run new patches for any new bugs added in 1.4 (no I can't
PC> offhand remember what they are).

Exactly ...go for the TOS 2 plug in a go IMO .... and then you don't
need
any patching.... even SerialFX I have heard (But I still use it
myself)

Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

14. Re: Modem1 port not working on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-02 19:27:57 UTC
From: jeffmay@magnus.acs.ohio-state.edu
Message-ID: <2g777u$5ov@charm.magnus.acs.ohio-state.edu>
Source record: 35144

In article <CIzFop.42t@cid.aes.doe.ca> ypelletier@cmc.aes.doe.CA (Yves Pelletier) writes:
>Hi folks,
>
>I usually connect my modem through the modem2 port, using Stalker.
>A few days ago, however, I needed to use Kermit, so I reverted back to
>Uniterm. Of course, Uniterm can only talk to the modem1 port, so I
>switched my modem cable accordingly (with the power off, of course).
>
>Problem is, my modem1 port seems to be dead. I don't know when and
>how it happened, but no output goes through, no matter what I try.
>I have tried various software combinations and serial settings,
>used a different serial cable, all to no avail.
>
>One thing I tried in a shell under Multitos was:
> [stuff deleted]

The modem1 port on my TT works fine without MultiTOS installed, but
with MultiTOS, it always locks up the computer, so you may not have
a fried chip.
--Jeff

15. Re: Modem1 port not working on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 00:18:41 UTC
From: ypelletier@cmc.aes.doe.CA
Message-ID: <CJ1276.IDJ@cid.aes.doe.ca>
Source record: 35145

```
In article <2g777u$5ov@charm.magnus.acs.ohio-state.edu>,
jeffmay@magnus.acs.ohio-state.edu (Jeff A May II) writes:
|> In article <CIzFop.42t@cid.aes.doe.ca> ypelletier@cmc.aes.doe.CA
(Yves Pelletier) writes:
|> >Hi folks,
|> >
|> >I usually connect my modem through the modem2 port, using Stalker.
|> >A few days ago, however, I needed to use Kermit, so I reverted back to
|> >Uniterm. Of course, Uniterm can only talk to the modem1 port, so I
|> >switched my modem cable accordingly (with the power off, of course).
|> >
|> >Problem is, my modem1 port seems to be dead. I don't know when and
|> >how it happened, but no output goes through, no matter what I try.
|> >I have tried various software combinations and serial settings,
|> >used a different serial cable, all to no avail.
|> >
|> >One thing I tried in a shell under Multitos was:
|> > [stuff deleted]
|>
|> The modem1 port on my TT works fine without MultiTOS installed, but
|> with MultiTOS, it always locks up the computer, so you may not have
|> a fried chip.
|> --Jeff
|>

Oh? I didn't know that. Unfortunately, on my computer, modem1 doesn't
work even under singletasking TOS... :-(

Yves
--------------------------------------------------------------------
Yves Pelletier ypelletier@cmc.aes.doe.ca
Centre Meteorologique Canadien "I am resplendent in divergence"
Dorval, Quebec, Canada D.B.
Not a CMC spokesman.
********************************************************************
```

16. question regarding program in "Compute's Atari ST Machine Lang"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 05:03:00 UTC
From: winters@access3.digex.net
Message-ID: <2g88u4$t94@access3.digex.net>
Source record: 35146

Been fooling with programs in Compute's Atari ST Machine Lang.
Programming Guide by Simon Field (copyright 1987). Pg. 201 has
sprite drawing program example. When using Devpa ST assembler to
try and assemble this program, got addressing errors. Did notice that
_x and _y were not defined, so defined them.... Still getting some
assembly errors - if anyone has worked out of this book and with this
program, would appreciate contacting me - do THINK I noticed differences
in assembling this program in DEVPACST assembler and AS68.PRG.... :-)

----- Mike Winters

17. test (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 07:04:32 UTC
From: mforget@elfhaven.pucnet.com
Message-ID: <H.ekK.Rpre_N2kZOA@elfhaven.pucnet.com>
Source record: 35199

```
This is just another test post - here's hoping that this one does what
it is supposed to...:)

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () Dragons? Why not "The ()
() mforget@elfhaven.pucnet.com () Tweety-Bird Reborn"? ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
```

18. BETA-TESTERS NEEDED: MasterBrowse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 07:09:02 UTC
From: mforget@elfhaven.pucnet.com
Message-ID: <H.ekK.SlJsI&Dk_BI@elfhaven.pucnet.com>
Source record: 35236

Hello,

The news system was not working the last time I posted this, so the message never got out.

I am looking for a TT/Falcon user (with MultiTOS/memory protection) to test the new version of MasterBrowse. Once I know that the program will run on the Falcon/TT with the low-level changes I have made, then I can go ahead with my other plans to _really_ improve the program. The beta-testing (at first) would simply consist of running the program, and following a very short checklist.

Beta-testers receive a FREE, registered, optimized, personalized version of MasterBrowse (as well as some other programs) VIA electronic mail.

If you want to do this (and it would _really_ help me out) then just reply to this message and say so. BTW, I will of course be happy if more than one user replies (the more the merrier -- up to a point)...:)

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.pucnet.com () opinions, and pawned ()
() ess@PUCnet.com () them off for milk. ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

19. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 07:35:10 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2g8hre$cff@uniwa.uwa.edu.au>
Source record: 35147
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@jethro (Steve Wells) writes:

>TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
>normal 720K drives are only supposed to read at 3ms seek rate.

>There is a patch for this on atari.archive.umich.edu

>directory (Should be)

>atari/Ste/ or atari/Diskutils/

>the file should be in one or the other, and is called 'seekup.???'
>(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
>won't crash if I try to look at my index file....

>Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!

>Bart:/

>send ./Diskutils/seekup10.lzh
>quit

>(Just in case!)

>
> /--\
> | If there's a 50/50 chance of something going wrong, O O |
> | you can be 100% sure that it will! o |
> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>

I got a patch (probably from atari.archive) that is called HD_FDC.PRG in
its uncompressed form and works quite nice. I've been using it for quite
a longe while now and never had any problems with it. It sits in the
AUTO folder and runs directly after my BootSelector and before anything else.
(It works together with all sorts of vector benders (digivec,beep, ...)
and even works fine with MiNT running after it. (I never checked if MiNT
actually needs it, but ...).

Hope you get a working patch, the 2ms noise is not nice.

Michael

20. PT_SRC3T now available at your favorite site

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 09:49:18 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.757590558@dtek.chalmers.se>
Source record: 35150

PT_SRC3 goes TRASHY .....

I have uploaded my new version och PT_SRC3 and since I have
added TRASH mode it's called PT_SRC3T.lzh and I have uploaded
it on following sites:

ftp.uni-kl.de
athene.uni-paderhorn.de
faui43.informatik.uni-erlangen.de

What is PT_SRC3T then ?

The archive PT_SRC3T.LZH contains the full sourcecode for a
TRUE 50kHz replay routine every effect in PT2.2 supported.
The new in this version is TRASH mode which is a really useful
technique. It's good since you don't have to count on the
replay's maxtime (which in case is somewhere around 34%
(sigh,it's too much)) but on the mean time it takes (which in
this case is 26%-28%).

Bugs (NO!!) , Suggestion , Questions , DONATIONS :-) , your
girlfriend have breaked up with you and you need someone to
talk to , or whatever then mail:

>>> d3marten@dtek.chalmers.se <<<

That's all folks

--
//// M}rten R}nge - d3marten@dtek.chalmers.se \\\\
\\\\ I have a mission (you have not) ////

21. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 10:41:17 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jan3.104117.11661@ibr.cs.tu-bs.de>
Source record: 35151

In article <1994Jan1.191109.15126@mnemosyne.cs.du.edu>, psthomas@nyx.cs.du.edu (Patrick Thomas) writes:
|> I just had the thought (after putting my AT&T PC7300 through its paces
|> yesterday), that it might be kind of interesting to put a 68010 in the ST,
|> and maybe even bump the clock speed up a bit (to 10 MHz). Would this be
|> possible, or worth doing? I unfortunately have very little knowledge of the
|> ST's innards, so I have no idea if/how it would work, or how it could
|> affect other components. Any ideas? At least I'd be able to use those four
|> or five extra breakpoint instructions on the '010... :-) I think it'd be
|> more for the sake of exercise and curiousity than for performance.
|>
|> - Patrick
|>

The 68010 speeds up some operations but needs a modern TOS.
(There are some operations privileged on a 010 which weren't on a
68000)
You can't use the 010 at 10 Mhz without cache and a cache would
slow down the processor.

If you really need a speedup look at the PAK/3 from the
C't magazine.
You get a 68020 / 68030 with 16 or 32 Mhz, cache, 32 Bit ROM
on extention board.
(And 16 Mhz 68020 are really cheap today)

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

22. Problem with GhostScript - SLM - (MultiTOS,MIDICOM)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 11:06:02 UTC
From: schrell@numerik.fernuni-hagen.de
Message-ID: <2g8u6q$fqj@fuhainf.fernuni-hagen.de>
Source record: 35152

I have a problem using my SLM 804 with GhostScript. Under TOS2.06 all works fine.
Using MultiTOS I get no Output.

Using MidiCOM I get no Output, even after having stopped MIDICOM!

Can anyone help me ?
Andreas.Schrell@FernUni-Hagen.de

23. Disk error handling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 12:38:29 UTC
From: ga@mrih.no
Message-ID: <2g93k6$lh5@ugle.unit.no>
Source record: 35153

I have seen some programs that take over the disk error handling itself, so that you loose the "Drive A: is not responding" GEM alert box. Since this actually causes a crash in Scriba (Scriba looses the ROM keyboard routine, remember?), I'm very keen on finding the vector(s) to take over this error handling myself. Any help would be appreciated...

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

24. How to auto-exec a GEM program?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 15:38:56 UTC
From: duchene@9-800.frec.bull.fr
Message-ID: <368@vercors.frec.bull.fr>
Source record: 35071
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'd like to run a GEM program at boot time (as are run programs in the
auto folder). I have read that newer versions of TOS can do that but
I have got a MegaST2 TOS 1.2.

I have been told that AES was not started when executing programs from
the auto folder, so this should not be the right place. (Perhaps is there
a way to easily start the AES ?)

I have tried to run the program using a Pexec call from a very simple desk
accessory I have written, but this failed... The program didn't execute and
the accessory didn't work any more: I got the desktop without its menu item.

Any ideas?
Thanks in advance for your help!
--
+---+
| Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
+---+

25. Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 15:58:36 UTC
From: avg@cwi.nl
Message-ID: <CJ29po.81A@cwi.nl>
Source record: 35154

In guidelines recently set by Atari it is recommended NOT to use
Alternate + letter key shortcuts, because, these documents say,
those combinations are reserved for letters which are not accessible
from a standard Atari keyboard, like the french C cedille and German
umlauted letters.

Is this true? The reason I doubt this is that it is in fact German
programs which tend to use Alternate + letter shortcuts in dialogs,
while I expect that in Germany one wouldn't like to lose the possibility
to type umlauted letters.

How do other GEM programmers attack the differences between various
international keyboards?

Is it true that a combination Control -] (closing square bracket)
does not make sense on a German keyboard?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

26. Re: Selectric

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 16:10:13 UTC
From: fpf@wmpi02.uni-wuppertal.de
Message-ID: <2g9g15$3ss@wmwap1.math.Uni-Wuppertal.DE>
Source record: 35155

```
In article <CIuz7o.ExJ@bdt.com>, KAI_MING@bdt.COM (Kai Ming) writes:
|> What is the latest version of Selectric?
|> Availible from where? Is it on Genie (the latest version?)

The latest version is Selectric V1.10 and can be found at ftp-server

Name: athene.uni-paderborn.de
Address: 131.234.2.32
Aliases: ftp.uni-paderborn.de

in /pcsoft2/atari/tools/util/slct_110.lzh

Peter

+-------------------------------------------------------------------------------+
| ___/ __ / ___/ |
| / / / / |
| __/ ___/ __/ |
| / / / |
| _/rank _/eter _/euerstein |
| |
| Fachbereich 7 - Mathematik & Institut fuer Angewandte Informatik |
| Bergische Universitaet - Gesamthochschule Wuppertal |
| Gauss-Strasse 20 |
| D-42097 Wuppertal (Korrespondenz) |
| D-42119 Wuppertal (Lieferanschrift) |
| |
| Tel.: (0202) 439-2818 |
| Fax : (0202) 439-2853 |
| |
| e-mail: (internet) fpf@math.uni-wuppertal.de |
| or fpf@wmwap1.math.uni-wuppertal.de (if "host unknown") |
| |
+-------------------------------------------------------------------------------+
```

27. Falcon DSP: DMA <--> SSI handshaking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 16:32:05 UTC
From: kesseler@arthur.crpht.lu
Message-ID: <KESSELER.94Jan3173206@arthur.crpht.lu>
Source record: 35156

Hi,

I try to do data communication between the Falcon DSP and RAM via the DMA
channel. I got it to work with the non handshaking mode. Now I want to
do handshaking, but I don't know how. It never seems to work correctly.
Has anyone experience in SSI/DMA communications using handshaking mode?

Thanks for the info
Griff.

Put here by me, coz griff can't post for the momnet.
--
Georges Kesseler
Office: kesseler@crpht.lu
Private: kesseler@restena.lu
IRC: Gunstick

28. Re: VDI call in HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 17:30:30 UTC
From: randyh@sad.hp.com
Message-ID: <CJ2Dyv.848@srgenprp.sr.hp.com>
Source record: 35157

The vsf commands in Gemfast are:

vsf_interior
vsf_perimeter
vsf_color
vsf_style

Randy
--
/*****************************/*****************************/
// |\ | | _ | // Randy Hosler //
// |/ |-| /\ < | [] /\ // randyh@hpsad.sad.hp.com //
// |\ . | | \/ _> | _ | // 707-794-3677 //
/*****************************/*****************************/

29. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 18:34:52 UTC
From: ga@mrih.no
Message-ID: <2g9ogc$21j@ugle.unit.no>
Source record: 35158

A.V. Groenink (avg@cwi.nl) wrote:

> In guidelines recently set by Atari it is recommended NOT to use
> Alternname + letter key shortcuts, because, these documents say,
> those combinations are reserved for letters which are not accessible
> from a standard Atari keyboard, like the french C cedille and German
> umlauted letters.

I find this VERY strange, since ALT+letter on the desktop (made by Atari, remember?) actually has a function: to slam up a new window as if you had double clikced the drive with the given letter. I haven't checked forms and programs during runtime, but most GEM software uses the ALT + letter combinations for functions, whilst ALT+numeric keypad tends to work as on the PC; you get the character you enter the ASCII of.

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

30. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 22:33:58 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <757656902.1@mettav.royle>
Source record: 35162

On 02 Jan 94 at 02:53:16 (Graham Irvine) wrote the
following:

PC>> Well 1.2 works fine for me. I just get annoyed when people
say
PC>> 1.4< and HD is a disaster when I've been running fine for
2-3
PC>> years.
>
> Not strictly true though,Paul ,since haven't you just recovered a
HD
> crash. Corrupted FAT I think you said. Now this may not have
been
> directly caused by TOS1.2 but the fact that it was a BGM partition
is
> indirectly the result of TOS1.2's 16Mb partition limit and I
beleive
> you attributed it to that.

Oh thank you very much Graham. ;-(

On TOS 1.4+ that limit is increased to 32mb so the problem would have occured
on any TOS with a BGM partition.

> Agreed ,you can add all those features using 'TOS modular extension's'
> to borrow a phrase from Apple user's :-) but some features cannot be
> realisitically patched ,e.g. Installing Application's ....on TOS 1.2 it
> simply doesn't work ,even on 1.4 it is a bit hit and miss.I wouldn't go
> as far as to say that it is a disaster to run a HD on old TOS but you
> certainly are missing out on a hell of a lot you could have if you did
> upgrade.

You can get around that as well, just means editing the DESKTOP.INF to put the
full program path in. :-)

PC>> I am a student. Also difficult to find 2 chip sets of 1.4, which
PC>> means 'rejigging' some of the ST to accept a 6 chip set. Then you
PC>> have to run new patches for any new bugs added in 1.4 (no I can't
PC>> offhand remember what they are).
>
> Exactly ...go for the TOS 2 plug in a go IMO .... and then you don't
> _need_ any patching.... even SerialFX I have heard (But I still use it
> myself)

I may do that next time I have a spare 60 quid, which I just don't have.

-Paul-

--
~=~=~=

31. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-03 23:34:56 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Jan3.233456.15864@news.csuohio.edu>
Source record: 35159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jan3.104117.11661@ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Axel Kielhorn) writes:
>
>If you really need a speedup look at the PAK/3 from the
>C't magazine.
>You get a 68020 / 68030 with 16 or 32 Mhz, cache, 32 Bit ROM
>on extention board.
>(And 16 Mhz 68020 are really cheap today)
>
Does C't sell these gadgets already put together? Is the
magazine, or any hardware I hope that they sell available in the US?
Does it have an MMU socket? Since I use GCC alot, I would rather have
floating point support than general speedup. Does anyone know of an
very inexpensive way to upgrade an st to 68881 + tos 2.06? I seem to
remember something called a tos adapter board that only cost $20.

32. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 01:31:46 UTC
From: erlingh@idt.unit.no
Message-ID: <2gagu2$acu@ugle.unit.no>
Source record: 35160

Avg@cwi.Nl,
In a message on 3 January, wrote :

aA> In guidelines recently set by Atari it is recommended NOT to use
aA> Alternname + letter key shortcuts, because, these documents say,
aA> those combinations are reserved for letters which are not accessible
aA> from a standard Atari keyboard, like the french C cedille and German
aA> umlauted letters.
aA>
aA> Is this true? The reason I doubt this is that it is in fact German

Yes.

aA> programs which tend to use Alternate + letter shortcuts in dialogs,
aA> while I expect that in Germany one wouldn't like to lose the possibility
aA> to type umlauted letters.

Well, they carefully omit the ALT+char combination that is needed to
produce the german characters. Actually, the international characters is
mostly available directly without having to press ALT. But other important
characters like [|]{@} etc. is only available by pressing ALT+some
international-character-key.

aA>
aA> How do other GEM programmers attack the differences between various
aA> international keyboards?

Try to use CNTRL+char as much as possible, instead of ALT+char.

aA>
aA> Is it true that a combination Control -] (closing square bracket)
aA> does not make sense on a German keyboard?

Atleast it might make no sense. On my Norwegian keyboard, you will have to
press alt + umlaut('U') to produce]. Thus Control -] will actually become
Control - Alt - umlaut('U'). (Which sometimes works, sometimes not,
depending on how the gem-program checks for the Control/Shift/Alternate
keys.

Erling

ATP/Unix 1.40 Give me a break.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)

```
------ / \ /____ / / |/ \____| o Oh well.
```

33. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 01:38:32 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.757647512@dtek.chalmers.se>
Source record: 35161

avg@cwi.nl (A.V. Groenink) writes:

>In guidelines recently set by Atari it is recommended NOT to use
>Alternname + letter key shortcuts, because, these documents say,
>those combinations are reserved for letters which are not accessible
>from a standard Atari keyboard, like the french C cedille and German
>umlauted letters.

It is true to some extent. I live in Sweden, and have a swedish
keyboard on my 1040STfm.

A swedish keyboard is slightly different than an english one. Some of
the keys are exchanged for keys with swedish letters on them. To get
at for example [and], we have to use Alternate and a key. But as far
as i know, there should be no problem using Alternate + letter if this
letter is international (belongs to the english alphabet.)

Something you do however see quite often (too often) is games and
programs using the scancode of a key instead of it's ASCII value.
This is most annoying, as different countries have different keyboard
lay-outs. (The french keyboards begins with ASERTY instead of QWERTY,
for example).

I can only speak for the Swedish keyboards, and here a combination
like Control + [is quite hard to get at. If not impossible. But
Alternate + letter of the english alphabet is no problem. Just don't
use the scancode...

Hope this helps some.

/Viktor....

--
* Viktor Fougstedt | When you see the light at the end of the tunnel,
* Pl 335 | remember it might be the train coming...
* S-430 64 Hallingsjo |
* SWEDEN |

34. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 02:50:11 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ33vo.Ey2@sdf.lonestar.org>
Source record: 35190

```
i=====================================
If you really need a speedup look at the PAK/3 from the
C't magazine.
You get a 68020 / 68030 with 16 or 32 Mhz, cache, 32 Bit ROM
on extention board.
(And 16 Mhz 68020 are really cheap today)
=====================================

I've never heard of this. What is cheap? And I've never even heard of
this magazine - if anyone can steer me in the right direction, please do.

32 bit ROM? TOS 3.06 ? (technically all TOS versions contain 32 bit code
just not a 32 bit ROM). An 020 w/MMU or an 030 would be really nice but
I guess this isn't as "cheap" as a 16Mhz 020.

I'm using an AdSpeed now, and I'd sell it in a second if there was a chance
of getting some REAL speed!

Thanks,
Evan Langlois
ekl@sdf.lonestar.org
```

35. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 02:52:58 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ340A.F0C@sdf.lonestar.org>
Source record: 35191

I always thought that foreign keyboards had an extra key. Why not use that for the foreign characters and ALT for hot-keys? Using control keys for hot-keys is very difficult in some situations - like terminal programs!!

36. Odin graphics board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 03:15:59 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ352o.FEt@sdf.lonestar.org>
Source record: 35189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've recently heard of a graphics card for the 1040 series of ATARI computers called "Odin". Does anyone have one tehy could review? Maybe a spec sheet? Anyone know exact prices (maybe selling one used?).

A phone number for the company that makes it would be very appreciated.

37. Hard disk mania!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 03:36:00 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <758002502.0@mettav.royle>
Source record: 34995

Am I missing something important?

I've two SCSI hard drives and have used them on both my STFM and my Falcon (with ICD-Pro 6.2.4).

Now when using the latest RateHD it returns a slower throughput when connected to the Falcon directly than to the ST (through an ADSCSI!) what gives?

Is it a bug in the RateHD prog?

Spencer

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

38. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 09:38:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ3Mro.Box@cs.bham.ac.uk>
Source record: 35163

```
erlingh@idt.unit.no (Erling Henanger) writes:
> Avg@cwi.Nl,
> In a message on 3 January, wrote :
>
>aA> In guidelines recently set by Atari it is recommended NOT to use
>aA> Altername + letter key shortcuts, because, these documents say,
>aA> those combinations are reserved for letters which are not accessible
>aA> from a standard Atari keyboard, like the french C cedille and German
>aA> umlauted letters.
>aA>
>aA> Is this true? The reason I doubt this is that it is in fact German
>
>Yes.
>
>aA> programs which tend to use Alternate + letter shortcuts in dialogs,
>aA> while I expect that in Germany one wouldn't like to lose the possibility
>aA> to type umlauted letters.
>
>Well, they carefully omit the ALT+char combination that is needed to
>produce the german characters. Actually, the international characters is
>mostly available directly without having to press ALT. But other important
>characters like [|]{@} etc. is only available by pressing ALT+some
>international-character-key.
>
>aA>
>aA> How do other GEM programmers attack the differences between various
>aA> international keyboards?
>
>Try to use CNTRL+char as much as possible, instead of ALT+char.
>

The best approach (apparently) is to ignore the 'ASCII' character in
the low byte of the keyboard code returned by evnt_multi() et al. The
upper byte, the scancode should be used as an index into the arrays
returned by Keytbl(). Anyone know exactly why?

Some scancodes appear to be wrong, for instance the ALT-top row. (ie
Alt = and Alt 3 etc). But, without knowing all the possible
variations, it is hard to know exactly which are wrong, and which are
(eg) Compendium typos.

Can I propose that people mail in complete tables of the scancodes for
their nationality keyboards/machines together with the corresponding
key labels? A list of the Keytbl return arrays would also be useful.
```

If anyone is interested, email me. I can submit the UK TOS 1.04 entry.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

39. Mac Warehouse Modems and my MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 10:19:48 UTC
From: hsp4@namaste.cc.columbia.edu
Message-ID: <2gbfs4$1r1@apakabar.cc.columbia.edu>
Source record: 35164

Having finally realized that 2400bps really sucks, I just bit the bullet
and called MacWarehouse and picked up one of their $99 modems. I was
lucky enough to have gotten connected to their PC side, so it's configured
for a PC. However, I want to be aware of what kind of issues I will
be facing when I connect it to my MSTE at school (4MB, Tos 2.05, SM124,
DD drive). The key issue is that I'm using STraight FAX--not the most
current version, though, and I need to be able to count on it. I have
no problem with getting an upgrade, if necessary. I do, however, have
a problem with not being able to send/receive faxes...

Thanks in advance for your assistance.

****
H. Solomon Poretsky **"Greed is good! Greed is right!
hsp4@columbia.edu ** Greed works! Greed will save the
hsp4@namaste.cc.columbia.edu (talk) ** USA!"--Gordon Gecko, Wall Street

40. Re: Disk error handling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 11:34:09 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ3s4x.E8E@cs.bham.ac.uk>
Source record: 35165

ga@mrih.no (Gard Eggesboe Abrahamsen) writes:
>I have seen some programs that take over the disk error handling itself, so
>that you loose the "Drive A: is not responding" GEM alert box. Since this
>actually causes a crash in Scriba (Scriba looses the ROM keyboard routine,
>remember?), I'm very keen on finding the vector(s) to take over this error
>handling myself. Any help would be appreciated...
>

You want to take over the critical error handler, which is pointed to
by one of the system variables. I've never done that, but the
Compendium (sort of) documents how.

What's Scriba, and why doesn't it use the AES?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

41. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 11:37:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ3sA6.EAx@cs.bham.ac.uk>
Source record: 35166

avg@cwi.nl (A.V. Groenink) writes:
>
>In guidelines recently set by Atari it is recommended NOT to use
>Altername + letter key shortcuts, because, these documents say,
>those combinations are reserved for letters which are not accessible
>from a standard Atari keyboard, like the french C cedille and German
>umlauted letters.
>
>Is this true? The reason I doubt this is that it is in fact German
>programs which tend to use Alternate + letter shortcuts in dialogs,
>while I expect that in Germany one wouldn't like to lose the possibility
>to type umlauted letters.
>
>How do other GEM programmers attack the differences between various
>international keyboards?
>
>Is it true that a combination Control -] (closing square bracket)
>does not make sense on a German keyboard?
>

Another one - French users need to use the shift key to get the main
keyboard numerals.

Maybe there should be a set of 'usable' keyboard shortcuts around
somewhere, so no-one locks-out some nationalities.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

42. Re: Disk error handling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 12:20:35 UTC
From: ga@mrih.no
Message-ID: <2gbmuj$lok@ugle.unit.no>
Source record: 35167

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> You want to take over the critical error handler, which is pointed to
> by one of the system variables. I've never done that, but the
> Compendium (sort of) documents how.

I don't have that - which is why I post here for that info. *grin*

> What's Scriba, and why doesn't it use the AES?

Scriba is a diskmagazine which uses ROM only for memory allocation and disk
access. Should work on all systems that can display an ST compatible screen
resolution. Check it out at atari.archive.umich.edu in the folder
Magazines/Diskmags/Scriba

Gard Eggesboe Abrahamsen "Wherever people
PO Box 5061, Larsgaarden feel free to
6021 Aalesund, Norway smoke, I feel free
Phone: +47 7015 5497 to fart."
Gard.Abrahamsen@mrih.no -- J-M DuFerre
Finger ga@samson.mrih.no
These are my views and not those of MRIH.

43. NVDI compatibility problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 12:44:34 UTC
From: djs@jet.uk
Message-ID: <1994Jan4.124434.5853@jet.uk>
Source record: 35168

I thought I would see fewer compatibility problems when I sold Warp9 and got NVDI. But:

1) MiNT got very unstable if loaded after NVDI. I now have the latter after MiNT in the auto folder, so it is run by MiNT rather than by TOS.

2) MIDI bios routines fail under certain conditions. Perhaps this is down to the built-in mouse accelerator? (I also used to have similar problems with MiNT/Maccel).

3) Whatever my configuration, microEmacs v3.10 crashes on exit when NVDI is running. I have TOS compatibility enabled. Any ideas (other than to use a different editor, of course).

4) tcsh crashes from time to time. Although it is not obvious why NVDI should affect it, it crashed much less often previously.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

44. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 13:21:04 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan4142104@issan.informatik.uni-dortmund.de>
Source record: 35170

In article <CJ3Mro.Box@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> Some scancodes appear to be wrong, for instance the ALT-top row. (ie
|> Alt = and Alt 3 etc). But, without knowing all the possible
|> variations, it is hard to know exactly which are wrong, and which are
|> (eg) Compendium typos.

These are *not* wrong. The ALT-top row is defined to have these
scancodes. There are more special cases, like CTRL-cursor left/right
and CTRL-home. They are defined by the VDI standard keyboard codes.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

45. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 14:44:49 UTC
From: obj@cation.epita.fr
Message-ID: <2gbvd1$3ie@boson.epita.fr>
Source record: 35169

> From: psthomas@nyx.cs.du.edu (Patrick Thomas)
> I just had the thought (after putting my AT&T PC7300 through its paces
> yesterday), that it might be kind of interesting to put a 68010 in the ST,
> and maybe even bump the clock speed up a bit (to 10 MHz). Would this be
> possible, or worth doing? I unfortunately have very little knowledge of the
> ST's innards, so I have no idea if/how it would work, or how it could
> affect other components. Any ideas? At least I'd be able to use those four
> or five extra breakpoint instructions on the '010... :-) I think it'd be
> more for the sake of exercise and curiousity than for performance.

I have got a STF with 68010 at 8 Mhz and a TOS 2.6.
It works fine with a patch cause of a ROM bug:
The ROM find a 68010, but execute a `movec cacr' when a NEWDESK.INF
is loaded by the DESKTOP (???). But the memory cache exist only
since the 68020.
My patch modify the illegal exception, and `RERUN' after the `movec'.

A 10 Mhz 68010 is a bad solution, because of SHIFTER conflicts.

Problems: the Pure Debugger don't accept the 68010...

MiNT works very well...

For fun, with the 68010, I have emulated DMA sound !!!

Performances: I win 15% only for div/mul ;-) , now I work on virtual
memory not possible on a 68000.....

With a 68020/30/..., there are less compatibilities problems...

>
> - Patrick
>

- Jean - The only 68010 ST user ?

46. sh 205 internals info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 16:26:42 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <2gc5c2$h2r@canopus.cc.umanitoba.ca>
Source record: 35172

hello. recently our rather ancient sh 205 hard drive assembly (the one with the same case as a mega ST) died. the drive inside is a tandon TM262 20 meg and it sounds like it's turned the drive platters into metal filings.

anyhow i managed to find a TM262 locally, but my boss was wondering if one could just as easily drop in a larger MFM type drive into this chassis. manufacturer numbers and sizes would be appreciated too...

thanks in advance
vic spicer

---

47. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 16:45:01 UTC
From: avg@cwi.nl
Message-ID: <CJ46J1.1tu@cwi.nl>
Source record: 35173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nagel_e@cecehv.enet.dec.com (Besiktas...) writes:

>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...

>>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>>but was more or less told to get lost and wait till October..
>>
>>But I am still waiting...!!

Well, *with* Geneva you can't do more than get lost either. Ideas are nice, the way they are implemented is horrifying.

--
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48. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 16:49:27 UTC
From: avg@cwi.nl
Message-ID: <CJ46qF.2A8@cwi.nl>
Source record: 35174

>A.V. Groenink (avg@cwi.nl) wrote a load of crap;

ga@mrih.no (Gard Eggesboe Abrahamsen) writes:

>I find this VERY strange, since ALT+letter on the desktop (made by Atari,
>remember?) actually has a function

Well, ATARI is there to define standards and not stick to them. The
MultiTOS desktop (basically a quick re-write of the TT desktop) doesn't
implement the keycode guidelines at all (i.e. control-o for open,
control-w for close, etc.) I guess nobody actually uses NEWDESK. TT
users tend to get Gemini (and recently 2.0 for MultiTOS) or similar
programs, while old ST owners will have to do with the 1.0 desktop---so
who cares.

--
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49. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 16:59:12 UTC
From: avg@cwi.nl
Message-ID: <CJ476o.385@cwi.nl>
Source record: 35175

d2viktor@dtek.chalmers.se (Viktor Fougstedt) writes:

>Something you do however see quite often (too often) is games and
>programs using the scancode of a key instead of it's ASCII value.

Well, we all know the proper way (or AN appropriate way, rather) is to
get the scan code, check for the alternate key, and then use Keytbl()
to get the ASCII code for the letter from the scan code.

If I get the rest of your story right, it would be annoying to you if
an entry in the menu bar would read:

Expand Tabs ^]

(for you don't have a key that says ']', and the Keytbl entry would
probably be a Swedish character as well).

What non-alphanumerical keys are NOT used on international keyboards?

I guess <
>
.
,
;
:
'
"
\
|

are all OK, are they? Then again, hypothetically speaking, if I had

Shift Right Shift Control >
Shift Left Shift Control <

Then people with an Americain keyboard would get confused, because for
them, < and > are on the same key, so only one of the codes would actually
require shift.

--
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50. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 17:07:09 UTC
From: avg@cwi.nl
Message-ID: <CJ47Jx.3r8@cwi.nl>
Source record: 35176

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Another one - French users need to use the shift key to get the main
>keyboard numerals.

How about Ctrl + digit and Alt + digit? These are frequently used
combinations. If an application uses the Keytbl() method, they'd probably
have to press shift as well.

>Maybe there should be a set of 'usable' keyboard shortcuts around
>somewhere, so no-one locks-out some nationalities.

What I would like to see is plainly all key tables currently existing
for ST, TT and Falcon systems. Then I'd analyze them and see what codes
I can get safely with the following routine (i.e. the 1 I'm currently
using)

(not sure about the exact format of the Key Table and the Keytbl() call)

```
int alt_ascii
( int k_code
, int k_shift
) { int upper = k_code >> 8
; int lower = (char) k_code

/*
// Don't accept codes that actually produce something visible
*/
; if (!(k_code & K_ALT) || lower >= 32) return 0

/*
// Take the ASCII value from the appropriate Key Table
// Depending on shift status
*/
; if (k_shift & (K_LSHIFT | K_RSHIFT))
return (Keytbl()->shift[upper])
; else
return (Keytbl()->unshift[upper]);
}
```

--
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51. REQUEST: Key Tables for International Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 17:17:20 UTC
From: avg@cwi.nl
Message-ID: <CJ480w.43z@cwi.nl>
Source record: 35177

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Can I propose that people mail in complete tables of the scancodes for
>their nationality keyboards/machines together with the corresponding
>key labels? A list of the Keytbl return arrays would also be useful.

Can I propose you all send the tables to me? I will then post them to
comp.sources.atari.st (I will soon be the moderator of the sources and
binaries groups) in a nice, readable format, with some extracts of the
current discussion, and pieces of code for reading key combinations.

So what we need is all the values the function Keytbl() returns
for values 0 up to 127 for unshift, shift and, I forget what the third
one is, alt or control. Does anyone have a smart idea about formatting
the data?

--
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52. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 17:23:08 UTC
From: avg@cwi.nl
Message-ID: <CJ48AK.4Fx@cwi.nl>
Source record: 35178

schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>In article <CJ3Mro.Box@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>|> Some scancodes appear to be wrong, for instance the ALT-top row. (ie
>|> Alt = and Alt 3 etc). But, without knowing all the possible
>|> variations, it is hard to know exactly which are wrong, and which are
>|> (eg) Compendium typos.

>These are *not* wrong. The ALT-top row is defined to have these
>scancodes. There are more special cases, like CTRL-cursor left/right
>and CTRL-home. They are defined by the VDI standard keyboard codes.

I guess they're not Compendium typos, but blatant design failures by
Microsoft. The Atari keycodes were derived directly from the GEM key
codes which are MS-DOS codes.

--
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53. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 17:47:14 UTC
From: tele@tubul.limmat.net.ch
Message-ID: <2d29bec01a7f0@tubul.limmat.net.ch>
Source record: 35195

In <CJ29po.81A@cwi.nl>, A.V. Groenink (avg@cwi.nl) wrote:

>Is it true that a combination Control -] (closing square bracket)
>does not make sense on a German keyboard?

Yes. On non-US keyboards, characters like []{} etc. are accessed with
ALT or even ALT-SHIFT. Depending on the way your application looks
for combinations like Ctrl-] it will never detect these `keys'.

If you want to be on the safe side, restrict your key codes to
CTRL-A til CTRL-Z and ALT-A til ALT-Z.

gruss, pat

--
tele@tubul.limmat.net.ch "One planet is all you get!"

54. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 17:55:52 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2gcaj8INN1k5i@rs1.rrz.Uni-Koeln.DE>
Source record: 35179

In <d2viktor.757647512@dtek.chalmers.se> d2viktor@dtek.chalmers.se (Viktor Fougstedt) writes:

>avg@cwi.nl (A.V. Groenink) writes:

>>In guidelines recently set by Atari it is recommended NOT to use
>>Alternname + letter key shortcuts, because, these documents say,
>>those combinations are reserved for letters which are not accessible
>>from a standard Atari keyboard, like the french C cedille and German
>>umlauted letters.

On a German ST keyboard, the umlauted letters are accessible without the pressing the alternate key. There are some characters that are normally accessible on English keyboards, but are produced by some alt-umlaut combination on a German keyboard:

[is alt-oe (i.e. Alternate + the umlauted O key)
] is alt-ae
@ is alt-ue
{ is alt-shift-oe
} is alt-shift-ae (ask me how that sucks when hacking C...)
\ is alt-shift-ue

>Something you do however see quite often (too often) is games and
>programs using the scancode of a key instead of it's ASCII value.
>This is most annoying [...]

This is annoying indeed (I once had an AZERTY mod player and editor). However, in conjunction with Alt-combinations, no ASCII-code is produced, unless the key has some ASCII code mapped to it's Alt-version, such as the German umlaut keys have. For example, try the following program in GFA:

```
REPEAT
x%=EVNT_KEYBD()
PRINT HEX$(x%,4)
UNTIL (x% and &HFF)=17 ! exit when ^Q is pressed
```

You'll find that pressing Alt-S, or other normal letters in conjunction with alternate, returns the scancode of the key in the high byte, as evnt_keybd() always does, and 00 in the low byte. Perhaps that's the real reason why Atari discourages using alt + letter combinations as shortcuts.

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

55. Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 18:00:18 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757724621.AA02385@byte.bbs.no>
Source record: 35185

> Corrupt Desktop.inf file.

Neither the floppy nor the harddisk work - how could it read
DESKTOP.INF :-)

> Faulty DMA cable.
> Faulty Host adapter.

Doesn't work without HD either - floppy won't work :-(
Besides it's tested with Atari's official test-kit

> Faulty floppy drive.

Tried with several drives and Atari's test-kit

> Faulty WD1772 controller.

Would this affect the harddisk interface too ?

>I've had it happen on me when the DMA cable was plugged into the wrong
>my host adapter and it took me a little while to figure it out ;-)

This happened when testing a harddrive for a friend (a drive that
wouldn't work on his ST - now my ST is dead to - nicely done :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

56. Alternate Combinations for Foreign Lang

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 18:00:22 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757724621.AA02386@byte.bbs.no>
Source record: 35184

```
>Is it true that a combination Control - ] (closing square bracket)
>does not make sense on a German keyboard?

On norwegian (based on German) keyboards the brackets are on
ALT and ALT-SHIFT keys (the national keys are default) and
pressing CTRL in addition then has no effect - true.

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
```

57. Re: NVDI compatibility problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 18:13:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ4An7.F8p@cix.compulink.co.uk>
Source record: 35183

In message <1994Jan4.124434.5853@jet.uk>, djs@jet.uk said:

> 1) MiNT got very unstable if loaded after NVDI. I now have the latter
> after MiNT in the auto folder, so it is run by MiNT rather than
> by TOS.

Some versions of MiNT have problems with NVDI. I have 1.08 and seems to
work fine (no memory protection).

You can mail the author directly at wilfried_behne@h.maus.de

Ofir ogal@cix.compulink.co.uk

58. Help with unusual problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 18:22:29 UTC
From: hurley@robadome.com
Message-ID: <2gcc55$sch@mack.eng.sc.rolm.com>
Source record: 35180

I have an Atari 1040STfm with 4Meg Ram, 16MHz Adspeed CPU, 720K floppy, monochrome monitor, and 60Meg harddrive. I've had the system for many years and it works (apparently) flawlessly.

Recently I have discovered that behavior I thought was normal, is actually abnormal, and I was wondering if others can help me diagnose the problem.

There are two symptoms that I found are abnormal:
1) I use Dr. T's X-OR and have had Sysex problems with large VFX bank dumps. I recently added the ADSPEED CPU and the problem disappeared. Other people seem to think I should not have had the problem.
2) I use Diamond Back II for backup. It takes me about 8 hours to backup 60 Meg compressed onto about 40 floppies. Other people have told me that it should only take about 2 hours. Most of the time is spent in the compression operation.

In short, then, my impression is that I have (and have always had) an Atari that seems to act slowly in certain ways, perhaps it gets flooded with interrupts under certain conditions. This would explain the MIDI problems and perhaps the extraordinary time spent in DBII file compression.

QuickST indexes show that the raw CPU operations are normal for a 16MHz 68000, and to my eyes, all file I/O is rapid, and programs seem to run well. I don't have a second Atari for comparison and I don't know anyone personally nearby who has an Atari that I could borrow for comparison.

I do have a 1040 Service Manual, good hardware skills, and I could probably figure out at the hardware level if something abnormal is happening if I had a clue of where to begin.

I don't have any real problem with my system, as I have lived with it like this for a long time, but my curiousity is aroused, and if I can pick up some extra CPU cycles without much trouble I would like that very much.

Anyone else have ideas or comments on this?

Thanks.

{I have fairly normal accesories and auto folder files: Codehead stuff like multidesk, hotwire, maxifile, and warp9; edhak; the standard fixes: foldrxxx, dcache, poolfix, serialfix, etc. Of the 4Meg, over 2Meg are available at all times for program use}

Jim Hurley E-mail: hurley@robadome.com GEnie: J.HURLEY1
ROLM - A Siemens Company
PBX SW Development - Callbridge Applications (408)-492-2228

59. Re: sh 205 internals info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 19:44:09 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan4.194409.16287@t.hfb.se>
Source record: 35181

In article h2r@canopus.cc.umanitoba.ca, vspicer@ccu.umanitoba.ca () writes:
>hello. recently our rather ancient sh 205 hard drive assembly (the
>one with the same case as a mega ST) died. the drive inside is a
>tandon TM262 20 meg and it sounds like it's turned the drive
>platters into metal filings.
>
>anyhow i managed to find a TM262 locally, but my boss was wondering
>if one could just as easily drop in a larger MFM type drive into
>this chassis. manufacturer numbers and sizes would be appreciated
>too...
>
That should be no problem, You should be able to use any MFM type drive with the
SH205 controller, BUT the power supply is quite weak, only 50W I think...

I use 2 MICROPOLIS 70Mb MFM to my SH205 board and I have a power supply that
supplies 20A/5V, it's BIG!!!

>thanks in advance
> vic spicer
>
>------

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

60. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 20:50:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2gckrh$4i7@golem.wcc.govt.nz>
Source record: 35182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ4330.KHy@ryn.mro4.dec.com>, nagel_e@cecehv.enet.dec.com (Besiktas...) writes:
>
>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...
>
>Oh, I recently got a newsletter from Gribnif with nice offers and information
>about amongst others, Geneva.
>I am surprised you didn't get this newsletter. I even live in the Netherlands
>so where one lives can't be of any concern.
>
>
>Erlend.

Yes I did get mine last week, but another friend here has not heard a thing...

One stupid piont, there was no mention of Geneva on its own, or the Neodesk 3-4 update with Geneva...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

61. Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 21:17:03 UTC
From: Jan_Willekens
Message-ID: <2d29eb39@p12.f202.n281.z2.fidonet>
Source record: 35220

```
Hello All!

03 Jan 94 11:41, Axel Kielhorn wrote to All:

AK> The 68010 speeds up some operations but needs a modern TOS.
AK> (There are some operations privileged on a 010 which weren't on a
AK> 68000)
AK> You can't use the 010 at 10 Mhz without cache and a cache would
AK> slow down the processor.

Since when does a cache slow down a processor??

Greetings... - Jan -

--- GEcho 1.00
* Origin: Fidonet: 2:281/202.12 Internet: jan@nextjk.wlink.nl (2:281/202.12)
```

62. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 21:28:26 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJ4330.KHy@ryn.mro4.dec.com>
Source record: 35171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard) writes...

>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>but was more or less told to get lost and wait till October..
>
>But I am still waiting...!!

Oh, I recently got a newsletter from Gribnif with nice offers and information about amongst others, Geneva.
I am surprised you didn't get this newsletter. I even live in the Netherlands so where one lives can't be of any concern.

(let's hope this works (first time VNEWS user :)

Erlend.

63. Stacy Battery

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 22:20:51 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJ4M2s.Kp@news.Hawaii.Edu>
Source record: 35186

I just recieved a Stacy Battery Pack from Best Electronics and I can't figure out where to put it. I am supposed to install it on a 2-pin male connector on the main board, but the only one that I can find has the power switch plugged into it. Does anyone out ther have a Stacy with a battery pack? Help!!!!
The Borg
(Leave E-Mail)---

64. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-04 22:30:45 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.757722645@dtek.chalmers.se>
Source record: 35187

IMHO the only sollution to this is not to use Control + key or Alt + key with anything but international letters. All special characters, like < > , . : ; - _ + ? have different placements in different countries, and this could cause the kind of confusion you mention.

Perhaps there are other keys that are safe, but that is highly unlikely. I have seen at least three or four different layouts, and from what i recall the characters < > , ; . : - _ + ? ' * ~ ^ { [ ] }, and , come to think of it, ! " # $ % & / ( ) = all have more or less different placements.

This is a rough picture of a Swedish keyboard. The blank keys have swedish characters on them, and these are not viewable in large areas with 7-bit newsservers, so I left them blank. In real life they have characters on them.

The {[}] and ~` keys have Swedish characters. We get to those six ( {[]}~`) characters with use of Alternate or Alternate+Shift.

```
Esc ! " # $ % & / ( ) = ? * Backspace
1 2 3 4 5 6 7 8 9 0 + '
{ } Re
Tab Q W E R T Y U I O P [ ] t Delete
u
~ r |@
Control A S D F G H J K L ` Return \^
> ; : _
Shift < Z X C V B N M , . - Shift

Alternate Space Caps Lock
```

This isn't a very clear way, but it shows some differences. ; for example.

But it is a hard-to-solve problem. Perhaps Atari should release a booklet containig all of the national layouts, so that programmers could use the country code in ROM to choose a different Alt+key for some countries? Seems like noone would use it anyway, though. To much work :-)

/Viktor...

```
--
* Viktor Fougstedt | When you see the light at the end of the tunnel,
* Pl 335 | remember it might be the train coming...
* S-430 64 Hallingsjo |
* SWEDEN |
```

65. Re: Floppy Disk Noise ??????? Help....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 00:00:04 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d2b3b403da45b@anuurn.do.open.de>
Source record: 35231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2g8hre$cff@uniwa.uwa.edu.au>,
Michael Juschke (mjuschke@tartarus.uwa.edu.au) wrote:

>wells_s@jethro (Steve Wells) writes:
>
>>TOS 2.06 trys to read disks at a (I think) 2ms seek rate, whereas
>>normal 720K drives are only supposed to read at 3ms seek rate.
>
>>There is a patch for this on atari.archive.umich.edu
>
>>directory (Should be)
>
>>atari/Ste/ or atari/Diskutils/
>
>>the file should be in one or the other, and is called 'seekup.???'
>>(probably an LZH or ZIP). Hmmm, maybe I'll be luck and the system
>>won't crash if I try to look at my index file....
>
>>Wow, yep, it is in the atari/Diskutils/ directory - filename seekup10.lzh!
>
>>Bart:/
>
>>send ./Diskutils/seekup10.lzh
>>quit
>
>>(Just in case!)
>
>
>>
>> /---\
>> | If there's a 50/50 chance of something going wrong, O O |
>> | you can be 100% sure that it will! o |
>> | WELLS_S@IX.WCC.GOVT.NZ Wellington, New Zealand _/ |
>> \- Darklord on IRC - Author of 'The Mercenaries Cheats List' -/
>>
>
>I got a patch (probably from atari.archive) that is called HD_FDC.PRG in
>its uncompressed form and works quite nice. I've been using it for quite
>a longe while now and never had any problems with it. It sits in the
>AUTO folder and runs directly after my BootSelector and before anything else.
>(It works together with all sorts of vector benders (digivec,beep, ...)
>and even works fine with MiNT running after it. (I never checked if MiNT
>actually needs it, but ...).

>
>Hope you get a working patch, the 2ms noise is not nice.

Actually, it's not a "2 ms noise" but a "6 ms noise"... :-)

The TOS 2.06 BIOS doubles the FDC's clock when it thinks that a
HD disk is inserted; since this results in _halving_ the real
step rate, the FDC is told to _double_ the step rate in order to
compensate for this.
Unfortunately, the clock doubling cicuitry simply isn't there on
non-MegaSTEs, so the resulting step rate is *wrong*...

SEEKUP.PRG simply changes the BIOS' initial density setting from
"HD" back to "DD" (by hacking an undocmented internal variable) - the
BIOS only changes this setting after a disk error or after a Flopfmt()
call...

Martin
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

66. Color icons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 00:31:46 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan5.003146.22472@beaver.cs.washington.edu>
Source record: 35188

How can I tell if the TOS can handle color icons? I can't just check the TOS version, because you can have color icons in MultiTos on a TT with TOS 3.06, but 3.06 doesn't support color icons, while multiTOS does.
Checking for Falcon is easy with cookie.

Need some check that it specific to icons...like checking desktop tree for a 33 object type, but I don't know the address of the desktop tree...

Isn't there an easier way?

Need help, Thanks!

-Stuart Denman
sdenman@cs.washington.edu

67. Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 00:38:38 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan5.003838.22805@beaver.cs.washington.edu>
Source record: 35192

Is there a system command (NOT HARDWARE REGISTERS) that I can use to play DMA sound and I can call (one command) that will work on STE, TT, and Falcon? I don't want to have to write to any hardware registers because then I would have to check which particular machine I was on, not just whether _SND was supported. I also want to be compatible with future computers.

I'll need the XBIOS/VDI/AEO command number for whatever it is. I'm coding it in machine language so I'll need this number. Thanks.

-Stuart Denman

68. falcon, dsp, programing, gcc, books. info wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 00:38:55 UTC
From: brunos@mafalda.math.mcgill.ca
Message-ID: <CJ4sGw.MqM@sifon.cc.mcgill.ca>
Source record: 35193

Hello, I am going to buy a falcon soon, and so, have a few questions
about it.

First, I am quite confused about what to do about a monitor. I was
thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but this
would not allow me to use software needing a RGB monitor. Also, I was wondering
if anybody has tried to connect a 19 inch sun mono monitor to the falcon, and
whether this is feasable(it seems that the amount of memory bandwidth used for
1280*960 at 72hz in 2 bits would be the same as that used by 640*480*8). But
no company makes a screen enlarger that supports this size(the clocks on Blowup
and co only allow 800*600 at this rate), how hard would it be to make (or
modify) an adaptor to support this rez?

OK, next. I am getting a large SCSI HD(I don't think I can afford one
larger than 300-500 megs) and I was wondering what solutions there are for
memory upgrades. I am probably going to get the 1 meg Falcon, and will need
to upgrade it to either 4 or 14 megs(am I right in assuming that there are no 8
meg upgrades available yet?). To do this, I will need a sim board, I would like
to know what type of simms these use, and what modifications need to be made to
the falcon.

OK, now onto the software. I am getting the falcon, mainly in order to
do DSP programing(and also general programing for my CS courses). What language
setups do you recomend? I was thinking of going with GCC, as a C++ compiler,
along with the PD dsp assembler. Are there the required librairies
available for C++ or will I have to stick with C? Also, as far as an RCS, what
would you recomend? and is the DevPac DSP, a much better assembler than what
can be gotten in the PD? Oh, and what about 68882 support?

As far as music software is concerned, what is available? Has anybody
tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have
information about these packages?

For telecomunication software, what is a cheap FAX package for the ST?
(I just want to use it to receive Faxes.. and maybe send ASCII files as Fax.
Also, A slip that could multitask would be nice. Any information?

Onto games... Are there any that are falcon specific? what are they,
how good are they????

Almost finnished I think. I only have questions left about
documentation. What books would you recomend, as resources for programing in
TOS and MultiTos, as well as taking advantage of the Falcon and the DSP. I have
heard of the Atari compendium, is this a good book? I don't care if these
books, or any of the software recomended, are in English, French, or German.

Oh, I almost forgot, does anybody know of any books about programing the DSP, or about algorithems for effecs, synthesis, etc?

Well, I think that about does it for this post, Any help or recomendations would be greatly appreciated.

Bye, Bruno Schmidt
brunos@mafalda.math.mcgill.ca

PS: one more quesion, not really related to he falcon. Are there any discussion groups about the ST/Falcon, available in diges form(or whatever), which are in german of french, or is c.s.a.s the only resource available on the whole internet?

69. falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 01:07:36 UTC
From: dgently@binkley.cs.mcgill.ca
Message-ID: <2gd3so$96p@homer.cs.mcgill.ca>
Source record: 35194

Hello, I am going to buy a falcon soon, and so, have a few questions
about it.

First, I am quite confused about what to do about a monitor. I was
thinking of getting a VGA, or SVGA monitor with Sblaster or BlowUp, but this
would not allow me to use software needing a RGB monitor. Also, I was wondering
if anybody has tried to connect a 19 inch sun mono monitor to the falcon, and
whether this is feasable(it seems that the amount of memory bandwidth used for
1280*960 at 72hz in 2 bits would be the same as that used by 640*480*8). But
no company makes a screen enlarger that supports this size(the clocks on Blowup
and co only allow 800*600 at this rate), how hard would it be to make (or
modify) an adaptor to support this rez?

OK, next. I am getting a large SCSI HD(I don't think I can afford one
larger than 300-500 megs) and I was wondering what solutions there are for
memory upgrades. I am probably going to get the 1 meg Falcon, and will need
to upgrade it to either 4 or 14 megs(am I right in assuming that there are no 8
meg upgrades available yet?). To do this, I will need a sim board, I would like
to know what type of simms these use, and what modifications need to be made to
the falcon.

OK, now onto the software. I am getting the falcon, mainly in order to
do DSP programing(and also general programing for my CS courses). What language
setups do you recomend? I was thinking of going with GCC, as a C++ compiler,
along with the PD dsp assembler. Are there the required librairies
available for C++ or will I have to stick with C? Also, as far as an RCS, what
would you recomend? and is the DevPac DSP, a much better assembler than what
can be gotten in the PD? Oh, and what about 68882 support?

As far as music software is concerned, what is available? Has anybody
tried DigiTape 2.0, Cubase Audio, or Notator Logic Audio, or dos anybody have
information about these packages?

For telecomunication software, what is a cheap FAX package for the ST?
(I just want to use it to receive Faxes.. and maybe send ASCII files as Fax.
Also, A slip that could multitask would be nice. Any information?

Onto games... Are there any that are falcon specific? what are they,
how good are they????

Almost finnished I think. I only have questions left about
documentation. What books would you recomend, as resources for programing in
TOS and MultiTos, as well as taking advantage of the Falcon and the DSP. I have
heard of the Atari compendium, is this a good book? I don't care if these
books, or any of the software recomended, are in English, French, or German.

Oh, I almost forgot, does anybody know of any books about programing the DSP, or about algorithems for effecs, synthesis, etc?

Well, I think that about does it for this post, Any help or recomendations would be greatly appreciated.

Bye, Bruno Schmidt
brunos@mafalda.math.mcgill.ca

PS: one more quesion, not really related to he falcon. Are there any discussion groups about the ST/Falcon, available in diges form(or whatever), which are in german of french, or is c.s.a.s the only resource available on the whole internet?

70. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 04:58:22 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <757743302.1@mettav.royle>
Source record: 35197

It was none other than Paul Civati that wrote on the 03 Jan 94 that ,
>> indirectly the result of TOS1.2's 16Mb partition limit and I beleive
>> you attributed it to that.
PC> Oh thank you very much Graham. ;-(
PC> On TOS 1.4+ that limit is increased to 32mb so the problem would
have
PC> occured on any TOS with a BGM partition.

Yes ,but the point is would you have to have set a BGM in that case
?

>> wouldn't go as far as to say that it is a disaster to run a HD on
old
>> TOS but you certainly are missing out on a hell of a lot you could
have
>> if you did upgrade.
PC> You can get around that as well, just means editing the DESKTOP.INF
to
PC> put the full program path in. :-)
Well even with that it is more often unsuccessful is it not (certainly with
any TTP program's ,STZIP for example).You can set up the path for the app but
not the data file and It refuses to recognise the parameter's
IIRC.

>> Exactly ...go for the TOS 2 plug in a go IMO .... and then you don't
>> _need_ any patching.... even SerialFX I have heard (But I still use
>> it myself)
PC> I may do that next time I have a spare 60 quid, which I just don't
PC> have.
I agree ,it's really a matter of priority's I suppose . I was so tired of
coming unstuck that It became a neccesity .And once I did I was so chuffed
with the transformation that I never miss an opportunity to talk about it
.....
sorry about that :-)

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

71. Re: Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 05:19:14 UTC
From: Marco_Fris
Message-ID: <2afea000@p11.f202.n281.z2.fidonet>
Source record: 35238

In a message of <Tue 4 Jan 94 18:00>, Lars-Erik Osterud (2:281/202.0)
writes:

>> Faulty WD1772 controller.
LO>
LO> Would this affect the harddisk interface too ?
LO>

It did on mine, (actually, it was repaired only a week ago) and it affected
HD-boot in the same way you described. Looks like TOS doesn't handle a
faulty WD1772 too well... I hope this isn't the problem with your machine,
because that means trouble: the WD1772 is out of
production. My repairman found one on someone that upgraded to an AJAX-chip
(High Density).

Good luck,
- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

72. Re: Odin graphics board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 05:27:07 UTC
From: Lexicor@world.std.com
Message-ID: <CJ55tA.7yI@world.std.com>
Source record: 35196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ352o.FEt@sdf.lonestar.org>,
Evan K. Langlois <ekl@sdf.lonestar.org> wrote:
>
>I've recently heard of a graphics card for the 1040 series of ATARI computers
>called "Odin". Does anyone have one tehy could review? Maybe a spec sheet?
>Anyone know exact prices (maybe selling one used?).

Odin was a high resolution and/or 256 color board, there was a review a long
time ago...in ST Magazin...however it was I think distributed or made...
whichever by Marvin AG, which...unfortunately are out of business...I do
not know who the original developers where for that board.

Cheers

Yat

* -- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -- *

>
>A phone number for the company that makes it would be very appreciated.
>
>

73. Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 08:50:42 UTC
From: boris@sys6626.bison.mb.ca
Message-ID: <839NFc2w165w@sys6626.bison.mb.ca>
Source record: 35216

```
Hi all,
I'm finally looking at getting a Tos upgrade done. Anyone have any
experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
Pros? Cons?
I'd rather find out now rather than after I've spent $$$ and modified
the motherboard.

Thanks in advance.
--- Boris
```

74. VME Video Pisser...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 08:56:27 UTC
From: mmariott@acs.ryerson.ca
Message-ID: <2gdvbr$2pt@hermes.acs.ryerson.ca>
Source record: 35201

Well, after about a total of 4 month of waiting for an unnamed video card supplier to carry out his promise, I'm again asking for help (not fake help, real help)... Anyways, I have a Mega STe 4 with a Video Card. The Video card is a Matrix C32 video board. I bought it from a auction and have been unable to get the Driver software for it. This unnamed person has wasted my time waiting for software promised (I even simply asked for a phone number, but instead he passed me off to another user, which, is obviously unwilling to help (I understand why ;{) ....

ANYWAYS! IF YOU KNOW OF MATRIX'S phone number OR have the drivers for this CARD, please let me know. I need very much.

If I don't get this going I'll have to fork out money for a better card like CyberCube's Cyrel Sunrise (I'd prefer not to)...

75. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 09:29:08 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ5H0L.BCu@cs.bham.ac.uk>
Source record: 35200

```
avg@cwi.nl (A.V. Groenink) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>Another one - French users need to use the shift key to get the main
>>keyboard numerals.
>
>How about Ctrl + digit and Alt + digit? These are frequently used
>combinations. If an application uses the Keytbl() method, they'd probably
>have to press shift as well.
>
> ; if (k_shift & (K_LSHIFT | K_RSHIFT))
> return (Keytbl()->shift[upper])
> ; else
> return (Keytbl()->unshift[upper]);
> }

Presumably the digits would not appear in the unshift array on French
TOSes. Hence would it be useful to search *all* 3 arrays?

Your method also fails (slightly) with Alt and the top row of the main
keyboard. These keys return a 'too high' scancode which, if indexed
into Keytbl, return ASCII codes of 0 (IIRC...) which are not very
useful :-(

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

76. UNLZH 1.72 *Bad CRC* meaning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 09:37:04 UTC
From: pfennige@scsun.unige.ch
Message-ID: <1994Jan5.093704.975@news.unige.ch>
Source record: 35204

I have downloaded several .lzh files from atari.archive.umich.edu
and one of these file when expanded with UNLZH 1.72 yields
*Bad CRC * messages, and garbage.

My question is, should I use another version of Lharc, or is the
file at umich.edu really corrupted?

Thanks for any hint,

Dan

77. Re: REQUEST: Key Tables for International Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 09:37:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ5HEI.CA8@cs.bham.ac.uk>
Source record: 35202

avg@cwi.nl (A.V. Groenink) writes:
>Can I propose you all send the tables to me? I will then post them to
>comp.sources.atari.st (I will soon be the moderator of the sources and
>binaries groups) in a nice, readable format, with some extracts of the
>current discussion, and pieces of code for reading key combinations.
>
>So what we need is all the values the function Keytbl() returns
>for values 0 up to 127 for unshift, shift and, I forget what the third
>one is, alt or control. Does anyone have a smart idea about formatting
>the data?
>

The arrays are 256 bytes each, the third array is capslock.

I still think we need the actual scancodes as returned by GEM, for
reasons covered in another message.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

78. Re: Color icons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 09:41:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <CJ5HLz.Cpq@cs.bham.ac.uk>
Source record: 35203

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>How can I tell if the TOS can handle color icons? I can't just check the TOS
>version, because you can have color icons in MultiTos on a TT with TOS 3.06,
>but 3.06 doesn't support color icons, while multiTOS does.
>Checking for Falcon is easy with cookie.
>

The only way that will work is by checking the AES version. Versions
3.3 and greater will handle G_CICONS, older ones won't. The AES
version is placed in your AES global array when you do an appl_init. I
think it in AESglobal[2]

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

79. Re: NVDI compatibility problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 10:07:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan5.100705.17226@unix.brighton.ac.uk>
Source record: 35205

I have NVDI with MiNT 1.09 and have not had any probems. I load NVDI before MiNT and still have no probs. I have TOS compatibility off because this always screws things up.

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

80. Re: falcon, dsp, programing, documentation, help.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 10:36:19 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan5113619@issan.informatik.uni-dortmund.de>
Source record: 35207

In article <2gd3so$96p@homer.cs.mcgill.ca>, dgently@binkley.cs.mcgill.ca (Bruno SCHMIDT) writes:

|> PS: one more quesion, not really related to he falcon. Are there any
|> discussion groups about the ST/Falcon, available in diges form(or whatever),
|> which are in german of french, or is c.s.a.s the only resource available on the
|> whole internet?

There is also de.comp.sys.st, a german newsgroup.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

81. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 10:51:07 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2ge62rINNjgr@bambam.cs.city.ac.uk>
Source record: 35206

In article <1994Jan5.003838.22805@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
|> Is there a system command (NOT HARDWARE REGISTERS) that I can use to play
|> DMA sound and I can call (one command) that will work on STE, TT, and Falcon?

DMA sound wasn't supported in Tos 1.6/1.62 found on the STE. I suspect the same
is true of the Tos in MSTEs & TTs.

|> I don't want to have to write to any hardware registers because then I would
|> have to check which particular machine I was on, not just whether _SND was
|> supported. I also want to be compatible with future computers.

Why don't you check the _SND cookie. If you have 8bit stereo you assume
your're on a STE/MSTE/TT and hit the hardware. If your have 16bit sound then
your're on a Falcon or better and you can use the XBIOS calls in the Falcon
developers guide.

Steven

82. Re: NVDI compatibility problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 10:54:27 UTC
From: djs@jet.uk
Message-ID: <1994Jan5.105427.10760@jet.uk>
Source record: 35213

In <CJ4An7.F8p@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994Jan4.124434.5853@jet.uk>, djs@jet.uk said:

>> 1) MiNT got very unstable if loaded after NVDI. I now have the latter
>> after MiNT in the auto folder, so it is run by MiNT rather than
>> by TOS.

>Some versions of MiNT have problems with NVDI. I have 1.08 and seems to
>work fine (no memory protection).
I am also using 1.08, no MemProt (compiled with Lattice, rather than gcc,
though). I'm a bit happier now that NVDI loads after MiNT, crashes are
much less frequent now.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

83. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 10:58:41 UTC
From: djs@jet.uk
Message-ID: <1994Jan5.105841.10850@jet.uk>
Source record: 35214

In <1994Jan5.003838.22805@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>Is there a system command (NOT HARDWARE REGISTERS) that I can use to play
>DMA sound and I can call (one command) that will work on STE, TT, and Falcon?
>I don't want to have to write to any hardware registers because then I would
>have to check which particular machine I was on, not just whether _SND was
>supported. I also want to be compatible with future computers.

>I'll need the XBIOS/VDI/AEO command number for whatever it is. I'm coding it
>in machine language so I'll need this number. Thanks.
There are XBIOS calls for DMA sound in Falcon TOS (4.0x). For STE you'll
need to access the hardware registers directly. There's plenty of sample
code lying around to demonstrate this. The registers on the Falcon are
compatible with the STe, so access the h/w directly for portabillty.

IIRC, the new XBIOS calls are documented in the HiSoft book
"Modern Atari System Software", and in the famous Atari Compendium.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

84. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 11:04:18 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CJ5LF6.5vw@bfsec.bt.co.uk>
Source record: 35210

Guys,

How can I thank you !!

Last night (after receiving some direct EMAIL after the Christmas holidays
from some of you), I decided it was time to try out a couple of suggestions.

My setup is a 520 STFM with 4Mb RAM, TOS 1.02, 32 Mb HD.

The system was always very slow (for the past 3 years or so.....). Being
relatively new to Usenet, I didn't know about all of the problems with the
different versions of TOS.

Several PD utilities were suggested as 'musts' : FATSPEED, PINHEAD, FOLDERXXX

So last night I tried them. All I can say is 'WOW!!'. The system is REALLY
fast now, both at booting and loading up programs. Boy, have I been living
in the dark.

I've got 'QuickST', but maybe I should get NVDI now.....

Thanks again.

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

---

85. Re: NVDI compatibility problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 11:16:46 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.94Jan5061646@hvsag01.ATT.COM>
Source record: 35209

Regarding MicroEMACS please take version 3.12 from a.a.u.e
If you continue to have problems even with that version then let me know.

Ed

86. AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 11:29:52 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2ge8bgINNjgr@bambam.cs.city.ac.uk>
Source record: 35208

I've noticed the following weirdness with (ROM version of) AES on my Falcon:

(1) Rectangles returned as part of a rectangle list for a window may
not (necessarily) lie with in the screen boundries if the window
is only partly on the screen.

(2) AES will do a (suboptimal) full redraw (rather than a raster copy
& partial redraw) of a window under the following circumstances:
(a) a window partly off screen is moved.
(b) a window is upsized.
(c) a window is downsized & moved in one operation (inverse fuller).

(3) The pixel in the left bottom corner of a windows shadow is not
actually part of the shadow but part of the background. However
when AES moves the window it takes this pixel with it.

(4) If your application is only looking for single clicks (with
evnt_multi()) you get two copies of each WM_ARROWED message!
If you then open a DA that accepts double clicks the problem
goes away until you close the DA.

Are these features/bugs well known? Are they documented anywhere? Did they
exist with pre-Falcon AES versions?

Clearly (1) can be fixed by intersecting each rectangle with the desktop
WORKXYWH. Are the fixes for the others?

Steven

87. Safe scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 11:56:54 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2ge9u6INNjgr@bambam.cs.city.ac.uk>
Source record: 35211

I have a window whose contents are
(1) To large to store as a bit map
(2) Expensive to redraw
and I'm trying to implement efficient scrolling over this contents.
Doing a full redraw each time is hiddeously expensive. Since (for
a normal window, not a untoppable one) a window can only be scrolled once
it has become the top window, I started off with a simple vro_cpyfm &
partial redraw for the windows WORKXYWH rectangle without worrying about
the rectangle list.

This is just about usable but then it occured to me that (especially under
MultiTos) arbitrary amounts of time could pass between
(1) AES generating a scroll message
(2) My app getting the scroll message
(3) My app locking the screen to start the scroll
and by this time the window may no longer be on top, so I might corrupt
some other apps window.

To fix this I changed the code so it walked the rect list and did a
vro_cpyfm & partial redraw for each rectangle. Since there is usually only
one rectangle there is no noticable slow down.

However there is still a problem: Suppose another app makes a dirty
rectangle over my window between (1) & (3). Then I will end up
vro_cpyfm'ing "dirty" pixels and when I eventually get a redraw message
to clean up the dirty rectangle, the dirty pixels will be elsewhere on
the screen.

Is there a way around this?
Is it important to fix this for programs that may run under MultiTos, or
is the above scenario to unlikely to worry about?

Steven

88. Problem with hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 12:53:54 UTC
From: piet@cs.ruu.nl
Message-ID: <CJ5qHu.6nG@cs.ruu.nl>
Source record: 35212

I have a problem with my hard disk (Megafile 60 with a miniscribe drive).
The disk will not boot, and in the inside a led blinks. Does anyone know if
the led gives some info about what is wrong? Or any other way to find out
what's the problem?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
X-400: G=Piet;S=van.Oostrum;OU=cs;O=ruu;PRMD=surf;ADMD=400net;C=nl;

89. Re: REQUEST: Key Tables for International Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 13:10:20 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan5141020@issan.informatik.uni-dortmund.de>
Source record: 35215

In article <CJ5HEI.CA8@cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> avg@cwi.nl (A.V. Groenink) writes:
|>> Can I propose you all send the tables to me? I will then post them to
|>> comp.sources.atari.st (I will soon be the moderator of the sources and
|>> binaries groups) in a nice, readable format, with some extracts of the
|>> current discussion, and pieces of code for reading key combinations.
|>>
|>> So what we need is all the values the function Keytbl() returns
|>> for values 0 up to 127 for unshift, shift and, I forget what the third
|>> one is, alt or control. Does anyone have a smart idea about formatting
|>> the data?
|>>

|> The arrays are 256 bytes each, the third array is capslock.

No, they are only 128 bytes each. The combination alt-top line
returns scan codes greater than 128, which have to be special cased.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

90. Re: Color icons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 16:31:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ60L3.5zx@cix.compulink.co.uk>
Source record: 35217

In message <1994Jan5.003146.22472@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu said:
>
>How can I tell if the TOS can handle color icons? I can't just check the TOS
>version, because you can have color icons in MultiTos on a TT with TOS 3.06,
>but 3.06 doesn't support color icons, while multiTOS does.
>Checking for Falcon is easy with cookie.
>
>Need some check that it specific to icons...like checking desktop tree for
>a 33 object type, but I don't know the address of the desktop tree...
>
>Isn't there an easier way?
>

Yes, check the AES version, if it's 0x330 or later than you have CICON
support.

Ofir ogal@cix.compulink.co.uk

91. Looking For Spread Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 16:56:51 UTC
From: jeffp@hot100.EBay.Sun.COM
Message-ID: <2gergj$3ok@male.EBay.Sun.COM>
Source record: 35218

Hello,

Does anyone know of a good spread sheet program for
Atari 1040 which I could get off the net? Perhaps
some one could point me in the right direction.

Thanks, Jeff

92. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 16:56:52 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <CJ61qt.JyJ@newcastle.ac.uk>
Source record: 35221

In article <839NFc2w165w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
>Hi all,
> I'm finally looking at getting a Tos upgrade done. Anyone have any
>experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
> Pros? Cons?

I've got the T-64 in my ST, we had some fun hacking the shielding to get it
to fit in there with my Xtra ram board but other than that it went in fine.
I then had some problems with disk writes and sense errors on my hard disk. After
a couple of calls to a very helpful help desk it was traced to a chip loose in
it's socket. No trouble with it since and having the ability to still come up in
1.09 is a plus when the old games get dusted off.

Trev

93. REQUEST: Key Tables for I

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 17:08:20 UTC
From: erlingh@idt.unit.no
Message-ID: <2ges64$74s@ugle.unit.no>
Source record: 35219

Avg@cwi.Nl,
In a message on 4 January, wrote :

aR> So what we need is all the values the function Keytbl() returns
aR> for values 0 up to 127 for unshift, shift and, I forget what the third
aR> one is, alt or control. Does anyone have a smart idea about formatting
aR> the data?

The third is for CapsLock. With newer TOS'es there also is a fourth table
for Alternate, but this is in a slightly different format.
(TOSes that have the _AKP cookie; 4.0x have this, 3.06 does not).

Erling

• ATP/Unix 1.40 • Give me a break.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

94. Re: AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:01:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ64r7.9FB@cix.compulink.co.uk>
Source record: 35230

In message <2ge8bgINNjgr@bambam.cs.city.ac.uk>, steve@snark.cs.city.ac.uk said:
>
>I've noticed the following weirdness with (ROM version of) AES on my Falcon:
>
[...]

Very observant. I use WinX and recommend everyone else does. It cures all
of this problems (except the blitting of the bottom left pixel in the
shadow).

Ofir ogal@cix.compulink.co.uk

95. gcc gem binding bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:12:25 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2gevu9lNNkg8@bambam.cs.city.ac.uk>
Source record: 35222

I think I've found a bug in the gemfast bindings (gem16.olb) that
come with gcc.

With the following code fragment I expect to get a MU_TIMER event every
100mS and with H&S C I do. But with gcc I don't, but MU_BUTTON & MU_MESAG
events are received as normal.

```
:
s = 1;
for(;;){
r = evnt_multi(MU_BUTTON | MU_MESAG | MU_TIMER,
2, s, s,
0, 0, 0, 0, 0,
0, 0, 0, 0, 0,
msg_buf,
100, 0,
&m_x, &m_y, &m_state,
&k_state, &k_ret, &n_clk);
if(r & MU_TIMER)
s ^= 3;
:
}
```

Are the timer LSW and MSW the wrong way around in the bindings?
I'm running gcc v2.3.3 on a Falcon. Has the problem be found & fixed in later
versions?

Incidently what is the most efficient way of reading both mouse buttons
under GEM; (a) for single clicks only, (b) for single & double clicks?

Steven

96. Re: Color icons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:35:08 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2gf18s$r72@indigo.imp.ch>
Source record: 35223

In <1994Jan5.003146.22472@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu writes:

> How can I tell if the TOS can handle color icons? I can't just check the TOS
> version, because you can have color icons in MultiTos on a TT with TOS 3.06,
> but 3.06 doesn't support color icons, while multiTOS does.
> Checking for Falcon is easy with cookie.
>

Since color icons are AES-specific, it should be enough for the
GEM-Version. You can find it somewhere in the GLOBAL-ARRAY after
an appl_init

greets, Beat Christen

97. Betatesters wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:41:26 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2gf1km$r72@indigo.imp.ch>
Source record: 35224

Hi all!

I need some Beta-testers for a Desktop-Add-on-program.

(It is an accessory and can start GEM-programs. It works in a window,
and the desktop can still be used for copying files and other stuff.)
What you need: At least TOS 2.0. That's enough. If you want
to register as a tester then send me a small mail, telling me 'I want',
your Email-adress and your hard-/soft-ware configuration.

greets, Beat Christen

bach@satan.vmsmail.ethz.ch

98. Re: Stacy Battery

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:45:46 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2gf1sq$hbl@charm.magnus.acs.ohio-state.edu>
Source record: 35225

In article <CJ4M2s.Kp@news.Hawaii.Edu> jperez@Hawaii.Edu (John Perez) writes:
>I just recieved a Stacy Battery Pack from Best Electronics and I can't
>figure out where to put it. I am supposed to install it on a 2-pin male
>connector on the main board, but the only one that I can find has the
>power switch plugged into it. Does anyone out ther have a Stacy with a
>battery pack? Help!!!!

If anybody knows how to use, and where to plug in, the DragonWare STacy batteries, please drop me a line. I received no documentation on how to use them when I bought my STacy used.

–
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

99. Re: Problem with GhostScript - SLM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A62237@M4.maus.de>
Source record: 35067

>I have a problem using my SLM 804 with GhostScript. Under TOS2.06 all
>works fine. Using MultiTOS I get no Output.

GhostScript needs the Diablo Emulator for printing on SLMs. Remember that
you need Diablo version 1.6 for use in MultiTOS. Older versions won't
work.

100. Re: Alternate Combinations for For

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:49:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A62238@M4.maus.de>
Source record: 35068

>How do other GEM programmers attack the differences between various
>international keyboards?

My approach is to use <Control>-<key> in windows and dialog boxes, and
<Alternate>-<key> for the menu bar.
Then, I only use internationally available letters A to Z.

> Is it true that a combination Control -] (closing square bracket)
>does not make sense on a German keyboard?

It does. The] key has A umlaut in lower and upper case,] and }.

101. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 18:58:12 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4h_kr4W00YUnQ8MH9i@andrew.cmu.edu>
Source record: 35226

Excerpts from netnews.comp.sys.atari.st.tech: 5-Jan-94 Falcon/TT/STE sound by Stuart Denman@wolf.cs.wa

> Is there a system command (NOT HARDWARE REGISTERS) that I can use to play
> DMA sound and I can call (one command) that will work on STE, TT, and Falcon?
> I don't want to have to write to any hardware registers because then I would
> have to check which particular machine I was on, not just whether _SND was
> supported. I also want to be compatible with future computers.

AFAIK, STe and the TT does not have built-in system calls for DMA sound control. The only way to get DMA on the machine is to call the register directly. In my 'experiments', programs coded using these registers do work on the Falcon as well, although microwire commands will not work.

It is recommended that the xbios calls are used for the Falcon and a complete listing of the int numbers can be found in the Atari Compendium. If you want your program to work on all three models, you could include a machine detection code and use the appropriate subroutines for DMA sound generation.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

102. PC bus mice

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 19:39:12 UTC
From: ae@play.psych.mun.ca
Message-ID: <ae.757798752@play.psych.mun.ca>
Source record: 35227

I recall years ago seeing something on how to adapt a PC bus
mouse for use with an ST. Does anyone know where I can
find those instructions?

Regards.

103. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 20:07:14 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAFTCGVE@zaphot.abg.sub.org>
Source record: 35101

In <CJ3Mro.Box@cs.bham.ac.uk> Chris Ridd wrote :

>erlingh@idt.unit.no (Erling Henanger) writes:
>
>The best approach (apparently) is to ignore the 'ASCII' character in
>the low byte of the keyboard code returned by evnt_multi() et al. The
>upper byte, the scancode should be used as an index into the arrays
>returned by Keytbl(). Anyone know exactly why?
>
>Some scancodes appear to be wrong, for instance the ALT-top row. (ie
>Alt = and Alt 3 etc). But, without knowing all the possible
>variations, it is hard to know exactly which are wrong, and which are
>(eg) Compendium typos.
>
>Can I propose that people mail in complete tables of the scancodes for
>their nationality keyboards/machines together with the corresponding
>key labels? A list of the Keytbl return arrays would also be useful.
>
>If anyone is interested, email me. I can submit the UK TOS 1.04 entry.
>
>--
>--Chris

I recommend to use NKCC wich was developed by Harald Siegmund, Germany.
This tool converts the scan-code and the key-state, wich were returned
by evnt_multi() to a "normalized key code" wich is really independend
of TOS-version or language ! This means: You will get a _correct_
code for "[Alt]+[3]" or "[Alt]+[=]". NKCC also handles the differences
between different languages (german, english, french and so on).

BTW: NKCC also comes - "ready to use with C" - with the RCS "Interface" by
Shift, Germany. Sources (68000-assembler) are also included !

CU ...

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

104. Re: sh 205 internals info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 20:11:29 UTC
From: trojan@spuddy.uucp
Message-ID: <CJ67xI.EK9@spuddy.uucp>
Source record: 35041

I have an SH205 and my drive is also dying. Anyone got a cheap MFM or SCSI set for sale??

I also have a 90 Meg MFM that is picky about it's adapter. It is made by MicroScience, and is an HH1090. ANY INFO NEEDED URGENTLY!!!!

Thanks In Advance.

David Williams / The Trojan Horse
trojan@spuddy.uucp

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

105. WANTED: INFO ON SIMMS MEMORY UPGRADE HACK FOR STs/MEGA STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 21:10:40 UTC
From: jhurwitz@access3.digex.net
Message-ID: <2gfacg$sh2@access3.digex.net>
Source record: 35229

Sometime ago, there was a discussion about Memory Upgrades for regular STs
and Mega STs using SIMMS boards. This involved some soldering of a few traces
and clipping a resistor or two.

Does anyone have info on this?.

Has anyone tried it?.

Thanx in advance for any info.

```
__/ / . + .
_/__/_/\
_/____/ \/ J. Hurwitz ,
. / / \/| . *
/ / /|/ In DX7 Heaven . o
/_____/ / |
/____/\\/ / Roaming Cyberspace "Space is the place"
/ o \ || / .
| o o |// . -Sun Ra +
\o o// jhurwitz@access.digex.com
--^-- . *
+ ' +
```

106. Re: VME Video Pisser...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 21:44:11 UTC
From: Lexicor@world.std.com
Message-ID: <CJ6F1p.JHn@world.std.com>
Source record: 35228

MATRIX GmBH

Talstrasse 16, W-7155 (old Zipcode system) Oppenweiler
Telefon: 07191/4088 Fax: is 4089

Yat Siu

```
* -------------------------------------- *
* Internet : Lexicor@world.std.com *
* Compuserve: 73073,142 *
* Delphi : LEXICORWORLD *
* Genie : Y.SIU *
* -------------------------------------- *
* 36 Queensberry Street, nr.6 *
* Boston, MA 02215, U.S.A. *
* Tel: (617) 437 0414 / Fax: (617) 437 0414 *
* -------------------------------------- *
* Internet: lexicor-request@world.std.com *
* to subscribe to the lexicor graphics list *
* -------------------------------------- *
```

107. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 22:17:24 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAFVFIUQ@zaphot.abg.sub.org>
Source record: 35102

In <1994Jan5.003838.22805@beaver.cs.washington.edu> Stuart Denman wrote :

>Is there a system command (NOT HARDWARE REGISTERS) that I can use to play
>DMA sound and I can call (one command) that will work on STE, TT, and Falcon?

I've looked to all the documentation i have - there are only BIOS/XBIOS-
calls to produce sound by using the Yamaha-soundchip ...
I did not found _any_ Bios/XBios/VDI/AES-calls to access the DMA-sound on
STE/MegaSTE/TT in TOS 1.04, 1.06, 2.05, 2.06, 3.01, 3.05 or 3.06 !

>I don't want to have to write to any hardware registers because then I would
>have to check which particular machine I was on, not just whether _SND was
>supported. I also want to be compatible with future computers.

You do not get incompatible with future machines, if you use the cookie-jar
to determine the kind of sound (Yamaha, DMA or DSP) ! You just have to
update your program, if there will be any future machine ... IMHO this is a
"legal" way of software developement on Atari - the cookie-jar is a
documented feature of TOS and should be used for those problems !

BTW: The registers to access the DMA-sound are _identical_ on STE, MegaSTE
and TT !

>I'll need the XBIOS/VDI/AEO command number for whatever it is. I'm coding it
>in machine language so I'll need this number. Thanks.
>
>-Stuart Denman

As i told you - in TOS 1.04, 1.06, 2.05, 2.06, 3.01, 3.05 and 3.06 there
is now Bios/XBios/VDI/AES-command known to access the DMA-sound on
STE/MegaSTE/TT.

CU ...

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

108. Can't get Falcon Sound to play!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 22:26:13 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan5.222613.3849@beaver.cs.washington.edu>
Source record: 35232

I'l doing this is Assembly, but I'll make it easier to understand by using
C coding. Anyway, I've got this 8-bit mono sound in memory
and I just want to play it. The sound data is fine, I checked that.
When I execute Buffoper(1), I get nothing. When I look at the buffer pointer,
it seems to go from BEFORE the start address up to the start address (I print
it at fraction of a second intervals).

Here's the code:

```
Setmode(2) * 8-bit mono
Devconnect(0,8,0,4,0) * From memory to Speaker. What is the last param. for?
Setbuffer(0,begaddr,endaddr) * Start and end of my playback buffer
Buffoper(1) * play once.
```

Shouldn't that work? I don't think I get the Devconnect command too well.
I'm going by some description of these commands that is not very detailed.
I ordered Atari Compendium, but I don't have it yet, so don't say..."Check
Atari Compendium."

Thanks for any help...

-Stuart Denman

109. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-05 22:28:26 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAFVFIUT@zaphot.abg.sub.org>
Source record: 35100

In <CJ33vo.Ey2@sdf.lonestar.org> Evan K. Langlois wrote :

>i=====================================
>If you really need a speedup look at the PAK/3 from the
>C't magazine.
>You get a 68020 / 68030 with 16 or 32 Mhz, cache, 32 Bit ROM
>on extention board.
>(And 16 Mhz 68020 are really cheap today)
>=====================================
>
>I've never heard of this. What is cheap? And I've never even heard of
>this magazine - if anyone can steer me in the right direction, please do.

"c't" is a monthly computer magazine in Germany. You can get more
informations about PAK/3 and other projects of "c't" at the following
address:

c't
magazin fuer computertechnik
Helstorfer Strasse 7
30625 Hannover
Germany

or

c't
magazin fuer computertechnik
Postfach 61 04 07
30604 Hannover
Germany

You also may send a telefax:

Fax-No: +49 0511 5352 417

I hope this helps you !

CU ...

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

110. Re: No Support from Gribnif...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 00:44:37 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gfmtl$dd7@titan.ucs.umass.edu>
Source record: 35234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ4330.KHy@ryn.mro4.dec.com>,
Besiktas... <nagel_e@cecehv.enet.dec.com> wrote:
>
>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard)
writes...
>
>>I contacted Gribnif on GEnie about getting the Beta version of Geneva,
>>but was more or less told to get lost and wait till October..
>>
>>But I am still waiting...!!
>

The beta offer was always posted as a limited time only, and the full release
version of Geneva has been available for a while now, directly through us,
or through dealers and mail order. I'm sorry I missed this post when it first
came through, but I had no net access for about two and a half weeks around
Christmas.

>Oh, I recently got a newsletter from Gribnif with nice offers and information
>about amongst others, Geneva.
>I am surprised you didn't get this newsletter. I even live in the Netherlands
>so where one lives can't be of any concern.
>

The newsletters went out over the past couple of weeks to all of our registered
users. It is possible that in some cases people could get them faster overseas
since they had to be sent by first class air mail. The US and Canada ones went
out bulk rate.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

111. Gribnif newsletter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 01:08:43 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2gfoar$fcc@titan.ucs.umass.edu>
Source record: 35235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2gckrh$4i7@golem.wcc.govt.nz>,
Roger Sheppard <sheppard_r@ix.wcc.govt.nz> wrote:
>>In article <2f3vh3$gsf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (roger sheppard)
writes...
>>
>>Oh, I recently got a newsletter from Gribnif with nice offers and information
>>about amongst others, Geneva.
>>
>>Erlend.
>
>Yes I did get mine last week, but another friend here has not heard a thing...
>
>One stupid piont, there was no mention of Geneva on its own, or the Neodesk
>3-4 update with Geneva...??
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

The order form on the newsletter does have a line for Geneva by itself, and
there should be a white third of a page flyer with every newsletter which
has a smaller pre-order form for NeoDesk 3->4 upgrades, which includes Geneva
bundle deals.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

112. Re: Can't get Falcon Sound to play!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 02:50:01 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJ6t7D.4v9@cix.compulink.co.uk>
Source record: 35237

In message <1994Jan5.222613.3849@beaver.cs.washington.edu>, sdenman@wolf.cs.washington.edu said:
>
>I'l doing this is Assembly, but I'll make it easier to understand by using
>C coding. Anyway, I've got this 8-bit mono sound in memory
>and I just want to play it. The sound data is fine, I checked that.
>When I execute Buffoper(1), I get nothing. When I look at the buffer pointer,
>it seems to go from BEFORE the start address up to the start address (I print
>it at fraction of a second intervals).
>
>Here's the code:
>
>Setmode(2) * 8-bit mono
>Devconnect(0,8,0,4,0) * From memory to Speaker. What is the last param. for?
>Setbuffer(0,begaddr,endaddr) * Start and end of my playback buffer
>Buffoper(1) * play once.
>
>Shouldn't that work? I don't think I get the Devconnect command too well.
>I'm going by some description of these commands that is not very detailed.
>I ordered Atari Compendium, but I don't have it yet, so don't say..."Check
>Atari Compendium."
>

Try changing to devconnect(0,8,0,4,1) and adding:

settrack(0,0)
soundcmd(4,3)
setmontrack(0)

And don't ask me for an explanation, it works but I'm not 100% sure why.
Hope it works.

Ofir ogal@cix.compulink.co.uk

113. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 06:10:03 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ72Gr.903@sdf.lonestar.org>
Source record: 35049

```
============================
could use the country code in ROM to choose a different Alt+key for
some countries? Seems like noone would use it anyway, though. To much
============================

It took me awhile to figure out what all the confusion is about.
If you get an ASCII value of zero from evnt_multi because you have the
ALT key down, then you need to look into Keytbl(). Otherwise trust the
ASCII value returned. Keytbl() is the scan-code -> ASCII table used by
the OS and is already country specific. Use the scan-code as an array
index into one of the tables.
```

114. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 06:13:16 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ72M5.92H@sdf.lonestar.org>
Source record: 35050

```
==================
Maybe there should be a set of 'usable' keyboard shortcuts around
somewhere, so no-one locks-out some nationalities.
==================

All the ALT+<letter> keys should work.

BTW, is the numerical keypad laid out the same way on all systems?
With the same scan-codes?
```

115. Re: REQUEST: Key Tables for International Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 06:24:31 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJ734v.99r@sdf.lonestar.org>
Source record: 35051

```
==================
So what we need is all the values the function Keytbl() returns
for values 0 up to 127 for unshift, shift and, I forget what the third
one is, alt or control. Does anyone have a smart idea about formatting
the data?
==================

Well, either binary (Fwrite using the address of the array) or in ASCII
"CODE %x is : ASCII %x" in a printf to a file).

The third is for CAPSLOCK if I remember right (damn stupid if you ask me).
Gotta figure out if the capslock key is pressed!
```

116. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 08:06:26 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Jan6080626@hal.cerfacs.fr>
Source record: 35053

I have the TEC Bridge installed in my Mega 4 ST! I just plugged it
in, took out the old ROMs and started her up. 10 minutes in all!

One day I'll put in a TOS switch...

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

117. Re: Looking For Spread Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 09:44:07 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ7CDJ.Htt@barclays.co.uk>
Source record: 35239

In article <2gergj$3ok@male.EBay.Sun.COM>, jeffp@hot100.EBay.Sun.COM (Jeff Pfeiffer) writes:
|> Hello,
|>
|> Does anyone know of a good spread sheet program for
|> Atari 1040 which I could get off the net? Perhaps
|> some one could point me in the right direction.
Try src.doc.ic.ac.uk in computing/systems/atari/umich. Opus is a nice one to try. There are others.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

118. Re: Stacy Battery

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 10:50:41 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJ7FGH.C6o@news.Hawaii.Edu>
Source record: 35240

Jeff Poling (jpoling@magnus.acs.ohio-state.edu) wrote:

: If anybody knows how to use, and where to plug in, the DragonWare STacy
: batteries, please drop me a line. I received no documentation on how to use
: them when I bought my STacy used.

After some testing, I believe that I have found the proper method
of installation for the Stacy battery pack. I do not have the Dragonware
pack (I got my power-sonic pack from Best electronics) but I imagine they
are quite similar.
First let me say that you should not try to cram the batteries
into the compartment if they do not seem t fit. The Stacy (although
plastic) is coated with a metallic paint (for shielding) which IS
CONDUCTIVE! When I first started putting my pack in, I saw sparks! My
battery pack fits, but the terminals on the top are about a half a
centimeter too big. I prevented any further problems but removing the
back panel of the battery compartment (not visible from outside) so that
the terminals weren't pressed up against the wall. Then I insulated the
terminals to avoid any other trouble.
Also, the Stacy battery should be chargable without the Stacy (at
least mine has the same power connector that is on the back of Stacy,
in addition to its direct to Stacy leads. You may wish to give it a
good charge before testing (since you won't know if it works without
power, and the possibility of attempting to charge the batteries
inside the Stacy with uncertain polarity could be disasterous).
Be very careful when disassembling the Stacy - the monitor wires
are probably tied and will make it difficult to get apart (don't force it
too much). Also, when you have all the screws out of the bottom, the
case will still stay intact because it -snaps- together. Gently convince
it to pop open.
Warning! Be VERY careful with the keyboard because if one of the
traces on the mylar ribbon to the keyboard cracks, you're history - it
absolutely cannot be soldered. Metallic ink pens could be used to repir
the trace, but would most likely crack again. When mine cracked (after
fiddling with my Stacy too much) I had to run some thin filaments through
the traces back and forth to regain continuity. Okay, enough of that, on
with the installation...
First, use a meter and be sure that you know which pin of the battery
connector is negative and mark it with something.
If you have the Stacy open, you should see a hole in the
shielding with a row of pins inside. This is on the back left
corner of the board under the left side of the battery compartment.
Within that group of pins is where you connect the battery pack. My
battery is only two pins wide, if yours is as well, now you get to figure
out which pins to use.

Now, on the row of pins, several of them are connected to power, and
several of them are connected to ground. They seem to alternate; but
regardless, the pins that you are interested in are the upper middle ones.

They are as follows... (assuming you're looking at the hole in the shield)

```
---
^ |.|
| |.|_Negative battery lead -
Back |.|_Positive battery lead +
of |.|
Stacy |.|
---
```

I highly suggest that you verify this polarity with a meter (just to
be safe). You should make sure that there is voltage across these two pins
even when the Stacy is plugged into the wall, but the power switch is turned
off (and the battery isn't connected). This will insure that the battery
will be able to charge when the system is turned off, but plugged into
AC. It is possible to run the system from a different set of pins, but
the battery will not charge (and who knows what else).
If you are certain about the polarity of the battery and of the
pins on the board, you can run the leads through the battery compartment,
and connect them to the board. Then carefully close it all up, and you
should be ready to go.
It's really not as complex as this post might make it seem - I
just believe that it is essential to be VERY cautious when it comes to a
Stacy, because, you can't exactly replace it.

E-Mail me if you have
other Questions......

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)

119. ATARI JAGUAR - INFO WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 10:59:01 UTC
From: richs@syma.sussex.ac.uk
Message-ID: <1994Jan6.105901.2126@syma.sussex.ac.uk>
Source record: 35043

Can anyone send me some information on the new ATARI JAGUAR 64-bit CD console?
I'm interested in technical specs, release dates, prices, etc.

Thanks in advance,

Happy Halibut VII
--
Richard Salter - richs@cogs.sussex.ac.uk
-- Official Contributor to DIGITAL DISK Amiga --
"From rags to richs" - the story of a self made man who ran short of material.

120. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 11:47:16 UTC
From: trevor@ccc.govt.nz
Message-ID: <1994Jan6.114716.2178@ccc.govt.nz>
Source record: 35233

In article <839NFc2w165w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
> Hi all,
> I'm finally looking at getting a Tos upgrade done. Anyone have any
> experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
> Pros? Cons?
> I'd rather find out now rather than after I've spent $$$ and modified
> the motherboard.
>
>
> Thanks in advance.
> --- Boris

I have the Compo 'T-64' in my 1040STF with a 4MB RAM upgrade. The good
news is you *don't* have to modify the motherboard. The bad news is you
do have to use a soldering iron, and it's a real drama fitting the
thing into the very limited space available. The procedure is to solder
a socket onto the pins of the 68000, then plug the T-64 into the socket.
Much easier said than done. You will have to lift the motherboard out
of its tray to check *all* the joints with a continuity tester.
The board is also very sensitive to whether or not it is correctly
seated in the socket; I had to flatten down the SIL resistor packs
around the 68000 before it would seat properly. (If you did that first,
it would probably make the soldering easier.)
On mine, the 68000 is underneath the internal drive; I had to remove
the drive bottom plate and shim the drive up with washers to stop the
T-64 interfering with the disk fan.

It's not perfectly stable, either, but I don't know whether that's
the T-64, or TOS 2.06. I can also imagine reasons for preferring a
hardware-switched upgrade, if you could find somewhere to put the
switch. (Thinking of which, does anyone know whether you can
hardware switch a T-64?)

Having said that, it works really well. Big improvement on TOS 1.0 :-)
It's software switched, so you must have the switch program in your
AUTO folder (or use the desk ACC) to be able to use it, but that also
means you still have your original TOS available for programs which
are not compatible with 2.06 (DR LOGO?). I'm happy with mine.
--
Trevor Ingham Database Administrator
trevor@ccc.govt.nz Christchurch City Council, New Zealand

121. Re: Alternate Combinations for Foreign Language

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 11:48:16 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2ggtq0$171p@obelix.uni-muenster.de>
Source record: 35042

In article 81A@cwi.nl, avg@cwi.nl (A.V. Groenink) writes:
>
> In guidelines recently set by Atari it is recommended NOT to use
> Alternname + letter key shortcuts, because, these documents say,
> those combinations are reserved for letters which are not accessible
> from a standard Atari keyboard, like the french C cedille and German
> umlauted letters.
>

On German keyboards, ALT-character doesn't produce ASCII letters, except for
three cases (@, [,]).

> Is this true? The reason I doubt this is that it is in fact German
> programs which tend to use Alternate + letter shortcuts in dialogs,
> while I expect that in Germany one wouldn't like to lose the possibility
> to type umlauted letters.
>

On German keyboards, ALT-A..Z is save. Most libraries only use ALT-<c> as shortcut
if and only if it didn't produce an ASCII value.

> How do other GEM programmers attack the differences between various
> international keyboards?
>
> Is it true that a combination Control -] (closing square bracket)
> does not make sense on a German keyboard?

Indeed. See above.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

122. High Density Disks on STe...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 12:46:10 UTC
From: vctec@westminster.ac.uk
Message-ID: <CJ7Kt0.H1@westminster.ac.uk>
Source record: 35062

Hi there.....

Happy New Year to you all :-0

Query....

How do I implement a high dens disk in my Atari STe (TOS1.06/2.06)?

Do I just take out the WD1772 and replace it with an AJAX chip? If so how much are they...where can I get one from, and how easy is it to fit one in?

Or do I have to do something to the WD1772, by adding some extra module onto it?

Any help would be appreciated..

Thanks.
Danny.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

123. Re: Idea: 68010/10 in Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 12:48:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A11194@MS.maus.de>
Source record: 35066

```
LO>I have got a STF with 68010 at 8 Mhz and a TOS 2.6. It works fine with
LO>a patch cause of a ROM bug: The ROM find a 68010, but execute a `movec
LO>cacr' when a NEWDESK.INF is loaded by the DESKTOP (???). But the
LO>memory cache exist only since the 68020.

To use the 68010 with an original TOS 2.06 you only need to install any
autostart application. Then this bug won't have any effect.

Regards
Patrick
```

124. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 13:20:38 UTC
From: avg@cwi.nl
Message-ID: <CJ7MEF.C8K@cwi.nl>
Source record: 35044

ekl@sdf.lonestar.org (Evan K. Langlois) writes:

>I always thought that foreign keyboards had an extra key. Why not use that
>for the foreign characters and ALT for hot-keys? Using control keys for
>hot-keys is very difficult in some situations - like terminal programs!!

Well, true in a sense. Americain keyboards have one key less. But
would you call a UK keyboard foreign? I wouldn't, and I'm Dutch :-).

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

125. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 13:24:33 UTC
From: avg@cwi.nl
Message-ID: <CJ7MKx.CAC@cwi.nl>
Source record: 35045

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

```
>> ; if (k_shift & (K_LSHIFT | K_RSHIFT))
>> return (Keytbl()->shift[upper])
>> ; else
>> return (Keytbl()->unshift[upper]);
>> }
```

>Your method also fails (slightly) with Alt and the top row of the main
>keyboard. These keys return a 'too high' scancode which, if indexed
>into Keytbl, return ASCII codes of 0 (IIRC...) which are not very
>useful :-(

Well, those combinations have a code (i.e. the full int k_code) which
is unique for all systems, i.e. the scan code plus a zero for the
lower byte. Obviously, for those codes I don't use this routine
at all.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

126. Re: Color icons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 13:25:58 UTC
From: avg@cwi.nl
Message-ID: <CJ7MnA.CCM@cwi.nl>
Source record: 35046

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>How can I tell if the TOS can handle color icons? I can't just check the TOS
>version, because you can have color icons in MultiTos on a TT with TOS 3.06,
>but 3.06 doesn't support color icons, while multiTOS does.
>Checking for Falcon is easy with cookie.

You check the GEM version number instead of TOS. It can be found
somewhere in the _global array.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

127. Re: AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 14:27:02 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAGNEEWB@zaphot.abg.sub.org>
Source record: 35105

In <2ge8bgINNjgr@bambam.cs.city.ac.uk> Steven Eker wrote :

>I've noticed the following weirdness with (ROM version of) AES on my Falcon:
>
>(1) Rectangles returned as part of a rectangle list for a window may
> not (necessarily) lie with in the screen boundries if the window
> is only partly on the screen.
>
>(2) AES will do a (suboptimal) full redraw (rather than a raster copy
> & partial redraw) of a window under the following circumstances:
> (a) a window partly off screen is moved.
> (b) a window is upsized.
> (c) a window is downsized & moved in one operation (inverse fuller).
>
>(3) The pixel in the left bottom corner of a windows shadow is not
> actually part of the shadow but part of the background. However
> when AES moves the window it takes this pixel with it.
>
>(4) If your application is only looking for single clicks (with
> evnt_multi()) you get two copies of each WM_ARROWED message!
> If you then open a DA that accepts double clicks the problem
> goes away until you close the DA.
>
>Are these features/bugs well known? Are they documented anywhere? Did they
>exist with pre-Falcon AES versions?
>
>Clearly (1) can be fixed by intersecting each rectangle with the desktop
>WORKXYWH. Are the fixes for the others?
>
>Steven

All of the problems are known in older TOS-version also. To fix (4)
you may use ARROWFIX.PRG. If you want to get more windows without using
MultiTOS you have to use WINX 2.2 - it includes the ARROWFIX-patch, allows
up to 40 GEM-windows, allows you to handle background-windows and so on...
For (3) there is not bug-fix ... this is known in older TOS-versions also,
but i did never hear of a fix for this problem.

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

128. SpeedoGDOS: The `fix31' data type.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 14:28:06 UTC
From: djs@jet.uk
Message-ID: <1994Jan6.142806.16227@jet.uk>
Source record: 35048

SpeedoGDOS uses a fixed-point data type to represent spacing with
better-than-pixel resolution. Both Atari Compendium and HiSoft's
Modern Atari Software describe this data type the same way, with the
same examples (so, presumably, both copied from official Atari docs).

Yet the name and description given do not tie up with the examples.
If someone describes a data type as a sign bit + 31 bits magnitude,
that would imply to me that +1 and -1 would only differ in the sign
bit, eg 0x80010000 for -1, and 0x00010000 (assuming fixed point between
bits 15 and 16).

The examples given quote
+1.0 = 0x00010000
-1.0 = 0xFFFF0000
+1.5 = 0x00018000

That is NOT one bit sign and 31 bits magnitude, but is 32 bits
2's complement (with a fixed point, of course).

Which is correct? The description or the example? And where's the
bloody PostScript driver (I know I've asked that one before!) ?
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

129. Using the ST for climat control (in dovecots)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 14:40:17 UTC
From: alberts@cs.utwente.nl
Message-ID: <1994Jan6.154017@cs.utwente.nl>
Source record: 35047

Hi,

Did anyone experiment with the use of the ST for measuring and controlling temperature and humidity in a room or something? I am looking for the required hardware/software to use an ST for regulating the temperature and humidity in dovecots. The idea is to use cheap sensors (any diagrammes available?) for measuring temperature and humidity, if necessary convert the signals into digital ones, and feed them into the ST. The ST is used to verify and store these values, and, in a second phase, to send control signals to the heaters and air-conditioning. I could think of a number of possible set-ups, but I'm really looking for suggestions/diagrams/software from someone who's actually built something similar (including all the necessary hardware).

Thanks in advance,

Mert.

--
L.K. Alberts Tel: +31 53 89 3921/3690
University of Twente
Department of Computer Science Fax: +31 53 339605
P.O. Box 217
7500 AE Enschede
The Netherlands E-mail: alberts@cs.utwente.nl

130. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 15:36:47 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ghb6f$rae@olivaw.apanix.apana.org.au>
Source record: 35054

>Well 1.2 works fine for me. I just get annoyed when people say 1.4< and HD is
>a disaster when I've been running fine for 2-3 years.

'Disaster' is a bad term - 1.2 is just slow (and FATspeed is the wrong answer)
and a tad unreliable...

>I am a student. Also difficult to find 2 chip sets of 1.4, which means
>'rejigging' some of the ST to accept a 6 chip set. Then you have to run new
>patches for any new bugs added in 1.4 (no I can't offhand remember what they
>are).

Or getting 1.04 blown into a 2chip set. (the rejigging is about 3 sec with
an iron, unless your sockets are missing)

>New Year Greetings, -Paul-

G'day!
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

131. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 15:42:36 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ghbhc$m4k@olivaw.apanix.apana.org.au>
Source record: 35055

Paul.Civati@mettav.royle.org (Paul Civati) writes:

>Minor as in problems you would experience running a HD on any TOS.

>Like when I lost D: the other day because the program I used wrote some files
>to a BGM partition when the program obviously (now) didn't support BGM
>partitions.

Hmm. You wouldn't happen to be using Cheetah now would you? Not many other
programs _need_ to know about BGM partitions...

> > The situation with TOS 1.0 nd 1.2 depends rather a lot on what you do
> > with your
> > system, how long it's on between resets (or power-off), and what

>My ST has been on almost every day for the last 2-3 years, and once I switch it
>on it stays on till I go to bed. This includes running my point system every
>day which includes a fair amount of disk i/o.

smile Yes, you may remember I ran TWiN (the SA ST BBS) for rather a long
time. 1.04 was _the_ value-for-money upgrade. Mail processing improved
drastically over 1.02/flatspeed 8) and reliability (especially with Theo's
QBBS fixes) was much improved.

>Exactly, FASTPEED plus FOLDRxxx.PRG/ICD HD driver makes a TOS 1.0/1.2 ST easily
>as useable as a 1.4+ ST.

>Why would I lie about this if this is how I've been running fine for the last
>2-3 years.

I can't see how you can compare unless you've spent time running your setup
with 1.04 - you can't possibly have any reference point!

>New Year Greetings, -Paul-

Had a friend just about to give up on his ST - sold him a copy of NVDI &
he's now trying to find a bigger harddisk - remember, open your eyes and
look, don't just take everything as criticism 8)

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

132. Re: Modem1 port not working on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 15:50:31 UTC
From: miff@apanix.apana.org.au
Message-ID: <2ghc07$rk3@olivaw.apanix.apana.org.au>
Source record: 35056

ypelletier@cmc.aes.doe.CA (Yves Pelletier) writes:

>Hi folks,

G'day!

...

I had a problem similar to this a while ago, and I'm stuffed if I can
remember what it was... I know I had problems with the MiNT dizzykit
which renames the /dev/* stuff so that some programs (CoNnect 8)
can't find them.

>It looks to me like some chip in the serial interface got fried.
>In every other respect, the computer is performing normally.

Hmm. Stick an RS232 tester on the port and watch it...

>So my question is: given these symptoms, could anyone suggest a course
>of action? I would also be grateful for any information about the
>makeup of the TT's serial ports, like chip numbers, schematics, etc.
>I would much rather repair this myself as I suspect it might be a
>fairly benign problem. (I can handle light electronics jobs, and for
>heavier stuff, one of my friend is a good soldering iron jockey).

I have the circuits - they're not that hard to come by, but the
circuitry is pretty much identical to that in the ST - you have a 68901
talking to some line drivers... Look at the inside of the line drivers, and
for that matter, check that they still have their tops 8)

Usual stuff... and watch it, getting the motherboard out of a TT is a _pain_.

>Yves

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

133. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 16:13:01 UTC
From: labrou_j@xenon.epita.fr
Message-ID: <2ghdad$435@boson.epita.fr>
Source record: 35052

I have got a STF with 68010 at 8 Mhz and a TOS 2.6.

It works fine with a patch cause of a ROM bug:
The ROM find a 68010, but execute a `movec cacr' when a NEWDESK.INF
is loaded by the DESKTOP (???). But the memory cache exist only
since the 68020.
My patch modify the illegal exception, and `RERUN' after the `movec'.

A 10 Mhz 68010 is a bad solution, because of SHIFTER conflicts.

Problems: the Pure Debugger don't accept the 68010...

MiNT works very well...

For fun, with the 68010, I have emulated DMA sound !!!

Performances: I win 15% only for div/mul ;-) , now I work on virtual
memory not possible on a 68000.....

With a 68020/30/..., there are less compatibilities problems...

- Jean - The only 68010 ST user ?

134. Re: UNLZH 1.72 *Bad CRC* meaning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 17:33:20 UTC
From: pfennige@scsun.unige.ch
Message-ID: <1994Jan6.173320.17637@news.unige.ch>
Source record: 35057

In article <1994Jan5.093704.975@news.unige.ch> I wrote:

|> I have downloaded several .lzh files from atari.archive.umich.edu
|> and one of these file when expanded with UNLZH 1.72 yields
|> *Bad CRC * messages, and garbage.
|>
|> My question is, should I use another version of Lharc, or is the
|> file at umich.edu really corrupted?
|>

Several people mailed to me the right solution: to use lharc232.tos, the
latest version available at umich.edu.
Unfortunately there is no update of the nice extraction
program UNLZH 1.72.

|> Thanks for any hint,
|>
|> Dan
|>

135. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 17:34:43 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jan6.173443.5661@ibr.cs.tu-bs.de>
Source record: 35058

In article <2d29eb39@p12.f202.n281.z2.fidonet>, Jan_Willekens writes:
|> Hello All!
|>
|> 03 Jan 94 11:41, Axel Kielhorn wrote to All:
|>
|> AK> The 68010 speeds up some operations but needs a modern TOS.
|> AK> (There are some operations privileged on a 010 which weren't on a
|> AK> 68000)
|> AK> You can't use the 010 at 10 Mhz without cache and a cache would
|> AK> slow down the processor.
|>
|> Since when does a cache slow down a processor??
|>

That is a question of memory access. If you can access the
memory in synchronous mode with 8 MHz it is faster than
asynchronous mode at 10 MHz, even if you use a cache.

C't tested some configuration for there PAK/3 and if i remember right
there is no difference between an 16 MHz without cache and an 20 MHz
with cache since the 16 MHz timing is in sync with the bus but the
20 MHz isn't.

In this case a 20 Mhz CPU is slower than it could be.

It's half a year ago since i read the article, maybe the facts are
a little confused in my memory (still without cache:-). I will look
it up and post more infos about the PAK/3 next week.

--
Axel Kielhorn

The blue wizzard

c0031098@ws.rz.tu-bs.de

136. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 18:19:33 UTC
From: llunch@kleinrock.cba.csuohio.edu
Message-ID: <1994Jan6.181933.13343@news.csuohio.edu>
Source record: 35059

In article <CJ61qt.JyJ@newcastle.ac.uk> Trevor.Kirby@newcastle.ac.uk (Trevor Kirby) writes:
>
>In article <839NFc2w165w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
>>Hi all,
>> I'm finally looking at getting a Tos upgrade done. Anyone have any
>>experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
>> Pros? Cons?
>
>I've got the T-64 in my ST, we had some fun hacking the shielding to get it
>to fit in there with my Xtra ram board but other than that it went in fine.
>I then had some problems with disk writes and sense errors on my hard disk. After
>a couple of calls to a very helpful help desk it was traced to a chip loose in
>it's socket. No trouble with it since and having the ability to still come up in
>1.09 is a plus when the old games get dusted off.
>
> Trev
What is a T-64?

137. Re: Help with unusual problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 18:25:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghl32$31o@mailer.fsu.edu>
Source record: 35060

Jim Hurley (hurley@robadome.com) wrote:
> 2) I use Diamond Back II for backup. It takes me about 8 hours to backup
> 60 Meg compressed onto about 40 floppies. Other people have told me that
> it should only take about 2 hours. Most of the time is spent in the compression
> operation.
>
> In short, then, my impression is that I have (and have always had) an Atari
> that seems to act slowly in certain ways, perhaps it gets flooded with
> interrupts under certain conditions. This would explain the MIDI problems
> and perhaps the extraordinary time spent in DBII file compression.

There are several viri out there that "slow things down" as part of their
payload. You might want to suck up a copy of vkiller from atari.archive
and check your boot disks (I presume you have a disk in your floppy when
you boot, to speed things up).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

138. Re: PC bus mice

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 18:28:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ghl86$31o@mailer.fsu.edu>
Source record: 35061

Avery Earle (ae@play.psych.mun.ca) wrote:

> I recall years ago seeing something on how to adapt a PC bus
> mouse for use with an ST. Does anyone know where I can
> find those instructions?

---begin included text---

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now with no problems at all. It does take some soldering
skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari. :-)

Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

--

```
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
```

139. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 19:29:36 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CJ83HD.tJ@arc.ab.ca>
Source record: 35064

In article <839NFc2w165w@sys6626.bison.mb.ca>, boris@sys6626.bison.mb.ca (boris) writes:
>Hi all,
> I'm finally looking at getting a Tos upgrade done. Anyone have any
>experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
> Pros? Cons?
> I'd rather find out now rather than after I've spent $$$ and modified
>the motherboard.
>
> Thanks in advance.
>--- Boris

I have the TEC upgrade in my Mega 2 ST and it was a snap to install and I
haven't had a problem.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L
---

140. Re: Idea: 68010/10 in Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 19:38:37 UTC
From: monnier@di.epfl.ch
Message-ID: <2ghpbt$6go@disun41.epfl.ch>
Source record: 35063

In article <1994Jan6.173443.5661@ibr.cs.tu-bs.de>,
Axel Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
> C't tested some configuration for there PAK/3 and if i remember right
> there is no difference between an 16 MHz without cache and an 20 MHz
> with cache since the 16 MHz timing is in sync with the bus but the
> 20 MHz isn't.

Too bad I don't have my C't's around here.
A cache doesn't only speed things up in the general case, it also
helps decouple two buses (act as a buffer) (f.ex between the CPU bus
and the memory bus).

In clear, either your persistent memory is somewhat volatile, or the
problem is a very subtle (or stupid) one. Especially when you know
that a cache can almost double the speed of a 68K-16.
Or maybe C't just blew it !

Stefan
--

-- On the average, people seem to be acting normal --
---

141. AT-Speed upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-06 23:23:57 UTC
From: meyer@u.washington.edu
Message-ID: <2gi6id$e3u@news.u.washington.edu>
Source record: 35065

I have a Compo 286 (AT-Speed C16) operating in my 520ST. It works well. I read in the fall issue of Tigar Software Catalog, an add for a small 486 upgrade board built specificly as an upgrade path for 286 machines. It's call by them a "Make-It 486". The add says all one must do is pull the 286 out and plug in this small board into the vacant space. The picture in the catalog shows the board populated with a Cyrix, Cx486SLC/e-33-MP and 2 other small chips (labels I can't read).

I presume this works in real PC's. Although, I don't understand how a 32 bit chip will operate in a 16 bit machine. Maybe someone could enlighten me.

My real question though ,should really best be answered by the Compo people. If anyone knows what their E-mail address would be (if they have one) I would appreciate being informed.

The question is does this small board work as a replacement to the 286 in the AT-Speed? If the answer is yes to this. Are there any additional software issues that must be dealt with not already on the disk furnished with the AT-Speed?

In case someone is concerned with me corrupting the Atari world with PC functionality, I'm sorry. My work machine is a PC. This has given me a degree of flexibility at moderate cost and one machine on my desk. WordPerfect 5.1, Lotus and other DOS based software work very reliably.

142. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 03:09:24 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <757916102.0@mettav.royle>
Source record: 35069

On 04 Jan 94 at 23:58:22 (Graham Irvine) wrote the
following:

PC>> On TOS 1.4+ that limit is increased to 32mb so the problem
would
PC>> have occured on any TOS with a BGM partition.
>
> Yes ,but the point is would you have to have set a BGM in that case
?

Not in my case but if I had a larger HD then I would probably have at least one
>32mb (so BGM) partition I
think.

PC>> You can get around that as well, just means editing the DESKTOP.INF
PC>> to put the full program path in. :-)
> Well even with that it is more often unsuccessful is it not (certainly
> with any TTP program's ,STZIP for example).You can set up the path for
> the app but not the data file and It refuses to recognise the
> parameter's IIRC.

Hmmm well it doesn't change directory (I think) to that of the executable if
that's what you mean and yes no parameters. I've found it adequate for the few
times I've needed it
though.

> I agree ,it's really a matter of priority's I suppose . I was so tired

And money... ;-)

> of coming unstuck that It became a neccesity .And once I did I was so
> chuffed with the transformation that I never miss an opportunity to
> talk about it ..... sorry about that :-)

It's ok, I forgive you. :-)

-Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.royle.org / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

* Origin: Paul's Point off The Tavern BBS London UK (100:1011/0.1)

143. Re: UNLZH 1.72 *Bad CRC* meaning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 06:39:41 UTC
From: garyc@vulcan.Aus.Sun.COM
Message-ID: <2gj03d$d2o@connect.Aus.Sun.COM>
Source record: 35070

>and one of these file when expanded with UNLZH 1.72 yields
>*Bad CRC * messages, and garbage.

I'm just guessing but from what you say it sounds similar to the problem with UNLZH (1.something) I had . It returned a Bad CRC error at the end of dearcing the file. This was because because the archived files were archived using -lh5- method. To see what archive method was used for a file use the V command. To UNLZH these files I used LZH201L.TTP which understands -lh5- method. I hope this helps you.

144. Re: How to auto-exec a GEM program?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 10:27:15 UTC
From: spht124@liverpool.ac.uk
Message-ID: <CJ991G.6zD@liverpool.ac.uk>
Source record: 35073

Jean Jacques Duchene (duchene@9-800.frec.bull.fr) wrote:
: I'd like to run a GEM program at boot time (as are run programs in the
: auto folder). I have read that newer versions of TOS can do that but
: I have got a MegaST2 TOS 1.2.

: I have been told that AES was not started when executing programs from
: the auto folder, so this should not be the right place. (Perhaps is there
: a way to easily start the AES ?)

: I have tried to run the program using a Pexec call from a very simple desk
: accessory I have written, but this failed... The program didn't execute and
: the accessory didn't work any more: I got the desktop without its menu item.

: Any ideas?
: Thanks in advance for your help!
: --
: +---+
: | Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
: +---+

There is a program in the public domain called something along the lines of
'STARTGEM'. You can use this to auto exec gem programs. It read the program
to be started from a .inf file so you can configure it to load ant program
you like. Details on how to use it should be included with the program.

Graham

145. Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 11:46:06 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan7.114606.23567@unix.brighton.ac.uk>
Source record: 35074

I have downloaded Backward 2.30 but cannot get it to work. I do the setup
and install the disc that I want to use, then do a reboot and hey presto two bombs appear
and nothing else. Any ideas?

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

146. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 12:09:25 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jan7.130925.828@cathy.ijs.si>
Source record: 35075

Nobody seems to mention the most user-friendly method:
Use whatever keys you want, BUT LET THE USER REDEFINE THE SHORCUTS.
The falcon desktop does this, so do some other programs (Connect?).
It is best if the user simpy presses the key he want's to use for the shortcut - that way you simply record what he pressed - and it will be correct on his machine. In the unlikely event that he switches to a machine with a different language keyboard, he can simply redefine again.

PLEASE do this folks. If it takes an effort to develop a PD routine to do this, I will try to help.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

147. Re: Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 12:51:59 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ9Fqn.9rr@barclays.co.uk>
Source record: 35076

In article <1994Jan7.114606.23567@unix.brighton.ac.uk>, mm68@unix.brighton.ac.uk (Allanon) writes:
|> I have downloaded Backward 2.30 but cannot get it to work. I do the setup
|> and install the disc that I want to use, then do a reboot and hey presto two bombs appear
I always get this. It works better if you do the setup and then quit. Everytime I do the install, it crashes so I never bother. Most games seem to run OK when it's done this way.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

148. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 13:50:14 UTC
From: afsfpel@cmcws34.cid.aes.doe.CA
Message-ID: <CJ9IFt.1zt@cid.aes.doe.ca>
Source record: 35077

I've been following this thread on and off, so forgive me
if I missed something...

But it seems to me that using the alt and/or ctl key to produce
accented characters is not quite as elegant as the approach that
was taken in Calamus SL. I enjoy typing in Calamus precisely because
I do _not_ have to go through a bunch of awkward key combinations
to obtain the accented characters that I need.

Here are a couple of examples:

to get an "e accent aigu", type " 'e "
to get an "n tilde", type " ~n "

If I want to type a single-quote, a tilde, or any of the special
characters used to "flag" the use of an accent, all I have to do is
press the key twice. I.e. to get " ~ " , I would type ~~. This is
just a small trade-off, in my opinion, for the convenience of
being able to type accented characters without the need for alt/ctl
key combinations. It has the added advantages of not breaking my
rythm at the keyboard, and of not making assumptions on the nationality
of the keyboard.

I like this approach so much that I would be the first in line
if someone wrote a TSR that replaced the standard TOS mappings with
the ones used in Calamus SL.

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

149. Re: How to auto-exec a GEM program?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 14:48:06 UTC
From: pt91js@tornet.pt.hk-r.se
Message-ID: <PT91JS.94Jan7154807@tornet.pt.hk-r.se>
Source record: 35080

In article <368@vercors.frec.bull.fr> duchene@9-800.frec.bull.fr (Jean Jacques Duchene) writes:

/Jean/ I'd like to run a GEM program at boot time (as are run
/Jean/ programs in the auto folder). I have read that newer
/Jean/ versions of TOS can do that but I have got a MegaST2 TOS
/Jean/ 1.2.

/Jean/ I have been told that AES was not started when executing
/Jean/ programs from the auto folder, so this should not be the
/Jean/ right place. (Perhaps is there a way to easily start the AES
/Jean/ ?)

/Jean/ I have tried to run the program using a Pexec call from a
/Jean/ very simple desk accessory I have written, but this
/Jean/ failed... The program didn't execute and the accessory
/Jean/ didn't work any more: I got the desktop without its menu
/Jean/ item.

/Jean/ Any ideas? Thanks in advance for your help! --
/Jean/ +---+
/Jean/ | Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
/Jean/ +---+

The program you need is startgem. You can get it with anonymous ftp from
archive.cs.ruu.nl:/pub/ATARI-ST/utils

--

Johan Svanstrom email: pt91js@pt.hk-r.se
Tranbarsvagen 23
S-372 38 Ronneby
SWEDEN "Laugh at your problems; everybody else does."
----

150. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 14:50:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2gjss6$l67@percy.cs.bham.ac.uk>
Source record: 35078

ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>All the ALT+<letter> keys should work.
>

Well, a German letter key would include the three umlauted characters.
So I suppose you really mean the 26 English (but compatible with
American :-) characters from A to Z!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

151. Re: SpeedoGDOS: The `fix31' data type.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 15:02:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2gjthq$lb1@percy.cs.bham.ac.uk>
Source record: 35079

djs@jet.uk (David Stevenson) writes:
>SpeedoGDOS uses a fixed-point data type to represent spacing with
>better-than-pixel resolution. Both Atari Compendium and HiSoft's
>Modern Atari Software describe this data type the same way, with the
>same examples (so, presumably, both copied from official Atari docs).
>
>Yet the name and description given do not tie up with the examples.
>If someone describes a data type as a sign bit + 31 bits magnitude,
>that would imply to me that +1 and -1 would only differ in the sign
>bit, eg 0x80010000 for -1, and 0x00010000 (assuming fixed point between
>bits 15 and 16).
>
>The examples given quote
>+1.0 = 0x00010000
>-1.0 = 0xFFFF0000
>+1.5 = 0x00018000
>
>That is NOT one bit sign and 31 bits magnitude, but is 32 bits
>2's complement (with a fixed point, of course).
>
>Which is correct? The description or the example? And where's the
>bloody PostScript driver (I know I've asked that one before!) ?

The example is correct. At least, the advances mechanism works like
the example, which is essentially the same.

I shook my Speedo box, but there wasn't one. The box blurb did say it
supported all popular printers, so I guess Atari know that Postscript
isn't popular.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

152. sun monitor on falcon. (was Re: falcon, dsp... help.)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 15:19:04 UTC
From: brunos@mafalda.math.mcgill.ca
Message-ID: <1994Jan7.151904.936@sifon.cc.mcgill.ca>
Source record: 35081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jan7.123950.826@cathy.ijs.si> writes:
> In article <2gd3nq$96p@homer.cs.mcgill.ca>,
> >(the clocks on Blowup
> >and co only allow 800*600 at this rate), how hard would it be to make (or
> >modify) an adaptor to support this rez?
> In my experience, if the
Blow-up doesn't support it, it can't be done.
> I think you are bumping against BUS speed, not Blow-Up.
But shouldn't the bus speed needed be the same for 640*480*8, 72hz and
1280*960*2, 72hz? (same amount of memory needed). at least the Falcon
should be able to handle 1280*960*1 ....

anyways, Bye, Bruno Schmidt

Brunos@mafalda.math.mcgill.ca

153. Re: VDI call in HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 16:19:05 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CJ98uF.863@ryn.mro4.dec.com>
Source record: 35072

In article <CJ2Dyv.848@srgenprp.sr.hp.com>, randyh@sad.hp.com (Randy Hosler) writes...
>The vsf commands in Gemfast are:
>
> vsf_interior
> vsf_perimeter
> vsf_color
> vsf_style
>
>Randy

And if you need some vdicall that is not supported by Gemfast, you can use the vdicall() function for which you have to supply your own parameter arrays (the gemfast documentation will explain the call and generic GEM documentation will tell you what to put in the arrays)
Mind that because GEMfast uses a *smart* routine for vdicalls you can only call vdi functions from 0 to 255 (it pushes the vdi number in the high byte of a longword register) so that means some of the newer speedo functions cannot be accessed in this way.

Erlend.

154. Re: AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 17:18:54 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2gk5hu$14i@snlsu1.london.sinet.slb.com>
Source record: 35082

In article <2ge8bgINNjgr@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk (Steven Eker) writes:
>I've noticed the following weirdness with (ROM version of) AES on my Falcon:
>
>(1) Rectangles returned as part of a rectangle list for a window may
> not (necessarily) lie with in the screen boundries if the window
> is only partly on the screen.

Perfectly reasonably, and it isn't a problem -- you need to do an intersection with the rectangle and the window anyway to work out what needs to be redrawn.

>(4) If your application is only looking for single clicks (with
> evnt_multi()) you get two copies of each WM_ARROWED message!
> If you then open a DA that accepts double clicks the problem
> goes away until you close the DA.

This is a well-known AES bug. I vaguely remember the fix being something like waiting once for a double-click. Then the problem goes away.

>Steven

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

155. Re: SpeedoGDOS: The `fix31' data type.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 17:26:05 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2gk5vd$160@snlsu1.london.sinet.slb.com>
Source record: 35083

In article <1994Jan6.142806.16227@jet.uk> djs@jet.uk (David Stevenson) writes:
>SpeedoGDOS uses a fixed-point data type to represent spacing with
>better-than-pixel resolution. Both Atari Compendium and HiSoft's
>Modern Atari Software describe this data type the same way, with the
>same examples (so, presumably, both copied from official Atari docs).
>
>Yet the name and description given do not tie up with the examples.
>If someone describes a data type as a sign bit + 31 bits magnitude,
>that would imply to me that +1 and -1 would only differ in the sign
>bit, eg 0x80010000 for -1, and 0x00010000 (assuming fixed point between
>bits 15 and 16).
>
>The examples given quote
>+1.0 = 0x00010000
>-1.0 = 0xFFFF0000
>+1.5 = 0x00018000
>
>That is NOT one bit sign and 31 bits magnitude, but is 32 bits
>2's complement (with a fixed point, of course).

One of the strong points (excuse the pun) of fixed-point is that you can
manipulate the numbers with standard integer operations. This gives
fixed-point its widely touted speed advantage (though most forget that it
also offers constant error, but I digress).

I would therefore guess that the example is correct, and that the
description is wrong. Besides, you get all sorts of ambiguity (e.g. what does
0x8000000 represent ?) if you use sign bits and magnitude. Fixed-point is
quite rare -- it wouldn't be the first time it's been misunderstood.

>David Stevenson, JET Joint Undertaking +44 235 465028

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

156. Re: Alternate Combinations for For

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 17:27:02 UTC
From: avg@cwi.nl
Message-ID: <CJ9sH2.9D1@cwi.nl>
Source record: 35084

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>How do other GEM programmers attack the differences between various
>>international keyboards?

>My approach is to use <Control>-<key> in windows and dialog boxes, and
><Alternate>-<key> for the menu bar.
>Then, I only use internationally available letters A to Z.

Well, that's EXACTLY opposite to the international convention, which is
control + key for menus, Alt + key for dialogs. Alt + key is often
used for menus as well, but the tendency for the last, say, year, is
to use Shift + Control instead.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

157. Is it true that?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 17:28:33 UTC
From: avg@cwi.nl
Message-ID: <CJ9sJL.9EA@cwi.nl>
Source record: 35085

All my messages either start with 'Well...' or 'hm.' ?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

158. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 17:30:55 UTC
From: avg@cwi.nl
Message-ID: <CJ9snJ.9GB@cwi.nl>
Source record: 35086

afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier) writes:

[about the Calamus solution to Dead Keys, whose Ctrl + * codes are
a problem on international keyboards]

>to get an "e accent aigu", type " 'e "
>to get an "n tilde", type " ~n "

That's fine for word processing, but a C programmer WOULD mind having to
press " or ' twice.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

159. Internet dowloading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 18:37:31 UTC
From: heller@usceast.cs.scarolina.edu
Message-ID: <2gka5b$as8@dogwood.cs.scarolina.edu>
Source record: 35087

How do you download files from a modem connection to an internet machine. I log on over the modem to my schools system. Is is possible to use ftp over modem lines. I am very new at this so any help would be greatly appreciated.

160. Re: Stacy disassembly (was Stacy Battery)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 18:39:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d2dadf3@daggskim.ct.se>
Source record: 34996

John Perez did willfully write on 06 Jan 94 (to Jeff Poling), and I quote...
JP> [...much info on batterypack...]
JP> Be very careful when disassembling the Stacy - the monitor wires
JP> are probably tied and will make it difficult to get apart (don't force
JP> it too much).

Wires to the screen may in fact be held in place on the internal metal shielding by a bundle clip (forget the proper name for those). You'll have to cut one of those. To get more slack to reach this, remove back cover of screen (2 screws hidden under the Atari-Stacy logo strip below screen front) which is otherwise snap-click fit, and back screen bracket, which will allow you to feed some centimeters of wire through the hinge hole.

JP> Also, when you have all the screws out of the bottom,
JP> the case will still stay intact because it -snaps- together. Gently
JP> convince it to pop open.

And note how it is also held together by the molding of the floppy drive's front panel and button. (A very intricate puzzle this...)

JP> Warning! Be VERY careful with the keyboard because if one of the
JP> traces on the mylar ribbon to the keyboard cracks, you're history -
JP> it absolutely cannot be soldered. Metallic ink pens could be used to
JP> repir the trace, but would most likely crack again. When mine cracked
JP> (after fiddling with my Stacy too much) I had to run some thin
JP> filaments through the traces back and forth to regain continuity.

Hm, this is a common problem with foil traces. Same happened to mine after some service -- found a random selection of keys had "died". A workable kludge fix to this is to wedge a small stiff bit of plastic or cardboard into the case bottom under the loop of the mylar ribbon when correctly assembled again, holding the loop up and apparently closing the cracks.

JP> [...more battery stuff munched...]
JP> It's really not as complex as this post might make it seem - I
JP> just believe that it is essential to be VERY cautious when it comes to
JP> a Stacy, because, you can't exactly replace it.

Hear, hear. And funnily enough, Stacy users don't seem particularily keen to replace them either :) BTW, nice guide to battery installation.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

161. Re: How to auto-exec a GEM program?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 19:23:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2gkcr9$tf@mailer.fsu.edu>
Source record: 35088

Jean Jacques Duchene (duchene@9-800.frec.bull.fr) wrote:
> I'd like to run a GEM program at boot time (as are run programs in the
> auto folder). I have read that newer versions of TOS can do that but
> I have got a MegaST2 TOS 1.2.

> I have been told that AES was not started when executing programs from
> the auto folder, so this should not be the right place. (Perhaps is there
> a way to easily start the AES ?)

> I have tried to run the program using a Pexec call from a very simple desk
> accessory I have written, but this failed... The program didn't execute and
> the accessory didn't work any more: I got the desktop without its menu item.

There are at least two small auto folder programs that can do this for you.
One is Startgem, the other is Headstart. Both should be available from
atari.archive.umich.edu. I have been using startgem to start Neodesk for
years, without problems.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

162. TOS 2.06 & AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 20:07:48 UTC
From: trumpet-user@csi.uottawa.edu
Message-ID: <trumpet-user.8.757973268@csi.uottawa.edu>
Source record: 35089

Hi! I have a TEC board that I will install in my 1040ST. I understand that this will upgrade TOS 1.0 to 2.06, but I will also have to upgrade my floppy disk controller. I've been told that I must seek out the "Atari Ajax Chip". Does anyone know where I should begin my search?
Does anyone know Atari's internet address?

Also I have been using a Zubair ST/ime clock 'add on' with my old roms (I believe it is under U2, on a 6 chip 1985 1040STf.
Does anyone know if there is any way that I can salvage the clock for use under TOS 2.06? I talked to Codehead Tech. and they were not sure what would happen and that I was on my own(breaking new ground).

Thanks
Chris

163. Re: Can't get Falcon Sound to play!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 20:57:58 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <1994Jan7.205758.21356@beaver.cs.washington.edu>
Source record: 35090

I found out why the sound didn't work...

I had SAM installed, and everytime I pressed a key to play the sound, SAM's sound would override mine and therefore mine would not play. The pointer was messed up because it was following SAM's sound. Pretty crazy.

164. Idea: 68010/10 in Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 21:04:34 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <757983834.AA02427@byte.bbs.no>
Source record: 34993

>To use the 68010 with an original TOS 2.06 you only need to install an
>autostart application. Then this bug won't have any effect.

Is there anything to gain by replacing my 16 Mhz 68000 with
a 16 Mhz 68010 in my MEGA STE ?

How about problems (except for that one with the crash) ?

Is it possible to gain even more power, is there such a thing as
a 68000 og 68010 with internal clock-double (as the PC DX2 series) ?
A 16 Mhz 68000 with 32 Mhz internal structure would have been OK :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

165. STe overscan??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 21:39:32 UTC
From: dwb29497@uxa.cso.uiuc.edu
Message-ID: <2gkkqk$kqi@vixen.cso.uiuc.edu>
Source record: 34991

Does anyone know how to do an overscan modification to an STe? I've seen some articles on how to do it to an ST, but the software is specific to the ST (TOS <1.4), and I think the chips involved are different on the STe. I only need monochrome overscan, if than makes any difference.
Thanks in advance for any help.
-Dan Bullok
(woodhead@uiuc.edu)

166. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-07 22:00:13 UTC
From: afsfpel@cmcws34.cid.aes.doe.CA
Message-ID: <CJA54E.n0r@cid.aes.doe.ca>
Source record: 34992

```
In article <CJ9snJ.9GB@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
> afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier) writes:
>
> [about the Calamus solution to Dead Keys, whose Ctrl + * codes are
> a problem on international keyboards]
>
>>to get an "e accent aigu", type " 'e "
>>to get an "n tilde", type " ~n "
>
> That's fine for word processing, but a C programmer WOULD mind having to
> press " or ' twice.
>

Who should you have in mind when you develop applications? General
users, or C programmers?

Hint: vi was obviously developped by and for C programmers, and look
how popular it is outside programming circles.
-------------------------------------------------------------------------
Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
*************************************************************************
```

167. Re: gcc gem binding bug?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 01:42:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tuSztv1k85A@semprini.waterloo-rdp.on.ca>
Source record: 34999

In <2gevu9INNkg8@bambam.cs.city.ac.uk>, Steven Eker writes:
> I think I've found a bug in the gemfast bindings (gem16.olb) that
> come with gcc.
>
> With the following code fragment I expect to get a MU_TIMER event every
> 100mS and with H&S C I do. But with gcc I don't, but MU_BUTTON & MU_MESAG
> events are received as normal.

[...code example deleted...]

> Are the timer LSW and MSW the wrong way around in the bindings?
> I'm running gcc v2.3.3 on a Falcon. Has the problem be found & fixed in later
> versions?

I could be wrong, but I think the GNU C version of the GEMlib wisely
uses a long there instead of two backwards shorts (which was an evil bow
to the little-endian 16-bit 8088 origins of GEM)...

--
------------------==----------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

168. Re: UNLZH 1.72 *Bad CRC* meaning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 02:12:05 UTC
From: ETAT@delphi.com
Message-ID: <940107.76325.ETAT@delphi.com>
Source record: 34994

I would suggest you try a newer version of LZH.TTP. I have experienced that problem in the past also...and the newer version doesn't like files compressed with Version 1.72 either...I keep several .ttp's handy. And use Quester with them.....of course V1.72 is basically a stand alone thing so I use it that way. Don't know how many times I cursed my modem before I figured this one out...or how many downloads I deleted unnecessarily.

Good Luck....Earl

169. Re: SpeedoGDOS: The `fix31' data type.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 06:27:14 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJAsLE.51G@sdf.lonestar.org>
Source record: 35003

```
==================================
The examples given quote
+1.0 = 0x00010000
-1.0 = 0xFFFF0000
+1.5 = 0x00018000

That is NOT one bit sign and 31 bits magnitude, but is 32 bits
2's complement (with a fixed point, of course).
==================================

Considering that a normal "signed int" <32 bit unsigned> is a 2s complement
number then I expect it to be the example. Its kinda correct to say
it has 1 sign bit - because it does, its just that the magnitude things
is a bit shakey on the description. Put it down to a semantic error in
the description. You really can't do math if it was a 1 bit sign + magnitude
type of number. You wind up with two zeros and the difference between 1
and -1 would be 3 and all sorts of nasty stuff. I'm putting my money on 2s
comp being correct.
```

170. AT-Speed upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 07:06:00 UTC
From: MEYER@U.WASHINGTON.EDU
Message-ID: <60.629.4019.0N1908D2@U.WASHINGTON.EDU>
Source record: 35030

Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
darwin.sura.net!sgiblab!cs.uoregon.edu!ogicse!netnews.nwnet.net
news.u.washington.edu!meyer
From: meyer@u.washington.edu (Bent Meyer)
Newsgroups: comp.sys.atari.st.tech
Subject: AT-Speed upgrade
Message-ID: <2gi6id$e3u@news.u.washington.edu>
Date: 6 Jan 94 23:23:57 GMT
Article-I.D.: news.2gi6id$e3u
Organization: University of Washington, Seattle
Lines: 26
NNTP-Posting-Host: carson.u.washington.edu

I have a Compo 286 (AT-Speed C16) operating in my 520ST. It works
well. I read in the fall issue of Tigar Software Catalog, an add for a
small 486 upgrade board built specificly as an upgrade path for 286
machines. It's call by them a "Make-It 486". The add says all one must
do is pull the 286 out and plug in this small board into the vacant space.
The picture in the catalog shows the board populated with a Cyrix,
Cx486SLC/e-33-MP and 2 other small chips (labels I can't read).

I presume this works in real PC's. Although, I don't understand
how a 32 bit chip will operate in a 16 bit machine. Maybe someone could
enlighten me.

My real question though ,should really best be answered by the Compo
people. If anyone knows what their E-mail address would be (if they have
one) I would appreciate being informed.

The question is does this small board work as a replacement to the
286 in the AT-Speed? If the answer is yes to this. Are there any
additional software issues that must be dealt with not already on the disk
furnished with the AT-Speed?

In case someone is concerned with me corrupting the Atari world with
PC functionality, I'm sorry. My work machine is a PC. This has given me
a degree of flexibility at moderate cost and one machine on my desk.
WordPerfect 5.1, Lotus and other DOS based software work very reliably.
---
* RoseMail 2.10b:

171. Re: Idea: 68010/10 in Ata

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:03:00 UTC
From: patrick.dubbrow@canrem.com
Message-ID: <60.630.4019.0N1908D3@canrem.com>
Source record: 35021

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!ms.maus.de!Patrick_Dubbrow
From: Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Idea: 68010/10 in Atari ST
Message-ID: <A11194@MS.maus.de>
Date: Thu, 06 Jan 94 12:48:00 GMT
References: <2gbvd1$3ie@boson.epita.fr>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 10
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

LO>I have got a STF with 68010 at 8 Mhz and a TOS 2.6. It works fine with
LO>a patch cause of a ROM bug: The ROM find a 68010, but execute a `movec
LO>cacr' when a NEWDESK.INF is loaded by the DESKTOP (???). But the
LO>memory cache exist only since the 68020.

To use the 68010 with an original TOS 2.06 you only need to install any
autostart application. Then this bug won't have any effect.

Regards
Patrick
---
* RoseMail 2.10b:
```

172. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:03:00 UTC
From: PETER_MISSEL@M4.MAUS.DE
Message-ID: <60.632.4019.0N1908D5@M4.MAUS.DE>
Source record: 35023

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!m4.maus.de!Peter_Missel
From: Peter_Missel@m4.maus.de (Peter Missel)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Alternate Combinations for For
Message-ID: <A62238@M4.maus.de>
Date: Wed, 05 Jan 94 18:49:00 GMT
References: <CJ29po.81A@cwi.nl>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 11
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

>How do other GEM programmers attack the differences between various
>international keyboards?

My approach is to use <Control>-<key> in windows and dialog boxes, and
<Alternate>-<key> for the menu bar.
Then, I only use internationally available letters A to Z.

> Is it true that a combination Control - ] (closing square bracket)
>does not make sense on a German keyboard?

It does. The ] key has A umlaut in lower and upper case, ] and }.
---
* RoseMail 2.10b:
```

173. Re: Problem with GhostScr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:03:00 UTC
From: PETER_MISSEL@M4.MAUS.DE
Message-ID: <60.631.4019.0N1908D4@M4.MAUS.DE>
Source record: 35027

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!zib-berlin.de!math.fu-berlin.de!nebsy.nt.fh-koeln.de
rrz.uni-koeln.de!teralon!k.maus.de!m4.maus.de!Peter_Missel
From: Peter_Missel@m4.maus.de (Peter Missel)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Problem with GhostScript - SLM
Message-ID: <A62237@M4.maus.de>
Date: Wed, 05 Jan 94 18:47:00 GMT
References: <2g8u6q$fqj@fuhainf.fernuni-hagen.de>
Organization: MausNet (Mitglied im IN e.V.)
Lines: 6
X-Gateway: MausGate/News 1.18/k
MIME-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-Transfer-Encoding: 8bit

>I have a problem using my SLM 804 with GhostScript. Under TOS2.06 all
>works fine. Using MultiTOS I get no Output.

GhostScript needs the Diablo Emulator for printing on SLMs. Remember that
you need Diablo version 1.6 for use in MultiTOS. Older versions won't
work.
---
* RoseMail 2.10b:
```

174. Interfacing and ATARI with an IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:33:28 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94008.083328SAW151@psuvm.psu.edu>
Source record: 34997

has anyone tried to connect an atari ste to an IBM in order to creat a lan syst
em?.... I have an IBM and an atari and would like to creat software that would
allow the atari to access the IBM's harddrive. I planned on writing code that
would allow this transfer via serial port, but I am stuckwith a small problem.
I am unable to trick the atari into thinking it has another drive(the serial p
ort) to read from. If someone knows how I could write this part of the code in
GFA basic I would greatly appreciate it. If you don't know the answer and kno
w of a program alread out there please drop a line.

-SCOTT

==
Scott Weiland -SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"No great genius has ever been without some madness". -Aristotle
==

175. Re: Questions About TOS 1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:36:00 UTC
From: paul.civati@canrem.com
Message-ID: <60.633.4019.0N1908D6@canrem.com>
Source record: 35018

From: Paul.Civati@mettav.royle.org (Paul Civati)
Sender: UUCP@mettav.royle.org
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!magnus.acs.ohio-state.edu
usenet.ins.cwru.edu!howland.reston.ans.net!pipex!slxsys!exnet2!mettav!UUCP
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Questions About TOS 1.0 and HDs
Message-ID: <757916102.0@mettav.royle>
Date: 06 Jan 94 22:09:24 EST
Lines: 46

On 04 Jan 94 at 23:58:22 (Graham Irvine) wrote the
following:

PC>> On TOS 1.4+ that limit is increased to 32mb so the problem
would
PC>> have occured on any TOS with a BGM partition.
>
> Yes ,but the point is would you have to have set a BGM in that case
?

Not in my case but if I had a larger HD then I would probably have at least one
>32mb (so BGM) partition I
think.

PC>> You can get around that as well, just means editing the DESKTOP.INF
PC>> to put the full program path in. :-)
> Well even with that it is more often unsuccessful is it not (certainly
> with any TTP program's ,STZIP for example).You can set up the path for
> the app but not the data file and It refuses to recognise the
> parameter's IIRC.

Hmmm well it doesn't change directory (I think) to that of the executable if
that's what you mean and yes no parameters. I've found it adequate for the few
times I've needed it
though.

> I agree ,it's really a matter of priority's I suppose . I was so tired

And money... ;-)

> of coming unstuck that It became a neccesity .And once I did I was so
> chuffed with the transformation that I never miss an opportunity to
> talk about it ..... sorry about that :-)

It's ok, I forgive you. :-)

-Paul-

--
~=~=~=

176. Re: UNLZH 1.72 *Bad CRC*

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:38:00 UTC
From: GARYC@VULCAN.AUS.SUN.COM
Message-ID: <60.634.4019.0N1908D7@VULCAN.AUS.SUN.COM>
Source record: 35032

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!agate
ames!koriel!newscast.West.Sun.COM!connect.Aus.Sun.COM!vulcan!garyc
From: garyc@vulcan.Aus.Sun.COM (Gary Copcutt)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: UNLZH 1.72 *Bad CRC* meaning
Date: 7 Jan 1994 06:39:41 GMT
Organization: Sun Microsystems, Inc.
Lines: 6
Distribution: world
Message-ID: <2gj03d$d2o@connect.Aus.Sun.COM>
References: <1994Jan5.093704.975@news.unige.ch>
Reply-To: garyc@vulcan.Aus.Sun.COM
NNTP-Posting-Host: vulcan.aus.sun.com

>and one of these file when expanded with UNLZH 1.72 yields
>*Bad CRC * messages, and garbage.

I'm just guessing but from what you say it sounds similar to the problem with
UNLZH (1.something) I had . It returned a Bad CRC error at the end of
dearcing the file. This was because because the archived files were archived
using -lh5- method. To see what archive method was used for a file use the V
command. To UNLZH these files I used LZH201L.TTP which understands -lh5-
method. I hope this helps you.
---
* RoseMail 2.10b:

177. Re: TOS 2.06 & AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 13:49:22 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1994Jan8.134922.312@ue.ipc.hiroshima-u.ac.jp>
Source record: 34998

I was using a similar clock and had no problem after getting the TEC
board installed.

--
To reach _ME_, reply directly. If you don't hear back after a couple days try:
~~~~
Junet/Bitnet: casca@aegis.or.jp | Disclaimer: I work for myself, thus
Internet:73040.2210@compuserve.com | I stand behind my words! SO THERE!
~~~
"Your Honour, I resent the accusation that I punched the officer in the face
'several times.' I do, however, admit I attempted to readjust his face's
fractal basin boundries. To be able to make said changes I needed some kind
of energy; and, under the stated circumstances, I believed that kinetic energy
was the only easily obtainable form of energy. So, I merely used my moving,
closed, hand to generate said energy. HONESTLY."

178. Re: Is it true that?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 14:54:50 UTC
From: monnier@di.epfl.ch
Message-ID: <2gmhfq$9k5@disun41.epfl.ch>
Source record: 35000

```
In article <CJ9sJL.9EA@cwi.nl>, A.V. Groenink <avg@cwi.nl> wrote:
>
> All my messages either start with 'Well...' or 'hm.' ?

Hmm.... that one at least doesn't seem to !

Stefan
--

------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

179. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 14:59:12 UTC
From: monnier@di.epfl.ch
Message-ID: <2gmho0$9le@disun41.epfl.ch>
Source record: 35001

```
In article <CJA54E.n0r@cid.aes.doe.ca>,
Yves Pelletier <afsfpel@cmcws34.cid.aes.doe.CA> wrote:
> Hint: vi was obviously developped by and for C programmers, and look
> how popular it is outside programming circles.

What a surprise. A tool for programmers seems to be only used by
programmers ? That's amazing !
Did you check if the debugger has the same kind of limited use ?

Stefan
--

------------------------------------------------------
-- On the average, people seem to be acting normal --
------------------------------------------------------
```

180. Re: Idea: 68010/10 in Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 15:09:51 UTC
From: monnier@di.epfl.ch
Message-ID: <2gmibv$9n8@disun41.epfl.ch>
Source record: 35002

In article <757983834.AA02427@byte.bbs.no>,
Lars-Erik Osterud <lars-erik.osterud@byte.bbs.no> wrote:
> Is it possible to gain even more power, is there such a thing as
> a 68000 og 68010 with internal clock-double (as the PC DX2 series) ?
> A 16 Mhz 68000 with 32 Mhz internal structure would have been OK :-)

Even if a clock doubled 68K existed, what would be its point ?
Look at the timing of its instructions: most of them are memory
bandwidth limited (that is, their time is approximately the sum of all
the memory accesses necessary). Unless you add a cache between the CPU
and the bus (= an on-chip cache), you'd get about 5% (wild guess)
speed improvement (my wild guess would be almost the same for a infinitely
fast internal clock). Adding an on-chip cache means reengineering,
incompatibilities, ...: it's just not a 68K any more. Given today
technology, Motorola preffered push the thing a little bit more so as
to go even faster. It's called 030 or 040 or whatever.

Note that the 030 is not that expensive any more (I had an address (a
year ago) where they had 16Mhz parts for $50)

Stefan
--

-- On the average, people seem to be acting normal --
---

181. Re: Alternate Combinations for Foreign Languages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 15:58:44 UTC
From: afsfpel@cmcws83.cid.aes.doe.CA
Message-ID: <CJBJ1w.95z@cid.aes.doe.ca>
Source record: 35004

In article <2gmho0$9le@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan
Monnier) writes:
|> In article <CJA54E.n0r@cid.aes.doe.ca>,
|> Yves Pelletier <afsfpel@cmcws34.cid.aes.doe.CA> wrote:
|> > Hint: vi was obviously developped by and for C programmers, and look
|> > how popular it is outside programming circles.
|>
|> What a surprise. A tool for programmers seems to be only used by
|> programmers ? That's amazing !
|> Did you check if the debugger has the same kind of limited use ?
|>
|>

I know very well who vi is intended for.

My point in bringing up vi was that if you only aim to please
programmers when developing an application or an interface, you will
end up with something only programmers will want to use. That's
fine for vi, but it is not a desirable result for a general
purpose application such as a keyboard interface.

Yves

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

182. Re: VDI call in HSC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 16:08:00 UTC
From: besiktas#d##d##d#@canrem.com
Message-ID: <60.635.4019.0N1908D8@canrem.com>
Source record: 35037

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!caen!crl.dec.com!crl.dec.com
nntpd.lkg.dec.com!ryn.mro4.dec.com!cecehv.enet.dec.com!nagel_e
From: nagel_e@cecehv.enet.dec.com (Besiktas...)
Subject: Re: VDI call in HSC
Message-ID: <CJ98uF.863@ryn.mro4.dec.com>
Sender: news@ryn.mro4.dec.com (USENET News System)
Organisation: Digital Equipment bv Cooperative Engineering Centre Netherlands
Organization: Digital Equipment Corporation - Marlboro, MA
References: <2g45he$i2e@clark.edu> <CJ2Dyv.848@srgenprp.sr.hp.com>
Distribution: usa
Date: Fri, 7 Jan 1994 16:19:05 GMT
Lines: 22

In article <CJ2Dyv.848@srgenprp.sr.hp.com>, randyh@sad.hp.com (Randy Hosler)
writes...
>The vsf commands in Gemfast are:
>
> vsf_interior
> vsf_perimeter
> vsf_color
> vsf_style
>
>Randy

And if you need some vdicall that is not supported by Gemfast, you can use the
vdicall() function for which you have to supply your own parameter arrays (the
gemfast documentation will explain the call and generic GEM documentation will
tell you what to put in the arrays)
Mind that because GEMfast uses a *smart* routine for vdicalls you can only call
vdi functions from 0 to 255 (it pushes the vdi number in the high byte of a
longword register) so that means some of the newer speedo functions cannot be
accessed in this way.

Erlend.
---
* RoseMail 2.10b:

183. Re: How to auto-exec a GE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 16:13:00 UTC
From: SPHT124@LIVERPOOL.AC.UK
Message-ID: <60.636.4019.0N1908D9@LIVERPOOL.AC.UK>
Source record: 35094

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!liv!spht124
From: spht124@liverpool.ac.uk (Mr. G.A. Wright)
Subject: Re: How to auto-exec a GEM program?
Message-ID: <CJ991G.6zD@liverpool.ac.uk>
Sender: news@liverpool.ac.uk (News System)
Nntp-Posting-Host: uxd.liv.ac.uk
Organization: The University of Liverpool
X-Newsreader: TIN [version 1.1 PL8]
References: <368@vercors.frec.bull.fr>
Date: Fri, 7 Jan 1994 10:27:15 GMT
Lines: 27

Jean Jacques Duchene (duchene@9-800.frec.bull.fr) wrote:
: I'd like to run a GEM program at boot time (as are run programs in the
: auto folder). I have read that newer versions of TOS can do that but
: I have got a MegaST2 TOS 1.2.

: I have been told that AES was not started when executing programs from
: the auto folder, so this should not be the right place. (Perhaps is there
: a way to easily start the AES ?)

: I have tried to run the program using a Pexec call from a very simple desk
: accessory I have written, but this failed... The program didn't execute and
: the accessory didn't work any more: I got the desktop without its menu item.

: Any ideas?
: Thanks in advance for your help!
: --
:
+--------------------------------------------------------------------------+
: | Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr
|
:
+--------------------------------------------------------------------------+

There is a program in the public domain called something along the lines of
'STARTGEM'. You can use this to auto exec gem programs. It read the program
to be started from a .inf file so you can configure it to load ant program
you like. Details on how to use it should be included with the program.

Graham
---
* RoseMail 2.10b:
```

184. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 16:57:00 UTC
From: MATIJA.GRABNAR@IJS.SI
Message-ID: <60.637.4019.0N1908DA@IJS.SI>
Source record: 35093

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
xlink.net!scsing.switch.ch!cmir.arnes.si!cathy.ijs.si!sirius!matija
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Alternate Combinations for Foreign Languages
Message-ID: <1994Jan7.130925.828@cathy.ijs.si>
From: matija@sirius.ijs.si (Grabnar Matija)
Date: 7 Jan 94 13:09:25 +0100
Reply-To: matija.grabnar@ijs.si
References: <CJ29po.81A@cwi.nl> <d2viktor.757647512@dtek.chalmers.se>
<CJ476o.385@cwi.nl> <d2viktor.757722645@dtek.chalmers.se>
Organization: Josef Stefan Institute, Ljubljana, Slovenia
Nntp-Posting-Host: sirius.ijs.si
Lines: 16

Nobody seems to mention the most user-friendly method:
Use whatever keys you want, BUT LET THE USER REDEFINE THE SHORCUTS.
The falcon desktop does this, so do some other programs (Connect?).
It is best if the user simpy presses the key he want's to use for the shortcut
- that way you simply record what he pressed - and it will be correct on his
machine. In the unlikely event that he switches to a machine with a different
language keyboard, he can simply redefine again.

PLEASE do this folks. If it takes an effort to develop a PD routine to do this,
I will try to help.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
---
* RoseMail 2.10b:

185. Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 16:58:00 UTC
From: MM68@UNIX.BRIGHTON.AC.UK
Message-ID: <60.638.4019.0N1908DB@UNIX.BRIGHTON.AC.UK>
Source record: 35034

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!ukma!gatech!swrinde!cs.utexas.edu!uunet!pipex
uknet!glasgow!unix.brighton.ac.uk!mm68
From: mm68@unix.brighton.ac.uk (Allanon)
Subject: Backward Problems
Message-ID: <1994Jan7.114606.23567@unix.brighton.ac.uk>
Organization: University of Brighton, UK
Date: Fri, 7 Jan 1994 11:46:06 GMT
Lines: 15

I have downloaded Backward 2.30 but cannot get it to work. I do the setup
and install the disc that I want to use, then do a reboot and hey presto two
bombs appear and nothing else. Any ideas?

Pads

--

_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
---
* RoseMail 2.10b:
```

186. Re: Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 17:19:00 UTC
From: <>
Message-ID: <60.639.4019.0N1908DC@canrem.com>
Source record: 35026

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
barclay!usenet
From: Iain.Laskey@barclays.co.uk
X-Disclaimer: These views are the poster's and not necessarily those of
Barclays
Subject: Re: Backward Problems
Message-ID: <CJ9Fqn.9rr@barclays.co.uk>
Sender: news@barclays.co.uk
Organization: Barclays Bank Plc.
References: <1994Jan7.114606.23567@unix.brighton.ac.uk>
Date: Fri, 7 Jan 1994 12:51:59 GMT
Lines: 13

In article <1994Jan7.114606.23567@unix.brighton.ac.uk>,
mm68@unix.brighton.ac.uk (Allanon) writes:
|> I have downloaded Backward 2.30 but cannot get it to work. I do the setup
|> and install the disc that I want to use, then do a reboot and hey presto two
bombs appear
I always get this. It works better if you do the setup and then quit. Everytime
I
do the install, it crashes so I never bother. Most games seem to run OK when
it's
done this way.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+
---
* RoseMail 2.10b:

187. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 17:47:00 UTC
From: yves.pelletier@canrem.com
Message-ID: <60.640.4019.0N1908DD@canrem.com>
Source record: 35039

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uunet!newsflash.concordia.ca!sifon!cidsv01.cid.aes.doe.ca!cmcws34!afsfpel
From: afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier)
Subject: Re: Alternate Combinations for Foreign Languages
Message-ID: <CJ9IFt.1zt@cid.aes.doe.ca>
Sender: news@cid.aes.doe.ca (Network News)
Reply-To: afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier)
Organization: Environment Canada
References: <CJ29po.81A@cwi.nl> <d2viktor.757647512@dtek.chalmers.se>
<CJ476o.385@cwi.nl> <d2viktor.757722645@dtek.chalmers.se>
<1994Jan7.130925.828@cathy.ijs.si>
Date: Fri, 7 Jan 1994 13:50:14 GMT
Lines: 34

I've been following this thread on and off, so forgive me
if I missed something...

But it seems to me that using the alt and/or ctl key to produce
accented characters is not quite as elegant as the approach that
was taken in Calamus SL. I enjoy typing in Calamus precisely because
I do _not_ have to go through a bunch of awkward key combinations
to obtain the accented characters that I need.

Here are a couple of examples:

to get an "e accent aigu", type " 'e "
to get an "n tilde", type " ~n "

If I want to type a single-quote, a tilde, or any of the special
characters used to "flag" the use of an accent, all I have to do is
press the key twice. I.e. to get " ~ " , I would type ~~. This is
just a small trade-off, in my opinion, for the convenience of
being able to type accented characters without the need for alt/ctl
key combinations. It has the added advantages of not breaking my
rythm at the keyboard, and of not making assumptions on the nationality
of the keyboard.

I like this approach so much that I would be the first in line
if someone wrote a TSR that replaced the standard TOS mappings with
the ones used in Calamus SL.

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman

```
**********************************************************************
---
* RoseMail 2.10b:
```

188. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 18:46:00 UTC
From: C.J.RIDD@CS.BHAM.AC.UK
Message-ID: <60.641.4019.0N1908DE@CS.BHAM.AC.UK>
Source record: 35038

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Alternate Combinations for Foreign Languages
Date: 7 Jan 1994 14:50:46 GMT
Organization: NHS Information Management Centre
Lines: 16
Message-ID: <2gjss6$l67@percy.cs.bham.ac.uk>
References: <CJ29po.81A@cwi.nl> <CJ3sA6.EAx@cs.bham.ac.uk>
<CJ72M5.92H@sdf.lonestar.org>
NNTP-Posting-Host: mother.cs.bham.ac.uk

ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>All the ALT+<letter> keys should work.
>

Well, a German letter key would include the three umlauted characters.
So I suppose you really mean the 26 English (but compatible with
American :-) characters from A to Z!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
---
* RoseMail 2.10b:

189. Re: SpeedoGDOS: The `fix3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 18:49:00 UTC
From: C.J.RIDD@CS.BHAM.AC.UK
Message-ID: <60.642.4019.0N1908DF@CS.BHAM.AC.UK>
Source record: 35033

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!bhamcs!cjr
From: C.J.Ridd@cs.bham.ac.uk (Chris Ridd)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: SpeedoGDOS: The `fix31' data type.
Date: 7 Jan 1994 15:02:18 GMT
Organization: NHS Information Management Centre
Lines: 35
Message-ID: <2gjthq$lb1@percy.cs.bham.ac.uk>
References: <1994Jan6.142806.16227@jet.uk>
NNTP-Posting-Host: mother.cs.bham.ac.uk

djs@jet.uk (David Stevenson) writes:
>SpeedoGDOS uses a fixed-point data type to represent spacing with
>better-than-pixel resolution. Both Atari Compendium and HiSoft's
>Modern Atari Software describe this data type the same way, with the
>same examples (so, presumably, both copied from official Atari docs).
>
>Yet the name and description given do not tie up with the examples.
>If someone describes a data type as a sign bit + 31 bits magnitude,
>that would imply to me that +1 and -1 would only differ in the sign
>bit, eg 0x80010000 for -1, and 0x00010000 (assuming fixed point between
>bits 15 and 16).
>
>The examples given quote
>+1.0 = 0x00010000
>-1.0 = 0xFFFF0000
>+1.5 = 0x00018000
>
>That is NOT one bit sign and 31 bits magnitude, but is 32 bits
>2's complement (with a fixed point, of course).
>
>Which is correct? The description or the example? And where's the
>bloody PostScript driver (I know I've asked that one before!) ?

The example is correct. At least, the advances mechanism works like
the example, which is essentially the same.

I shook my Speedo box, but there wasn't one. The box blurb did say it
supported all popular printers, so I guess Atari know that Postscript
isn't popular.

--
--Chris
```

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
---
* RoseMail 2.10b:

190. Re: How to auto-exec a GE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 19:02:00 UTC
From: PT91JS@TORNET.PT.HK-R.SE
Message-ID: <60.643.4019.0N1908E0@TORNET.PT.HK-R.SE>
Source record: 35028

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!EU.net
sunic!news.lth.se!news.lu.se!nomina.lu.se!pt91js
From: pt91js@tornet.pt.hk-r.se (Johan)
Subject: Re: How to auto-exec a GEM program?
In-Reply-To: duchene@9-800.frec.bull.fr's message of 3 Jan 94 15:38:56 GMT
Message-ID: <PT91JS.94Jan7154807@tornet.pt.hk-r.se>
Followup-To: comp.sys.atari.st.tech
Sender: news@nomina.lu.se (USENET News System)
Nntp-Posting-Host: tornet.pt.hk-r.se
Organization: Dept. of Comp. Sci. Soft Center, Ronneby
References: <368@vercors.frec.bull.fr>
Date: Fri, 7 Jan 1994 14:48:06 GMT
Lines: 38

In article <368@vercors.frec.bull.fr> duchene@9-800.frec.bull.fr (Jean Jacques
Duchene) writes:

/Jean/ I'd like to run a GEM program at boot time (as are run
/Jean/ programs in the auto folder). I have read that newer
/Jean/ versions of TOS can do that but I have got a MegaST2 TOS
/Jean/ 1.2.

/Jean/ I have been told that AES was not started when executing
/Jean/ programs from the auto folder, so this should not be the
/Jean/ right place. (Perhaps is there a way to easily start the AES
/Jean/ ?)

/Jean/ I have tried to run the program using a Pexec call from a
/Jean/ very simple desk accessory I have written, but this
/Jean/ failed... The program didn't execute and the accessory
/Jean/ didn't work any more: I got the desktop without its menu
/Jean/ item.

/Jean/ Any ideas? Thanks in advance for your help! --
/Jean/
+-------------------------------------------------------------------------+
/Jean/ | Jean-Jacques DUCHENE Email : J.J.Duchene@frec.bull.fr |
/Jean/
+-------------------------------------------------------------------------+

The program you need is startgem. You can get it with anonymous ftp from
archive.cs.ruu.nl:/pub/ATARI-ST/utils

--
```

Johan Svanstrom email: pt91js@pt.hk-r.se
Tranbarsvagen 23
S-372 38 Ronneby
SWEDEN "Laugh at your problems; everybody else does."

---
* RoseMail 2.10b:

191. sun monitor on falcon. (w

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 19:17:00 UTC
From: <>
Message-ID: <60.644.4019.0N1908E1@canrem.com>
Source record: 35025

```
Xref: portnoy comp.sys.atari.st:77837 comp.sys.atari.st.tech:16712
Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!uunet!newsflash.concordia.ca!sifon!news
From: brunos@mafalda .math.mcgill.ca(Bruno Schmidt)
Subject: sun monitor on falcon. (was Re: falcon, dsp... help.)
Message-ID: <1994Jan7.151904.936@sifon.cc.mcgill.ca>
Sender: news@sifon.cc.mcgill.ca
Reply-To: brunos@mafalda.math.mcgill.ca
Organization: McGill University
References: <1994Jan7.123950.826@cathy.ijs.si>
Date: Fri, 7 Jan 1994 15:19:04 GMT
Lines: 15

In article <1994Jan7.123950.826@cathy.ijs.si> writes:
> In article <2gd3nq$96p@homer.cs.mcgill.ca>,
> >(the clocks on Blowup
> >and co only allow 800*600 at this rate), how hard would it be to make (or
> >modify) an adaptor to support this rez?
> In my experience, if the
Blow-up doesn't support it, it can't be done.
> I think you are bumping against BUS speed, not Blow-Up.
But shouldn't the bus speed needed be the same for 640*480*8, 72hz and
1280*960*2, 72hz? (same amount of memory needed). at least the Falcon
should be able to handle 1280*960*1 ....

anyways, Bye, Bruno Schmidt

Brunos@mafalda.math.mcgill.ca
---
* RoseMail 2.10b:
```

192. Z-time help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 20:11:10 UTC
From: asmodeus@telerama.lm.com
Message-ID: <2gn40u$8ol@telerama.lm.com>
Source record: 35005

I recently bought a used 1040 for a friend, and it came with the z-time in it. The strange thing for me is that it has TOS 1.0 in it, the 2 chip version, yet there is 6 sockets in the machine. The mother board is revision C, if that helps anyone.

I have two problems/questions:

1) I have an old set of TOS 1.2 from upgrading another 1040, 6 chip set. Can I put these easily in the above machine?

2) The machine has the z-time socket clock in it, but I was given no disk with the computer, and have no idea how to access the clock, nor a way to tell if it is good or not. The computer boots fine with it under the tos 1.0 chips(2 chip set), and I assume that I need to find a copy of the z-time disk. Anyone have the e-mail address for Zubair?

I wish that I could afford the upgrade to tos 1.4 or even 2.06, but not at this time, as it is for my friend, and she will pick that up when she wants it or can afford it. :) (strapped from xmas still)

thanks in advance

- asmo -

193. Is it true that?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 21:21:00 UTC
From: AVG@CWI.NL
Message-ID: <60.646.4019.0N1908E3@CWI.NL>
Source record: 35019

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!EU.net
sun4nl!cwi.nl!avg
From: avg@cwi.nl (A.V. Groenink)
Subject: Is it true that?
Message-ID: <CJ9sJL.9EA@cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
Date: Fri, 7 Jan 1994 17:28:33 GMT
Lines: 9

All my messages either start with 'Well...' or 'hm.' ?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
---
* RoseMail 2.10b:
```

194. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 21:21:00 UTC
From: AVG@CWI.NL
Message-ID: <60.645.4019.0N1908E2@CWI.NL>
Source record: 35024

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!EU.net!sun4nl!cwi.nl!avg
From: avg@cwi.nl (A.V. Groenink)
Subject: Re: Alternate Combinations for For
Message-ID: <CJ9sH2.9D1@cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <CJ29po.81A@cwi.nl> <A62238@M4.maus.de>
Date: Fri, 7 Jan 1994 17:27:02 GMT
Lines: 20

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>How do other GEM programmers attack the differences between various
>>international keyboards?

>My approach is to use <Control>-<key> in windows and dialog boxes, and
><Alternate>-<key> for the menu bar.
>Then, I only use internationally available letters A to Z.

Well, that's EXACTLY opposite to the international convention, which is
control + key for menus, Alt + key for dialogs. Alt + key is often
used for menus as well, but the tendency for the last, say, year, is
to use Shift + Control instead.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
---
* RoseMail 2.10b:

195. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 21:21:00 UTC
From: AVG@CWI.NL
Message-ID: <60.647.4019.0N1908E4@CWI.NL>
Source record: 35040

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!pipex
uknet!EU.net!sun4nl!cwi.nl!avg
From: avg@cwi.nl (A.V. Groenink)
Subject: Re: Alternate Combinations for Foreign Languages
Message-ID: <CJ9snJ.9GB@cwi.nl>
Sender: news@cwi.nl (The Daily Dross)
Nntp-Posting-Host: mijt.cwi.nl
Organization: CWI, Amsterdam
References: <CJ29po.81A@cwi.nl> <d2viktor.757647512@dtek.chalmers.se>
<CJ476o.385@cwi.nl> <d2viktor.757722645@dtek.chalmers.se>
<1994Jan7.130925.828@cathy.ijs.si> <CJ9IFt.1zt@cid.aes.doe.ca>
Date: Fri, 7 Jan 1994 17:30:55 GMT
Lines: 16

afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier) writes:

[about the Calamus solution to Dead Keys, whose Ctrl + * codes are
a problem on international keyboards]

>to get an "e accent aigu", type " 'e "
>to get an "n tilde", type " ~n "

That's fine for word processing, but a C programmer WOULD mind having to
press " or ' twice.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740
---
* RoseMail 2.10b:

196. Re: AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 21:39:00 UTC
From: mathew.lodge@canrem.com
Message-ID: <60.648.4019.0N1908E5@canrem.com>
Source record: 35092

```
Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net
vixen.cso.uiuc.edu!sdd.hp.com!col.hp.com!csn!news.sinet.slb.com
news.london.sinet.slb.com!lodge
From: lodge@ukfca1.sinet.slb.com (Mathew Lodge)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: AES weirdness
Date: 7 Jan 1994 17:18:54 GMT
Organization: Schlumberger Technologies, ATE Division, Board Test, Ferndown,
England
Lines: 26
Sender: lodge@ferndown.ate.slb.com (Mathew Lodge)
Distribution: world
Message-ID: <2gk5hu$14i@snlsu1.london.sinet.slb.com>
References: <2ge8bgINNjgr@bambam.cs.city.ac.uk>
NNTP-Posting-Host: 192.23.1.22

In article <2ge8bgINNjgr@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk
(Steven Eker) writes:
>I've noticed the following weirdness with (ROM version of) AES on my Falcon:
>
>(1) Rectangles returned as part of a rectangle list for a window may
> not (necessarily) lie with in the screen boundries if the window
> is only partly on the screen.

Perfectly reasonably, and it isn't a problem -- you need to do an intersection
with the rectangle and the window anyway to work out what needs to be redrawn.

>(4) If your application is only looking for single clicks (with
> evnt_multi()) you get two copies of each WM_ARROWED message!
> If you then open a DA that accepts double clicks the problem
> goes away until you close the DA.

This is a well-known AES bug. I vaguely remember the fix being something
like waiting once for a double-click. Then the problem goes away.

>Steven

Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
---
* RoseMail 2.10b:
```

197. Re: SpeedoGDOS: The `fix3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 21:40:00 UTC
From: mathew.lodge@canrem.com
Message-ID: <60.649.4019.0N1908E6@canrem.com>
Source record: 35031

Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net!usc!sdd.hp.com
col.hp.com!csn!news.sinet.slb.com!news.london.sinet.slb.com!lodge
From: lodge@ukfca1.sinet.slb.com (Mathew Lodge)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: SpeedoGDOS: The `fix31' data type.
Date: 7 Jan 1994 17:26:05 GMT
Organization: Schlumberger Technologies, ATE Division, Board Test, Ferndown,
England
Lines: 38
Sender: lodge@ferndown.ate.slb.com (Mathew Lodge)
Message-ID: <2gk5vd$160@snlsu1.london.sinet.slb.com>
References: <1994Jan6.142806.16227@jet.uk>
NNTP-Posting-Host: 192.23.1.22

In article <1994Jan6.142806.16227@jet.uk> djs@jet.uk (David Stevenson) writes:
>SpeedoGDOS uses a fixed-point data type to represent spacing with
>better-than-pixel resolution. Both Atari Compendium and HiSoft's
>Modern Atari Software describe this data type the same way, with the
>same examples (so, presumably, both copied from official Atari docs).
>
>Yet the name and description given do not tie up with the examples.
>If someone describes a data type as a sign bit + 31 bits magnitude,
>that would imply to me that +1 and -1 would only differ in the sign
>bit, eg 0x80010000 for -1, and 0x00010000 (assuming fixed point between
>bits 15 and 16).
>
>The examples given quote
>+1.0 = 0x00010000
>-1.0 = 0xFFFF0000
>+1.5 = 0x00018000
>
>That is NOT one bit sign and 31 bits magnitude, but is 32 bits
>2's complement (with a fixed point, of course).

One of the strong points (excuse the pun) of fixed-point is that you can
manipulate the numbers with standard integer operations. This gives
fixed-point its widely touted speed advantage (though most forget that it
also offers constant error, but I digress).

I would therefore guess that the example is correct, and that the
description is wrong. Besides, you get all sorts of ambiguity (e.g. what does
0x8000000 represent ?) if you use sign bits and magnitude. Fixed-point is
quite rare -- it wouldn't be the first time it's been misunderstood.

>David Stevenson, JET Joint Undertaking +44 235 465028

```
Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
---
* RoseMail 2.10b:
```

198. Internet dowloading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 23:01:00 UTC
From: james.w#d#.heller@canrem.com
Message-ID: <60.650.4019.0N1908E7@canrem.com>
Source record: 35022

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
usceast!usceast!not-for-mail
From: heller@usceast.cs.scarolina.edu (James w. Heller)
Newsgroups: comp.sys.atari.st.tech
Subject: Internet dowloading
Date: 7 Jan 1994 13:37:31 -0500
Organization: University of South Carolina - Columbia - Computer Science
Lines: 6
Message-ID: <2gka5b$as8@dogwood.cs.scarolina.edu>
NNTP-Posting-Host: dogwood.cs.scarolina.edu

How do you download files from a modem connection to an internet machine.
I log on over the modem to my schools system. Is is possible to use ftp
over modem lines. I am very new at this so any help would be greatly
appreciated.
---
* RoseMail 2.10b:
```

199. Re: How to auto-exec a GE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-08 23:59:00 UTC
From: BOYD@MATH.FSU.EDU
Message-ID: <60.651.4019.0N1908E8@MATH.FSU.EDU>
Source record: 35096

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!gatech
mailer.acns.fsu.edu!gauss!boyd
From: boyd@gauss.math.fsu.edu (Mickey Boyd)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: How to auto-exec a GEM program?
Date: 7 Jan 1994 19:23:21 GMT
Organization: Florida State University Department of Mathematics
Lines: 25
Message-ID: <2gkcr9$tf@mailer.fsu.edu>
References: <368@vercors.frec.bull.fr>
Reply-To: boyd@math.fsu.edu
NNTP-Posting-Host: gauss.math.fsu.edu
X-Newsreader: TIN [version 1.1 PL9]

Jean Jacques Duchene (duchene@9-800.frec.bull.fr) wrote:
> I'd like to run a GEM program at boot time (as are run programs in the
> auto folder). I have read that newer versions of TOS can do that but
> I have got a MegaST2 TOS 1.2.

> I have been told that AES was not started when executing programs from
> the auto folder, so this should not be the right place. (Perhaps is there
> a way to easily start the AES ?)

> I have tried to run the program using a Pexec call from a very simple desk
> accessory I have written, but this failed... The program didn't execute and
> the accessory didn't work any more: I got the desktop without its menu item.

There are at least two small auto folder programs that can do this for you.
One is Startgem, the other is Headstart. Both should be available from
atari.archive.umich.edu. I have been using startgem to start Neodesk for
years, without problems.

--
*****************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*****************************************************************************
---
* RoseMail 2.10b:
```

200. TOS 2.06 & AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 00:57:00 UTC
From: default.trumpet.user@canrem.com
Message-ID: <60.652.4019.0N1908E9@canrem.com>
Source record: 35035

Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net!torn
nott!uotcsi2!news
From: trumpet-user@csi.uottawa.edu (Default Trumpet User)
Subject: TOS 2.06 & AJAX
Message-ID: <trumpet-user.8.757973268@csi.uottawa.edu>
Lines: 14
Sender: news@csi.uottawa.ca
Nntp-Posting-Host: 137.122.32.19
Organization: University of Ottawa
Date: Fri, 7 Jan 1994 20:07:48 GMT

Hi! I have a TEC board that I will install in my 1040ST. I understand that
this will upgrade TOS 1.0 to 2.06, but I will also have to upgrade my floppy
disk controller. I've been told that I must seek out the "Atari Ajax Chip".
Does anyone know where I should begin my search?
Does anyone know Atari's internet address?

Also I have been using a Zubair ST/ime clock 'add on' with my old roms (I
believe it is under U2, on a 6 chip 1985 1040STf.
Does anyone know if there is any way that I can salvage the clock for use
under TOS 2.06? I talked to Codehead Tech. and they were not sure what would
happen and that I was on my own(breaking new ground).

Thanks
Chris
---
* RoseMail 2.10b:

201. Re: Can't get Falcon Soun

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 01:57:00 UTC
From: stuart.denman@canrem.com
Message-ID: <60.653.4019.0N1908EA@canrem.com>
Source record: 35036

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cyber2.cyberstore.ca
nntp.cs.ubc.ca!uw-beaver!lynx.cs.washington.edu!sdenman
From: sdenman@lynx.cs.washington.edu (Stuart Denman)
Subject: Re: Can't get Falcon Sound to play!
Message-ID: <1994Jan7.205758.21356@beaver.cs.washington.edu>
Sender: news@beaver.cs.washington.edu (USENET News System)
Organization: Computer Science & Engineering Dept., Univ. of Washington,
Seattle
X-Newsreader: TIN [version 1.2 PL2]
References: <1994Jan5.222613.3849@beaver.cs.washington.edu>
<CJ6t7D.4v9@cix.compulink.co.uk>
Date: Fri, 7 Jan 94 20:57:58 GMT
Lines: 8

I found out why the sound didn't work...

I had SAM installed, and everytime I pressed a key to play the sound, SAM's
sound would override mine and therefore mine would not play. The pointer was
messed up because it was following SAM's sound. Pretty crazy.
---
* RoseMail 2.10b:
```

202. STe overscan??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 02:32:00 UTC
From: DWB29497@UXA.CSO.UIUC.EDU
Message-ID: <60.654.4019.0N1908EB@UXA.CSO.UIUC.EDU>
Source record: 35091

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
vixen.cso.uiuc.edu!uxa.cso.uiuc.edu!dwb29497
From: dwb29497@uxa.cso.uiuc.edu (Daniel Woods Bullok)
Newsgroups: comp.sys.atari.st.tech
Subject: STe overscan??
Date: 7 Jan 1994 21:39:32 GMT
Organization: University of Illinois at Urbana
Lines: 8
Message-ID: <2gkkqk$kqi@vixen.cso.uiuc.edu>
NNTP-Posting-Host: uxa.cso.uiuc.edu
Keywords: ste overscan

Does anyone know how to do an overscan modification to an STe? I've seen some
articles on how to do it to an ST, but the software is specific to the ST (TOS
<1.4), and I think the chips involved are different on the STe. I only need
monochrome overscan, if than makes any difference.
Thanks in advance for any help.
-Dan Bullok
(woodhead@uiuc.edu)
---
* RoseMail 2.10b:

203. Re: Alternate Combination

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 03:06:00 UTC
From: yves.pelletier@canrem.com
Message-ID: <60.655.4019.0N1908EC@canrem.com>
Source record: 35095

```
Newsgroups: comp.sys.atari.st.tech
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
newsflash.concordia.ca!sifon!cidsv01.cid.aes.doe.ca!cmcws34!afsfpel
From: afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier)
Subject: Re: Alternate Combinations for Foreign Languages
Message-ID: <CJA54E.n0r@cid.aes.doe.ca>
Sender: news@cid.aes.doe.ca (Network News)
Reply-To: afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier)
Organization: Environment Canada
References: <CJ29po.81A@cwi.nl> <d2viktor.757647512@dtek.chalmers.se>
<CJ476o.385@cwi.nl> <d2viktor.757722645@dtek.chalmers.se>
<1994Jan7.130925.828@cathy.ijs.si> <CJ9IFt.1zt@cid.aes.doe.ca>
<CJ9snJ.9GB@cwi.nl>
Date: Fri, 7 Jan 1994 22:00:13 GMT
Lines: 24

In article <CJ9snJ.9GB@cwi.nl>, avg@cwi.nl (A.V. Groenink) writes:
> afsfpel@cmcws34.cid.aes.doe.CA (Yves Pelletier) writes:
>
> [about the Calamus solution to Dead Keys, whose Ctrl + * codes are
> a problem on international keyboards]
>
>>to get an "e accent aigu", type " 'e "
>>to get an "n tilde", type " ~n "
>
> That's fine for word processing, but a C programmer WOULD mind having to
> press " or ' twice.
>

Who should you have in mind when you develop applications? General
users, or C programmers?

Hint: vi was obviously developped by and for C programmers, and look
how popular it is outside programming circles.
--------------------------------------------------------------------
Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
********************************************************************
---
* RoseMail 2.10b:
```

204. Idea: 68010/10 in Atari S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 03:26:00 UTC
From: lars-erik.osterud@canrem.com
Message-ID: <60.656.4019.0N1908ED@canrem.com>
Source record: 35029

From: lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud)
Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
pipex!sunic!trane.uninett.no!news.eunet.no!nuug!byte!internet
Newsgroups: comp.sys.atari.st.tech
Subject: Idea: 68010/10 in Atari ST
Message-ID: <757983834.AA02427@byte.bbs.no>
Date: Fri, 07 Jan 1994 21:04:34
X-FTN-To: Patrick Dubbrow
Lines: 18

>To use the 68010 with an original TOS 2.06 you only need to install an
>autostart application. Then this bug won't have any effect.

Is there anything to gain by replacing my 16 Mhz 68000 with
a 16 Mhz 68010 in my MEGA STE ?

How about problems (except for that one with the crash) ?

Is it possible to gain even more power, is there such a thing as
a 68000 og 68010 with internal clock-double (as the PC DX2 series) ?
A 16 Mhz 68000 with 32 Mhz internal structure would have been OK :-)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST
---
* RoseMail 2.10b:

205. Re: GEM Programming Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 06:20:05 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Jan9.062005.7734@gumby.cc.wmich.edu>
Source record: 35006

In article <35451@mindlink.bc.ca> Desmond_Liu@mindlink.bc.ca (Desmond Liu) writes:
>
> When I write out my VDI text, how do I determine how many further pixels down
> vertically I need to add to the "y" value in v_gtext(handle,x,y,string) in
> order to print on the next line? Currently I was adding the value of the
> character cell height from vqt_attributes() but this doesn't work too well
> (it's actually cutting off my descenders in the letters "g", "j", etc.).

Are you sure you're using the _cell_ height (i.e., attrib[9])? It sounds
like you're using the _character_ height (attrib[7]). I've never had any
problem with descenders, when using the cell height, regardless of what
alignment is specified.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

206. Re: UNLZH 1.72 *Bad CRC*

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 07:02:00 UTC
From: ETAT@DELPHI.COM
Message-ID: <60.657.4019.0N1908EE@DELPHI.COM>
Source record: 35020

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!MathWorks.Com!noc.near.net!news.delphi.com!usenet
From: ETAT@delphi.com
Newsgroups: comp.sys.atari.st.tech
Subject: Re: UNLZH 1.72 *Bad CRC* meaning
Date: Fri, 7 Jan 94 21:12:05 EST
Organization: Delphi Internet
Lines: 8
Message-ID: <940107.76325.ETAT@delphi.com>
References: <1994Jan5.093704.975@news.unige.ch>
NNTP-Posting-Host: delphi.com

I would suggest you try a newer version of LZH.TTP. I have experienced
that problem in the past also...and the newer version doesn't like files
compressed with Version 1.72 either...I keep several .ttp's handy. And use
Quester with them.....of course V1.72 is basically a stand alone thing so
I use it that way. Don't know how many times I cursed my modem before I
figured this one out...or how many downloads I deleted unnecessarily.

Good Luck....Earl
---
* RoseMail 2.10b:
```

207. Memory Protection Woes - Help...?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 07:07:44 UTC
From: mforget@elfhaven.pucnet.com
Message-ID: <H.ekK.w&&34M0NfZI@elfhaven.pucnet.com>
Source record: 35138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have a problem that I hope someone can help me with.

MasterBrowse currently has a client-program that works with MultiTOS.
It does not work with Geneva, and probably will not work with Mag!X,
since neither of them support pipes. I would like to modify the
client program so that it relies entirely on passing GEM AES
messages. To do this, I have to be able to pass the filename from
the client-program to MasterBrowse, which requires passing the
address of a string. I know (roughly) how to do this, but I need
to know how I can make the chunk of memory holding the filename
global-readable (so that the client-program will still work with
memory protected systems). I believe that there is a system-level
GemDos call that will do this, but I do not remember the name of
it or the calling convention.

If someone could send me an electronic mail message telling me the
name of the call and how to use it, I would really appreciate it.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.pucnet.com () opinions, and pawned ()
() ess@PUCnet.com () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

208. Re: GEM Programming Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 10:08:51 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <36165@mindlink.bc.ca>
Source record: 35007

> Mark O'Bryan writes:
>
> Are you sure you're using the _cell_ height (i.e., attrib[9])? It sounds
> like you're using the _character_ height (attrib[7]). I've never had any
> problem with descenders, when using the cell height, regardless of what
> alignment is specified.

Yes. I've confirmed this both on my ST and my Falcon. For some reason, I keep getting a value of 13 for the cell height, no matter what resolution I'm using. In any case, I'm not using vqt_attributes() anymore. Thanks to all who've replied to me in E-mail. All of their solutions worked correctly.

Another problem I've run into is the "double click" problem on my Falcon. The page up/down and arrow up/down messages occur twice on my Falcon even though I do a single click within the slider bars. I don't know how to correct this in software so that it works both on my ST and my Falcon. Changing the double click speed from the Xcontrol panel to a higher setting seems to alleviate the problem, though.

--
Desmond Liu, B.Sc. Computer Science UUCP: a3148@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Junior Software Designer TCP/IP: a3148@mindlink.bc.ca

209. Re: Idea: 68010/10 in Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 10:40:42 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2gomva$jdk@harbinger.cc.monash.edu.au>
Source record: 35008

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >To use the 68010 with an original TOS 2.06 you only need to install an
: >autostart application. Then this bug won't have any effect.

: Is there anything to gain by replacing my 16 Mhz 68000 with
: a 16 Mhz 68010 in my MEGA STE ?

I didn't realize the Mega STE had a 16Mhz 68000, as I thought
it had the 68030. Anyway, providing the 68000 being replaced
is the same speed as the 68010, it should work.

Under AmigaDOS, you can get a 5%-10% improvement in speed.
Providing you can get the part cheaply, it might be worth
it. You will probably have to get a patch for the bug in
ROM (if there is any).

: How about problems (except for that one with the crash) ?

Provided the program works with 68020+ processors (ie TT
friendly), it should work.

: Is it possible to gain even more power, is there such a thing as
: a 68000 og 68010 with internal clock-double (as the PC DX2 series) ?
: A 16 Mhz 68000 with 32 Mhz internal structure would have been OK :-)

No such thing to the best of my knowledge.

- Jim

210. Re: Alternate Combinations for For

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 12:15:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d2ff776@daggskim.ct.se>
Source record: 35009

A.V. Groenink did willfully write on 07 Jan 94 (to All), and I quote...
AG> [...]
>> My approach is to use <Control>-<key> in windows and dialog boxes,
>> and <Alternate>-<key> for the menu bar.
>> Then, I only use internationally available letters A to Z.
AG>
AG> Well, that's EXACTLY opposite to the international convention, which

Hm, which "international convention"?

AG> is control + key for menus, Alt + key for dialogs. Alt + key is
AG> often used for menus as well, but the tendency for the last, say, year,
AG> is to use Shift + Control instead.

The developing tendency _seems_ to be Alt- for system/shell, Ctrl- for application. Thus using Alt- within a multitasking application should reliably access the taskmanager or other system functions (or comparable things external to any given application), while Ctrl- keys are specific for functions within an application.

BTW, I seem to remember a by now very old Atari guideline on GEM programming which strongly recommended _not_ to use Alt- shortcuts within applications, though at the time there seemed to be little reason for this restriction.

The grey area here might be menu shortcuts, e.g. Geneva (quite sensibly I think) lets Alt-space open the first menu dropdown of the currently topped menu (application), from which point the menu handler accepts other menu shortcuts, but then the system is restricted to menu processing anyways.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

211. Bitmapping on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 20:56:54 UTC
From: LAMARTH@delphi.com
Message-ID: <940109.57414.LAMARTH@delphi.com>
Source record: 35010

Does anyone know where I could find documentation or source listings on how to do bitmapping on the ST in C? Thanks in advance...

David (lamarth@delphi.com)

212. Re: Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-09 21:33:21 UTC
From: erlingh@idt.unit.no
Message-ID: <2gpt71$k7v@ugle.unit.no>
Source record: 35011

Mm68@unix.Brighton.Ac.Uk,
In a message on 7 January, wrote :

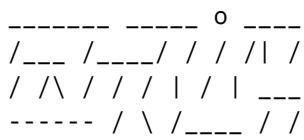
mB> I have downloaded Backward 2.30 but cannot get it to work. I do the setup
mB> and install the disc that I want to use, then do a reboot and hey presto
mB> s appear and nothing else. Any ideas?

Not really.
It didn't work with my TOS 4.04 Roms either :-(

I get the message "Bad CRC in ROM" or something similar - then the machine
hangs up. Has anybody got this working on TOS 4.04 at all ?

Erling

• ATP/Unix 1.40 • Give me a break.

--


213. Atari ST internet utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 00:48:33 UTC
From: taylord@netcom.com
Message-ID: <taylordCJE28y.IpJ@netcom.com>
Source record: 35012

[No readable article body recovered]

214. Scanner software ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 02:50:42 UTC
From: anderss@edb.tih.no
Message-ID: <CJE7wJ.8L2@edb.tih.no>
Source record: 35013

Anyone know of a scanner source.

215. Falcon030 recording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 03:03:26 UTC
From: kfason@csn.org
Message-ID: <CJE8Hr.A4F@csn.org>
Source record: 35014

I hooked my CD Player to my Falcon030 input and well, worked fine for a while, but now its all distorted. I've moved it to another Amp, and it works fine, swaped cords, works fine, hooked the CD Player back top the AMP works fine, only thing I did not try isanother Falcon030 and well I dont have two of them...

Should I do/did something so that the Mic in on the Falcon030 go bad? Is it bad? Can I fix it? or is the Falcon030 bad??

thanx.

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-----------------------------------------------------------------
```

216. Jaguar->Atari Joystick

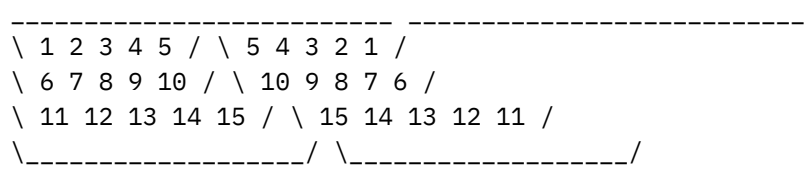
Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 05:03:58 UTC
From: jperez@Hawaii.Edu
Message-ID: <CJEE2n.B0s@news.Hawaii.Edu>
Source record: 35016

Greeting Jaguar Fans,

I'm trying to find a way to attach a conventional Atari joystick (hopefully one with auto-fire!) to the Atari Jaguar. You may have noticed that the Jaguar has a 15 pin high density plug; whereas, the old-style Atari joystick has a 9 pin connector. Well, I've taken the time to attempt mapping the pin-outs of the Jaguar, and connected an Atari joystick with limited success. I say limited, because I only have right and left working, with up and down triggering all sorts of things (from keypad keys to system resets).

Here are the pinouts for the Jaguar that I have come up with:

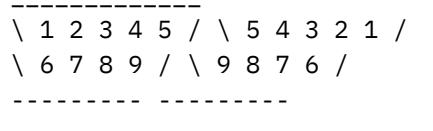
Male Female



1. Keypad 3,6,9,#,Option 6. Pause 11. D-Pad Right
2. Keypad 2,5,8,0 7. +Voltage 12. D-Pad Left
3. B, Keypad 1,4,7,* 8. Not Connected 13. D-Pad Down
4. A 9. Ground 14. D-Pad Up
5. Not Connected 10. B (A&C?) 15. Not Connected

The conventional Atari Joystick pinouts are:

Male Female



1. Joystick Up 5. Reserved/Joystick Up
2. Joystick Down 6. Fire Button
3. Joystick Left 7. +5 volts
4. Joystick Right 8. Ground
9. Not Connected/Joystick fire

I'm not sure as to the accuracy of these sets of pinouts so I would appreciate confirmation from anyone who may have access to such information.
If there is anybody out there that knows how to build an autofire circuit or properly connect an Atari joystick to the Jaguar please let me know in E-mail. Please post any potentially helpful information. Thanks...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

217. Re: Backward Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 05:19:44 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.758179184@wolfcreek.cs.ualberta.ca>
Source record: 35015

erlingh@idt.unit.no (Erling Henanger) writes:

> Mm68@unix.Brighton.Ac.Uk,
> In a message on 7 January, wrote :

>mB> I have downloaded Backward 2.30 but cannot get it to work. I do the setup
>mB> and install the disc that I want to use, then do a reboot and hey presto
>mB> s appear and nothing else. Any ideas?

>Not really.
>It didn't work with my TOS 4.04 Roms either :-(

>I get the message "Bad CRC in ROM" or something similar - then the machine
>hangs up. Has anybody got this working on TOS 4.04 at all ?

yes and no. I cannot get *ANY* of the backwards programs to work and stay
resident during a reboot, most of the time, my machine either reboots
twice (cold boot the second time, which makes it TOTALLY useless), or I get
two bombs. the latest version (which actually recognizes TOS 4.04, go
figure) is completely useless for me both for reboots and for making it
"resident" however, it is possible to install one of the earlier versions
(not sure which one at the moment, I can check it if anyone really needs me
to), and make it "resident" in the system (without the reboot). Unfortunately
this only works for things that can be run from the desktop. Most of the
time I wind up using "magi" for my booting disks, but I am not sure quite
how well it works.

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

218. Re: TOS 2.06 & AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 06:39:01 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2gqt65$1r6@irz301.inf.tu-dresden.de>
Source record: 35017

In article <trumpet-user.8.757973268@csi.uottawa.edu>,
trumpet-user@csi.uottawa.edu (Default Trumpet User) writes:
>Hi! I have a TEC board that I will install in my 1040ST. I understand
>that
>this will upgrade TOS 1.0 to 2.06, but I will also have to upgrade my
>floppy
That's true - if you have the TOS 2.06 Eproms too.Most board will only
ship
without the EPROMs.
>disk controller. I've been told that I must seek out the "Atari Ajax
>Chip".
No exactly true.An Ajax is only useful if you plan to include a
ED-floppy
into your compy.A WD1772-02-02 (remember the full name,the WD1772-02 is
that
you have already in your ST!) will do it too.To make a HD-floppy work
on
your computer as a HD-floppy (and not only as an expensive DD) you need
16Mhz bus clock speed - that's that a WD1772-02-02 will create.An Ajax
will
create 32Mhz - that's good if you need an ED-floppy (a HD and/or DD
works
with it,too - of course).You should encounter no problems if you only
implement a WD1772-02-02 instead of the Ajax.I have an Ajax by
myself,but
that's another story...
>Does anyone know where I should begin my search?
No,sorry.
>Does anyone know Atari's internet address?
You can reach Atari only via GEnie,but i don't know their address.

>Also I have been using a Zubair ST/ime clock 'add on' with my old roms (I
>believe it is under U2, on a 6 chip 1985 1040STf.
>Does anyone know if there is any way that I can salvage the clock for use
>under TOS 2.06? I talked to Codehead Tech. and they were not sure what
>would
>happen and that I was on my own(breaking new ground).
No,i haven't heard of this add-on.

Matthias
--
.------------------+---.
| Matthias Rauhut \ TCP/IP-Mail: mr2@irz.inf.tu-dresden.de |
| \ IRC:st-guru |
| / |

```
| /BT-MUSE3056:Helmut,Sgt.Major,SHI:Gryphons |
+------------------+-----------------------------------------+
| My profession? .GIF-hunter as a full-time-job,what else? |
| Only a dead GIF is a good GIF! - God bless True Color! |
`-----------------------------------------------------------'
```

219. Re: Problem with hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 08:25:02 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CJEnDr.H6o@hpbbrd.bbn.hp.com>
Source record: 35115

Piet van Oostrum (piet@cs.ruu.nl) wrote:
> I have a problem with my hard disk (Megafile 60 with a miniscribe drive).
> The disk will not boot, and in the inside a led blinks. Does anyone know if
> the led gives some info about what is wrong? Or any other way to find out
> what's the problem?

The LED actually gives some valuable info on the cause of the problem.
I don't know the codes by heart, but I could look them up if you need
them.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

220. SCSI Floppy Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 09:18:17 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-100194091817@ngalm099.gal.nt.com>
Source record: 35097

Does anybody have any information on how to get SCSI Floppy drives working
on a STFM (with host adapter). Teac make ED SCSI floppy drives & if these
were
connected to an ST, it should allow read/write to both HD & ED floppies.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

221. No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 11:31:05 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Jan10.113105.1@gst-soft.demon.co.uk>
Source record: 35098

<No Subject>
TITLE: Simulating BSD sockets with MiNT pipes?

Is it possible to simulate BSD style sockets with MiNT pipes? I want to have a server that opens a known pipe, which other clients then connect to. They then tell the server the name of it's unique pipe name, which the server and client talk along.

The problem appears to be one of the server & client knowing when the connection is established with the known pipe, so that they can talk to each other. The idea I had was that the server opens it's end. Then a client comes along and opens the other end and applies a lock. The server checks for this lock, if there is one it starts to talk. Finally when all data is transfered the server sends a close sequence, and when the client has read that it unlocks the pipe and destroys it's end.

Is this feasable or is there a better way. The processes have no way of knowing each others PID etc.

Thanks,

CW

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

222. Falcon Fumiki

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 11:53:12 UTC
From: daniel.vinklar@vslib.cz
Message-ID: <daniel.vinklar.4@vslib.cz>
Source record: 35099

```
This text is only for Fumiki

Ahoj Ataristo.
To je prekvapko, vid.
At zhyne ATARI.
```

223. ST Service Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 13:50:53 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-100194135054@ngalm099.gal.nt.com>
Source record: 35103

Does anybody know where I can get a service manual for the ST series
of machines, or if there ever was such a manual prouced?

I know that there is a package available from Atari, but I understand that
this is just information on the individual components.

While this is also useful, most of them (except the custom devices) are
freely available from their manufacturers, so what I really want is
schematic diagrams.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

224. Faulty FALCON sound.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 14:23:42 UTC
From: avsec@westminster.ac.uk
Message-ID: <CJF41n.7Au@westminster.ac.uk>
Source record: 35107

My Falcon's right hand channel is a bit fuzzy.
That is when a sample is played from the CODEC, it OK from the DSP (eg WinRec).

Is this the old screws on the hard drive problem.

I've already voided my waranty by installing my own IDE drive.

Any solutions ?

Cheers,
Phil.

225. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 15:22:04 UTC
From: boisso_s@epita.fr
Message-ID: <2grrqs$1s8@boson.epita.fr>
Source record: 35104

In article <1994Jan10.113105.1@gst-soft.demon.co.uk>, cwood@gst-soft.demon.co.uk (cwood) writes:
><No Subject>
>TITLE: Simulating BSD sockets with MiNT pipes?
>
>Is it possible to simulate BSD style sockets with MiNT pipes? I want to
> [end deleted]

Yes, a BSD socket emulation is available as a beta version
His name is 'MiNT-Net'..

226. Looking for GEMAR 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 15:45:54 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJF7sJ.7pn@lincoln.gpsemi.com>
Source record: 35106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A while ago someone mentioned having seen GEMAR V2.0 - including English docs.
Anyone know where I might find these (e-mail preferable, ftp possible !)

Thanks,

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
=========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

227. Re: Safe scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-10 16:57:17 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2gs1dd$lsl@percy.cs.bham.ac.uk>
Source record: 35108

steve@snark.cs.city.ac.uk (Steven Eker) writes:
>I have a window whose contents are
>(1) To large to store as a bit map
>(2) Expensive to redraw
>and I'm trying to implement efficient scrolling over this contents.
>Doing a full redraw each time is hiddeously expensive. Since (for
>a normal window, not a untoppable one) a window can only be scrolled once
>it has become the top window, I started off with a simple vro_cpyfm &

Under recent versions of the AES, it is also possible to scroll
background windows (ie not the top window). WM_ARROWED messages are
sent in the same way.

>However there is still a problem: Suppose another app makes a dirty
>rectangle over my window between (1) & (3). Then I will end up
>vro_cpyfm'ing "dirty" pixels and when I eventually get a redraw message
>to clean up the dirty rectangle, the dirty pixels will be elsewhere on
>the screen.
>
>Is there a way around this?

Yes. It is quite simple - just bracket your redraw code with
wind_update(BEG_UPDATE) and wind_update(END_UPDATE). This should
effectively 'freeze' the rectangle list.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

228. Scanner software ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 00:49:12 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <758269945.AA02461@byte.bbs.no>
Source record: 35112

>Anyone know of a scanner source.

Yep, I have my own source-code for software for GeniScan handscanner.
(and I think it's packed as an archive on ABK-BBS too..)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

229. Re: Tos 2.06 upgrade advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 06:42:14 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <758434502.3@mettav.royle>
Source record: 34947

It was none other than Trevor Ingham that wrote on the 6 Jan 94 that ,

>> experiece with Compo's 'T-64' or the TEC upgrades. (or anyothers)
>> Pros? Cons?
>> I'd rather find out now rather than after I've spent $$$ and
modified
>> the motherboard.

TI> I have the Compo 'T-64' in my 1040STF with a 4MB RAM upgrade.
The
TI> good news is you *don't* have to modify the motherboard. The bad
news
TI> is you *do* have to use a soldering iron, and it's a real drama

That was the case when I upgraded aswell but I have seen recently demonstrated
at an Atari Show in the UK a completely solderless upgrade.
(Continues to preserve the old TOS aswell)

TI> It's not perfectly stable, either, but I don't know whether that's
TI> the T-64, or TOS 2.06. I can also imagine reasons for preferring a

? I haven't had any hardware instability at all ,might be worth getting it
checked out. I'd say something ain't right.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

230. Re: SCSI Floppy Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 06:56:13 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Jan11065613@hal.cerfacs.fr>
Source record: 35119

Should be like the SCSI flopticals which the ICDBOOT Link and Pro
versions accept. Any comments?

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

231. Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 07:16:36 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan11.071636.1818@beaver.cs.washington.edu>
Source record: 35109

Is there anyway to find the address of the GEM desktop resource tree?
I know you can set it with wind_set(), but if I could get the address,
one could replace the background object with a picture, etc.

Any memory addresses?

I know Warp 9 does this, but I want to customize it for myself.

Thanks.

Stuart Denman
sdenman@cs.washington.edu

232. Internal TT SCSI port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 09:04:32 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-110194100833@nod.eng.umu.se>
Source record: 35110

Is it possible to connect two (or more) SCSI hard disks serially to the internal SCSI port of the TT? That is: just using a cable running from the mother board to and via disk 1 on to disk 2.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

233. TT DIP-switches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 09:09:29 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-110194101448@nod.eng.umu.se>
Source record: 35111

Does anyone know exactly what the DIP-switches in the TT are supposed to do?. I know about number 7 (I think) and HD-drives, but nothing about the rest of the bunch.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se
Finger: johan.nordlander@nod.eng.umu.se

234. Re: No subject

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 09:46:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Jan11.094602.1@gst-soft.demon.co.uk>
Source record: 35113

Is that on atari.archive in the Mint directory?

CW

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

235. Re: ST Service Manual

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 10:29:43 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJGntJ.C0t@barclays.co.uk>
Source record: 35114

```
Try Best Electronics in the US (408) 243-6950
2021 The Alemeda Suite 290
San Jose, Valifornia 95126
--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

236. FLASH II & ZMODEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 12:31:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2gu677$f6t@golem.wcc.govt.nz>
Source record: 35116

**** FLASH II and AUTO STARTING ZMODEM ****

Well we have implemented a later Zmodem here on the VAX,
its the Free Complementry VMS one..

There has been a lot of problems with People using it, I have found that it
needs a Real Auto Starting Zmodem, some of the PC Terminal programs are ok.!
but what I have found that FLASH II 2.2 does not work at all, its not a real
Auto Starting Zmodem..

The funny thing is that THE STORM does work..????

I thought that some of the Beta tester should know this...

Any more info or help Please E-Mail me....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

237. Protar Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 13:00:04 UTC
From: jvt@its.bt.co.uk
Message-ID: <CJGus5.3xz@its.bt.co.uk>
Source record: 35117

I have a friend who as a Protar 40 Hard Disk unit on his ST. He wants to add another drive in the box. When I had a quick look, I noted the SCSI ID is set on the interface card and not on the disk drive.

To save me poking about to see what this card does, can anyone tell me if and how a second drive can be added. The how means "what scsi id is it set to".

I suppose a followup could be whether the adaptor can be used to access the full 8 device addressing range of scsi.

Thanks,
John

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7TCP
+44 21 308 8892

238. Re: Bitmapping on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 15:49:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8SGMKICv&uw@semprini.waterloo-rdp.on.ca>
Source record: 35134

In <940109.57414.LAMARTH@delphi.com>, LAMARTH@delphi.com writes:
> Does anyone know where I could find documentation or source listings on how
> to do bitmapping on the ST in C? Thanks in advance...

What, exactly, do you mean? Here is standard C bitmapping for keeping
track of some options (for example... you can use this for anything):

```
short flags = 0;

#define OPTION_1 0x0001 /* 2^0 */
#define OPTION_2 0x0002 /* 2^1 */
#define OPTION_3 0x0004 /* 2^2 */
#define OPTION_4 0x0008 /* 2^3 */
#define OPTION_5 0x0010 /* 2^4 */
/* etc */

flags = OPTION_1 | OPTION_2; /* Turn on options 1 and 2 */

if( flags & OPTION_3 ) /* Check to see if option 3 is set */
puts( "Option 3!" ); /* do something */

flags ^= OPTION_4; /* XOR option 4 into or out-of the flags */
```

If you meant "how do you access pixels on screen by directly
manipulating screen memory", that's a whole different ball of wax... the
ST has strange interleaved screen memory that makes this operation
tricky.

An easy solution would be to buy a Falcon (assuming, of course, that you
can find one) and program the 15-bit pallette-less graphics modes; then,
each pixel is just a red-green-blue triad and you can set each one to
whatever you want (5-bits each for r-g-b).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

239. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 15:54:00 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2gui2oINNnpb@uwm.edu>
Source record: 35118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The order form on the newsletter does have a line for Geneva by itself, and
>there should be a white third of a page flyer with every newsletter which
>has a smaller pre-order form for NeoDesk 3->4 upgrades, which includes Geneva
>bundle deals.

Bob,

Do we have to send in any of the 3.0x disks when we upgrade to 4.0? I found
no mention of this in the newsletter if it is so. Also, if we upgrade, will
we be getting a new manual (i.e. one complete manual)? It's very difficult
now to have to look for things either in the 2.0 manual, 3.01 manual or 3.03
documentation. If I have to add another manual to this list, I'll go batty!
Even if we are just doing an upgrade, can we order a comprehensive 4.0 manual
that has *evertything* in it?
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

240. More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 18:32:00 UTC
From: pontus_sk|ld@wtp.ct.se
Message-ID: <2d32f0dc@wtp.ct.se>
Source record: 34944

Anyone who knows how to expand a 4 mb STe to 8 or 12 megs ???

/Pontus

241. Dead disk drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-11 22:08:48 UTC
From: ppxamp@unicorn.nott.ac.uk
Message-ID: <2gv81g$ltp@unicorn.ccc.nottingham.ac.uk>
Source record: 34952

I think that the internal 720k floppy drive in my 520 STe has died. The light comes on and the disk spins (although the speed may not be correct) but the disk A not responding error is given. It also makes a crunching noise as if it has no disk or an unformatted disk.
Is this likely to be a fault of the drive - if so what? or is it more likely to be some other bit of hardware? I dont want to buy a new drive if this one is ok. Any suggestions would be appreciated

Andrew Peters
(ppxamp@unicorn.ccc.nottingham.ac.uk)
--
ppxamp@uk.ac.nott.unicorn , peters%uk.ac.nott.dir@uk.ac.nott.magres

242. Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 01:26:51 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CJHtCs.5Jy@tandem.com>
Source record: 35120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had Quick ST II and Laser C for a few years now. Some time ago I developed a program which uses the VDI v_curtext routine to display text on the screen. This worked fine until I upgraded from TOS 1.02 to 1.04 (or 1.2 to 1.4).

After the upgrade, only the first character is displayed when the text string contains multiple characters.

It works if I disable Quick ST 2.2.

Has anyone encountered this problem? Any ideas on what is going wrong?

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..

243. Looking for Info on RATSOFT BBS SOFTWARE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 02:16:50 UTC
From: Mickey Angell <MICKEYANGELL@delphi.com>
Message-ID: <940111.76610.MICKEYANGELL@delphi.com>
Source record: 35121

Where can I find out info on RATSOFT BBS software?

244. 3270 Emulation Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 02:19:11 UTC
From: Mickey Angell <MICKEYANGELL@delphi.com>
Message-ID: <940111.76751.MICKEYANGELL@delphi.com>
Source record: 35122

Is there any IBM 3270 emulation software for the ST? I have plenty of VT-100, etc. programs. In fact Uniterm is great when calling thru a protocol converter. I need a program that will act as a 3270 and call to the mainframe as a terminal.

245. Compendium Errata

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 02:46:10 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan12.024610.5339@beaver.cs.washington.edu>
Source record: 35123

Can somebody please Email be a copy...Thanks...

Stuart Denman

246. Re: Problem with hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 08:19:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d33b372@daggskim.ct.se>
Source record: 35124

I ran inte the blinking LED question with a WDSP-drive, but in the end, even the Western Digital technical hotline in California came up with the helpful information that a) production units did not always comply with the details of the technical spec's on "non-essentials", and b) they themselves did not have the blink-code interpretations since these were only used at the factory (somewhere in Asia) to weed out production defects.

[-v-<snip>-v-]

CB> From: clausb@hpbbrd.bbn.hp.com (Claus Brod)
CB>
CB> Piet van Oostrum (piet@cs.ruu.nl) wrote:
>> I have a problem with my hard disk (Megafile 60 with a miniscribe
>> drive). The disk will not boot, and in the inside a led blinks. Does
>> anyone know
CB> if
>> the led gives some info about what is wrong? Or any other way to find
>> out what's the problem?
CB>
CB> The LED actually gives some valuable info on the cause of the
CB> problem. I don't know the codes by heart, but I could look them up if
CB> you need them.
CB>
CB> --
CB> --clausb@hpbeo79.bbn.hp.com---
CB> --- Claus Brod, MDD, HP Boeblingen Magic is real unless declared
CB> integer. --#include <std_disclaimer>---------------------------------
CB> ------------
CB> +++ HP Mechanical Design Division
CB> --- UUGate/2 v0.24(OS/2)
CB> * Origin: Internet gateway (cindy) (2:200/427.3)

247. Re: Problem with hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 08:24:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d33b609@daggskim.ct.se>
Source record: 35125

Piet van did willfully write on 05 Jan 94 (to All), and I quote...
Pv> From: piet@cs.ruu.nl (Piet van Oostrum)
Pv>
Pv> I have a problem with my hard disk (Megafile 60 with a miniscribe
Pv> drive). The disk will not boot, and in the inside a led blinks. Does
Pv> anyone know if the led gives some info about what is wrong? Or any
Pv> other way to find out what's the problem?

Sometimes the problem is that the power supply has aged (lower effective capacitance values) so that the 12V has dropped below spec's. When this happens, a drive will normally not spin up. *Sometimes* one can "kick start" the drive by manually jerking the entire drive (MF case) in a rotational sense - (easier to do than describe; hold firmly with both hands from above and 'twist' sharply 45-90 degrees conter the way the disk rotates the after power up. If you don't know which way it rotates, try both and see.) This is often referred to as "unsticking" a "stuck" drive.

I would think this is (or will be) a not uncommon problem as these MF drives get older. The fix is a new power supply unit.

There might be other causes of your problem, of course. The above is the quickest to check.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

248. Re: Protar Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 08:35:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d33b746@daggskim.ct.se>
Source record: 35126

John Trickey did willfully write on 11 Jan 94 (to All), and I quote...
JT> From: jvt@its.bt.co.uk (John Trickey)
JT>
JT> I have a friend who as a Protar 40 Hard Disk unit on his ST. He wants
JT> to add another drive in the box. When I had a quick look, I noted the
JT> SCSI ID is set on the interface card and not on the disk drive.
JT>
JT> To save me poking about to see what this card does, can anyone tell me
JT> if and how a second drive can be added. The how means "what scsi id is
JT> it set to".

Presumably, the host card's ID# is the physical id# that the DMA sees, and in
that case one should be able to have two drives set to #0 and #1 respectively
from this card, used as logical units on the same physical.

This requires that the driver software understands lu# (common AHDI does not,
ICD and others will), and that the host card also can handle this.
This also requires proper termination, and a power supply that can handle both
drives. The 12V is most critical it seems.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

249. How connect Falcon to a MEGA-ST Keyboard???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 09:25:17 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2h0flt$r0p@elna.ethz.ch>
Source record: 35128

Hi all!

Has anybody yet succeded in connecting a standard MEGA-ST keyboard
to the motherboard of the Falcon????

I'm actually searching for the pin-out of the MEGA-ST keyboard and
the FALCON built in keyboard.

If anybody has done something similiar, please could you mail me some
info where or how I have to do it???

Thanx in advance
- Beat CHRISTEN, bach@satan.vmsmail.ethz.ch

250. Re: Internal TT SCSI port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 09:27:53 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.758366873@acp5>
Source record: 35127

johan.nordlander@engelska.umu.se (Johan Nordlander) writes:

>Is it possible to connect two (or more) SCSI hard disks serially to the
>internal SCSI port of the TT? That is: just using a cable running from the
>mother board to and via disk 1 on to disk 2.

Yes. Don't forget that the (physically!) last drives on the SCSI bus must be
terminated.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

251. Re: Safe scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 10:22:11 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2h0j0kINN7ct@bambam.cs.city.ac.uk>
Source record: 35136

In article <2gs1dd$lsl@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> steve@snark.cs.city.ac.uk (Steven Eker) writes:
|> >I have a window whose contents are
|> >(1) To large to store as a bit map
|> >(2) Expensive to redraw

[stuff deleted]

|> >However there is still a problem: Suppose another app makes a dirty
|> >rectangle over my window between (1) & (3). Then I will end up
|> >vro_cpyfm'ing "dirty" pixels and when I eventually get a redraw message
|> >to clean up the dirty rectangle, the dirty pixels will be elsewhere on
|> >the screen.
|> >
|> >Is there a way around this?
|>
|> Yes. It is quite simple - just bracket your redraw code with
|> wind_update(BEG_UPDATE) and wind_update(END_UPDATE). This should
|> effectively 'freeze' the rectangle list.

Its not that simple; consider the following two scenarios (under Multitos):

(A):

(1) My window Foo is on top and AES geneartes a scroll message for it.
My app gets the message but doesn't get as far as locking the screen.
At this point Foo's rect list consists of a single rectangle.

(2) Some app (DA) Bar decides to lock the screen & draw a dialog box
on top of Foo. This does not affect Foo's rect lists since dialog
boxes are modal.

(3) Bar finishes its dialog, ask AES for a redraw to remove its dialog box
and unlocks the screen. AES places a redraw message for Foo in
my app's message pipe.

(4) My app gets to lock the screen. It finds a single rectangle in Foo's
rect list and scrolls it with a vro_cpyfm(), copying dirty pixels
that belonged to Bar's dialog box. It then unlocks the screen.

(5) My app get the redraw massage for Foo, but since the dirty pixels have
moved, they don't get redraw.

(B):

(1) My window Foo is on top and AES geneartes a scroll message for it.
My app gets the message but doesn't get as far as locking the screen.
At this point Foo's rect list consists of a single rectangle.

(2) Some app (DA) Bar decides to lock the screen & open (or top) a window
on top of Foo. Bar unclocks the screen. Foo's rect list now consists
of all the visible parts of Foo.

(3) Bar closes its window and AES places a redraw message for Foo in
my app's message pipe. At this point, am I right in thinking that
Foo's rect list will revert to being a single rectangle?
If not when will AES get arround to coalescing Foo's rectangles,
since it has now way off knowing when my app has started (or finished)
responding to messages concerning Foo?

(4) My app gets to lock the screen. It finds a single rectangle in Foo's
rect list and scrolls it with a vro_cpyfm(), copying dirty pixels
that belonged to Bar's window. It then unlocks the screen.

(5) My app get the redraw massage for Foo, but since the dirty pixels have
moved, they don't get redraw.

Note that in both cases, at step 5 my app cannot tell whether the redraw
message was generated before it scrolled Foo or afterwards so it cannot
shift the redraw rectangle to compensate. My current thinking is that
I could set a flag after doing a scroll and if the very next evnt_multi()
finds a redraw message for Foo, I assume the worst and do a full redraw.

Any better ideas?

Steven

252. Re: How connect Falcon to a MEGA-ST Keyboard???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 10:37:24 UTC
From: gc85@hrz.uni-giessen.de
Message-ID: <CJIIuC.ADo@muster.hrz.uni-giessen.de>
Source record: 35130

In article <2h0flt$r0p@elna.ethz.ch>, BACH@SATAN.VMSMAIL.ETHZ.CH (Beat Christen) writes:
|> Hi all!
|>
|> Has anybody yet succeded in connecting a standard MEGA-ST keyboard
|> to the motherboard of the Falcon????
|>
|> I'm actually searching for the pin-out of the MEGA-ST keyboard and
|> the FALCON built in keyboard.
|>
|> If anybody has done something similiar, please could you mail me some
|> info where or how I have to do it???
|>
|> Thanx in advance
|> - Beat CHRISTEN, bach@satan.vmsmail.ethz.ch
|>

This may lead to a lot of additional Hardware needed I think.
As far as I know the F030 has a faster KBD chip inside (?), so you may get
some problems trying this.

By the way does anybody know if its possible to interchange the Keyboards of
MegaST <-> TT <-> MegaSTe ??

I hate the ones delivered with the MegaST, I like the MegaSTe ones much more.

So long !
-
Konstantinos XONIS
(XAKChaos of XAK-Design Wetzlar)

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D35576 Wetzlar
FR Germany

FAX: +49-6441-42504

253. SpeedoGDOS and NVDI, (and Lattice C?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 11:00:39 UTC
From: djs@jet.uk
Message-ID: <1994Jan12.110039.12274@jet.uk>
Source record: 35132

A quick word on getting these running together: They seemed to run OK,
I had SpeedoGDOS followed by MiNT followed by NVDI in my auto folder.
However, even though GDOS support in NVDI (2.5) was disabled using
NVDIDFT.PRG, this caused some problems with Lattice GDOS detection routines
(vq_vgdos etc).

The ordering that works, and seems reliable, is MiNT followed by NVDI
followed by SpeedoGDOS.

It's also worth noting that Lattice bindings differ in several ways to
those given in the Compendium. For example, Lattice retains the old
definition of vqt_name, using vqt_f_name for the version that returns
the fsm flag.

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

254. GNU-C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 11:24:12 UTC
From: hinsen@acds21.physik.rwth-aachen.de
Message-ID: <HINSEN.94Jan12112412@acds21.physik.rwth-aachen.de>
Source record: 35129

Recently I upgraded my GNU-C installation from 1.38 to 2.x. One of the more unpleasant consequences is that the new version simply refuses to translate some of my programs. There are no error or warning messages, but there is also no output. By doing the compilation steps by hand, I discovered that the assembler is the culprit: it finishes very quickly, but does not produce any output. Did anyone have similar problems? Is there an easy solution?

A somewhat less annoying problem is that with "b" in the UNIXMODE setting, the compiler prints error messages on lines separated only with LFs. In practice this means that I can see only the first line. Is that a bug or a feature?

Konrad.

--

Konrad Hinsen | E-Mail: hinsen@acds21.physik.rwth-aachen.de
Institut fuer Theoretische Physik A | Tel.: +49-241-807023
RWTH Aachen | Fax: +49-241-888188
D-52056 Aachen | Deutsch/Esperanto/English/Nederlands
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255. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 11:59:37 UTC
From: djs@jet.uk
Message-ID: <1994Jan12.115937.12576@jet.uk>
Source record: 35133

In <Up-EAFVFIUQ@zaphot.abg.sub.org> joey@zaphot.abg.sub.org (Arno Welzel) writes:

>In <1994Jan5.003838.22805@beaver.cs.washington.edu> Stuart Denman wrote :

>>Is there a system command (NOT HARDWARE REGISTERS) that I can use to play
>>DMA sound and I can call (one command) that will work on STE, TT, and Falcon?

>I've looked to all the documentation i have - there are only BIOS/XBIOS-
>calls to produce sound by using the Yamaha-soundchip ...
>I did not found _any_ Bios/XBios/VDI/AES-calls to access the DMA-sound on
>STE/MegaSTE/TT in TOS 1.04, 1.06, 2.05, 2.06, 3.01, 3.05 or 3.06 !
But there *are* in TOS 4.0x.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

256. Re: 3270 Emulation Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 12:37:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2h0qu3$nqq@golem.wcc.govt.nz>
Source record: 35131

In article <940111.76751.MICKEYANGELL@delphi.com>, Mickey Angell <MICKEYANGELL@delphi.com> writes:
>Is there any IBM 3270 emulation software for the ST? I have plenty of VT-100,
>etc. programs. In fact Uniterm is great when calling thru a protocol converter.
>I need a program that will act as a 3270 and call to the mainframe as a
>terminal.

From memory the 3270 is a Bysync Machine, the Bysync option in the ST was nerver used, the hardware is there but no clocks to clock the chip with, they need to use synchronos modems...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

257. Is there ANY Good Documentation on Falcon Internals?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 16:21:26 UTC
From: scotty@verdix.com
Message-ID: <scotty.758391686@sarge>
Source record: 35135

I've purchased the "Atari Compendium", which claims to be the official Atari documentation for the ST line. I've downloaded a listing of registers for ST products. There are still essential pieces of information on the Falcon's internals that aren't anywhere to be found. For instance: Where is a block diagram of how the Falcon's internals are laid out? I've read hints and bits about a crossbar switch for the DSP and A/D converters. What's the SCC? And how do the DSP, MMU, Blitter, and CPU share the bus? And what's the pinout on the external DSP connector?

Some essential information on registers seems to be missing too. How is the volume adjusted on the internal speaker and audio output? How is the input level for the audio input adjusted?

If Atari is the only place where this kind of information can be gained, does anyone know which documents to request and their cost?

Thanks for any advice. I'm hoping that this kind of data can be found without having to register as a developer.

Scott

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

258. Atari Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 16:36:55 UTC
From: trevors@profund.demon.co.uk
Message-ID: <757441873snz@profund.demon.co.uk>
Source record: 35137

I hope this is the right forum for this kind of query.
Atari ST monitors seem to be very expensive for what they are, eg: 70
for a 12" b&w monitor, which in the PC world would buy you a 14" Colour VGA.
Does anyone know if it is possible to wire up a PC VGA (or SVGA) monitor to
an ST, and make the refresh rates compatible etc. etc.
Any help would be appreciated, even if just to point out how naively
optimistic I'm being!

Cheers
Trev
--

+-----------------------------+-----------------------------+----------------+
Trevor Scurr	trevors@profund.demon.co.uk	
Profund Systems Ltd,	IP: 151.152.20.64	
Limpley Mill, Limpley Stoke	Phone: 0225 722922	
Bath BA3 6HJ England	Fax: 0225 723900	
+-----------------------------+-----------------------------+----------------+

259. Re: Did Atari ever release source of ST TOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 17:52:57 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94Jan12135257@acae127.cadence.com>
Source record: 34948

In article <2d1d8d48@daggskim.ct.se> bo_leuf@daggskim.ct.se (Bo Leuf) writes:

> Michael Winters hacked the following on 25 Dec 93 (to All)...
>
> > From: winters@access2.digex.net (Michael Winters)
> >
> > Did Atari ever release the source code to their TOS operating system
> > for 1040 ST?
>
> Doubt it. I've seen commented disassembled listings (at least two different
> versions of TOS in the older Internals books.
>

they did (as listings) at one time with the developers kit.
they stopped doing that a long time ago. i still refer to the listings
once in a while .....
--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

260. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 20:47:46 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758434502.1@mettav.royle>
Source record: 34945

On 7 Jan 94 at 02:06:47 (Michael Smith) wrote the following:

>> Well 1.2 works fine for me. I just get annoyed when people say 1.4<
>> and HD is
>> a disaster when I've been running fine for 2-3 years.
>
> 'Disaster' is a bad term - 1.2 is just slow (and FATspeed is the wrong
> answer) and a tad unreliable...

FATSPEED is the right answer IMO and I've never experienced unreliability.

I think though that I shall give up trying to persuade people as nobody seems to listen to what I am saying, they all think older TOSes = unusable operating systems.

>> I am a student. Also difficult to find 2 chip sets of 1.4, which
>> means 'rejigging' some of the ST to accept a 6 chip set. Then you
>> have to run new
>> patches for any new bugs added in 1.4 (no I can't offhand remember
>> what they are).
>
> Or getting 1.04 blown into a 2chip set. (the rejigging is about 3 sec
> with an iron, unless your sockets are missing)

No, I only have 2 sockets, what does it involve to convert to a 6 chip set?

-Paul-

--
~=~=~=

261. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-12 20:51:00 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <758434502.2@mettav.royle>
Source record: 34946

On 7 Jan 94 at 02:12:36 (Michael Smith) wrote the following:

>> Like when I lost D: the other day because the program I used wrote
>> some files
>> to a BGM partition when the program obviously (now) didn't support
>> BGM partitions.
>
> Hmm. You wouldn't happen to be using Cheetah now would you? Not many
> other programs _need_ to know about BGM partitions...

;-), I used Cheetah once and never again. It ended up zapping all free space I had, like a had 7 megs free and then 0 megs free, just lucky I didn't lose files or the whole
partition.

No I think it was a version of the Easy Rider disassembler (2.1) that doesn't handle BGM partitions, not sure though.

>> My ST has been on almost every day for the last 2-3 years, and once I
> switch it
>> on it stays on till I go to bed. This includes running my point
>> system every
>> day which includes a fair amount of disk i/o.
>
> *smile* Yes, you may remember I ran TWiN (the SA ST BBS) for rather a

Yes I recognized you from NeST and FidoNet, but I see we have capital letters in the name here. <g>

> long time. 1.04 was _the_ value-for-money upgrade. Mail processing
> improved drastically over 1.02/flatspeed 8) and reliability (especially
> with Theo's QBBS fixes) was much improved.

Well as I said my system runs fine...

I will give up trying to educate anyone else as no-one seems interested in listening.

>> Exactly, FASTPEED plus FOLDRxxx.PRG/ICD HD driver makes a TOS 1.0/1.2
>> ST easily as useable as a 1.4+ ST.
>
>> Why would I lie about this if this is how I've been running fine for
>> the last 2-3 years.
>
> I can't see how you can compare unless you've spent time running your
> setup with 1.04 - you can't possibly have any reference point!

I am going by what people have said, FATSPEED is a great i/o improvement, not quite to TOS 1.4 level but near. Anyway I did say useable, I wasn't comparing performance, I'm sure TOS 1.4 is faster but 1.0/1.2 are perfectly useable.

> Had a friend just about to give up on his ST - sold him a copy of NVDI
> & he's now trying to find a bigger harddisk - remember, open your eyes
> and look, don't just take everything as criticism 8)

Well I just get angry when people say TOS <1.4 is useless when I know different.

-Paul-

--
~=~=~=

262. Re: Hard disk mania!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 00:33:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63084@M4.maus.de>
Source record: 34941

>Now when using the latest RateHD it returns a slower throughput when
>connected
>to the Falcon directly than to the ST (through an ADSCSI!) what gives?
>
>Is it a bug in the RateHD prog?

Yes, this is exactly what I keep mentioning from time to time. RateHD's
throughput results are bare nonsense on TT/Falcon SCSI.

bye, Peter

263. Re: AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 00:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63085@M4.maus.de>
Source record: 34943

>>(4) If your application is only looking for single clicks (with
>> evnt_multi()) you get two copies of each WM_ARROWED message!
>> If you then open a DA that accepts double clicks the problem
>> goes away until you close the DA.
>
>This is a well-known AES bug. I vaguely remember the fix being something
>like waiting once for a double-click. Then the problem goes away.

Waiting for a double click makes your program behave more like all the
others, anyway. And, it's also required for proper detection of drag vs.
click.

264. Re: Alternate Combinations for

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 00:37:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63086@M4.maus.de>
Source record: 34942

>>My approach is to use <Control>-<key> in windows and dialog boxes, and
>><Alternate>-<key> for the menu bar.
>>Then, I only use internationally available letters A to Z.
>
>Well, that's EXACTLY opposite to the international convention, which is
>control + key for menus, Alt + key for dialogs. Alt + key is often
>used for menus as well, but the tendency for the last, say, year, is
>to use Shift + Control instead.

I've had a look at several other systems; almost all of them use <Alt> for menu operations.

I use <Control> combinations for any kind of controls in windows and dialog windows, including button operation, scrolling, popups, cut&paste, etc.

Ever noticed that Cut&Paste is done via <Control> in Windows (boo!), on Apple machines, Atari Falcon guidelines want <Control>, too.

Finally, <Control> combinations are much easier to access in the normal flow of typing than <Alternate> stuff.

bye, Peter

265. Quick ST 2.2 and VDI v_curtext call

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 01:37:00 UTC
From: david.lewis@canrem.com
Message-ID: <60.726.4019.0N190F6E@canrem.com>
Source record: 34951

Hi Greg.

-> I have had Quick ST II and Laser C for a few years now. Some time
-> ago I developed a program which uses the VDI v_curtext routine to
-> display text on the screen. This worked fine until I upgraded from
-> TOS 1.02 to 1.04 (or 1.2 to 1.4).
->
-> After the upgrade, only the first character is displayed when the
-> text string contains multiple characters.
->
-> It works if I disable Quick ST 2.2.
->
-> Has anyone encountered this problem? Any ideas on what is going
-> wrong?

Yes, it is a bug. I pointed it out to Darek a couple of years ago. I had written a program in Laser C that was using the v_curtext routines as well. I forget the exact explanation that he gave me, but the problem went away with the next upgrade. Guess it's time for you to upgrade to Warp 9. Hope this helps.

Dave

266. Re: Bitmapping on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 02:27:36 UTC
From: LAMARTH@delphi.com
Message-ID: <940112.77256.LAMARTH@delphi.com>
Source record: 35139

No, you're right on the second count- I had been refering to displaying graphics directly in screen memory. I've figured out a way to do it but it seems a bit clumsy to me.

Boy I wish I could buy a Falcon! In fact I'd like to upgrade to one this year sometime. Guess you just gave me another good reason why I should buy one :)

David (lamarth@delphi.com)

267. Re: Gribnif newsletter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 02:41:20 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2h2ccg$hli@titan.ucs.umass.edu>
Source record: 35140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2gui2oINNnpb@uwm.edu>,
Andrew Krieg: Man or Android? <ultron@csd4.csd.uwm.edu> wrote:
>
>Do we have to send in any of the 3.0x disks when we upgrade to 4.0? I found
>no mention of this in the newsletter if it is so. Also, if we upgrade, will
>we be getting a new manual (i.e. one complete manual)? It's very difficult
>now to have to look for things either in the 2.0 manual, 3.01 manual or 3.03
>documentation. If I have to add another manual to this list, I'll go batty!
>Even if we are just doing an upgrade, can we order a comprehensive 4.0 manual
>that has *evertything* in it?

Yes, you do need to send in your original NeoDesk Disk(s). Just one if
its one of the European double sided ones, or the Master and Extras disks in
the case of US copies distributed by Gribnif. Also make sure that you have
run REGISTER.PRG on the Master disk. (It deletes itself after running the
first time.) It does say in the newsletters that you need to include the disks
on the third of a page sheet that details NeoDesk upgrades (on the side with
the shipping weights, beside the word Important... :)

The upgrade to NeoDesk 4 includes a full manual. No addendum this time. :)

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

268. 30/1 Unix-klone

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 06:54:12 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <758502231.AA02615@byte.bbs.no>
Source record: 34965

Hei, takk for sist:-)

Du kj�rer en Unix klone p� PC'en din?

Det er en elev p� skolen som er intressert i � teste Unix p� maskinen
sin. Kan du skaffe? Hvor mye plass tar det?

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

269. Re: Is there ANY Good Documentation on Falcon Internals?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 09:49:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJKBAs.5nu@barclays.co.uk>
Source record: 34949

```
Call your local Atari office - they sell developer docs for the Falcon. In most
countries you don't need to register as a developer to get these, you can just
buy them 'off-the-shelf'.

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

270. Re: More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 09:50:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJKBCx.5tK@barclays.co.uk>
Source record: 34950

```
In article <2d32f0dc@wtp.ct.se>, pontus_sk|ld@wtp.ct.se (Pontus Sk|ld) writes:
|> Anyone who knows how to expand a 4 mb STe to 8 or 12 megs ???
|>
In the UK you can buy a board that takes your machine to 12Mb. Mail
marpet@cix.compulink.co.uk for details.

--
+---------------+-------------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-------------------------------------------------------------+
```

271. Re: Is there ANY Good Documentation on Falcon Internals?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 11:00:33 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2h39kh$hfd@bambam.cs.city.ac.uk>
Source record: 34953

In article <scotty.758391686@sarge>, scotty@verdix.com (Scott R. Chilcote) writes:
|>
|> I've purchased the "Atari Compendium", which claims to be the official Atari
|> documentation for the ST line. I've downloaded a listing of registers for
|> ST products. There are still essential pieces of information on the Falcon's
|> internals that aren't anywhere to be found. For instance: Where is a block
|> diagram of how the Falcon's internals are laid out? I've read hints and bits
|> about a crossbar switch for the DSP and A/D converters. What's the SCC? And
|> how do the DSP, MMU, Blitter, and CPU share the bus? And what's the pinout
|> on the external DSP connector?

A lot of the hardware details don't seem to be available anywhere. Last time
I looked at c.s.a.s.advocacy the speed and width of the CPU bus were still being
hotly debated. Atari are following Commodore in not documenting new hardware
registers in order to reduce the backward compatibility bagage for future
machines.

The DSP hangs off the CPU bus like a peripheral via its (8 bit) host port;
it can't become a bus master. The DSP is hooked up to the A/D converters via
the "Matrix" which can connect any serial source to any serial sink.
Sources are DSP serial port, DMA play, A/D converters, DSP connector;
Sinks are DSP serial port, DMA record, D/A converters, DSP connector. The
fastest way of getting data in & out of the DSP is via the host port but
using the sound DMA is also possible. I

|> Some essential information on registers seems to be missing too. How is the
|> volume adjusted on the internal speaker and audio output? How is the input
|> level for the audio input adjusted?

There are XBIOS calls for these; they should be documented in the Compendium
(though it's full of errors & omissions; have you read the back cover? :-).

|> If Atari is the only place where this kind of information can be gained, does
|> anyone know which documents to request and their cost?
|>
|> Thanks for any advice. I'm hoping that this kind of data can be found without
|> having to register as a developer.

You can get a Falcon developer kit without becoming a developer. It consists
of a slim pale blue spiral bound manual documenting the new XBIOS calls
for graphics/sound/DSP and a floppy containing Motorola's 56k assembler/linker,
a rather nice DSP debugger, docs for the 56k and examples of how to communicate
with the sound DMA and 68k from the DSP side. The latter is essential since
DSP programming and the DSP side of DSP/CPU & DSP/DMA communications are not
discussed in the manual (or anywhere else to my knowledge).

Steven

272. No mono-detect???... Please HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 11:40:52 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1994Jan13.114052.14071@htsa.aha.nl>
Source record: 34958

Hi!

I have a little problem with my Atari ST (still from '85!). What is it?
Well, I used to connect a monitor and a TV to my ST, and to avoid for me
to plug out the monitorcable each time I wanted to play a colourgame, (I used
the monitor for B/W and the TV for colour, in case you didn't noticed) there
was made a switch, so I only had to switch the monitor on/off. This switch
only interupted [or didn't interupted] the mono-detect signal, and if it was
interupted, the computer thought 'no monitor attached... Let's go colour at
the tv modulator...' No problem, until a certain time, I think it is half a
year ago now, that the computer didn't look at the monodetect anymore. If I
interupted it, if I didn't, if I pulled out a plug, if I putted in a plug,
nothing happened!!! The computer kept thinking that there was 'only' a mono
monitor was attached...? The guy who installed the switch didn't know what
is going on, and several other people I know don't know it either... I always
can go to a computerstore, but I think that they just install a new [???] motherboard and
say '$$$ please...!'! I have tried a new video-IC, but that didn't
help.... Doesn't anybody have ANY clue wat is happening???

I would be most grateful if someone could help me, especially because I like to
play a game once and a while, and the Jag' isn't in the Netherlands yet...

Please respond via E-Mail

Greetz,

Crazy AjM

******** Not handsome, not smart, only Crazy ********
******** Reach me at: arjanvdm@htsa.aha.nl ********

273. More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 11:46:16 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2h3ca8$hfd@bambam.cs.city.ac.uk>
Source record: 34954

I've noticed that user defined objects in AES object trees get drawn
as solid rectangles before the user redraw code is called. Whats more
the colour and fill pattern change with the number of colours in the mode.
With 256 colours I can't be sure AES is drawing the rectangles at all.
With 16 colours they appear as a green & black pattern.

Also when AES moves a window by blitting, the fill patterns of objects in the
window can get "out of phase" so that redraws of part of the object don't
quite match up; eg

```
* * * * * * ** * * * * * *
* * * * * * * * * * * * *
* * * * * * ** * * * * * *
* * * * * * * * * * * * *
* * * * * * ** * * * * * *
* * * * * * * * * * * * *
^ here
```

Is there anyway of changing the phase of a redraw to fix this?
One can always round the new x,y coordinates of the window to the nearest
multiple of the the patterns period before doing the move but as a user
I find this annoying.

I've read that text & graphics ought to be word or byte aligned to make
drawing them faster. However I notice that the WORKX of windows on the Falcon
are always 1 pixel in from the CURRX. Thus if you round the CURRXY to
even numbers (eg all standard pattern periodicities are even) the
contents of your window will never be byte aligned. So if you conscientious
used the chararcter snap option when designing the resource trees to be
draw in that window, you get no speed increase.

Of course if you round CURRX to 7 + 8*n this fixes the problem (at least
until new version of AES changes the window style); but then
you can never place your window flush with the lhs of the screen.
Is it wise to round CURRX to -1 + 8*n ?

Steven

274. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 13:13:40 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CJKKqs.4yt@bfsec.bt.co.uk>
Source record: 34955

In article 2@mettav.royle, Paul.Civati@mettav.royle.org (Paul Civati) writes:
>Well I just get angry when people say TOS <1.4 is useless when I know
>different.

Well, so it is, until you start using Pinhead, Fatspeed and FOLDRXXX......
I should know, I use 1.02 and have been for the last 5 years, not realising
that these 'fixes' existed. I just thought it was a slow system.

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

---

275. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 14:06:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJKn7L.MF5@barclays.co.uk>
Source record: 34956

In article <CJKKqs.4yt@bfsec.bt.co.uk>, tmoffitt@bfsec.bt.co.uk (Terry Moffitt) writes:
|>
|>
|> In article 2@mettav.royle, Paul.Civati@mettav.royle.org (Paul Civati) writes:
|> >Well I just get angry when people say TOS <1.4 is useless when I know
|> >different.
|>
|> Well, so it is, until you start using Pinhead, Fatspeed and FOLDRXXX......
|> I should know, I use 1.02 and have been for the last 5 years, not realising
|> that these 'fixes' existed. I just thought it was a slow system.
How can you not know this? This kind of information is very regularly raised and the various ST magazines often refer to such things. I'm often amazed how many ST folk seem to exist in a vacuum, completely oblivious to what is available to them. This isn't meant as a slur on your knowledge, more a genuine enquiry as to how you managed to avoid the information.

--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

276. zoo went nuts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 15:47:07 UTC
From: whitema@rtsg.mot.com
Message-ID: <2h3qdr$b9a@delphinium.cig.mot.com>
Source record: 34962

I've been having a little problem with zoo on my STe. If zoo dies
or I kill it off, it leaves behind undeletable files. I've got
a 1040 style with TOS 2.06.

There are two types of undeletable files it leaves behind. The first
kind is a file of zero length. I can usually get rid of this one by
messing around with disk utilities. The second kind is the kind I'm
having problems with. When I open the directory that I zoo'ed the files
to, it says there are 1100 (yes, one-thousand, one-hundred) items, and
something like *(%' space taken up by these items. The files and folders
all are named with control characters and usually much longer than the 8+3
allowed. Whenever I try to manipulated this folder (e.g. trash, move, etc.)
I get an "Invalid Operation" dialog box. I've got an ICD case, Maxtor drive,
and ICD utilities 5.05 (I think).

Will upgrading to the latest utilities let me fix this? Will upgrading
my zoo version prevent this? Is there any way to fix this short of wiping
the partition with the disk utilities?

Michael
whitema@rtsg.mot.com

277. Upgrading a Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 17:33:50 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <131491@hydra.gatech.EDU>
Source record: 34966

I am interested in upgrading my Mega STE 4/245. I can only afford
one of the following items at this time, so I list them in order of
my preference.

1) A CPU accelerator - I understand the Fast Tech Tiny Turbo
will work but have been told that they
are unavailable.

2) Memory expansion - I've see 8 meg expansion boards advertised.

3) Video card - I know about these and the NOVA is the one
I'll get if the above 2 are not available
or are not recommended.

Any information regarding other accelerators (if there are any) or
the various memory expansion boards that exist will be most
appreciated. Thanks!

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

278. Re: Looking For Spread Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 17:57:19 UTC
From: stroh@dev01.ubavie.gv.at
Message-ID: <1994Jan13.175819.1@dev01>
Source record: 34957

```
In article <CJ7CDJ.Htt@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
> In article <2gergj$3ok@male.EBay.Sun.COM>, jeffp@hot100.EBay.Sun.COM (Jeff Pfeiffer)
writes:
> |> Hello,
> |>
> |> Does anyone know of a good spread sheet program for
> |> Atari 1040 which I could get off the net? Perhaps
> |> some one could point me in the right direction.
> Try src.doc.ic.ac.uk in computing/systems/atari/umich. Opus is a nice one to try.
> There are others.
>
> --
> +---------------+-----------------------------------------------------------+
> | Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
> | | Laserdisc & Pro-Logic - The only way to watch movies at home|
> | | Replies to ilaskey@cix.compulink.co.uk |
> +---------------+-----------------------------------------------------------+

I use a commercial product: LDW Power Calc. It is compatible with Lotus 123
(Ver. 2.2). It is handy and fast.

Regards, Reinhard STroh
```

279. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:34:39 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2h447vINN1594@rs1.rrz.Uni-Koeln.DE>
Source record: 34959

In <2h3ca8$hfd@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk (Steven Eker) writes:

>I've read that text & graphics ought to be word or byte aligned to make
>drawing them faster. However I notice that the WORKX of windows on the Falcon
>are always 1 pixel in from the CURRX. Thus if you round the CURRXY to
>even numbers (eg all standard pattern periodicities are even) the
>contents of your window will never be byte aligned. So if you conscientious
>used the chararcter snap option when designing the resource trees to be
>draw in that window, you get no speed increase.

>Of course if you round CURRX to 7 + 8*n this fixes the problem (at least
>until new version of AES changes the window style); but then
>you can never place your window flush with the lhs of the screen.
>Is it wise to round CURRX to -1 + 8*n ?

CURRX equals WORKX - 1 because the left border of a window is
always 1 pixel thick with the standard AES versions. (Btw, the
left border is the only one whose width is invariant under all
possible combinations of window element flags.) However, my
understanding of this is that windows are not guaranteed to have
a left border that is 1 pixel wide, and that the correct method
is to use wind_calc(). The snag here is that wind_calc() happily
returns negative values for small WORKX and WORKY, but the AES
don't generally support them (e.g. these are not allowed when
dragging a window). You either have to rely on the AES'
capability to accept and deal with the negative values anyway, or
correct this inconsistency yourself. Assuming the desired window
coordinates (e.g. obtained from WM_MOVED message) are x&, y&, w&,
h&, you could do:

```
SUB x&,x& MOD 8
~WIND_CALC(0,flags&,x&,y&,w&,h&,xb&,yb&,wb&,hb&)
WHILE xb&<0 OR yb&<0
IF xb&<0
ADD x&,8
ENDIF
IF yb&<0
INC y&
ENDIF
~WIND_CALC(0,flags&,x&,y&,w&,h&,xb&,yb&,wb&,hb&)
WEND
~WIND_SET(w_handle&,5,xb&,yb&,wb&,hb&)
```

If anybody knows a more elegant way to resolve this AES
inconsistency (i.e. if I'm overlooking something obvious, as
always), pleaes reply or follow up.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

280. Re: TOS 2.06 & AJAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63247@M4.maus.de>
Source record: 34905

>>disk controller. I've been told that I must seek out the "Atari Ajax
>>Chip".

>No exactly true.An Ajax is only useful if you plan to include a
>ED-floppy into your compy.A WD1772-02-02 (remember the full name,the
>WD1772-02 is that you have already in your ST!) will do it too.To make a
>HD-floppy work on your computer as a HD-floppy (and not only as an
>expensive DD) you need 16Mhz bus clock speed - that's that a WD1772-02-
>02 will create.An Ajax will create 32Mhz - that's good if you need an ED-
>floppy (a HD and/or DD works with it,too - of course).You should
>encounter no problems if you only implement a WD1772-02-02 instead of
>the Ajax.I have an Ajax by myself,but that's another story...

...bare nonsense again.

Neither the AJAX nor the WD chips create any clock rates. That's what the HD addons are for; Mega STE, TT and Falcon have those integrated.

The point in using the AJAX for anything newer than DD disks is, the AJAX was designed to work with either 8, 16, or 32 MHz clock rate, giving DD, HD and ED. The WD chips were designed for 8 MHz DD mode, newer ones _might_ work fine in 16 MHz HD mode.

(Imagine an alert box from your backup program: "Backup finished - Your data might have been written to disk"...)

So, what you need is an AJAX chip, a HD floppy drive and any HD or ED upgrade module for your ST.

bye, Peter

281. Re: Atari Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:41:03 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJKzwF.AJB@info.bris.ac.uk>
Source record: 34960

In article <757441873snz@profund.demon.co.uk>, trevors@profund.demon.co.uk
(Trevor Scurr) writes:
|>Xref: bsmail comp.sys.atari.st.tech:12462
|>Newsgroups: comp.sys.atari.st.tech
|>From: trevors@profund.demon.co.uk (Trevor Scurr)

|>
|>I hope this is the right forum for this kind of query.
|>Atari ST monitors seem to be very expensive for what they are, eg: 70
|>for a 12" b&w monitor, which in the PC world would buy you a 14" Colour VGA.
|>Does anyone know if it is possible to wire up a PC VGA (or SVGA) monitor to
|>an ST, and make the refresh rates compatible etc. etc.
|>Any help would be appreciated, even if just to point out how naively
|>optimistic I'm being!
|>
|>Cheers
|>Trev
|>--
|>+-----------------------------+-----------------------------+----------------+
|>+
|>| Trevor Scurr | trevors@profund.demon.co.uk |
|>|
|>| Profund Systems Ltd, | IP: 151.152.20.64 |
|>|
|>| Limpley Mill, Limpley Stoke | Phone: 0225 722922 |
|>|
|>| Bath BA3 6HJ England | Fax: 0225 723900 |
|>|
|>+-----------------------------+-----------------------------+----------------+
|>+
|>

I have recently bought an mono SVGA with ST adaptor from Ladbroke
computing.In fact it was doa (well I suspect the ST adaptor myself)
so I'm still waiting for replacement but I guess it answers your question.
Yes u can wire up VGA /SVGA to work on Atari. However, Ladbroke admitted
to me they do have to tweak the monitor, as well (presumably to get the
right aspect ratio for desktop). I think the Silica systems replacement
hires Atari monitor is a VGA with internal mods, as well.

I would like to know more about the technicalities, too.

--
---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |

```
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

282. Re: SCSI Floppy Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63248@M4.maus.de>
Source record: 34904

>Does anybody have any information on how to get SCSI Floppy drives
>working
>on a STFM (with host adapter). Teac make ED SCSI floppy drives & if these
>were
>connected to an ST, it should allow read/write to both HD & ED floppies.

Hmmm, Atari AHDI.PRG version 6.06 should support these (I never tried,
though), as Atari claim that Flopticals are supported; SCSI floppy drives
should act similarly.

283. Re: More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:43:03 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJKzzs.AK2@info.bris.ac.uk>
Source record: 34961

```
In article <2d32f0dc@wtp.ct.se>, pontus_sk|ld@wtp.ct.se (Pontus Sk|ld) writes:
|>
|>Anyone who knows how to expand a 4 mb STe to 8 or 12 megs ???
|>
|>/Pontus
|>
Marpet Electronics are advertising upgrades up to 14mb (I think) for
ST/Ste.
|>
--
-----------------------------------------------------+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

284. Re: Falcon/TT/STE sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 18:45:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63249@M4.maus.de>
Source record: 34903

>>Is there a system command (NOT HARDWARE REGISTERS) that I can use to
>play
>>DMA sound and I can call (one command) that will work on STE, TT, and
>Falcon?
>
>I've looked to all the documentation i have - there are only BIOS/XBIOS-
>calls to produce sound by using the Yamaha-soundchip ...
>I did not found _any_ Bios/XBios/VDI/AES-calls to access the DMA-sound on
>STE/MegaSTE/TT in TOS 1.04, 1.06, 2.05, 2.06, 3.01, 3.05 or 3.06 !

Right. On everything older than the Falcon, sound access is done by direct
hardware programming.
>
>>I don't want to have to write to any hardware registers because then I
>would
>>have to check which particular machine I was on, not just whether _SND
>was
>>supported. I also want to be compatible with future computers.
>
>You do not get incompatible with future machines, if you use the cookie-
>jar
>to determine the kind of sound (Yamaha, DMA or DSP) ! You just have to
>update your program, if there will be any future machine ... IMHO this
>is a
>"legal" way of software developement on Atari - the cookie-jar is a
>documented feature of TOS and should be used for those problems !

Right. Use the _SND cookie to determine what you have, and use the
appropriate method then.

Assignment of _SND bits are:
Bit 0 - PSG (ST compatible sound)
Bit 1 - 8-bit DMA sound (that's what STE and TT have)
Bit 2 - 16-bit CODEC (Falcon)
Bit 3 - DSP
Bit 4 - Connection matrix

On Falcon hardware, XBIOS is to be used for sound and DSP access to
maintain compatibility with future hardware.

>BTW: The registers to access the DMA-sound are _identical_ on STE,
>MegaSTE and TT !

Right.

bye, Peter

285. Re: No mono-detect???... Please HELP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 20:26:17 UTC
From: monnier@di.epfl.ch
Message-ID: <2h4ap9$36c@disun41.epfl.ch>
Source record: 34963

In article <1994Jan13.114052.14071@htsa.aha.nl>,
Arjan van der Meer <arjanvdm@htsa.aha.nl> wrote:
> Hi!
>
> I have a little problem with my Atari ST (still from '85!). What is it?
> Well, I used to connect a monitor and a TV to my ST, and to avoid for me
> to plug out the monitorcable each time I wanted to play a colourgame, (I used
> the monitor for B/W and the TV for colour, in case you didn't noticed) there
> was made a switch, so I only had to switch the monitor on/off. This switch
> only interupted [or didn't interupted] the mono-detect signal, and if it was
> interupted, the computer thought 'no monitor attached... Let's go colour at
> the tv modulator...' No problem, until a certain time, I think it is half a
> year ago now, that the computer didn't look at the monodetect anymore. If I
> interupted it, if I didn't, if I pulled out a plug, if I putted in a plug,
> nothing happened!!! The computer kept thinking that there was 'only' a mono
> monitor was attached...? The guy who installed the switch didn't know what
> is going on, and several other people I know don't know it either... I always
> can go to a computerstore, but I think that they just install a new
> [???] motherboard and say '$$$ please...!'! I have tried a new
> video-IC, but that didn't help.... Doesn't anybody have ANY clue wat
> is happening???

Well, I don't know for sure, but given the way it is used, the
mono-detect is probably wired like this:

```
5V
|
+++
| |
| | pull-up resistor
+++
|
MFP <-------+-----------------------------> OUT
mono-detect
```

and then, the mono-monitor puts a little resistor between mono-detect
and ground (0V), whereas the color monitor let the pin alone.
This way, when the pin is alone, the MFP gets a 5V and a 0V (or
something close) when there's a mono-monitor. (note that changing the
shifter won't change anything because it's the MFP that detects.
Unless the problem doesn't lie in detection, but that would sound
rather weird to me). What can happen is that there's now a short cut
between ground and mono-detect somewhere in your ST. Or (more likely)
that for some reason (maybe your switch was a short-cut between GND
and mono-detect instead of using a little resistor and maybe the

pull-up resistor wasn't planned for this kind of use) the pull-up resistor died and so the mono-detect is now taken to be GND all the time. If you know how to use an ohmmeter, you should be able to check it pretty easily. Anyway, you can always try it:

add a (second) pull-up and see if it helps.

Stefan

PS: the second pull-up can be (just for the duration of the test) a short cut between mono-detect and 5V
--

-- On the average, people seem to be acting normal --
---

286. Re: Dead disk drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 22:18:36 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.31.2D35C825@hermes.cam.ac.uk>
Source record: 34964

In article <2gv81g$ltp@unicorn.ccc.nottingham.ac.uk> ppxamp@unicorn.nott.ac.uk (A. Peters) writes:
>From: ppxamp@unicorn.nott.ac.uk (A. Peters)
>Subject: Dead disk drive?
>Date: 11 Jan 1994 22:08:48 -0000

> I think that the internal 720k floppy drive in my 520 STe has died.
>The
>light comes on and the disk spins (although the speed may not be correct) but
>the disk A not responding error is given. It also makes a crunching noise as
>if
> it has no disk or an unformatted disk.
> Is this likely to be a fault of the drive - if so what? or is it more
> likely to be some other bit of hardware? I dont want to buy a new drive if
>this
>one is ok. Any suggestions would be appreciated

>Andrew Peters

The crunch noise is normal for:
unformatted disk
damaged disk
no disk in drive

The fact that the drive behaves differently for unformatted disks implies
that the computer has detected the presence of an unformatted disk therefore
the drive _has_ responded.
Does anyone know how the BIOS determines that a drive (disk?) is not
responding?

Peter Benie

287. Re: Dead disk drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-13 23:10:19 UTC
From: lannie@ins.infonet.net
Message-ID: <2h4kcr$e7j@insosf1.infonet.net>
Source record: 34967

In article <pjb1008.31.2D35C825@hermes.cam.ac.uk>, pjb1008@hermes.cam.ac.uk (P.J. Benie) writes:
>In article <2gv81g$ltp@unicorn.ccc.nottingham.ac.uk> ppxamp@unicorn.nott.ac.uk (A. Peters) writes:
>>From: ppxamp@unicorn.nott.ac.uk (A. Peters)
>>Subject: Dead disk drive?
>>Date: 11 Jan 1994 22:08:48 -0000
>
>> I think that the internal 720k floppy drive in my 520 STe has died.
>>The
>>light comes on and the disk spins (although the speed may not be correct) but
>>the disk A not responding error is given. It also makes a crunching noise as
>>if
>> it has no disk or an unformatted disk.
>> Is this likely to be a fault of the drive - if so what? or is it more
>> likely to be some other bit of hardware? I dont want to buy a new drive if
>>this
>>one is ok. Any suggestions would be appreciated
>
>>Andrew Peters
>
>The crunch noise is normal for:
>unformatted disk
>damaged disk
>no disk in drive
>
>The fact that the drive behaves differently for unformatted disks implies
>that the computer has detected the presence of an unformatted disk therefore
>the drive _has_ responded.
>Does anyone know how the BIOS determines that a drive (disk?) is not
>responding?
>
>Peter Benie
I encountered that a long time ago with an old ST drive. It was the
belt on the drive. Some of the older drives used belts. It fell off.
The drive was trying to read it, but without it spinning, it couldn't
make head or tails of the data.

Never know......

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

Lannie Schafroth / Any opinions expressed herein are not \
INS / WYSE 9000i Admin. / necessarily those of Iowa Network Services \
Lannie@ins.infonet.net

288. Re: More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 00:09:19 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <AT1KBYNN@math.fu-berlin.de>
Source record: 34968

In article <2d32f0dc@wtp.ct.se>, pontus_sk|ld@wtp.ct.se (Pontus Sk|ld) writes:
>Anyone who knows how to expand a 4 mb STe to 8 or 12 megs ???

It seems that I remember that Fast Tech was working on a board for ST/STE's to upgrade up to 14 or 15 meg. I remember asking about it because I have a 520ST (ext. power supply/drive) at home, and the case was too small to house the upgrade. The way I understand it, you need to have 4M on board already to add this memory (I could be wrong <g>).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

289. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 02:20:38 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1591@usdtsg.DaytonOH.NCR.COM>
Source record: 34984

In article <CJKn7L.MF5@barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>In article <CJKKqs.4yt@bfsec.bt.co.uk>, tmoffitt@bfsec.bt.co.uk (Terry Moffitt) writes:
>|> >Well I just get angry when people say TOS <1.4 is useless when I know
>|> >different.
>|>
>|> Well, so it is, until you start using Pinhead, Fatspeed and FOLDRXXX......
>|> I should know, I use 1.02 and have been for the last 5 years, not realising
>|> that these 'fixes' existed. I just thought it was a slow system.
>How can you not know this? This kind of information is very regularly raised
>and the various ST magazines often refer to such things.
[STuff deleted]

Iain, I'd bet that the majority of ST users don't have interenet
access to learn about this stuff (and even those that have access may
not even realize this - like most college students, employees, etc).

As for magazines, I haven't seen a hardcopy ST magazine in probably
six months over here in the U.S., and even that was an import from
Europe. Atari Explorer Online is really the only source of useful
information for many of us (and STReport, for those who like that
slant on the news :-)

Sometimes we get spoiled by the amazing power of the internet, and forget
the poor souls that haven't hooked in yet ;-)

Rob

290. Spectre HD Partition Recovery

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 03:04:59 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2h524r$9uv@usenet.INS.CWRU.Edu>
Source record: 34969

I recently had a problem accessing my Quantum 240 LPS hard
drive (AdSCSI+ host adapter). I used ICD's Cleanup and
successfully recovered all of the ST partitions. However, I had
one 32 Meg partition formatted for Spectre 3.0. (OOP format)
Can anyone tell me how to recover this aprtition without re-
formatting? The ICD utilties show the partition type as ???.

291. Re: Odin graphics board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 09:53:32 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1994Jan14.095332.24273@Informatik.TU-Muenchen.DE>
Source record: 34970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CJ55tA.7yI@world.std.com>, Lexicor@world.std.com (Yat W Siu) writes:
|> Odin was a high resolution and/or 256 color board, there was a review a long
|> time ago...in ST Magazin...however it was I think distributed or made...
|> whichever by Marvin AG, which...unfortunately are out of business...I do
|> not know who the original developers where for that board.

The developers were MARVIN AG. And it was not in ST-Magazin, it was a projet of
the TOS (magazine out of business since 8/93).

They only sold versions with software something like 0.3 BETA and it worked
like that.
It should enable you to get all TT modes on the ST - but only had TT-Mid with
lot of p[roblems.
Never heared anything new about it since beginig of '92

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

292. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 10:01:50 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2h5qieINNhj@jacquard.uni-muenster.de>
Source record: 34971

In article <2h3ca8$hfd@bambam.cs.city.ac.uk>, steve@snark.cs.city.ac.uk (Steven Eker) writes:

```
|> Also when AES moves a window by blitting, the fill patterns of objects in the
|> window can get "out of phase" so that redraws of part of the object don't
|> quite match up; eg
|>
|> * * * * * * ** * * * * * *
|> * * * * * * * * * * * * *
|> * * * * * * ** * * * * * *
|> * * * * * * * * * * * * *
|> * * * * * * ** * * * * * *
|> * * * * * * * * * * * * *
|> ^ here
|>
|> Is there anyway of changing the phase of a redraw to fix this?
|> One can always round the new x,y coordinates of the window to the nearest
|> multiple of the the patterns period before doing the move but as a user
|> I find this annoying.
|>
```

That is a well know problem with the VDI, it has nothing to do with the AES. The VDI is not capable of setting the phase of a pattern; the same problem is there for lines.

```
|> I've read that text & graphics ought to be word or byte aligned to make
|> drawing them faster. However I notice that the WORKX of windows on the Falcon
|> are always 1 pixel in from the CURRX. Thus if you round the CURRXY to
|> even numbers (eg all standard pattern periodicities are even) the
|> contents of your window will never be byte aligned. So if you conscientious
|> used the chararcter snap option when designing the resource trees to be
|> draw in that window, you get no speed increase.
|>
|> Of course if you round CURRX to 7 + 8*n this fixes the problem (at least
|> until new version of AES changes the window style); but then
|> you can never place your window flush with the lhs of the screen.
|> Is it wise to round CURRX to -1 + 8*n ?
|>
```

No, please dont do that! use wind_calc() to caluclate the work area of the window, then align it and calculate the new outer bounds of the window again using wind_calc(). That way you are on the safe side (who knows, maybe there will be another window manager around one day)

Hope that helps
Ulrich

293. Re: Is it true that?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 10:22:06 UTC
From: jxk@crosfield.co.uk
Message-ID: <1994Jan14.102206.987@crosfield.co.uk>
Source record: 34972

```
In article <CJ9sJL.9EA@cwi.nl> avg@cwi.nl (A.V. Groenink) writes:
>
>All my messages either start with 'Well...' or 'hm.' ?
>
>
>--
>Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
>CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
>1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
>Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

Well that one didn't.
```

294. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 11:13:18 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan14121318@issan.informatik.uni-dortmund.de>
Source record: 34973

In article <2h3ca8$hfd@bambam.cs.city.ac.uk>, steve@snark.cs.city.ac.uk (Steven Eker) writes:

|> I've read that text & graphics ought to be word or byte aligned to make
|> drawing them faster. However I notice that the WORKX of windows on the Falcon
|> are always 1 pixel in from the CURRX. Thus if you round the CURRXY to
|> even numbers (eg all standard pattern periodicities are even) the
|> contents of your window will never be byte aligned. So if you conscientious
|> used the chararcter snap option when designing the resource trees to be
|> draw in that window, you get no speed increase.

You should always use WORKXYWH for snapping. But that won't always help you due to a bug in the VDI text drawing routines for byte aligned text: When comparing the outline of the text with the current clip area, the VDI makes an off-by-one error, and uses the slow textblt routines even if the text would fit exactly into the clip area. So when you know that the text fits, make the clipping area one pixel wider to the right, or turn clipping off. Of course, this only works for monospaced 8x8 or 8x16 or 16x32 fonts. But then the differences are noticable.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

295. Re: Compendium Errata

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 12:02:45 UTC
From: evgaster@hvsag01.ATT.COM
Message-ID: <EVGASTER.94Jan14070245@hvsag01.ATT.COM>
Source record: 34974

In article <1994Jan12.024610.5339@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

Can somebody please Email be a copy...Thanks...

Better even, post it here. I guess that with me many other owners of the book are interested.

Ed van Gasteren

296. Re: More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 12:15:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1593@usdtsg.DaytonOH.NCR.COM>
Source record: 34891

In article <CJKzzs.AK2@info.bris.ac.uk> tjl@bristol.ac.uk writes:
>
>In article <2d32f0dc@wtp.ct.se>, pontus_sk|ld@wtp.ct.se (Pontus Sk|ld) writes:
>|>
>|>Anyone who knows how to expand a 4 mb STe to 8 or 12 megs ???
>|>
>Marpet Electronics are advertising upgrades up to 14mb (I think) for
>ST/Ste.

I don't suppose you could post their address/phone number? (or email
it)...

Rob

...any idea of the price of what I assume is an unpopulated board?

297. Line drawing in STOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 14:19:18 UTC
From: ma2jswc@midge.bath.ac.uk
Message-ID: <CJMIGD.B3z@midge.bath.ac.uk>
Source record: 34975

Does any know were I can get substitute DRAW and MOVE commands in a STOS extension?
Though I need them to be clipped, so draw to an illegal screen co-ordinate will not cause the program to crash.
It would also be nice if they were quicker than the STOS counterparts.

298. Re: Is it true that?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 17:32:57 UTC
From: avg@cwi.nl
Message-ID: <CJMrEx.EM@cwi.nl>
Source record: 34976

jxk@crosfield.co.uk (#John Kirk) writes:

avg@cwi.nl (Annius Groenink) is already regretting to have written
>In article <CJ9sJL.9EA@cwi.nl>:
>>
[is it true that]
>>All my messages either start with 'Well...' or 'hm.' ?

>Well that one didn't.

Oh well, then that was not a smart way of putting the question...

:q!
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

299. SM124 transformer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 20:31:55 UTC
From: donm@ucon.gun.de
Message-ID: <1994Jan14.203155.25909@ucon.gun.de>
Source record: 34982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings Earthlings! We come in peace.

Does anybody happen to know the exact spex for the transformer
living in a SM124? Third party replacement/model number/price/source
(Europe) would also be muchly appreciated.

MultiThanx in advance!

Don

P.S. The "MultiThanx" term is (gc) 1994 - Galactic Copyright - yours truly...)
as is "gc" itself come to think of it...)

donm@ucon.gun.de
donmaple@cix.compulink.co.uk
Don_Maple@kr.maus.de

300. Re: How connect Falcon to a MEGA-ST Keyboard???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 20:39:03 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn013.KM2@cix.compulink.co.uk>
Source record: 34977

In message <CJIIuC.ADo@muster.hrz.uni-giessen.de>, gc85@hrz.uni-giessen.de said:
>
>This may lead to a lot of additional Hardware needed I think.
>As far as I know the F030 has a faster KBD chip inside (?), so you may get
>some problems trying this.
>
>By the way does anybody know if its possible to interchange the Keyboards of
>MegaST <-> TT <-> MegaSTe ??
>
>I hate the ones delivered with the MegaST, I like the MegaSTe ones much more.

The MegaST and MegaSTE kbds are identical internally. I used both with my
Falcon without any additional hardware, just a cable I put together.

Ofir ogal@cix.compulink.co.uk

301. Re: Is there ANY Good Documentation on Falcon Internals?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 20:39:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJn016.KMn@cix.compulink.co.uk>
Source record: 34978

In message <scotty.758391686@sarge>, scotty@verdix.com said:
>
>I've purchased the "Atari Compendium", which claims to be the official Atari
>documentation for the ST line. I've downloaded a listing of registers for
>ST products. There are still essential pieces of information on the Falcon's
>internals that aren't anywhere to be found. For instance: Where is a block
>diagram of how the Falcon's internals are laid out? I've read hints and bits
>about a crossbar switch for the DSP and A/D converters. What's the SCC? And
>how do the DSP, MMU, Blitter, and CPU share the bus? And what's the pinout
>on the external DSP connector?
>
>Some essential information on registers seems to be missing too. How is the
>volume adjusted on the internal speaker and audio output? How is the input
>level for the audio input adjusted?
>
>If Atari is the only place where this kind of information can be gained, does
>anyone know which documents to request and their cost?
>
>Thanks for any advice. I'm hoping that this kind of data can be found without
>having to register as a developer.

I only know the answers to some of the questions:

The SCC is the serial port/lan port controller chip
Audio i/o levels are documneted in the Compendium - Soundcmd() page 4.95.

Ofir ogal@cix.compulink.co.uk

302. Re: Protar Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 21:34:19 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CJn2L7.10p@cix.compulink.co.uk>
Source record: 34987

(Adding a second drive to a Protar 40 Hard Drive,
ref. John Trickey, 11 January 1994)

>To save me poking about to see what this card does, can anyone tell me if and
>how a second drive can be added. The how means "what scsi id is it set to".

I added a second drive in my Protar 40 some time last year, perhaps
the following may be of some interest John,

Opening the cabinet (breaking the warranty seal in the process) and
sliding the cabinet sleeve forward a few inches initially to enable
disconnection of the front-panel LED indicator cable from the circuit
board to allow full removal of the sleeve, revealed space on the left-hand
base area for a second drive, and a pre-prepared 50-way flat SCSI cable
and connector neatly secured with an elastic band.
The SCSI address of the existing drive is actually set to SCSI id = 1,
and the second drive should be installed with its SCSI jumpers configured
for SCSI id = 2, and parity disabled. This SCSI id numbering convention
is required by the host adapter, which converts the address depending on
the number shown on the number switch on the rear panel, so that with
the number switch set at 0, the drives are seen as ACSI 0 and 1; switch set
at 4 sees drives as 4 and 5, and switch at 6 sees drives as 6 and 7.
This worked O.K. for me, but I did find after a while that the second
drive would take progressively longer to spin up on power on, and removed
it again believing my particular add-on drive was asking the power supply
for more startup current than could be supplied to two drives at once.
(I did not investigate the possibility of delay sequencing the spin ups
in my particular case).

Hope the above, believed accurate and offerred on the basis of my own
personal experience and observations with my particular unit, helps

Best Regards,
Brian
brobson@cix.compulink.co.uk

303. Re: zoo went nuts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 21:48:00 UTC
From: bo_leuf@daggskim.ct.se
Message-ID: <2d3715ba@daggskim.ct.se>
Source record: 34990

Michael A. did willfully write on 13 Jan 94 (to All), and I quote...
MA> From: whitema@rtsg.mot.com (Michael A. White)
MA>
MA> I've been having a little problem with zoo on my STe. If zoo dies
MA> or I kill it off, it leaves behind undeletable files.
MA> [...]
MA> There are two types of undeletable files it leaves behind. The
MA> first kind is a file of zero length. I can usually get rid of this
MA> one by messing around with disk utilities. The second kind is the
MA> kind I'm having problems with. When I open the directory that I
MA> zoo'ed the files to, it says there are 1100 (yes, one-thousand, one-
MA> hundred) items, and something like *(%' space taken up by these items.
[...and much other directory weirdness deleted...]

It sounds like your directories are getting trashed. I.e. all the relevant
filename-size-date-cluster info is ... (*) ... gone...
If it is trashed bad enough, your alternative is to wipe the partition.

A possible alternative if it's only one folder and you're a bit lucky, is to
_very_carefully_ with a disk editor find the dir-sector that holds the folder
name (easiest if it's the root dir), change the leading byte in that name to
$E5 ("deletes" it), and then (not before) use checkdisk or equivalent to
analyse partition FAT and reover the then "lost" clusters (the former contents
of said folder). Of course more might be trashed than the dir, but it is a
starting point and may recover a usable partition.

As to _why_ this garbage occurs, that's another discussion.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

304. CD - ROM again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 21:51:42 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.6i0aOkemmA2@lionbbs.escape.de>
Source record: 34893

Hi!

Again my favourite subject:

How about CD-ROM driver software for ATARI?
Especially for a TT030?

I know METADOS ang have it working for disks
in plain ISO9660 format.

That's good enough for 'GIFs Galore' and the
like. What I'm after is a driver for
ISO9660 PLUS Rockrige extensions (long filenames).

I've heared that probably the 'ICD pro' package
includes a mint xfs which does it.

I've also heared about a PD xfs which does at
least ISO9660 and may be RR ext. too.

I did not manage to find a vendor for ICDs
pro package here in germany. So can someone
tell me ICDs fax number?

And are there any pointers to the PD package
(if it exists) out there?

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

305. Re: Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 23:33:19 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.267019@cix.compulink.co.uk>
Source record: 34979

In article <1994Jan11.071636.1818@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Is there anyway to find the address of the GEM desktop resource tree?
>I know you can set it with wind_set(), but if I could get the address,
>one could replace the background object with a picture, etc.

This was added in a later AES. Meanwhile use a PROGDEF.

306. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 23:33:27 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.267020@cix.compulink.co.uk>
Source record: 34980

>I've noticed that user defined objects in AES object trees get drawn
>as solid rectangles before the user redraw code is called. Whats more
>the colour and fill pattern change with the number of colours in the mode.
>With 256 colours I can't be sure AES is drawing the rectangles at all.
>With 16 colours they appear as a green & black pattern.

Never noticed this, but then i work in mono.

>Also when AES moves a window by blitting, the fill patterns of objects in the
>window can get "out of phase" so that redraws of part of the object don't
>quite match up; eg
>
>* * * * * * ** * * * * * *
> * * * * * * * * * * * * *
>* * * * * * ** * * * * * *
> * * * * * * * * * * * * *
>* * * * * * ** * * * * * *
> * * * * * * * * * * * * *
> ^ here

Too true. My current thinking is to phase to the window work area. (This will
only be useful for fully blown GEM programs though). This would need offscreen
bitmaps though. Another solution is to phase to ob_x, ob_y. i think WiNX does
the latter.

>I find this annoying.

Sure is. Snapping isn't a solution as you would have to snap to 16x16
boundaries.

>I've read that text & graphics ought to be word or byte aligned to make
[.....]
>Is it wise to round CURRX to -1 + 8*n ?

What you are meant to do is use wind_calc. First snap the work area. Then
calculate the perimeter with wind_calc. If you snap higher rather than lower
IYSWIM, then you will be o.k with any boundary. Otherwise you may have the left
edge off screen.

Damn excellent questions i might add!

307. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-14 23:53:44 UTC
From: rm03@cscmgb
Message-ID: <1994Jan14.235345.20966@cc.ic.ac.uk>
Source record: 34981

in article <2h5qieINNhj@jacquard.uni-muenster.de>, Ulrich Kuehn
(kuehn@math.uni-muenster.de) wrote:
[...]
:No, please dont do that! use wind_calc() to caluclate the work area of the
:window, then align it and calculate the new outer bounds of the window
:again using wind_calc(). That way you are on the safe side (who knows, maybe
:there will be another window manager around one day)

It would be nice if say, WINX, which seems to replace a large part of the
window manager anyway, allowed you to have MS-Windows / X-Windowing system
type borders on GEM windows to allow you to resize in any direction. Anyone
have any comments on this? I suspect most legal application should work fine
as long as they use wind_calc etc. correctly.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

308. Re: Internal TT SCSI port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-15 10:45:22 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.KXKg8SZoTyA@lionbbs.escape.de>
Source record: 34910

In <johan.nordlander-110194100833@nod.eng.umu.se>, Johan Nordlander writes:

>Is it possible to connect two (or more) SCSI hard disks serially to the
>internal SCSI port of the TT? That is: just using a cable running from the
>mother board to and via disk 1 on to disk 2.

Yes!

Some time ago I had a harddisk and a streamer tape hooked on the internal cable.

As far as I know the internal cable and external one connect DIRECTLY.

Because of this, docs say, IF you connect units internally AND
externally, you should REMOVE the internal termination resistor packs.

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

309. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-15 18:14:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJoo0F.AKL@cix.compulink.co.uk>
Source record: 34988

In message <memo.267020@cix.compulink.co.uk>, apelled@cix.compulink.co.uk said:
>
>>I've read that text & graphics ought to be word or byte aligned to make
> [.....]
>>Is it wise to round CURRX to -1 + 8*n ?
>
> What you are meant to do is use wind_calc. First snap the work area. Then
>calculate the perimeter with wind_calc. If you snap higher rather than lower
>IYSWIM, then you will be o.k with any boundary. Otherwise you may have the left
>edge off screen.
>
> Damn excellent questions i might add!
>

I think Adam's solution is the correct approach. I just wanted to add that
under Geneva and WinX and possibly future versions of the AES, it is
possible to move a window off the left edge of the screen which means you
will get negative co-ordinates.

Ofir ogal@cix.compulink.co.uk

310. RE: SpeedoGDOS and NVDI,

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-15 19:12:36 UTC
From: erlingh@idt.unit.no
Message-ID: <2h9f74$862@ugle.unit.no>
Source record: 34983

Djs@jet.Uk,
In a message on 12 January, wrote :

dS> A quick word on getting these running together: They seemed to run OK,
dS> I had SpeedoGDOS followed by MiNT followed by NVDI in my auto folder.
dS> However, even though GDOS support in NVDI (2.5) was disabled using
dS> NVDIDFT.PRG, this caused some problems with Lattice GDOS detection routin
dS> (vq_vgdos etc).
dS>
dS> The ordering that works, and seems reliable, is MiNT followed by NVDI
dS> followed by SpeedoGDOS.

The ordering I have (which seems to work :-) is:
NVDI - SPDGDOS - MINT

Erling

 ATP/Unix 1.40 This is my tagline.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

311. cat for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-15 20:02:12 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan15.200430.16084@inca.comlab.ox.ac.uk>
Source record: 34985

Does anyone know of a version of 'cat' available by anonymous ftp
for MiNT? Man4 seems to need it.

312. SCREEN RES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-15 20:35:06 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2h9k1q$jgr@charm.magnus.acs.ohio-state.edu>
Source record: 34986

Is it possible to set the screen height to 200 pixels while in ST hi-rez
(and in GFA)?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

313. ST Magazines (was Re: Questions About TOS 1.0 and HDs)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-16 01:11:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ha48o$p2s@mailer.fsu.edu>
Source record: 34989

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
>
> As for magazines, I haven't seen a hardcopy ST magazine in probably
> six months over here in the U.S., and even that was an import from
> Europe. Atari Explorer Online is really the only source of useful
> information for many of us (and STReport, for those who like that
> slant on the news :-)

I have been a longtime subscriber to Current Notes here in the states, and find it invaluable. It is a great magazine, and IMHO every US ST'er should have a subscription. I cannot count the times I have responded to "where can I buy this" posts by simply looking at the ads in the latest Current Notes. Ditto for "where can I get my Atari XXX fixed" posts. They maintain an excellent PD library, and publish good articles. A large portion of each issue consists of product reviews. This magazine does not have a "everything is rosy" attitude toward reviews. If a product sucks, the review says so. This kind of honesty is refreshing in a computer magazine. Finally, Dave Small (Spectre Mac emulator, SST 680x0 upgrade) is a regular columnist.

So, if you want to keep up with ST stuff, get Current Notes. A year subscription is $27. The address is:

CN Subscriptions
122 N. Johnson Rd.
Sterling, VA 20164
(703)450-4761

If you would like to see a sample issue, I'm sure Toad computers would sell you one for the regular cover price plus postage. Their number is 1-800-448-TOAD.

I have no connection with CN, other than as a satisfied customer.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

314. wanted: STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-16 13:50:01 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan16.135001.24884@bradford.ac.uk>
Source record: 34892

```
I need a working ST power supply. If any of you have one to sell please
E-mail me at sptaylor@brad.ac.uk
thanks bye, Steve
```

315. dumb problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-16 17:44:48 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.mQFPKnHINjI@deluxe.textlitho.nl>
Source record: 34894

Hi,

Finally I have Hermes running and raher nicely so. When it starts a cookie is displayed which will later on be copied onto my SIG. I'd also want the cookie to be read out loud and I tried various speech prg's for that purpose. Does anyone know if there's a program around which can be told to read a file by means of a batchfile? And if so, how 't is done?

thanks in advance,

Paul

In the Garden of Eden sat Adam,
Massaging the bust of his madam,
He chuckled with mirth,
For he knew that on earth,
There were only two boobs and he had 'em.

316. WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-16 18:23:38 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.owFMw2RpPPk@deluxe.textlitho.nl>
Source record: 34916

Hi,

How do I get WINX to produce the 40 promised windows? I have a Mega4
+ SM194 19" screen and some extra windows could come in handy..
(btw: I have tried all the options int the config file)

thanx,

paul

There once was a plumber from Leigh,
Who was plumbing his maid by the sea,
Said she, "Please stop plumbing,
I think someone's coming!"
Said he, "Yes I know love, it's me."

317. tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 00:18:10 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan17.002358.26070@inca.comlab.ox.ac.uk>
Source record: 34896

I've installed tcsh 6.03 using 'INIT=' under MiNT 1.04, and it mostly works.
However, arrow key presses have no apparent effect.
Does anyone know how to give them their usual function? They worked
immediately when I installed tcsh on a Unix machine.

318. Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 07:37:32 UTC
From: umland@i90s6.ira.uka.de
Message-ID: <2hdf7sINNjfb@iraun1.ira.uka.de>
Source record: 34895

Hello there,

when looking for a memory upgrade for my old 1040STF I noticed that in
the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
Before looking for a dealer willing to do the 'overseas-shipping' to
Germany (any recommendations?) I have some questions:

- does anybody use this board? Is it really 'plug and play' or are
there known problems?
- does it need special RAM or will standard 80ns SIMMs do?

Thanks a lot
Thomas

319. GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 08:58:09 UTC
From: mpellegrino@ge-serveur.insa-lyon.fr
Message-ID: <mpellegrino.6.2D3A5321@ge-serveur.insa-lyon.fr>
Source record: 34928

Does someone know where to find articles to program with the GEM ?

THANKN YOU FOR YOUR HELP

320. Re: SCREEN RES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 09:59:20 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hdnho$a8v@bambam.cs.city.ac.uk>
Source record: 34897

In article <2h9k1q$jgr@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:
|> Is it possible to set the screen height to 200 pixels while in ST hi-rez
|> (and in GFA)?

No, the original ST shifter is too inflexible to do line doubling. On the STe you could do it using a demo-style hack with Timer B interrupts, but only if you had full control of the machine (no TOS interrupts allowed).

I can't think of any good reason to degrade to medium res in one of your own programs; if you want the lower resolution, just plot two pixels instead of one. If you're running someone else's medium res program your best bet is a colour emulator (which builds a mono representation of a colour screen every few VBIs).

Steven

321. (N)VDI weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 10:23:28 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hdov0$a8v@bambam.cs.city.ac.uk>
Source record: 34898

I've noticed that the pixels you get with v_pline() vary with the clipping rectangle. So if you repeatedly redraw parts of a polyline with different clipping rectangles (say when redrawing a window) what you are left with is no longer a straight line (and occasionally contains holes).

This is because the Bresenham line between two pixels P & Q lying on the Bresenham line AB, does not necessarily coincide with the part of AB that lies between P & Q. This is a well known problem in Computer Graphics and can be easily fixed be careful initialization of the Bresenham error term in the line drawer.

Unfortunately I can find anyway of fixing this in VDI without implementing my own v_pline() which would either be very slow (a VDI call per pixel) or be very fast but cheat by hitting the screen RAM.
Are there any better solutions?

Note that NVDI is bug compatible is this respect :-(

BTW are the square markers in NVDI actually squarer than the ones in VDI or have I just been staring at the display too long...?

Steven

322. Re: More mem ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 10:36:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJrs4C.Dyr@barclays.co.uk>
Source record: 34900

Marpet@cix.compulink.co.uk do the 12Mb RAm boards.
--

```
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies at home|
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

323. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 10:37:45 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJrs6y.E4G@barclays.co.uk>
Source record: 34901

In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de (Thomas Umland) writes:
|> - does anybody use this board? Is it really 'plug and play' or are
|> there known problems?
|> - does it need special RAM or will standard 80ns SIMMs
In the UK it's a well liked board from a well liked firm. Mail them on marpet@cix.compulink.co.uk for details.
--
+---------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+---------------+---+

324. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 10:50:52 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hdqic$a8v@bambam.cs.city.ac.uk>
Source record: 34899

In article <memo.267020@cix.compulink.co.uk>, apelled@cix.compulink.co.uk (Adam Pelled) writes:
|>
|> >I've noticed that user defined objects in AES object trees get drawn
|> >as solid rectangles before the user redraw code is called. Whats more
|> >the colour and fill pattern change with the number of colours in the mode.
|> >With 256 colours I can't be sure AES is drawing the rectangles at all.
|> >With 16 colours they appear as a green & black pattern.
|>
|> Never noticed this, but then i work in mono.

The turned out to be because I was returning a non-zero from my redraw code.
BTW Atari Compendium disagrees with the Compute AES book (Sheldon) on the meaning of this return code.

[discussion of pattern phase problem deleted]

|> Sure is. Snapping isn't a solution as you would have to snap to 16x16
|> boundaries.

It depends on the periodicity of you pattern; with checker boards you can get away with snapping to 2x2. Unfortunately you also have to snap WORKWH as well as WORKXY if the window is scrollable so that you can scroll to the extreme right (bottom) and still be in phase.

|> >I've read that text & graphics ought to be word or byte aligned to make
|> [.....]
|> >Is it wise to round CURRX to -1 + 8*n ?
|>
|> What you are meant to do is use wind_calc. First snap the work area. Then
|> calculate the perimeter with wind_calc. If you snap higher rather than lower
|> IYSWIM, then you will be o.k with any boundary. Otherwise you may have the left
|> edge off screen.

But is it OK to have -ve CURRXY? (in all versions of AES). I wouldn't mind losing the left edge of the window frame in order to have maximum possible work area when the user clicks on FULLER.

Steven

325. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 11:11:03 UTC
From: rogeraw@dhhalden.no
Message-ID: <rogeraw.91.2D3A7247@dhhalden.no>
Source record: 34902

In article <2hdf7sINNjfb@iraun1.ira.uka.de> umland@i90s6.ira.uka.de (Thomas Umland)
writes:
>From: umland@i90s6.ira.uka.de (Thomas Umland)
>Subject: Marpet Xtra-RAM Deluxe
>Date: 17 Jan 1994 07:37:32 GMT

>Hello there,

>when looking for a memory upgrade for my old 1040STF I noticed that in
>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
>Before looking for a dealer willing to do the 'overseas-shipping' to
>Germany (any recommendations?) I have some questions:

> - does anybody use this board? Is it really 'plug and play' or are
> there known problems?
> - does it need special RAM or will standard 80ns SIMMs do?

>Thanks a lot
>Thomas

just plug and go ! I have installed a LOT without problems ...

Proud owner of: Falcon030 14/120 +++
Tower: 2 x 425MB
#
EMAIL: Rogeraw@dhhalden.no
##
snailmail: Roger A. Wahlgren
Sandvn. 5, 1719 Greaker
Norway

Everything posted on the net, is my own opinions, and not of
DIGICORP norway, the official ATARI distributor in Norway !!

326. Questions from a new Falcon owner

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 12:57:57 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2he20l$85d@parsley.csv.warwick.ac.uk>
Source record: 34906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

I got my falcon last week (yeah!), and in the few days that I have had it
I have come across a number of 'oddities' that I need help on.
I have a falcon 4/127, TOS 4.04 and MTOS 1.04.

1. The manual says you can run .CPX and .ACC files from the desktop. I can't
seem to get it to work, with or without MTOS.

2. When I use the MTOS CPX to turn on memory protection, I get a 'memory
protection error. Adjust debug level...'. Why does this happen, and what does
the error actually mean?

3. When setting Compatability video modes, I sometimes get TT modes greyed
out as well.

4. Where can I find a file telling me what environment variables to
set up for GCC, and what file do I put them in. I tried GEM.CNF, but
I was not sure of the names of the variables.

Help on any of the above would be really appreciated.
Thanks,
Paul

327. Thermal problem with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 13:15:55 UTC
From: qhsjoot@aom.ericsson.se
Message-ID: <1994Jan17.131555.9664@ericsson.se>
Source record: 34907

I have the following problem with my 1040ST (floppy only): When switched on it runs fine for perhaps 15-30 minutes, then when changing floppy it will die with 2 or 4 bombs and immediately reboot, bomb again, reboot etc. If I try a game disk it might manage to boot certain games but not others. If I am doing other (useful) work it could die in the middle of some file operation, sometimes corrupting the disk. When it starts acting this way, I turn it off and leave it to cool. If I then try restarting when it

has cooled a bit, it will run for a while, but not as long as if it had been turned off all night. There is nothing blocking the ventilation holes, and the machine stands directly on a desk, so there is nothing blocking anything underneath either. Some time ago I upgraded to TOS 1.4 which involved adding ROM sockets (the holes in the board were there, thoughtfully filled at manufacture with some rubbery stuff that stopped them being filled with solder, so I only had to put the sockets in place and solder)

I used the Augat variety of sockets to be on the safe side, and I have *plenty* of experience soldering (I might still have made a cold joint, of course).

Anybody have any ideas of what might cause this? Oh, and the floppy drive is new, too.

Thanx in advance, Jonas

328. Re: SCREEN RES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 15:05:11 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJs4Kn.6zB@uc2372c.DaytonOH.NCR.COM>
Source record: 34908

In article <2h9k1q$jgr@charm.magnus.acs.ohio-state.edu>, jpoling@magnus.acs.ohio-state.edu (Jeff Poling) says:
>
>
> Is it possible to set the screen height to 200 pixels while in ST hi-rez
>(and in GFA)?

Maybe run a "Color emulator" - you'd have essentially either ST Low or Medium res that way. There's a couple out there (not sure which is compatible with what systems, though)...

Rob

329. Re: Protar Disk Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 16:17:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan17.161729.25362@bradford.ac.uk>
Source record: 34909

John Trickey (jvt@its.bt.co.uk) wrote:
: I have a friend who as a Protar 40 Hard Disk unit on his ST. He wants to
: add another drive in the box. When I had a quick look, I noted the SCSI ID
: is set on the interface card and not on the disk drive.

: To save me poking about to see what this card does, can anyone tell me if and
: how a second drive can be added. The how means "what scsi id is it set to".

: I suppose a followup could be whether the adaptor can be used to access the
: full 8 device addressing range of scsi.

The PSU in a protar progate drive I dismantled was very poor. It simply refused to power the nwe 105 meg drive I bought, even without the host adaptor or the old 40 meg drive. I quickly replaced it with a 12V/5V drive from my old BBC disk drive unit, and evrything worked perfectly.

Steve Taylor.

330. Quantum 240S Problems URGENT!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 16:52:12 UTC
From: DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de
Message-ID: <DAUENSTEINER.12.758825532@rlirnw1.ngate.uni-regensburg.de>
Source record: 34911

HI

I've got a MSTE 2Mb with internal Seagate157N (48MB). I wanted to take it out because of strange read/write errors. In the end only about 34 MB were accessible but getting worse. Before I took it out I wanted to format it with HDX 504 but failed ('no device found'; or the like). nevertheless I took the Seagate out and put in the Quantum240S. But all my attempts to format or to get in contact failed. I tried older versions of HDX where the WINCAP was still in use (or is it still necessary for the new versions?????). I've got AHDI 6.061.

So how can I use my f**in' harddisk????????

Please help, it's urgent. I need to work with my machine!!!!!!!!! URGENT!!!!

PLEASE MAIL.

Best regards,
Alex

331. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 18:13:42 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJsDAu.3L1@info.bris.ac.uk>
Source record: 34912

In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de (Thomas Umland) writes:

|>
|>Hello there,
|>
|>when looking for a memory upgrade for my old 1040STF I noticed that in
|>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
|>Before looking for a dealer willing to do the 'overseas-shipping' to
|>Germany (any recommendations?) I have some questions:
|>
|> - does anybody use this board? Is it really 'plug and play' or are
|> there known problems?
|> - does it need special RAM or will standard 80ns SIMMs do?
|>
|>Thanks a lot
|>Thomas
|>
|>
I have the Frontier Xtra-RAM Deluxe which I beleive is the same beast (th company changed name).

I believe if you do have an early ST with socketed MMU and Video Shifter then the installation is solderless as advertised. You do have to clip a resistor leg or 2 to disable your onboard ram for a machine with 1meg on board I think.

If you have surface mounted video shifter and MMU chips you need an MMU adaptor and you have to solder a socket on top of the video shifter. This is actually a pretty painless operation.

When I bought mine (over 2 years ago) they shipped them ASSUMING you had socketed chips, and u have to send a piece back to get the MMU adaptor for surface mount chips. This wasn't too bad, except they shipped me an adaptor with dry joints on it. I got bored of sending bits back to them and fixed it mylsef (why do these mail order people assume they are talking to Mac droids who don't know what they're talking about!). They were very good and offered to pay to ship my machine for them to fix problem, but I (1) didn't want to loose my machine even for a few days (2) didn't want them fiddling around with my machine (when it went away for a new psu under warranty it came back minus more that 50% of casing screws!).

As for what SIMMS it will take, I'd like to know more as I;m thinking of going 4 meg.

btw I occasionally have to reseat the earth lead on the xtra-ram, especially when the temperature changes a lot.

I belive a recent poster here gave the Marpet email address
--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |

---

332. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 18:16:27 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJsDFG.3n3@info.bris.ac.uk>
Source record: 34913

```
In article <rogeraw.91.2D3A7247@dhhalden.no>, rogeraw@dhhalden.no (ROGER ALLAN
WAHLGREN) writes:
|>
|>In article <2hdf7sINNjfb@iraun1.ira.uka.de> umland@i90s6.ira.uka.de (Thomas
|>Umland) writes:
|>>From: umland@i90s6.ira.uka.de (Thomas Umland)
|>>Subject: Marpet Xtra-RAM Deluxe
|>>Date: 17 Jan 1994 07:37:32 GMT
|>
|>>Hello there,
|>
|>>when looking for a memory upgrade for my old 1040STF I noticed that in
|>>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
|>>Before looking for a dealer willing to do the 'overseas-shipping' to
|>>Germany (any recommendations?) I have some questions:
|>
|>> - does anybody use this board? Is it really 'plug and play' or are
|>> there known problems?
|>> - does it need special RAM or will standard 80ns SIMMs do?
|>
|>>Thanks a lot
|>>Thomas
|>
|>just plug and go ! I have installed a LOT without problems ...
|>
|>

Do you have socketed or surface mount MMU and video shifter?
|>
|>
|>
|>
|> # ## # Proud owner of: Falcon030 14/120 +++
|> # ## # Tower: 2 x 425MB
|> # ## #
|> # ## # EMAIL: Rogeraw@dhhalden.no
|> ## ## ##
|> ### ## ### snailmail: Roger A. Wahlgren
|> ### ## ### Sandvn. 5, 1719 Greaker
|> ### ## ### Norway
|>
|> Everything posted on the net, is my own opinions, and not of
|> DIGICORP norway, the official ATARI distributor in Norway !!
|>
```

--

jeez, what a sig. at least 11 lines, and virtually no information.

```
-----------------------------------------------------+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
-----------------------------------------------------+---------------+
```

333. gdb for Falcon/MultiTOS??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 18:18:29 UTC
From: saj@chinet.chinet.com
Message-ID: <CJsDIu.Mop@chinet.chinet.com>
Source record: 34914

I'm trying to port a somewhat large and not totally well-behaved application from Mark Williams C (and an ST/Mega target machine) to gcc and a Falcon030 target machine. I have it to the point where it compiles and links, but it dies on start-up (taking MultiTOS with it...reset time). So far so good.

I compiled it with the -g switch to gcc and ran sym-ld on the objects to generate a symbol file. But when I try to use gdb (just fetched from clausthal), the machine crashes hard in response to the run command. Well fine...I'm always more surprised when a debugger works than when it doesn't, but I'd like to get this finished. So anyone care to suggest some things I should be trying? Am I going to have to compile up a gdb special for my machine (but how would I debug that???)? Any commonplace auto folder programs incompatible with gdb?

Again, I'm in a hurry, so I'm asking BEFORE breaking my brain on the problem. If there's some simple mistake you think I might have made, please tell me.. it could well be the explanation.

Thanks.
Steve saj@chinet.chinet.com

334. Re: SCREEN RES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-17 21:12:37 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2hev05INN1fpd@rs1.rrz.Uni-Koeln.DE>
Source record: 34915

In <2h9k1q$jgr@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

> Is it possible to set the screen height to 200 pixels while in ST hi-rez
>(and in GFA)?

I'm not sure what you're asking for. If you want to switch to
medium res, you might try ~XBIOS(5,L:-1,L:-1,1) (that's
Setscreen()), but remember, this will screw up the VDI and the
AES, so this won't be too useful. You might also try to open a
virtual screen workstation with work_in[0] set to 3. I have never
tried this one.
If you want to restrict graphics output to some rectangle that is
200 pixels high, you'll have to use VDI clipping:

```
INTIN(0)=1
PTSIN(0)=0
PTSIN(1)=0
PTSIN(2)=639
PTSIN(3)=199
VDISYS 129,1,2
```

restricts graphics to the upper half of a standard ST high screen.

I hope you can use this info.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

335. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 00:09:26 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.9zNeRD1BQ4Y@deluxe.textlitho.nl>
Source record: 34917

In <2hdf7sINNjfb@iraun1.ira.uka.de>, Thomas Umland writes:
| Hello there,
|
| when looking for a memory upgrade for my old 1040STF I noticed that in
| the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
| Before looking for a dealer willing to do the 'overseas-shipping' to
| Germany (any recommendations?) I have some questions:
|
| - does anybody use this board? Is it really 'plug and play' or are
| there known problems?
| - does it need special RAM or will standard 80ns SIMMs do?
|
| Thanks a lot
| Thomas
|

I have one - I didn't install it myself, but the guy who did it for
me made it look pretty straightforward. The installation manual comes
with detailed descriptions for all Atari models; it shouldn't be too
hard to do you it yourself.
As for the SIMM's the manual states:
Buy either 1/4 MB or 1 MB capacity SIMMs (256k*8 or 258*9 or 1 MB*8
or *9)
Always buy SIMMs in pairs
Never mix SIMM capacities
Paired SIMMS must have the same speed

I think 80 ns SIMMS will do fine.

Good luck,

Paul

336. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 03:51:50 UTC
From: Lexicor@world.std.com
Message-ID: <CJt42F.Jtz@world.std.com>
Source record: 34920

Thank you for this post....please place this in the appropriate group
next time as I don't think it has a lot to do with computers and atari
in general.

Yat

--
* Email to: Lexicor@world.std.com | Full sig available via private email! *
* ---*

337. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 04:10:38 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.8hsdw&sJVN2@harvee.billerica.ma.us>
Source record: 34927

In <2hdf7sINNjfb@iraun1.ira.uka.de>, Thomas Umland writes:
>Hello there,
>
>when looking for a memory upgrade for my old 1040STF I noticed that in
>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
>Before looking for a dealer willing to do the 'overseas-shipping' to
>Germany (any recommendations?) I have some questions:
>
> - does anybody use this board? Is it really 'plug and play' or are
> there known problems?
> - does it need special RAM or will standard 80ns SIMMs do?
>

I have a marpet ram upgrad in my mega-2 and it mostly works ok. the
only problem that I have noticed is that sometimes I get video noise
when the upper 2 meg is accessed. It does use standard simms, I got
mine from a mac owner.

however, I feel that you should be warned that the upgrade uses
a bed-of-nails approach for the mmu connection. This means that I will
have to replace my mmu socket if I ever remove the marpet upgrade
since installing the upgrade pushed a bunch of pins through the bottom
of the socket.

I suggest you find another upgrade route.

--- eric

--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

338. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 08:04:44 UTC
From: pinstall@rc1.vub.ac.be
Message-ID: <2hg56s$4i9@rc1.vub.ac.be>
Source record: 34918

Clarence L. Thomas IV (clarence@orion.cc.andrews.edu) wrote:
...

Is this Jesus for Atari or Amiga, PC, Unix, ... ?

Sorry, I couldn't resist.

Patrick

339. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 09:21:29 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <2hg9mpINN7mf@tom.rz.uni-passau.de>
Source record: 34919

In article <2hfao8$6f3@orion.cc.andrews.edu> clarence@orion.cc.andrews.edu (Clarence L. Thomas IV) writes:

[lots of weird stuff deleted]

Regie Satanas!

Weregoose

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- Star Trek: Our Generation - _
- To boldly kill rats where no man has killed rats before.... - _)

340. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:04:59 UTC
From: pjb1008@hermes.cam.ac.uk
Message-ID: <pjb1008.35.2D3BDE93@hermes.cam.ac.uk>
Source record: 34922

In article <2hg9mpINN7mf@tom.rz.uni-passau.de> guenther@vati.fmi.uni-passau.de (Thorsten Guenther) writes:
>From: guenther@vati.fmi.uni-passau.de (Thorsten Guenther)
>Subject: Re: Global Alert For All: Jesus is Coming Soon
>Date: 18 Jan 1994 09:21:29 GMT

>In article <2hfao8$6f3@orion.cc.andrews.edu> clarence@orion.cc.andrews.edu
>(Clarence L. Thomas IV) writes:

>[lots of weird stuff deleted]

>Regie Satanas!

>Weregoose

>- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) - _()
>-- /
>- Star Trek: Our Generation - _
>- To boldly kill rats where no man has killed rats before.... - _)

What is Clarence trying to achieve?
If you believed this rubbish, you would be reading the appropriate newsgroup anyway. (She has also 'infected' rec.aviation newsgroups as well.)

Peter Benie

341. MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:13:37 UTC
From: berrah@litsun.epfl.ch
Message-ID: <2hgna1$ci0@disuns2.epfl.ch>
Source record: 34921

```
--
I'm trying to use the MIDI port in C language. I correctly connected
the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
procedure to send a characters stream to the midi port, and after a while
(2 sec.), I used the struct iorec * Iorec( int device) with device == 2
for the midi port. The structure allowed me to know that the midi buffer
is 128 bytes long, but the head and tail indexes were wrong (the buffer is
a circular buffer). I've read somewhere that the buffer is filled with an
interrupt routine. Do I have to write this routine ? Do I have to initialise
the ACIA ? (master reset, initialise the command register, allow interrupts)
If I have to write an interrupt routine, were is located the corresponding
vector (interrupt from the MIDI ACIA). I have a TOS 2.06 on a STe.

Any help appreciated. Thanks

==============================================================================
Karim BERRAH E-mail: berrah@disuns2.epfl.ch
```

342. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:26:43 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan18.132643.9614@unix.brighton.ac.uk>
Source record: 34924

Are you running TOSWIN, If so then you have to turn off something though I cannot for the life of me remember what exactly.

Sorry, not much help was it...:(

Pads

--

```
_______________________________________________________________________________
Desk File Options
-------------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

343. Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:31:09 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CJtuvx.D4E@bbc.co.uk>
Source record: 34923

Err, help! What's the procedure for moving a window? I can close it and reopen it, but that seems a bit cac-handed. Also, how do you copy the window's contents to the new position?

D.White.

344. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:39:59 UTC
From: d2viktor@dtek.chalmers.se
Message-ID: <d2viktor.758900399@dtek.chalmers.se>
Source record: 34925

Clarence obviously have some kind of a problem. The posting has gone to just about every group there is (well, almost :). If you feel like making something of it (i don't), mail root@ whatever clarence's email adress is, and ask them to tell clarence never to do that again. But it probably won't help. Clarence is very convinced, it seems. Clarence also believes that he is doing the right thing, telling eveybody this. Or perhaps Clarence just want some attention. He got it.

I just realized that I am not making anything better by posting a follow-up that probably looks like a lot of other followups to other groups. So I'll stop right here (apart from a .sig)

--
* Viktor Fougstedt | When you see the light at the end of the tunnel,
* Pl 335 | remember it might be the train coming...
* S-430 64 Hallingsjo |
* SWEDEN |

345. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 13:54:50 UTC
From: walra@moacs11
Message-ID: <zotafuji4t6@moacs11>
Source record: 34929

In <CJt42F.Jtz@world.std.com>, Lexicor@world.std.com writes:

> Thank you for this post....please place this in the appropriate group
> next time as I don't think it has a lot to do with computers and atari
> in general.

He posted it to *every* Usenet group! I guess he wanted to make sure not to leave out the appropriate one :-)).

Waldi (walra%moacs11@nl.net)

346. Geneva and MiNT and TOSWIN ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 14:33:41 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CJtxs6.AIF@lincoln.gpsemi.com>
Source record: 34926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Ok, so there's been lots of talk about Geneva recently, two ST mags (UK) reviewed it and thought it was great for ST's - well that's how I read it anyway :-) . My question is can it multitask TOS programs as well as GEM thingies ? How about compatibility with MiNT and then using TOSWIN to run things ? I'm a little lacking in knowledge about this sort of thing really - any info. greatly appreciated.

Thanks,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== --- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

347. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 15:39:46 UTC
From: Robert.Anisko@daytonoh.ncr.com
Message-ID: <CJu0uA.Gts@uc2372c.DaytonOH.NCR.COM>
Source record: 34938

In article <CJt42F.Jtz@world.std.com>, Lexicor@world.std.com (LEXICOR SOFTWARE CORPORATION) says:
re: "it's the end of the world as we know of it..." - REM

>Thank you for this post....please place this in the appropriate group
>next time as I don't think it has a lot to do with computers and atari
>in general.

It was nice of him to think that Atari users should be saved. So does this mean that non-Atari users won't go to Heaven (or Nirvana, or wherever you're personal beliefs strive towards)? ;-)

Rob

348. Re: Geneva and MiNT and TOSWIN ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 16:15:20 UTC
From: thopman@uoguelph.ca
Message-ID: <2hh1uo$f2m@nermal.cs.uoguelph.ca>
Source record: 34930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Kite (mkite@lincoln.gpsemi.com) wrote:
: Ok, so there's been lots of talk about Geneva recently, two ST mags (UK)
: reviewed it and thought it was great for ST's - well that's how I read it
: anyway :-) . My question is can it multitask TOS programs as well as GEM
: thingies ? How about compatibility with MiNT and then using TOSWIN to run
: things ? I'm a little lacking in knowledge about this sort of thing really -
: any info. greatly appreciated.

Geneva is every bit as good you say the mags say it is (I haven't read any print reviews...I just went out and bought it ;-)). Geneva will run TOS programs using a program called GNVA_TOS, which works a lot like TOSWIN in that it puts the TOS program in a window, and you can chage the font, etc, etc. However, you can only multitask programs which read the keyboard regularly, so you can't stick, say, a ray-tracer in the background like you can with TOSWIN and MiNT. Text editors and term programs and suchlike should work fine, though.

THeo

349. Re: MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 16:21:57 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.758910117@groucho>
Source record: 34932

berrah@litsun.epfl.ch (K.Berrah) writes:

>I'm trying to use the MIDI port in C language. I correctly connected
>the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
>procedure to send a characters stream to the midi port, and after a while
>(2 sec.), I used the struct iorec * Iorec(int device) with device == 2
>for the midi port. The structure allowed me to know that the midi buffer
>is 128 bytes long, but the head and tail indexes were wrong (the buffer is
>a circular buffer). I've read somewhere that the buffer is filled with an
>interrupt routine. Do I have to write this routine ? Do I have to initialise
>the ACIA ? (master reset, initialise the command register, allow interrupts)
>If I have to write an interrupt routine, were is located the corresponding
>vector (interrupt from the MIDI ACIA). I have a TOS 2.06 on a STe.

I'm sorry, but I don't get the point of your problem. Is it that you don't
manage to get anything sent out the midi-port? Anyway, for normal sending and
receiving it's not necessary to install your own interrupt routine. You might
however want to install your own midi-buffer since the 128-byte buffer is
fairly small.
I've never had problems with sending or receiving midi-bytes. If you're able
to describe your problem a little more precise, I might be able to help you
out. Post or email.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

350. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 16:39:46 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Jan18.163946.3297@gumby.cc.wmich.edu>
Source record: 34931

In article <1591@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
>
> As for magazines, I haven't seen a hardcopy ST magazine in probably
> six months over here in the U.S., and even that was an import from
> Europe. Atari Explorer Online is really the only source of useful

I agree that many of the hardcopy U.S. ST magazines have fallen by the wayside, but what about Current Notes and ST Informer? They continue to publish on a monthly schedule (10 times/year for CN). In my opinion, CN is well done and a good source of information. STI is OK too. I support both by subscribing.

If people keep complaining that there are no U.S. magazines, instead of subscribing to the few remaining that do exist, pretty soon they'll be right and there will be none left.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

351. problem solved

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 17:32:51 UTC
From: c3055@rphc1a
Message-ID: <2hh6g3lNNko2@rrzs3.uni-regensburg.de>
Source record: 34933

[No readable article body recovered]

352. Re: MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 19:02:23 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hhbnv$h7h@bambam.cs.city.ac.uk>
Source record: 34934

In article <2hgna1$ci0@disuns2.epfl.ch>, berrah@litsun.epfl.ch (K.Berrah) writes:
> I'm trying to use the MIDI port in C language. I correctly connected
> the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
> procedure to send a characters stream to the midi port, and after a while
> (2 sec.), I used the struct iorec * Iorec(int device) with device == 2
> for the midi port. The structure allowed me to know that the midi buffer
> is 128 bytes long, but the head and tail indexes were wrong.

Wrong in what way? did you check the contents of the buffer? how many
bytes were you sending?

> I've read somewhere that the buffer is filled with an
> interrupt routine. Do I have to write this routine ?

Not unless you're unhappy with the TOS one (see below).

> Do I have to initialise
> the ACIA ? (master reset, initialise the command register, allow interrupts)

No. You read the incomming data with the appropriate BIOS (not GEMDOS) call.

Since you transmitting at close to full MIDI bandwidth (Midiws)
it's quite possible that you're losing MIDI bytes due to overruns on the
ACIA; the TOS MIDI handler can find itself locked out for too long by
other MFP handlers; this is especially so on 8MHz machines with TOS >= 1.4.
Pro MIDI companies like Steinberg/Emagic/Dr T reimplement a large
part of TOS in their products for just this reason.

Actually as a data source MIDI is a bitch; It can't be handled by DMA
(like disks are) since you may want to time stamp each byte or so.
Yet at 31.25 Kbaud its faster than most interrupt driven sources and needs
access to the processor every 320us to function reliably.
Incidently I've heard that '386 PCs under Windows 3.1 and certain Apple
Powerbooks can also drop MIDI bytes at high data rates even though these
machines have better hardware buffering on their MIDI ports and faster
processors.

Steven

353. Re: Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 19:11:54 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hhc9q$h7h@bambam.cs.city.ac.uk>
Source record: 34935

In article <CJtuvx.D4E@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
|> Err, help! What's the procedure for moving a window? I can close it and reopen
|> it, but that seems a bit cac-handed. Also, how do you copy the window's
|> contents to the new position?

I assume you mean move it from within a program. Normally you wait for your app to be sent a WM_MOVED message for the window and then do a wind_set(handle, WF_CURRXYWH, x, y, w, h) to move the window. AES will copy the contents and send redraw messages to your app if redraws are necessary.

I can't see any reason (other than poor GUI design) why you shoudn't do a wind_set(handle, WF_CURRXYWH, x, y, w, h) without getting a WM_MOVED from AES first.

Steven

354. Indexed file libs.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 19:37:00 UTC
From: lundquist@panam1.panam.edu
Message-ID: <18JAN199413374475@panam1.panam.edu>
Source record: 34936

I am looking for some public domain/shareware/freeware indexed
file access routines, preferably K&R C standard compilable so
that I can use the SOZOBON C compiler.

My eventual database will probably be fairly large and dynamic
so that I cannot keep my data sorted or even in memory. I do
not need to access the data sequentially in-order so hashed
style indexing would be OK.

Can anyone point me in the direction of such a beast?

- Eric Lundquist | "Friends don't let friends |
University of Texas - Pan American | use MS-DOS." |
Edinburg, Texas 78539 USA Earth Sol +==================================+
LUNDQUIST@PANAM.EDU - Internet | (210)381-2570 - MaBellNet |
LUNDQUIST@PANAM1 - BITNET | E.LUNDQUIST1 - Genie |
==
#include <std.disclaimer>
==

355. Accellerated AES, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 20:41:13 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1994Jan18.204113.4080@osuunx.ucc.okstate.edu>
Source record: 34937

I'm looking to speed up my ST and remain MiNT compatable.
I've found NVDI, and ordered it. Now, is KAOS the way to speed
up the system further? Does KAOS work with MiNT?

What else might I substitute for KAOS? (Neodesk doesn't replace AES does it?)

Thanks for any responses, I'm trying to speed up my Mega-ST so it will better
handle a 19" Mono. screen.

(Who makes Hi-Rez cards that handle MONOCHROME? (NOT 24 bit COLOR))

jc

--
--
Test signature! Hope this works.
John Cummins
--

356. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 20:56:42 UTC
From: Marco_Fris
Message-ID: <3cc9b200@p11.f202.n281.z2.fidonet>
Source record: 34865

In a message of <Mon 17 Jan 94 20:45>, Clarence L. Thomas IV (2:281/202.0)
writes:

< lot of b*** deleted >
CL> events to occur to wake us up. I would urge all, wherever you are
CL> and regardless of the circumstances, to directly call on Jesus and
CL> ask Him to intervene in your life.

Then give us His Phonenumber or go sit on a moutain somewhere and shut up!

- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

357. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 22:11:50 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.LKeBZBUYD0I@deluxe.textlitho.nl>
Source record: 34866

In <2hfao8$6f3@orion.cc.andrews.edu>, Clarence L. Thomas IV writes:
| The earthquake in Los Angeles, California, the flood in Europe, the seemingly

etc etc

How untasteful can you get?

P.

358. Re: cat for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 22:33:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MRsFNkfxCYc@semprini.waterloo-rdp.on.ca>
Source record: 34855

In <1994Jan15.200430.16084@inca.comlab.ox.ac.uk>, Karl S Wilkinson writes:
> Does anyone know of a version of 'cat' available by anonymous ftp
> for MiNT? Man4 seems to need it.

There should be one in one of the many utilities packages for MiNT on
atari.archive.umich.edu; I can't remember if I compiled my own or got it
from the GNU text utils (probably the GNU utils).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

359. Asshole Biblical Poster

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 22:51:03 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJuKt3.3vp@sdf.lonestar.org>
Source record: 34868

==========
Thank you for this post....please place this in the appropriate group
next time as I don't think it has a lot to do with computers and atari
in general.
==========

I think the idiot posted that to all the newsgroups there are. Damned
inconsiderate thing to do. Its just an earthquake folks!! It happened
before people, and happens on other planets - planets without Satan.

Anyone not of the Judo-Christian Relions, such as myself, would be
incredibly offended at his post, as I have been, and now I've seen it
five or six times.

Question:
Did God create Man? Or did Man create God?

Now, back to ATARI things.

Anyone know the price/s of the Nova card/s ?? I'm insterested in what the
Nova has to offer for my STE.

Thanks
Evan Langlois

360. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-18 23:44:08 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.289134@cix.compulink.co.uk>
Source record: 34939

>The turned out to be because I was returning a non-zero from my redraw code.
>BTW Atari Compendium disagrees with the Compute AES book (Sheldon) on the meaning
>of this return code.

i understand it to apply some state modifications, with d0 being the bit flags.
i do not know how it would deal with 3D objects for instance. i have not seen
the Compendium, so what are the discrepancies?

>|> Sure is. Snapping isn't a solution as you would have to snap to 16x16
>|> boundaries.
>
>It depends on the periodicity of you pattern; with checker boards you can get
>away with snapping to 2x2. Unfortunately you also have to snap WORKWH as well
>as WORKXY if the window is scrollable so that you can scroll to the extreme right
>(bottom) and still be in phase.

Yes, i took that at read. But you must also take into account that there is no
guarantee that a VDI pattern will remain as you expect. For instance my Reflex
graphics card replaces some flickery patterns with others. So to be safe you
must always take the periodicity to be 16x16. In any case, it is not the done
thing to snap on the vertical axis. As i see it the only correct solution is to
phase to a reference point in the GDP. i mean that in a general sense, not just
the standard GDPs. A half way house would be to phase to the window work area,
but that would then break if you were moving 'GDPs' w.r.t the work area. This
would mean however that you could not, for instance, redraw a pattern background
by drawing a vr_recfl() with the current window rectangles. But instead you
would 'draw' the whole pattern each time clipping to the relevant rectangle. i
guess it would be interesting if objects could accept phasing parameters, as
has been suggested, for this would give you complete control, and allow some
neat animations. But an implicit phase0 would suffice.

>But is it OK to have -ve CURRXY? (in all versions of AES). I wouldn't mind losing
>the left edge of the window frame in order to have maximum possible work area
>when the user clicks on FULLER.

To the best of my knowledge, yes. But it is not my preference.

Adam.

361. Re: Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 02:59:42 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EATCDGUU@zaphot.abg.sub.org>
Source record: 34940

In <CJtuvx.D4E@bbc.co.uk> David White wrote :

>Err, help! What's the procedure for moving a window? I can close it and reopen

Wich programming language do you use ?

>it, but that seems a bit cac-handed. Also, how do you copy the window's
>contents to the new position?

If you are programming in 'C' you just have to write:

wind_set(handle,new_x,new_y,new_w,new_h);

handle ..... the window's AES-handle
new_x, new_y, new_w, new_h .... the new position and size of the window

That's all ! You need not to copy the windows content's to the new
position.

>
>D.White.
>

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

362. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 08:51:56 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-190194085156@ngalm099.gal.nt.com>
Source record: 34843

In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de (Thomas Umland) wrote:

> Hello there,
>
> when looking for a memory upgrade for my old 1040STF I noticed that in
> the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
> Before looking for a dealer willing to do the 'overseas-shipping' to
> Germany (any recommendations?) I have some questions:
>
> - does anybody use this board? Is it really 'plug and play' or are
> there known problems?
> - does it need special RAM or will standard 80ns SIMMs do?
>
> Thanks a lot
> Thomas

This board connects onto the shifter & memory controller chips, using push on adapters. I purchased one of these several months ago. After some initial problems with broken solder joints on the shifter adapter, I got it working. It has worked well since. However, if (for some reason) you ever wanted to remove it, the push on adapter on the memory controller disturbs the pins in the socket, leaving problems with bad connections if you remove the adapter.

In summary, if you get it, you will be stuck with it.

Yes, ordinary SIMMS work fine (I used 70 ns).
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

363. Re: Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 09:06:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hit65$he6@percy.cs.bham.ac.uk>
Source record: 34845

dwhite@rd.eng.bbc.co.uk (David White) writes:
>Err, help! What's the procedure for moving a window? I can close it and reopen
>it, but that seems a bit cac-handed. Also, how do you copy the window's
>contents to the new position?
>

If 'w' is your window handle and 'x/y/w/h' are the new *border*
location and dimensions of the window,

wind_set(w, WF_CURRXYWH, x, y, w, h)

The AES will blit the contents across for you, and generate redraw
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

364. Re: MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 09:34:42 UTC
From: berrah@litsun.epfl.ch
Message-ID: <2hiuri$eg@disuns2.epfl.ch>
Source record: 34846

```
In article <hjv.758910117@groucho>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
|> berrah@litsun.epfl.ch (K.Berrah) writes:
|>
|> >I'm trying to use the MIDI port in C language. I correctly connected
|> >the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
|> >procedure to send a characters stream to the midi port, and after a while
|> >(2 sec.), I used the struct iorec * Iorec( int device) with device == 2
|> >for the midi port. The structure allowed me to know that the midi buffer
|> >is 128 bytes long, but the head and tail indexes were wrong (the buffer is
|> >a circular buffer). I've read somewhere that the buffer is filled with an
|> >interrupt routine. Do I have to write this routine ? Do I have to initialise
|> >the ACIA ? (master reset, initialise the command register, allow interrupts)
|> >If I have to write an interrupt routine, were is located the corresponding
|> >vector (interrupt from the MIDI ACIA). I have a TOS 2.06 on a STe.
|>
|> I'm sorry, but I don't get the point of your problem. Is it that you don't
|> manage to get anything sent out the midi-port? Anyway, for normal sending and
|> receiving it's not necessary to install your own interrupt routine. You might
|> however want to install your own midi-buffer since the 128-byte buffer is
|> fairly small.
|> I've never had problems with sending or receiving midi-bytes. If you're able
|> to describe your problem a little more precise, I might be able to help you
|> out. Post or email.
|>

Thanks for your answer. My problem is that when I send for example 20 bytes, the
structure returned by the call to the Iorec procedure, used to get informations
about a buffer (keyboard, RS232 or MIDI port), contains buffer indexes that do
not show me that 20 bytes have been received, i-e the head index == 0 and the
tail index == 127 !? just before sending 20 bytes, the two indexes were == 0.
As said by Steven Eker, it could be due to the fact that some interrupts from
the MIDI ACIA are lost due to higher interrupts relieving to the MPF.
So, which procedures are you using to send and receive bytes trough the MIDI
port ?

==============================================================================
Karim E-mail: berrah@disuns2.epfl.ch
```

365. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 10:09:35 UTC
From: berrah@litsun.epfl.ch
Message-ID: <2hj0sv$eg@disuns2.epfl.ch>
Source record: 34841

May be shall we ALL send him a mail including his article, I think
his mailbox will not appreciate and he will understand the problem
of broadcasting articles ...

Karim BERRAH

366. Re: MIDI programming (S.Eker)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 10:12:42 UTC
From: berrah@litsun.epfl.ch
Message-ID: <2hj12q$eg@disuns2.epfl.ch>
Source record: 34842

This is a reply to Steven Eker. I couldnt' answer him by mail
(unknown address ?!?)
==========
May be the answers/questions can interest some people ..

Thank you Steven for your reply. Here are some answers.

In article <2hhbnv$h7h@bambam.cs.city.ac.uk>, you write:
|> > I'm trying to use the MIDI port in C language. I correctly connected
|> > the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
|> > procedure to send a characters stream to the midi port, and after a while
|> > (2 sec.), I used the struct iorec * Iorec(int device) with device == 2
|> > for the midi port. The structure allowed me to know that the midi buffer
|> > is 128 bytes long, but the head and tail indexes were wrong.
|>
|> Wrong in what way? did you check the contents of the buffer? how many
|> bytes were you sending?

For example, after having sent 20 bytes, with a 128 bytes long buffer,
the tail == 127 (ibuftl field) and the head == 0 (ibufhd field). Don't
you think that some something is wrong somewhere ?

|> No. You read the incomming data with the appropriate BIOS (not GEMDOS) call.
|>

Can you, please, indicate me which procedures to use (I'm a beginner with atari,
and there are so many procedures ...) ?

|> Since you transmitting at close to full MIDI bandwidth (Midiws)
|> it's quite possible that you're losing MIDI bytes due to overruns on the
|> ACIA; the TOS MIDI handler can find itself locked out for too long by
|> other MFP handlers; this is especially so on 8MHz machines with TOS >= 1.4.
|> Pro MIDI companies like Steinberg/Emagic/Dr T reimplement a large
|> part of TOS in their products for just this reason.
|>
|> Actually as a data source MIDI is a bitch; It can't be handled by DMA
|> (like disks are) since you may want to time stamp each byte or so.
|> Yet at 31.25 Kbaud its faster than most interrupt driven sources and needs
|> access to the processor every 320us to function reliably.

Do you mean that it would be better to disable interrupts and use an active
waiting procedure ?

|> Incidently I've heard that '386 PCs under Windows 3.1 and certain Apple
|> Powerbooks can also drop MIDI bytes at high data rates even though these
|> machines have better hardware buffering on their MIDI ports and faster
|> processors.

Hah ! Interesting. In fact, I want to use the MIDI port at 500Kbaud (i-e clock/1)
But I see it's quit not possible. Is it possible to disable the MPF interrupts
without disturbing too much the system ? I just need to make HDisk accesses
by a remote host (C64, yes don't laugh ...) via the MIDI port.

Karim

367. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 10:40:19 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2hj2mj$bki@snlsu1.london.sinet.slb.com>
Source record: 34844

In article <gigxr01-190194085156@ngalm099.gal.nt.com> gigxr01@nt.com (Gerry O'Rourke)
writes:
>In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de
>(Thomas Umland) wrote:
>> when looking for a memory upgrade for my old 1040STF I noticed that in
>> the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
>> Before looking for a dealer willing to do the 'overseas-shipping' to
>> Germany (any recommendations?) I have some questions:

>This board connects onto the shifter & memory controller chips, using push
>on adapters. I purchased one of these several months ago. After some
>initial problems with broken solder joints on the shifter adapter, I got it
>working. It has worked well since. However, if (for some reason) you ever
>wanted to remove it, the push on adapter on the memory controller disturbs
>the pins in the socket, leaving problems with bad connections if you remove
>the adapter.

I have the previous incarnation (Xtra-RAM without the "deluxe"). Marpet gave
me very good customer service: my 1040STFM has a surface mounted MMU, and
they happily replaced the MMU adapter with one that would fit (even though I
bought the memory card second hand!)

Then it turned out my MMU couldn't handle memory banks with uneven sizes
(I was aiming for 2.5MB): Marpet diagnosed the problem and talked me through
a track-cutting and rewiring exercise on the MMU adapter that eventually got
me a working 2MB system. If you tell them you can handle a soldering iron
properly, they will give you detailed technical help.

Since then, the board has performed flawlessly.

>In summary, if you get it, you will be stuck with it.

True. But why would you want to remove it?

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

368. Re: Compendium Errata

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 12:05:07 UTC
From: sbrown@cee.hw.ac.uk
Message-ID: <1994Jan19.120507.3240@cee.hw.ac.uk>
Source record: 34847

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: Can somebody please Email be a copy...Thanks...

: Stuart Denman

Email me a copy too, somebody. Thanks in advance.

Stuart Brown.
3rd Year, BSc In Computer Science,
Heriot-Watt University,
Edinburgh,
Scotland.

369. Where is latest AHDI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 12:58:02 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-190194125802@ngalm099.gal.nt.com>
Source record: 34848

I have seen an updater for AHDI (ahdi6061.lzh) which claims to update to
the latest version of AHDI. I can't find AHDI 6.0, is it available on FTP?.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

370. Re: Questions About TOS 1.0 and HDs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 13:07:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2hjbaa$m0o@percy.cs.bham.ac.uk>
Source record: 34849

Does anyone know if there are any more recent issues of the AEO Programmer's Journal than the one at atari.archive?

Issue one has been there quite a long time now...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

371. Re: Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 13:24:35 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CJvp90.MLB@bbc.co.uk>
Source record: 34850

```
: dwhite@rd.eng.bbc.co.uk (David White) writes:
: >Err, help! What's the procedure for moving a window? I can close it and reopen
: >it, but that seems a bit cac-handed. Also, how do you copy the window's
: >contents to the new position?
: >
```

Thanks all for the response. It's not difficult, then!

Dwhite.

372. Winx and TOS upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 13:35:00 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CJvpqD.MpE@bbc.co.uk>
Source record: 34851

I've managed to get Winx to produce an upgraded TOS image file (I think that's what it's called). What type of eproms (memory size & speed) would I need to blow to fit in my TOS 1.02 FM (2 chip TOS)?

-Dwhite

373. HP1200C and TT - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 13:50:38 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Jan19.135038.25214@news.unige.ch>
Source record: 34852

from Calamus SL on a TT, and am getting no sense. Does anybody have
any experience (and preferably some success!) with this set-up?
tia, Mike.

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

374. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 13:58:04 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan19.140124.20116@inca.comlab.ox.ac.uk>
Source record: 34854

Allanon (mm68@unix.brighton.ac.uk) wrote:
: Are you running TOSWIN, If so then you have to turn off something though I
: cannot for the life of me remember what exactly.

No. I'm not even running GEM. I've got 'INIT=c:\tcsh\tcsh.ttp' in my
'mint.cnf'.

375. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 14:03:50 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2hjek6$rie@cismsun.univ-lyon1.fr>
Source record: 34853

In article <H.eg.owFMw2RpPPk@deluxe.textlitho.nl> paul@textlitho.nl writes:
>
>Hi,
>
>How do I get WINX to produce the 40 promised windows? I have a Mega4
>+ SM194 19" screen and some extra windows could come in handy..
>(btw: I have tried all the options int the config file)
>
>thanx,
>
>paul
>
>

Did you try to get them from an application, NOT from the Desktop ?
The original Desktop, only uses 4 (or 8, depends on the version) windows.
This number is hardwired and won't change even if there are more windows
available.
(ecxeption: Newdesk for MultiTOS and maybe some other versions)

Bye. Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

376. Re: MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 16:37:45 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.758997465@groucho>
Source record: 34856

berrah@litsun.epfl.ch (Karim Berrah) writes:

>Thanks for your answer. My problem is that when I send for example 20 bytes, the
>structure returned by the call to the Iorec procedure, used to get informations
>about a buffer (keyboard, RS232 or MIDI port), contains buffer indexes that do
>not show me that 20 bytes have been received, i-e the head index == 0 and the
>tail index == 127 !? just before sending 20 bytes, the two indexes were == 0.
>As said by Steven Eker, it could be due to the fact that some interrupts from
>the MIDI ACIA are lost due to higher interrupts relieving to the MPF.
>So, which procedures are you using to send and receive bytes trough the MIDI
>port ?

From your article, I reckon that you use GEMDOS for MIDI i/o. I think you'd
better use the plain ol' BIOS, as I vaguely remember running into trouble
myself while experimenting with the GEMDOS routines. Simple Bconout() and
Bconin() routines will do anything you want them to do, without serious
trouble. The only thing I sometimes encountered was a few lost MIDI bytes
(which can be quite annoying). That means that to be safe, you always have to
perform some check-thingy someway.
However I never bothered with the head and tail indexes of the iorec -- they're
not too relevant for ordinary programming. Only when installing a larger
midi-buffer you have to set them to 0, if I remember correctly. If you want a
piece of source re: installing custom midi-buffers, drop me an email and I will
dig up some code.
As for plain midi i/o (once more), use BIOS, for example like this:

```
char midi_in( void )
{
return (char) (Bconin(3) & 0x000000FF);
}

void midi_out( char c )
{
Bconout(3, c);
}

int midi_stat( void )
{
return Bconstat(3);
}

void midi_clear( void )
{
while (midi_stat())
midi_in();
}
```

... etcetera ...

good luck,
Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

377. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:11:18 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJw5Au.KKq@info.bris.ac.uk>
Source record: 34859
Body handling: HTML body converted to readable text

In article , gigxr01@nt.com (Gerry
O'Rourke) writes:
|>
|>In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de
|>(Thomas Umland) wrote:
|>
|>> Hello there,
|>>
|>> when looking for a memory upgrade for my old 1040STF I noticed that in
|>> the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
|>> Before looking for a dealer willing to do the 'overseas-shipping' to
|>> Germany (any recommendations?) I have some questions:
|>>
|>> - does anybody use this board? Is it really 'plug and play' or are
|>> there known problems?
|>> - does it need special RAM or will standard 80ns SIMMs do?
|>>
|>> Thanks a lot
|>> Thomas
|>
|>This board connects onto the shifter & memory controller chips, using push
|>on adapters.

Thats assuming you have SOCKETED MMU and Video Shifter. If they are
surface mounted/soldered in you have to (or did when I got mine 2 years ago)
(1) ship the socketed MMU adapter back and wait for surface mount MMU
adapter to be sent to you (2) SOLDER the socket that comes for the shifter
ontop of the shifter chip.

|initial problems with broken solder joints on the shifter adapter, I got it

yeah I had problems with flakey solder joints on my surface mount MMU adapter.
By then I'd got so bored with sending bits off (first to swap MMU adapter,
then when it didn't work they asked me to ship DeLuxe board and SIMMS (but not
MMU adaptor)to test) to them I fixed it myself

378. Re: Internal TT SCSI port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:17:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63954@M4.maus.de>
Source record: 34803

>Is it possible to connect two (or more) SCSI hard disks serially to the
>internal SCSI port of the TT? That is: just using a cable running from
>the
>mother board to and via disk 1 on to disk 2.

Yes, you can. You'll have to plug terminators into the TT board when you
have no externally connected drives. The last device on the internal chain
must have terminators, too.

379. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:17:04 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CJw5KH.KMF@info.bris.ac.uk>
Source record: 34860

In article <H.eg.9zNeRD1BQ4Y@deluxe.textlitho.nl>, paul@deluxe.textlitho.nl (Paul Tuijnman) writes:
|>

[snip]

|>As for the SIMM's the manual states
|>Buy either 1/4 MB or 1 MB capacity SIMMs (256k*8 or 258*9 or 1 MB*8
|>or *9)
|>Always buy SIMMs in pairs
|>Never mix SIMM capacities
|>Paired SIMMS must have the same speed
|>
|>I think 80 ns SIMMS will do fine.
|>
|>Good luck,
|>
|>Paul
|>

Does this mean you can have a pair of say 80ns and a pair of say 70ns SIMMS in the same XtraRam Deluxe board? I am interested as I want to upgrade 2meg to 4 meg sometime.

Also, has anyone tried the STE 2.5mb fix with the XtraRam Deluxe with 2*1mb and 2*256kbyte simms?

--

Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---

380. Re: How connect Falcon to a ME

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:20:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63955@M4.maus.de>
Source record: 34806

>|> Has anybody yet succeded in connecting a standard MEGA-ST keyboard
>|> to the motherboard of the Falcon????

>This may lead to a lot of additional Hardware needed I think.
>As far as I know the F030 has a faster KBD chip inside (?), so you may
>get
>some problems trying this.

No, the controller chip on the keyboard is the same as ever.

>
>By the way does anybody know if its possible to interchange the
>Keyboards of
>MegaST <-> TT <-> MegaSTe ??

They are fully compatible, even the plug is the same.

381. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:24:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A63956@M4.maus.de>
Source record: 34805

>I've noticed that user defined objects in AES object trees get drawn
>as solid rectangles before the user redraw code is called. Whats more
>the colour and fill pattern change with the number of colours in the
>mode.
>With 256 colours I can't be sure AES is drawing the rectangles at all.
>With 16 colours they appear as a green & black pattern.

I've never noticed this behaviour, in any TOS version from 1.00 to
MultiTOS.

>Also when AES moves a window by blitting, the fill patterns of objects
>in the
>window can get "out of phase" so that redraws of part of the object don't
>quite match up; eg

That's "normal", since VDI patterns have a fixed phase. Solution 1: Don't
use fill patterns in objects; Solution 2: Snap your window's upper left
corner of the work area to a 16 pixel boundary in X and Y direction.
Compute the snapping on every "size" or "move" the user does.

>I've read that text & graphics ought to be word or byte aligned to make
>drawing them faster. However I notice that the WORKX of windows on the
>Falcon
>are always 1 pixel in from the CURRX. Thus if you round the CURRXY to
>even numbers (eg all standard pattern periodicities are even) the
>contents of your window will never be byte aligned. So if you
>conscientious
>used the chararcter snap option when designing the resource trees to be
>draw in that window, you get no speed increase.

What's the problem? Snap your work area to the desired boundary (8 for
windows doing text display with the System font and 16 for general VDI
output, see above), then have AES calculate the CURRXYWH via wind_calc().
>
>Of course if you round CURRX to 7 + 8*n this fixes the problem (at least
>until new version of AES changes the window style); but then
>you can never place your window flush with the lhs of the screen.
>Is it wise to round CURRX to -1 + 8*n ?

Use wind_calc() for full compatibility.

382. Re: SCREEN RES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 19:48:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2hk2pnINN1osa@rs1.rrz.Uni-Koeln.DE>
Source record: 34857

In <2hev05INN1fpd@rs1.rrz.Uni-Koeln.DE> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <2h9k1q$jgr@charm.magnus.acs.ohio-state.edu> jpoling@magnus.acs.ohio-state.edu (Jeff Poling) writes:

>> Is it possible to set the screen height to 200 pixels while in ST hi-rez
>>(and in GFA)?

>I'm not sure what you're asking for. If you want to switch to
>medium res, you might try ~XBIOS(5,L:-1,L:-1,1) (that's
>Setscreen()), but remember, this will screw up the VDI and the
>AES, ...

Oh well, I think I should think a little more thoroughly before I write nonsense. It is, of course, entirely impossible to set an ST-high monitor to ST medium resulution with any software trick (short of writing an emulator).

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

383. Re: (N)VDI weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 20:07:16 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2hk3tkINN269t@rs1.rrz.Uni-Koeln.DE>
Source record: 34858

In <2hdov0$a8v@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk (Steven Eker) writes:

>I've noticed that the pixels you get with v_pline() vary with the clipping
>rectangle. So if you repeatedly redraw parts of a polyline with different
>clipping rectangles (say when redrawing a window) what you are left with
>is no longer a straight line (and occasionally contains holes).

I have found that larger holes almost exclusively arise at the
borders of clipping rectangles, and that this happens only with
lines that have a small slope. For instance, if you want to draw:

```
scan line # | screen
+----------------------
0 | ****
1 | ********
2 | ****
```

and you draw this with two identical v_pline() calls, one with
the clipping rectangle set to (0, 0, large_x1, 1), and the other
with te clipping rectangle set to (0, 2, large_x2, large_y), you
will get:

```
scan line # | screen
+----------------------
0 | ****
1 | **  **
2 | ****
```

Unfortunately, I haven't been able to come up with a fix for
this. I don't even have an algorithmic explanation to offer.
Oddly enough, this doesn't happen on vertical rectangle borders
with very steep lines.

>This is because the Bresenham line between two pixels P & Q lying on the
>Bresenham line AB, does not necessarily coincide with the part of AB
>that lies between P & Q. This is a well known problem in Computer Graphics
>and can be easily fixed be careful initialization of the Bresenham
>error term in the line drawer.

Thanx for this explanation. I recently fooled around with a
"quixlines" animation I had hacked up, and found that there were
always some lines that were not properly undrawn when I moved
another window into the quixlines window. Now I know why that is,
at least, and I'm glad it's not a bug in my program that I failed
to figure out...

Greetinx, Jan

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

384. GEM VDI vro_cpyfm Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 21:04:11 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CJwAJ2.DyG@tandem.com>
Source record: 34759

Hi,

I'm writing a terminal program in Megamax Laser C, using the VDI routines
for screen output.

Using some examples that come with Laser C, I was able to perform scrolling
up with the following code:

```
rect_set(&pxyarray[0], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
rect_set(&pxyarray[4], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);
```

where CELL_W and CELL_H are defines which point to attrib[8] and attrib[9],
COLUMNS = 80, ROWS = 24 and S_ONLY says use the source bit map only.

The above code works fine. When I wanted to do the reverse, ie. scroll down,
I used the following (similar) code:

```
rect_set(&pxyarray[0], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
rect_set(&pxyarray[4], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);
```

This has no effect - the screen remains unchanged. I looked at the pxyarray
after the rect_set calls, and it seems to be set up okay.

I also tried left and right moves - the right move worked and the left move
didn't.

I'm at a loss as to why this is not working. Any ideas? Am I doing something
wrong, or have I hit a bug?

I have a 1040STfm with TOS 1.04, and LaserC 2.1. Note: with VDI I'm using
alpha text mode via the v_enter_cur call.

Cheers, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

385. *** IN SEARCH OF THE GAME "ROLLING RONNY" ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 21:23:35 UTC
From: M14563@mwvm.mitre.org
Message-ID: <16F43E687S85.M14563@mwvm.mitre.org>
Source record: 34864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

* * * * IN SEARCH OF "ROLLING RONNY" !!! * * * *

A little less than a year ago, I purchased an Atari 1040 ST computer which also came with game software. Recently, I and my godchildren have been playing the demo version of the game "Rolling Ronny" and we have really enjoyed it. The demo version was part of a "Cover Disk" which accompanied a 1991 issue of the ATARI ST magazine (???).

I am interested in knowing 1) whether or not the full running version of this game was ever manufactured and, if so, 2) where I can legally purchase/ obtain a copy of this game.

If you have any information on "Rolling Ronny", please feel free to contact me via my e-mail address

etcoles@mwvm.mitre.org

Thank you very much in advance and have a nice day.

386. Re: MIDI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 21:37:02 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJwC1r.I8B@sdf.lonestar.org>
Source record: 34807

In article <2hgna1$ci0@disuns2.epfl.ch> berrah@litsun.epfl.ch (K.Berrah) writes:
>--
>I'm trying to use the MIDI port in C language. I correctly connected
>the MIDI OUT port to the MIDI IN port, used the Midiws(char *data, int cnt)
>procedure to send a characters stream to the midi port, and after a while
>(2 sec.), I used the struct iorec * Iorec(int device) with device == 2
>for the midi port. The structure allowed me to know that the midi buffer
>is 128 bytes long, but the head and tail indexes were wrong (the buffer is
>a circular buffer). I've read somewhere that the buffer is filled with an
>interrupt routine. Do I have to write this routine ? Do I have to initialise
>the ACIA ? (master reset, initialise the command register, allow interrupts)
>If I have to write an interrupt routine, were is located the corresponding
>vector (interrupt from the MIDI ACIA). I have a TOS 2.06 on a STe.

Well, for real speed while teh mouse is moving and such you will need
to rewrite half the OS (all teh keyboard intterrupts). I bet you don't
care about getting a full 32Kbps with GEM on an old 8Mhz system so
you can start playing with the BIOS. Bconin/Bconout kind of stuff. Device
3 is the MIDI port. That MIDI string sending thing is kinda lame because
there is no INPUT counterpart and its INPUT that needs a good block IO
call since its input (a large MIDI dump) that has a danger of overflowing the
buffer and dropping characters.

Use IOREC to install a larger buffer if you like 128 bytes is small.
I'd go for 4K or even the full 31K.

You Might want to run MiNT too. MiNT allows you to redirect the MIDI
input and output (each separately) to different devices, files, or pipes.
That means that you could (theoretically) pipe the MIDI output of band-in
-a-box to your sequencer with the real MIDI in going into band-in-box and
real MIDI out from teh sequencer. Or whatever weirdness you want to do.
I haven't tried large buffered Fread/Fwrite calls on the MIDI ports, but
it IS a standard redirectable handle. In fact, I HAVE used Fwrite on MIDI -
for sending MIDI presets to my RACK.

CYA

387. Re: Moving Windows - AES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 21:43:08 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CJwCBw.IAv@sdf.lonestar.org>
Source record: 34804

In article <CJtuvx.D4E@bbc.co.uk> dwhite@rd.eng.bbc.co.uk (David White) writes:
>Err, help! What's the procedure for moving a window? I can close it and reopen
>it, but that seems a bit cac-handed. Also, how do you copy the window's
>contents to the new position?
>
>D.White.

When you get a WM_MOVED message call wind_set (window_handle, WF_CURRXYWH,
mb[4], mb[5], mb[6], mb[7]); where mb is your AES message buffer.
The AES will move your window for you, including data, but you may get a
REDRAW message if more of your window is exposed than before or something.
So, just continue with your evnt_multi loop after calling wind_set.

388. Falcon Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 22:20:22 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan19.222022.13655@bradford.ac.uk>
Source record: 34861

Note: This article is by Dave Haider not Paul Booth.
Any E-mail for me (Dave) should be headed "To Dave"

This may be of interest to anyone with a Falcon AND a low range Multisync monitor. By low range I mean one which has a horizontal frequency of between 16KHz and approximately 40KHz. See my previous letter on Comp.sys.atari for more details. I am offering a service of modifying a standard VGA adaptor for the Falcon. The modification involves adding a switch to the VGA adaptor which will allow the user to change between VGA and RGB modes without the need to remove the one adaptor and replace another of the other type (VGA or RGB). The modification if very simple and can be done by anyone who is capable of a small amount of soldering. If you want to modify your adaptor yourself I have seen an instruction file on some FTP sites called FALCADAP. This provides the necessary details. I must stress I am not the author that piece of infomation, I am just offering to modify the adaptor for people who do not wish to make the modification themselves.
The service will work as follows: You will post me your VGA monitor adaptor with five pounds sterling (6 pounds outside UK) and I will make the modification, pay for the components and pay return postage out of the money. Within 1 week at the latest (depending on how many people want the modification) will post the modified adaptor back to you. It will now incorporate a switch on the top which, when switched, will change the type of monitor connected. So if you then change resolution or re-boot you computer will be in VGA mode if it was in RGB mode previously or vica versa.

```
/================================================================\
| David Haider \\ If you've got an ST get a FALCON |
| ------------ \\ If you've got a PC get a LIFE |
| E-MAIL VIA: sptaylor@brad.ac.uk \\ If you've got a CONSOLE get a |
| SNAIL MAIL: 29 HORNE St. Bury, // BRAIN |
| Manchester, Lancs. // If you've got a FALCON advance |
| BL9 9BW ENGLAND // to GO and collect 200 pounds. |
|================================================================|
| 0 0 0 OOOOO OOO O OOOO OOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOO O O *** **** *** |
\================================================================/
```

389. Re: Falcon Fact File

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 22:22:55 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan19.222255.14003@bradford.ac.uk>
Source record: 34862

Note: This article is by Dave Haider not Paul Booth.
Any E-mail for me (Dave) should be headed "To Dave"

This letter may be of interest to anyone with a Falcon in EUROPE
(mainly the UK) who is NOT a member of the Falcon Fact File.
The reason for that is because this as an ad. for the Falcon Fact
File. Based in the south of England, and run by a
Non-profitmaking organisation, the Falcon Fact File offers free
membership to anyone in England or Europe. FFF (Falcon Fact File)
offers you the chance to help establish a good user base for your
computer. If you sent a stamp and your name and address to the
address below you will receive a membership form. Once you have
filled that in you should return it to said address with another
stamp and a blank high density disc. In a few days you will then
receive your disc back full of PD and containing Namenet, a
datebase compatible with the Falcon. On the database you will
find all the names of all the other Falcon users who are members
plus the configuration of their machine, the hardware peripherals
they have and what software they use aswell as their address and
telephone number and E-mail address if theyhave one. All Falcon
related companies, some offering special offers to FFF members,
are also included on the database. Therefore if you have any
problems or just want Falcon contacts you are free to ring any
of the members at a reasonable hour for a chat. The Namenet
software allows filtering of members so it will select people
with configurations similar to yourself who are likely to be
able to help. I urge you to join, it is in the best interest of
all of us. If you know other Falcon users please pass this
infomation on to them and urge them to join also.

Falcon Fact File address:

11 Pound Meadow
The Green
Whitchurch
Hampshire
RG28 7LG
ENGLAND
EUROPE

```
/=================================================================\
| David Haider \\ If you've got an ST get a FALCON |
| ------------ \\ If you've got a PC get a LIFE |
| E-MAIL VIA: sptaylor@brad.ac.uk \\ If you've got a CONSOLE get a |
| SNAIL MAIL: 29 HORNE St. Bury, // BRAIN |
```

```
| Manchester, Lancs. // If you've got a FALCON advance |
| BL9 9BW ENGLAND // to GO and collect 200 pounds. |
|=================================================================|
| 0 0 0 OOOOO OOO O OOOO OOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOO O O *** **** *** |
\=================================================================/
```

390. Re: Interphase

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-19 22:25:28 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jan19.222528.14184@bradford.ac.uk>
Source record: 34863

I would like to buy the rescouse editor Interphase from Shift. However the company responsible have gone bust so Hisoft aren't getting it. Anyone want to sell it to me ? Or anyone know where I can buy it? E-mail replies would be appreciated. Thanx,

```
/=====================================================================\
| David Haider \\ If you've got an ST get a FALCON |
| ------------ \\ If you've got a PC get a LIFE |
| E-MAIL VIA: sptaylor@brad.ac.uk \\ If you've got a CONSOLE get a |
| SNAIL MAIL: 29 HORNE St. Bury, // BRAIN |
| Manchester, Lancs. // If you've got a FALCON advance |
| BL9 9BW ENGLAND // to GO and collect 200 pounds. |
|=====================================================================|
| 0 0 0 OOOOO OOO O OOOO OOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOO O O *** **** *** |
\=====================================================================/
```

391. Choosing window to draw in

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 02:11:12 UTC
From: paul@jupiter.ame.Arizona.EDU
Message-ID: <2hkp80$6ti@auggie.CCIT.Arizona.EDU>
Source record: 34867

I've started fooling around with windows using GFA Basic (3.6). When using the window commands (eg, "OPENW"), drawing and text is automatically redirected to the window. But when using AES commands (eg, "wind_create") this is not done, and I can't find it anywere in the manual. Could someone tell me how it's done?

thanks.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

392. 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 02:23:36 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hkpv8$fln@news.dmpe.CSIRO.AU>
Source record: 34883

Just readin through a copy of ST Review (only ST mag on the shelves!) and I noticed a reivew of the Falcon-Wing. It says that 4 and 14.3(16mb) are the only real options as an 8 meg config slows things down due to the Falcon's MMU. Is this a load of bollocks, or is this true - I have 4, would like 8, can't afford 16mb .....

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

393. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 03:15:21 UTC
From: aa719@FreeNet.Carleton.CA
Message-ID: <CJwrpL.E9C@freenet.carleton.ca>
Source record: 34869

In a previous article, umland@i90s6.ira.uka.de (Thomas Umland) says:

>Hello there,
>
>when looking for a memory upgrade for my old 1040STF I noticed that in
>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
>Before looking for a dealer willing to do the 'overseas-shipping' to
>Germany (any recommendations?) I have some questions:
>
> - does anybody use this board? Is it really 'plug and play' or are
> there known problems?
> - does it need special RAM or will standard 80ns SIMMs do?
>
>Thanks a lot
>Thomas
>
>
I have an Atari STFM that I upgraded to 4Mbytes using an Xtra-RAM
deluxe board. It has worked well for me, but it was tricky to install.
The system uses a special plug that shares the MMU socket with the MMU,
and I found that the pins on top of this plug had to be trimmed down, and
covered (insulated on top). These pins were shorting out against the
shield under the keyboard. There are many different layouts of the STFs,
so not everyone will have the same problems that I found.
The kit is described as being 'solderless', and includes 4 wires
with clips on each end for connecting the memory board. I found it best
to actually solder jumper wires in, rather than use these clippy cables.
For a normal 8 MHz 1040ST machine, 80 ns DRAM SIMMS would be more
than adequate.
I do not know of any companies that ship the memory board to Germany
(have you contacted Marpet directly?).

Hope I helped,
Dave

--

394. WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 09:18:20 UTC
From: zdv145@zam067.zam.kfa-juelich.de
Message-ID: <1994Jan20.101820@zam067.zam.kfa-juelich.de>
Source record: 34870

Hello

I bought the modem for DATEX J from german TELECOMM for my ST (TOS 2.06).
Even if I want to use it mainly for DATEX J, I've tried to use the fax-option.

The modem is from "CREATIX" and accepts Haeyes and V.25bis.

I've tried HACKFAX 1.1, but it only responded: "Modem problems?".
I know the modem is not a Zyxel. Maybe the problem is, that 19200 Baud are
not available (max. 14400)

COMA150 dialed and connected, but the modem hung up, when getting parameters.
The last command in the modem-log was : "AT+FET=2"

Another point on COMA is, that I actually don't know, if I'm really willing to
spend 100,-- DM for FAX.

Does anyone have a solution or at least more information?

Regards

Helmut

()===()
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// / / / / / / / / /_/ / / / / / / / / / _/ //||
// ___ / ___ / ___ / / / / / __ / / ___ / ___/ __/ // ||
// / / / / / / / / / / / / / / / / / / _/ // ||
// _/ _/_/___/_____/_/ _/_____/_/ _/_/ _/_____/_/ _/_____/_/ _/ //===()
()===() //
|| Dr.-Ing. Helmut Schumacher (Hel.Schumacher@KFA-Juelich.De) || //
|| Forschungszentrum (KFA) Juelich || //
|| Zentralinstitut fuer Angewandte Mathematik (ZAM) ||//
|| 52428 Juelich Tel.: (+49)2461/61-2482; Fax: (+49)2461/61-6656 ||/
()===()

395. Conner Hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 11:02:46 UTC
From: xa383@city.ac.uk
Message-ID: <xa383.759063766@Euston>
Source record: 34871

I have been tryting to get a conner CFA 340S hard drive to work with
a Falcon that has no internal IDE drive. Sometimes the drive works ok
but 90% of the time, the falcon sends a message to the drive, the drive
locks up and doesnt start working again until I reset the computer.
The drive locks up after the second disk drive access after the fuji
symbol appears.

Has anyone goty any idea what could be goung wrong.

The falcon tos is 4.01.

Yours

Graeme Mathieson.

396. GFA Basic text display

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 11:32:35 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan20.113235.10422@dct.ac.uk>
Source record: 34874

I am writing a program to display ASCII text files. The can scroll the text backwards and forwards so the display should be fast. Does anyone know how to write text directly to the screen without going through the normal GEM routines. Is there any output routine faster than ATEXT?

Simon Wilkinson

397. Re: Compendium Errata

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 11:35:30 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Jan20.113530.10035@unix.brighton.ac.uk>
Source record: 34873

sbrown@cee.hw.ac.uk (Stuart Brown) writes:
> Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
> : Can somebody please Email be a copy...Thanks...
>
> : Stuart Denman
>
> Email me a copy too, somebody. Thanks in advance.
>
> Stuart Brown.
> 3rd Year, BSc In Computer Science,
> Heriot-Watt University,
> Edinburgh,
> Scotland.

>
See Aeo (Atari Explorer Online) no.22 Volume 2 (I think).
Available at a.a.u.e.

Paul
--

pf21@unix.bton.ac.uk

398. MSTE 2MB -> 4MB ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 11:39:30 UTC
From: DAUENSTEINER@rlirnw1.ngate.uni-regensburg.de
Message-ID: <DAUENSTEINER.15.759065970@rlirnw1.ngate.uni-regensburg.de>
Source record: 34872

Hi

To run MiNT and GNU-stuff I need more RAM but what simms do I need??
I know that you have to get the right type or they won't work. And when I#Ve got new simms where do I put them? I understand that the RAM I have now is under the HD but where exactly and how do I handle the RAM that#s already inside.

Deperately waiting for help (please mail)

Alex

Best regards,
Alex

Best regards,
Alex

399. Re: MIDI programming (S.Eker)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 12:41:10 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2hlu56$t9f@bambam.cs.city.ac.uk>
Source record: 34875

In article <2hj12q$eg@disuns2.epfl.ch>, berrah@litsun.epfl.ch (Karim Berrah) writes:
|>
|> This is a reply to Steven Eker. I couldnt' answer him by mail
|> (unknown address ?!?)
==========

Try steve@cs.city.ac.uk

|>
|> For example, after having sent 20 bytes, with a 128 bytes long buffer,
|> the tail == 127 (ibuftl field) and the head == 0 (ibufhd field). Don't
|> you think that some something is wrong somewhere ?
|>

Yes, I not sure what though.

|> Can you, please, indicate me which procedures to use (I'm a beginner with atari,
|> and there are so many procedures ...) ?

See hjv@phil.ruu.nl (Hendrik Jan Veenstra)'s article.

|>
|> Do you mean that it would be better to disable interrupts and use an active
|> waiting procedure ?
|>
|> |> Incidently I've heard that '386 PCs under Windows 3.1 and certain Apple
|> |> Powerbooks can also drop MIDI bytes at high data rates even though these
|> |> machines have better hardware buffering on their MIDI ports and faster
|> |> processors.
|>
|> Hah ! Interesting. In fact, I want to use the MIDI port at 500Kbaud (i-e clock/1)
|> But I see it's quit not possible. Is it possible to disable the MPF interrupts
|> without disturbing too much the system ? I just need to make HDisk accesses
|> by a remote host (C64, yes don't laugh ...) via the MIDI port.
|>

The main culprit is the IKBD. Unfortunately it shares the same vector as MIDI
and there is an additional problem in that the MPF chip is edge triggered while
ACIAs provide level triggering. You can however tell the IKBD to shut up by
sending it an appropriate message. This almost completely fixes the problem
but means you lose the keyboard/mouse/joystick. Still this trick is used on
some budget commercial MIDI software.

The other culprit is timer C. The 200Hz timer routine is fine, but once every 4
interupts the 50Hz house keeping routine is called. With some versions of
TOS this is just long enough to cause overruns on the MIDI ACIA. However
these occur very rarely so you can probably ignore them.

Disabling the housekeeping for any length of time is unwise.

If you want to do networking via MIDI I suggest to stick to the BIOS calls and either disable the IKBD while receiving or implement you own error checking/retransmit protocol or both. Messing with the interrupts is a tricky business.

Steven

400. Re: Choosing window to draw in

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 15:46:33 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2hm90p$182@cismsun.univ-lyon1.fr>
Source record: 34876

In article <2hkp80$6ti@auggie.ccit.arizona.edu> paul@jupiter.ame.Arizona.EDU writes:
>I've started fooling around with windows using GFA Basic (3.6). When using
>the window commands (eg, "OPENW"), drawing and text is automatically redirected
>to the window. But when using AES commands (eg, "wind_create") this is not
>done, and I can't find it anywere in the manual. Could someone tell me how
>it's done?
>
>thanks.

Long job! (to explain)...
Download the Progem articles on a.a.u.e. It's all explained...

401. GDOS Fonts for Screen and Printer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 17:47:30 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <2hmg3i$b4h@elna.ethz.ch>
Source record: 34877

Hi

I am looking for corresponding GDOS Fonts for my monochrome Monitor and
my NEC P6plus connected on my MegaST4. As I am shure that there is someone
out there having the same configurationm, who has already installed GDOS
I thought of posting this question on the net.

Who can help me finding some corresponding Fonts??

Every information is helpful

Please e-Mail me because I don't have the time to read this group very often.
My e-Mail address: frog@stud.ee.ethz.ch

Thanks in advance
Martin

e-Mail: frog@stud.ee.ethz.ch
or martinh@ifr.ethz.ch

402. Re: Asshole Biblical Poster

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 18:15:35 UTC
From: healy@nosc.mil
Message-ID: <1994Jan20.181535.14677@nosc.mil>
Source record: 34878

In article <CJuKt3.3vp@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>Anyone not of the Judo-Christian Relions, such as myself, would be
>incredibly offended at his post, as I have been, and now I've seen it
>five or six times.

And I thought the only religious fanatics intruding on our
newgroups were AMIGOIDS! :-)

Mike Healy

healy@nosc.mil

403. Re: GFA Basic text display

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 19:55:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJy201.9Gn@cix.compulink.co.uk>
Source record: 34880

In message <1994Jan20.113235.10422@dct.ac.uk>, mcssesw@dct.ac.uk said:
>
>I am writing a program to display ASCII text files. The can scroll the text
>backwards and forwards so the display should be fast. Does anyone know how
>to write text directly to the screen without going through the normal GEM
>routines. Is there any output routine faster than ATEXT?
>
>Simon Wilkinson
>

If you want your program to work on all machines, you should use the VDI.
Alternatively, you can use LineA which is faster, but will not work with
most gfx cards. If you write directly to the screen then your program will
only work at 640*400 res or whatever you decide.

Contrary to popular wisdom, the VDI is very fast if you have Warp9 or NVDI
installed.

Ofir ogal@cix.compulink.co.uk

404. Re: Choosing window to draw in

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 21:35:31 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2hmtf3INN9oc@rs1.rrz.Uni-Koeln.DE>
Source record: 34879

In <2hkp80$6ti@auggie.CCIT.Arizona.EDU> paul@jupiter.ame.Arizona.EDU (Paul Harris) writes:

>I've started fooling around with windows using GFA Basic (3.6). When using
>the window commands (eg, "OPENW"), drawing and text is automatically redirected
>to the window. But when using AES commands (eg, "wind_create") this is not
>done, and I can't find it anywere in the manual. Could someone tell me how
>it's done?

It can't be done. You have to obtain the origin, width and height
of the window and adjust your coordinates accordingly.
Unfortunately, to be able to do so you have to refrain from *any*
OPENW call, as these modify GFA's internal coordinate origin, as
you have noticed. Don't even use OPENW 0 when displaying a menu,
although this is recommended in the manual -- if you stick to
using windows and only plotting graphics to them, your menu bar
won't get messed up by any graphics output.
When redrawing a window, the correct way to do this is (at least,
this is how I do it -- correct me if I'm wrong):

```
WIND_GET(0,4,dw_x&,dw_y&,dw_w&,dw_h&) ! get background window info
...
'actual redraw code:
WIND_GET(wh&,4,x0&,y0&,w0&,h0&) ! get window workspace
WIND_UPDATE(1) ! freeze screen and rectangle list
WIND_GET(wh&,11,x&,y&,w&,h&) ! get first rectangle
WHILE (w&>0 OR h&>0)
IF RC_INTERSECT(dw_x&,dw_y&,dw_w&,dw_h&,x&,y&,w&,h&)
IF RC_INTERSECT(x0&,y0&,w0&,h0&,x&,y&,w&,h&)
@vs_clip(x&,y&,PRED(ADD(x&,w&)),PRED(ADD(y&,h&)))
FOR i&=1 TO PRED(w0&)
LINE x0&+PRED(i&),y0&+@somefunc(PRED(I&)),x0&+i&,y0&+@somefunc(i&)
NEXT i&
POLYLINE 10,x&(),y&() OFFSET x0&,y0&
TEXT x0&+10,y0&+20,"I am a test window"
ENDIF
ENDIF
WIND_GET(wh&,12,x&,y&,w&,h&) ! get next rectangle
WEND
WIND_UPDATE(0)
'
PROCEDURE vs_clip(x1&,y1&,x2&,y2&)
INTIN(0)=1
PTSIN(0)=x1&
PTSIN(1)=y1&
PTSIN(2)=x2&
```

```
PTSIN(3)=y2&
VDISYS 129,1,2
RETURN
```

This is for redrawing the window with handle wh& entirely. If you process a redraw event, you only need to redraw the rectangle specified by the last four elements of the AES message buffer, and you don't have to walk through the rectangle list. Beware, though, the rectangle specified in the message buffer includes the border decorations, so you still have to RC_INTERSECT() against the window workspace.

I hope you can use this info. Feel free to email me if you have more questions.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

405. Making an audio studio based around a falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-20 22:14:09 UTC
From: oyakea@rebecca.its.rpi.edu
Message-ID: <2hmvnh$cg7@usenet.rpi.edu>
Source record: 34881

Hello friends, I have thge following equipment:

Falcon030 4/80
Gemini Mixer & Two Techniqs 1200 turn tables
Stereo <Denon Component CD-Tape_FM>
Yamaha SY 77
Casio ct 630 Midi
External Reverb

What software can I ftp to turn this equipment into a
workable audio studio ? Please help me I seek your aid desperately.

Amalaye Oyake.

aoyake@inst-sun1.jpl.nasa.gov /* use this one or */
falcon@eggcream.jpl.nasa.gov /* this one only */

406. Re: GFA Basic text display

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 01:14:01 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CJyGrE.M4z@cix.compulink.co.uk>
Source record: 34882

In message <1994Jan20.113235.10422@dct.ac.uk>, mcssesw@dct.ac.uk wrote:
>I am writing a program to display ASCII text files. The can scroll the text
>backwards and forwards so the display should be fast. Does anyone know how
>to write text directly to the screen without going through the normal GEM
>routines. Is there any output routine faster than ATEXT?

PLEASE, DO NOT DO EITHER OF THE ABOVE!

i.e. *don't* use Line-A, and *don't* write directly to screen RAM. These are two of the easiest ways to guarantee that your code will not work on anything but the machine-type you wrote it on. Please, use VDI text and a screen accelerator instead. Unless, of course, the program is for your own use only, in which case go right ahead and write to the screen - the address is returned by the physbase() XBIOS call.

Andre
--
Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

407. Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 02:56:39 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <2hng97$77e@harbinger.cc.monash.edu.au>
Source record: 34884

System;

Mega ST4, ICD AdSpeed, Quantum LPS52S, Version 6.0.2 software.
Cache size is set to 60k and write verify is on. TOS 1.02.
Partitions are F: 16Meg, E: 16Meg, D: 16Meg C: 4Meg

Question:

Copying files from one partition to another, file size 50K~,
from F: to E: takes about 4-6 seconds.
I think that this seems way too slow, I cannot work out what
the problem could be.
Moving files takes even longer, at times up to 10 secs for the
same size file.

Any suggestions would be most appreciated.

---
* Nino Benci. Chief Technical Officer. *
* Department of Physics, Monash University, Clayton Campus. *
* Wellington Rd, CLAYTON, VICTORIA, AUSTRALIA, 3168 *
* Tel (61) (3) 905 3649. Fax (61) (3) 905 3637 *
* email: rdt154k@monu6.cc.monash.edu.au *
---

408. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 04:35:51 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <PS9KBQ0V@math.fu-berlin.de>
Source record: 34885

In article <2hdf7sINNjfb@iraun1.ira.uka.de>, umland@i90s6.ira.uka.de (Thomas Umland) writes:
>when looking for a memory upgrade for my old 1040STF I noticed that in
>the UK there is a board available called 'Marpet Xtra-RAM Deluxe'.
>Before looking for a dealer willing to do the 'overseas-shipping' to
>Germany (any recommendations?) I have some questions:
>
> - does anybody use this board? Is it really 'plug and play' or are
> there known problems?
> - does it need special RAM or will standard 80ns SIMMs do?

I tried to put one in my 520ST (no f, no m <g>). I never could quite get it to work properly. The manual however makes no mention of the original 520ST, it assumes a minimum of a 520STf. I finally swapped the XTRA Ram Deluxe for a plain old XTRA Ram, and I now have a 1 Meg 520ST, that will soon be upgraded to 2.5 Meg. I've had no problems since.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

409. Re: Thermal problem with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 04:52:44 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <6S9KBOMW@math.fu-berlin.de>
Source record: 34886

In article <1994Jan17.131555.9664@ericsson.se>, qhsjoot@aom.ericsson.se (Jonas Otter EHS/SDX 81315 3791 (tom -> 940131 ansv. EHS/SDX T) writes:

>I have the following problem with my 1040ST (floppy only): When switched on it
>runs fine for perhaps 15-30 minutes, then when changing floppy it will die
>with 2 or 4 bombs and immediately reboot, bomb again, reboot etc.
...
>When it starts acting this way, I turn it off and leave it to cool. If I then
>try restarting when it has cooled a bit, it will run for a while, but not as
>long as if it had been turned off all night.
...
>Some time ago I upgraded to TOS 1.4 ...

Well, this may NOT be the problem, but some of the early machines had a problem of the TOS chips "walking" out of their sockets. I have an original model 520ST at home, and I have had this problem. When I have it, the results are basically what you described above. The problem usually manifests itself when I move the computer. The solution in the early machines was to reseat the ROMs. Since you added your own sockets, I would go over the solder connections first as you suggested. If all looks good there, firmly press each of the chips into its socket. You'll probably find one that will "pop" as it reseats in the socket. If this is your problem, you may have to do it several times before your computer will work flawlessly, but the occurences of this problem should space out eventually to infinity! (until you move the computer again! <g>)

This "walking" problem is related to heat as you guessed. The chips get warm when power is applied (this is normal), and they expand. When they cool, the shrink back to normal size. This process causes the chips to ease themselves out of the socket unless they are firmly seated.

Sorry to get so long winded <g>. I hope this fixes your problem.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

410. Wanted MegaSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 05:10:50 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CJyrq3.D10@freenet.carleton.ca>
Source record: 34888

Title sais it all I will pay up to $350 depending on the configuration

Please email me with what you have thanks!

PS. Just looking for the MegaSTE, I dont need a monitor

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

411. Re: Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 05:13:06 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <QT9KBE3W@math.fu-berlin.de>
Source record: 34887

In article <2hng97$77e@harbinger.cc.monash.edu.au>, rdt154k@monu6.cc.monash.edu.au (Mr N Benci) writes:
>TOS 1.02.

This sounds like the cause of your speed problem. It is my understanding that TOS 1.00 and 1.02 were notoriously slow with hard drive access. You can upgrade to 1.04 (and get some added features as well as better speed), or you can use some patch programs. FATSPEED is supposed to do the most good for hd access on older TOS's from what I hear. I will find out soon as I am getting a hard drive for one of my TOS 1.00 machines.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

412. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 07:38:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJyyKq.5Jq@cix.compulink.co.uk>
Source record: 34791

In message <2hkpv8$fln@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au said:
>
>Just readin through a copy of ST Review (only ST mag on the shelves!) and I
>noticed a reivew of the Falcon-Wing. It says that 4 and 14.3(16mb) are the
>only real options as an 8 meg config slows things down due to the Falcon's MMU.
>Is this a load of bollocks, or is this true - I have 4, would like 8, can't
>afford 16mb .....

Hi,

I wrote this article. The board has been tested with 4*2MB SIMMS and
according to the distributor was found to be too slow among other
unspecified problems.

So far I have not seen any products that can take 8MB, except possibly to
the Eagle Sonic which adds Alternative RAM. This product is very
dissapointing anyway. I will be happy to hear that 8MB is possible, but so
far, everyone I ask say it's not.

Ofir ogal@cix.compulink.co.uk

413. Re: Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 07:38:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CJyyKs.5KB@cix.compulink.co.uk>
Source record: 34792

In message <2hng97$77e@harbinger.cc.monash.edu.au>, rdt154k@monu6.cc.monash.edu.au said:
>System;
>
>Mega ST4, ICD AdSpeed, Quantum LPS52S, Version 6.0.2 software.
>Cache size is set to 60k and write verify is on. TOS 1.02.
>Partitions are F: 16Meg, E: 16Meg, D: 16Meg C: 4Meg
>
>Question:
>
>Copying files from one partition to another, file size 50K~,
>from F: to E: takes about 4-6 seconds.
>I think that this seems way too slow, I cannot work out what
>the problem could be.
>Moving files takes even longer, at times up to 10 secs for the
>same size file.
>
>Any suggestions would be most appreciated.

Try FATSPEED.PRG. It is PD or Freeware and available from most ftp sites.
Better still, upgrade your TOS version which is at the root of the problem.

Ofir ogal@cix.compulink.co.uk

414. 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 07:48:00 UTC
From: rickard_troedsson@troed.ct.se
Message-ID: <2d3f88c4@troed.ct.se>
Source record: 34797

In a message of 20 Jan 94 03:23:36, Karl Meyland wrote:

KM> Just readin through a copy of ST Review (only ST mag on the shelves!) and
KM> I
KM> noticed a reivew of the Falcon-Wing. It says that 4 and 14.3(16mb) are
KM> the
KM> only real options as an 8 meg config slows things down due to the Falcon's
KM> MMU.
KM> Is this a load of bollocks, or is this true - I have 4, would like 8,
KM> can't
KM> afford 16mb .....

Well, THEIR board will be slow at 8Mb .... but you can do boards that WON'T be
any slower than normal ... :-) ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

415. Re: Making an audio studio based around a falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 09:52:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJz4rI.E9M@barclays.co.uk>
Source record: 34889

```
In article <2hmvnh$cg7@usenet.rpi.edu>, oyakea@rebecca.its.rpi.edu (Amalaye Oyake) writes:
|>
|> Hello friends, I have thge following equipment:
|>
|> Falcon030 4/80
|> Gemini Mixer & Two Techniqs 1200 turn tables
|> Stereo <Denon Component CD-Tape_FM>
|> Yamaha SY 77
|> Casio ct 630 Midi
|> External Reverb
|>
There is a hell of a lot ST PD MIDI software about. can you be more specific as
to your needs ie do you want sequencers/patch editors etc.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
| |Laserdisc & Pro-Logic - The only way to watch movies at home|
| |Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

416. Re: Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 10:25:32 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.759147932@acp5>
Source record: 34890

rdt154k@monu6.cc.monash.edu.au (Mr N Benci) writes:

> Mega ST4, ICD AdSpeed, Quantum LPS52S, Version 6.0.2 software.
> Cache size is set to 60k and write verify is on. TOS 1.02.
> Partitions are F: 16Meg, E: 16Meg, D: 16Meg C: 4Meg

> Copying files from one partition to another, file size 50K~,
> from F: to E: takes about 4-6 seconds.

You should use TOS >= 1.04 when working with harddisks. TOS 1.00 and 1.02
are much slower.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

417. Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 14:57:42 UTC
From: fox@vulcan.nrlssc.navy.mil
Message-ID: <2hoqh6$e91@vulcan.nrlssc.navy.mil>
Source record: 34796

A couple I know run their landscaping and construction business on a Mega ST I sold them a couple of years ago. Recently, they had it upgraded to 4 MB and things worked fine. Several months later, they inherited a Spectre GCR cartridge from another friend whose ST died. Almost immediately, they had problems booting which have gotten progressively worse. The fan in the Mega would turn off and on, the little power-on light in the keyboard would be dim and would flicker. I disconnected all the external disk drives and GCR but the same symptoms persisted. We opened it up and poked around, but nothing was loose. We plugged it in while the case was open and naturally it booted fine. Repeatedly. So we put the case back on and of course it failed again. But not all the time. Now it boots fine about 2/3 of the time. It hasn't failed while running yet (as it did before after being on a few hours).

We called Toad and they suggested the power supply as a likely candidate. The machine is probably at least 5 years old now and has seen almost continuous use for the last year. They use it off and on during the day, so tend to just leave it on (with warp9 screensaver of course). I know leaving systems on is supposed to be generally better for most parts - is the powersupply one of those that dies faster when you leave it on?

Has anyone else seen these symptoms? Did it turn out to be the power supply?

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

418. Re: Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 15:39:30 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2hot03$al2@ornews.intel.com>
Source record: 34793

Re Quantum hard disk:

It is very possible you have some fragmentation on your disk. This can slow down read and write access significantly. You might try obtaining a demo copy of Diamond Edge from Oregon Research. For no cost, you can at least determine what level of fragmentation you have on your disk, then determine if it's reasonable to purchase the software.

Moving and copying files wreaks havoc with the hard disks. I have lots of fragmentation on my ST157N but haven't taken the plunge to buying Diamond Edge.

419. Re: Slow Quantum LPS50 SCSI hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 15:48:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1597@usdtsg.DaytonOH.NCR.COM>
Source record: 34795

In article <seimet.759147932@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>
>You should use TOS >= 1.04 when working with harddisks. TOS 1.00 and 1.02
>are much slower.

Or at least use FATSPEED - the increase in access speed for TOS 1.0
(and I guess 1.2) is tremendous...

Rob

420. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 17:08:54 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan21.170854.16117@t.hfb.se>
Source record: 34794

In article 5Jq@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2hkpv8$fln@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au said:
>
>Hi,
>
>I wrote this article. The board has been tested with 4*2MB SIMMS and
>according to the distributor was found to be too slow among other
>unspecified problems.
>
>So far I have not seen any products that can take 8MB, except possibly to
>the Eagle Sonic which adds Alternative RAM. This product is very
>dissapointing anyway. I will be happy to hear that 8MB is possible, but so
>far, everyone I ask say it's not.
>

I have some question about this board.... If you don't mind?!

Do the falcon have 32-bit memory accsess??
and
IF so, do the Wing have 32-bit SIMMS on it or just 16-bit???

>Ofir ogal@cix.compulink.co.uk
>

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

421. Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 19:36:56 UTC
From: black@hacktic.nl
Message-ID: <2hpat6INN207@xs4all.hacktic.nl>
Source record: 34800

Greetings, I bought a MEGA 4 STE a while back which has an ICD AdSCSI adapter. The problem is that since the SCSI port isn't terminated, the ICD software to manage the HD won't work mostly since it says I need an ICD host adapter [caused by tthe SCSI not being terminated]. Can anyone either tell me if there is a way to get around this or mail me a diagram of a SCSI terminator that fits on the standard HD port. [This is the problem since I can buy a regular SCSI terminator but that won't fit the HD connector on the ST].

Thankx
&
Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

--

Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

422. PSPice for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-21 21:59:21 UTC
From: an64937@anon.penet.fi
Message-ID: <220514Z21011994@anon.penet.fi>
Source record: 34798

I have heard recently that PSpice is available for the ST,
and wondered if anyone knows where it is available. I use it on PC's
at University, and it would be nice to be able to use it on my own ST.

It is PD on the PC, so I therefore think I am not suggesting piracy with
this news article.

Could anyone with any info either email me, or post the group.

John Beranek
Computer Systems Engineer
University of Kent
(jpb3@ukc.ac.uk)

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

423. Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 00:36:37 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CK09p2.AKt@usenet.ucs.indiana.edu>
Source record: 34799
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is anybody out there developing GEM/TOS applications in C on a
non-atari unix box with GCC/G++? I'd like to write some C programs
for my ST, but since I don't have a hard drive, a compiler, and only
1meg of memory I'm sort of limited that way. on the other hand, there
are several nice and fast unix machines here on campus.

thanks.. and any recommendations for a good book on GEM/TOS
programming would be helpful, too. I have the atari compendium btw.

david

424. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 03:43:05 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2hq7c9$18f@cxc1.cl.msu.edu>
Source record: 34801

>Greetings, I bought a MEGA 4 STE a while back which has an ICD AdSCSI
>adapter. The problem is that since the SCSI port isn't terminated, the ICD
>software to manage the HD won't work mostly since it says I need an ICD
>host adapter [caused by tthe SCSI not being terminated]. Can anyone either
>tell me if there is a way to get around this or mail me a diagram of a
>SCSI terminator that fits on the standard HD port. [This is the problem
>since I can buy a regular SCSI terminator but that won't fit the HD
>connector on the ST].

You've got bigger problems than a termination pack is gonna fix...
If the ICD host software is telling you that it needs an ICD host
adapter, then it's not SEEING the host adapter you have, meaning that
it may be dead.
--
=-=-=-

425. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 03:52:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK0IrA.H5J@cix.compulink.co.uk>
Source record: 34802

In message <1994Jan21.170854.16117@t.hfb.se>, d93rkr@t.hfb.se said:
>
>I have some question about this board.... If you don't mind?!
>
>Do the falcon have 32-bit memory accsess??
>and
>IF so, do the Wing have 32-bit SIMMS on it or just 16-bit???

I don't have acces to the docs atm. You could email
ssolutions@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

426. Looking for base address for IDE registers in Falcon &c.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 11:41:49 UTC
From: miff@apanix.apana.org.au
Message-ID: <2hr3dt$plh@olivaw.apanix.apana.org.au>
Source record: 34833

Greetings people!

Having installed a number of the truly excellent Hard & Soft AT-bus/Tos adapter boards in ST's, I am being pressed by several people to design & manufacture a similar device for the STe. (The H&S board fits over the CPU 8( )

Given that the STs is able to take 2.06 directly, there is really only a need to decode the drive's address space, which leads me to a certain problem... I have no idea where the registers are supposed to be - I have checked the Compendium, the falcon developer's notes, and various other sources to no avail. I have not had the opportunity to sit at one of the machines I have upgraded with a logic probe and a memory-seeking tool, and may not be able to for some time, and so I am seeking information from those who should know (of whom several read this group regularly).

I seek no more than the base address for the registers, unless you have other information to impart 8)

If I am successful, I will happily release circuits, board layouts and PAL equations to the net to enable others to duplicate my work.

regards,

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

427. FLASH II BETA TESTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 11:55:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hr483$s42@golem.wcc.govt.nz>
Source record: 34810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some time back a chap reported to me that he was a Beta tester
for Flash II..

Please can you E-Mail me as I have a Zmodem error to report....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

428. Re: Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 12:39:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2hr6pn$t28@golem.wcc.govt.nz>
Source record: 34811

Hi ceck for dry solder joints on the back of the PCB, but the main thing is to replace all the elec caps...

They dry out with use...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

429. Re: NOVA Cards...was Mr.Biblical

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 12:59:52 UTC
From: Lexicor@world.std.com
Message-ID: <CK183u.99E@world.std.com>
Source record: 34808

In article <CJuKt3.3vp@sdf.lonestar.org>,

>Anyone know the price/s of the Nova card/s ?? I'm insterested in what the
>Nova has to offer for my STE.
>

The price for Lex. Users is 489 U$D and with a special adaptor you should be
able to run it even on a 1040 STE and get upto 24bit Graphics.

If you like to have more detailed info, feel free to email me ;)

Cheers

Yat

>Thanks
>Evan Langlois
>
>
>
>

430. Re: Interphase

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 13:03:14 UTC
From: Lexicor@world.std.com
Message-ID: <CK189E.9MC@world.std.com>
Source record: 34809

You mean the resource editor Interface? Version 2.0, I think that product is being sold via some German Distributors, maybe you should ask in maus

Cheers

Yat

431. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 15:10:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.vhiDmjw89Jw@semprini.waterloo-rdp.on.ca>
Source record: 34815

In <CJt42F.Jtz@world.std.com>, LEXICOR SOFTWARE CORPORATION writes:
> Thank you for this post....please place this in the appropriate group
> next time as I don't think it has a lot to do with computers and atari
> in general.

Sure it does! I means I was _right_! Atari won't release a new computer by Jan.1/95 (due to the impending doom we all face), so Stephen Jacobs owes me a video game! :-D

Stephen, I'll take "Raiden" for the Jaguar... it'll give me an excuse to buy a Jag.

There were much better followups to that stupid massive cross-post in some of the Sun newsgroups.... ;)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

432. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 15:15:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TPIfPFem5zM@semprini.waterloo-rdp.on.ca>
Source record: 34816

In <1994Jan17.002358.26070@inca.comlab.ox.ac.uk>, Karl S Wilkinson writes:
> I've installed tcsh 6.03 using 'INIT=' under MiNT 1.04, and it mostly works.
> However, arrow key presses have no apparent effect.
> Does anyone know how to give them their usual function? They worked
> immediately when I installed tcsh on a Unix machine.

This drove me batty for a while, then I stuck this block of stuff in my
mint.cnf before "INIT=u:\bin\tcsh.ttp -l":

```
## Set the keybindings properly... non of these ANSI keycodes for me!
echo Fixing keybindings...
exec g:\mint\bin\xkey.ttp left ^b
exec g:\mint\bin\xkey.ttp LEFT ^a
exec g:\mint\bin\xkey.ttp right ^f
exec g:\mint\bin\xkey.ttp RIGHT ^e
exec g:\mint\bin\xkey.ttp up ^p
exec g:\mint\bin\xkey.ttp UP ^[<
exec g:\mint\bin\xkey.ttp down ^n
exec g:\mint\bin\xkey.ttp DOWN ^[>
```

I'm not sure why or when MiNT started messing my keys up to use ANSI
keycodes... confused the hell outta uEMACS, too.

Now, the only question remaining is... where did I get xkey.ttp?
Unfortunately, I don't remember. It'll be in one of the utility
archives on atari.archive.umich.edu:~/atari/Mint...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

433. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 15:37:01 UTC
From: ETAT@delphi.com
Message-ID: <940122.38221.ETAT@delphi.com>
Source record: 34751

<Robert.Anisko@daytonoh.ncr.com> writes:

> It was nice of him to think that Atari users should be saved. So does this
>mean that non-Atari users won't go to Heaven (or Nirvana, or wherever
>you're personal beliefs strive towards)? ;-)
>
> Rob

You have to admit, this certainly would solve the flow control problem
that has always plagued Atari. I wonder if Sam T. is aware of it?
Oh well, to each his own....personally the message did not offend me.
Earl

434. Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 16:20:00 UTC
From: UJA5@ibm3090.rz.uni-karlsruhe.de
Message-ID: <19940122162018UJA5@ibm3090.rz.uni-karlsruhe.de>
Source record: 34812

HI,
AT THE MOMENT I THINK ABOUT BUYING EITHER AN 486PC OR A FALCON030.
SO KNOW SOMEBODY ANYTHING ABOUT BUGS OR PROBLEMS WITH THE FALCON
AND HOW IS THE ACCEPTANCE AT THE MARKET?
THANKS A LOT , TOBIAS
PS:SORRY FOR MY BAD ENGLISH, I THINK I SHOULD TRY IT MORE OFTEN.

435. Internal/External TT SCSI port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 16:45:54 UTC
From: avg@cwi.nl
Message-ID: <CK1IKI.25K@cwi.nl>
Source record: 34813

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>Is it possible to connect two (or more) SCSI hard disks serially to the
>>internal SCSI port of the TT? That is: just using a cable running from
>>the
>>mother board to and via disk 1 on to disk 2.

>Yes, you can. You'll have to plug terminators into the TT board when you
>have no externally connected drives. The last device on the internal chain
>must have terminators, too.

Since we are talking about terminators: I posted a question months ago
but no-one replied. I've got an internal SCSI drive and an external one.
The external drive's got terminals (powered by the external unit). When
I connect it to my TT, writes to the internal drive occasionally fail.
This has, among other things, resulted in the loss of an entire partition.
So I disconnected my drive, but I think that's a terrible waste for a fast
105 meg unit. Can someone tell me exactly what I should do on the inside
of the TT to get this working?

(BTW. I never had a look on what it looks like on the internal side,
but I was told that at such close distance terminators don't matter.
Obviously if there is a terminator both on the TT and my internal drive,
I would have three of them which could never be right.)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

436. Re: Interphase

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 17:37:38 UTC
From: walra@moacs11
Message-ID: <tfqcelfe0lk@moacs11>
Source record: 34814
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CK189E.9MC@world.std.com>, Lexicor Software Corporation wrote:

> You mean the resource editor Interface? Version 2.0, I think that product
> is being sold via some German Distributors, maybe you should ask in maus

SHIFT GmbH
Kompagniestrasse 13
D-2390 Flensburg

tel +49 461 22828
fax +49 461 17050

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

437. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 18:37:10 UTC
From: vij@vnet.ibm.com
Message-ID: <2hrrom$12kh@tornews.torolab.ibm.com>
Source record: 34778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my
hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

438. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 19:25:48 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Jan22.192548.6560@t.hfb.se>
Source record: 34817

In article 19940122162018UJA5@ibm3090.rz.uni-karlsruhe.de,
UJA5@ibm3090.rz.uni-karlsruhe.de () writes:
>HI,
>AT THE MOMENT I THINK ABOUT BUYING EITHER AN 486PC OR A FALCON030.
>SO KNOW SOMEBODY ANYTHING ABOUT BUGS OR PROBLEMS WITH THE FALCON
>AND HOW IS THE ACCEPTANCE AT THE MARKET?
>THANKS A LOT , TOBIAS
>PS:SORRY FOR MY BAD ENGLISH, I THINK I SHOULD TRY IT MORE OFTEN.

Hmmm... Think of it this way: How much will it cost to get a 486PC with the same
thing as in a FALCON....

16-bit stereo sound IN and OUT, DSP, SCSI-2, IDE, LAN, MIDI, Truecolor graphics.....
And so on...

Bugs and problems are to be found on any computer!!!!

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
_/ _/ _/ _/ _/ _/ _/ _/ F-030

439. UK ST Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 19:55:26 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759349814.3@mettav.royle>
Source record: 34831

[Although strictly speaking commercial advertisements aren't allowed
on]
[UseNet I thought I'd post this as it may be of interest to readers...
]

ST APPLICATIONS is a monthly magazine consisting of 60 well-produced
A4
pages which is normally obtained through subscription. Each issue
costs
2.50 UK pounds or 24 UK pounds a year (2 UK pounds each).

The editor is Paul Glover who runs the ST Club, one of the biggest
ST
PD libraries in the UK and well experienced in publishing software
and
books.

ST APPLICATIONS is the ONLY serious, well written magazine for the
Atari
range of computers in this country and well worth the money. All
writers
are freelance and Atari computer owners of some years experience. The
ST,
STE, TT and Falcon are all catered for.

Further details, a sample copy for 2.50 UK pounds and subscription can
be
obtained from:

The ST Club
7 Musters Road
West Bridgford
Nottingham NG2 7PP
England
Tel: +44-602-455250
Fax: +44-602-455305

ST Applications can be bought from Toad Computers in the US who will
take
subscriptions, from Paragon Computers in Australia and ABC in Oslo.

The ST Club also has a distribution agency which has a Canada
office:

Worldwide Magazines
Unit 19
Chelmsley Wood Ind. Est.

Waterloo Avenue
Chelmsley Wood
Birmingham B37 8QD
England
UK Tel: +44-21-788-3112 Canada Tel: +1-519-539-0200
UK Fax: +44-21-788-1272 Canada Fax: +1-519-539-9725

SUBSCRIPTION RATES:
UK 12 issues - 24 UK pounds (plus 6 Disk Mags - 36 UK
pounds)
Air Mail Europe - 27 UK pounds (plus 6 Disk Mags - 40 UK
pounds)
Air Mail World - 37 UK pounds (plus 6 Disk Mags - 48 UK
pounds)

Subscribers get discounts on ST Club software, accessories and hardware
and
20% off PD and Shareware disks (1 UK pound each).

A Disk Magazine is also offered which contains a compilation of the
latest
PD software. It is bi-monthly and not a magazine.

Cheques and postal orders (crossed) drawn on UK banks should be made out
to
SIMPLE LOGIC and CO. (Overseas customers please ask for ways to pay),
sorry
no credit card facilities at present but may be due soon.

Back Issues cost 2 UK pounds each, 1.25 UK pounds each for 3 or more
issues.
Issues 1 to 12 - 9.95 UK pounds, 13 to 24 - 9.95 UK pounds.

Also a 3-issue trial subscription is available for 3 UK pounds.

GUARANTEE:
If at any time you wish to cancel a subscription, just write and the
unused
portion of your subscription will be refunded by return of post.

-Paul-

--
~=~=~=

```
* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK
(100:1011/0.1)
```

440. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 21:16:19 UTC
From: black@hacktic.nl
Message-ID: <2hs53iINNcft@xs4all.hacktic.nl>
Source record: 34818

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>Greetings, I bought a MEGA 4 STE a while back which has an ICD AdSCSI
>>adapter. The problem is that since the SCSI port isn't terminated, the ICD
>>software to manage the HD won't work mostly since it says I need an ICD
>>host adapter [caused by tthe SCSI not being terminated]. Can anyone either
>>tell me if there is a way to get around this or mail me a diagram of a
>>SCSI terminator that fits on the standard HD port. [This is the problem
>>since I can buy a regular SCSI terminator but that won't fit the HD
>>connector on the ST].

>You've got bigger problems than a termination pack is gonna fix...
>If the ICD host software is telling you that it needs an ICD host
>adapter, then it's not SEEING the host adapter you have, meaning that
>it may be dead.
>--

This is not the case, cause when I bought the STE the guy I bought it from
hooked up an external SCSI drive and then the ICD s/w performed perfectly.

Any other ideas?

--

Peace
-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86
--

Peace
-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

441. Re: WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 21:47:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs6tv$cvl@mailer.fsu.edu>
Source record: 34819

Helmut Schumacher (zdv145@zam067.zam.kfa-juelich.de) wrote:
> I've tried HACKFAX 1.1, but it only responded: "Modem problems?".
> I know the modem is not a Zyxel. Maybe the problem is, that 19200 Baud are
> not available (max. 14400)
> [...]
> Does anyone have a solution or at least more information?

Set your port speed as high as you can. The 14400 limit is between the
two modems, not from your modem to your computer. With data compression,
even though the bit stream between modems maxes out at 14400, data can
come out of the modem at up to 57600 (given 4:1 ideal compression, which
never happens). Thus, for any data compressing modem (all >=9600 baud
modems are such) you should set your port speed to much higher than the
actual baud rate of the modem. Given v.32/v.42bis, for a 14400, 57600 is the
potential max baud rate. For a 9600, 38400 is the potential max.

If you don't do this, you will get not benefit from the data compression
protocols. This might also be the reason for your problems with the FAX
programs. Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

442. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-22 21:59:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hs7k9$cvl@mailer.fsu.edu>
Source record: 34820

BlackFunk (black@hacktic.nl) wrote:
> molin@cxc1.cl.msu.edu (Michael Olin) writes:
> >>Greetings, I bought a MEGA 4 STE a while back which has an ICD AdSCSI
> >>adapter. The problem is that since the SCSI port isn't terminated, the ICD
> >>software to manage the HD won't work mostly since it says I need an ICD
> >>host adapter [caused by tthe SCSI not being terminated]. Can anyone either
> >>tell me if there is a way to get around this or mail me a diagram of a
> >>SCSI terminator that fits on the standard HD port. [This is the problem
> >>since I can buy a regular SCSI terminator but that won't fit the HD
> >>connector on the ST].
> >
> >You've got bigger problems than a termination pack is gonna fix...
> >If the ICD host software is telling you that it needs an ICD host
> >adapter, then it's not SEEING the host adapter you have, meaning that
> >it may be dead.
> >--
> >
> This is not the case, cause when I bought the STE the guy I bought it from
> hooked up an external SCSI drive and then the ICD s/w performed perfectly.

Uh, did that external drive happen to have an ICD host adaptor in it? I
do not have a MegaSTE (yet), but my understanding is that no SCSI termination
is needed to get the ICD host adaptors to work. Thus, I would have to
agree that your ICD board might not be working correctly. Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

443. Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 00:35:35 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK24BB.Fvl@watserv2.uwaterloo.ca>
Source record: 34821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found a surplus store today that had Moniterm VY1000 19" mono monitors
for $100. They have a 9 pin "joystick" connector on the back and come
with some manuals, etc. They say a UNIX driver is needed.

IS this the same monitor they sold for the ST? Is there any other hardware
needed for the ST to drive it or is the software driver all that is necessary.
They have 3 monitors so I would like to hear from people if they know
anything about this - I could probably send someone else a monitor if they
really wanted one. Any help would be greatly appreciated - $100 would
be a real bargain for a 19" monitor.

Thanks,

+--+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| Pressed up against the glass I found myself wanting SYMPATHY but to be |
| consumed again oh I know would be the DEATH of me & there is a LOVE that's |
| inherently given a kind of BLINDNESS offered to appease in the light of |
| forbidden JOY - oh I know I won't receive it. |
| - Sarah McLachlan, _Wait_ |
+--+

444. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 03:53:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2hssc4$5i6@mailer.fsu.edu>
Source record: 34822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:

> I found a surplus store today that had Moniterm VY1000 19" mono monitors
> for $100. They have a 9 pin "joystick" connector on the back and come
> with some manuals, etc. They say a UNIX driver is needed.
>
> IS this the same monitor they sold for the ST? Is there any other hardware
> needed for the ST to drive it or is the software driver all that is necessary.
> They have 3 monitors so I would like to hear from people if they know
> anything about this - I could probably send someone else a monitor if they
> really wanted one. Any help would be greatly appreciated - $100 would
> be a real bargain for a 19" monitor.

The Viking Moniterm 19" monitors for Mega series computers required a board
that plugged into the expansion bus present only on Mega's (this was before
the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
a MegaST you would need to procure an addition board at the very least.

Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
been discussion in the past of hooking such monitors to STs, but I don't
remember any positive experiences being related.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

445. Re: Thermal problem with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 08:53:38 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2htdui$pd2@uniwa.uwa.edu.au>
Source record: 34823

hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:

>In article <1994Jan17.131555.9664@ericsson.se>, qhsjoot@aom.ericsson.se (Jonas Otter EHS/SDX 81315 3791 (tom -> 940131 ansv. EHS/SDX T) writes:

>>I have the following problem with my 1040ST (floppy only): When switched on it
>>runs fine for perhaps 15-30 minutes, then when changing floppy it will die
>>with 2 or 4 bombs and immediately reboot, bomb again, reboot etc.
>...
>>When it starts acting this way, I turn it off and leave it to cool. If I then
>>try restarting when it has cooled a bit, it will run for a while, but not as
>>long as if it had been turned off all night.
>...
>>Some time ago I upgraded to TOS 1.4 ...

>Well, this may NOT be the problem, but some of the early machines had a problem
>of the TOS chips "walking" out of their sockets.

I had virtually the same problem, when I installed a harddrive into my
Mega2 using the space provided in the original case.
The drive got pretty hot, as the powersupply fan was not up to the job
of also cooling a hd. So the MMU which was just a few millimeters below
the drive got hot,too.

After a few days the bombing and rebooting problem occured, until I
pressed onto the MMU chip. (Got pretty scared, since a chip that has
holding clamp on top of it needs a lot of heat to "walk", and maybe not
much more to melt.So I moved to a PC case with space and a big fan)

Anyway, long talk short message, if your MMU is socketed and has no
clamp (apparently there are a few around), then it could also be
"walking" due to heat or movement during your installation.
(Even with a clamp it's worth checking)

>......

>The "walking" problem is related to heat as you guessed. The chips get warm
>when power is applied (this is normal), and they expand. When they cool, the
>shrink back to normal size. This process causes the chips to ease themselves
>out of the socket unless they are firmly seated.

>Sorry to get so long winded <g>. I hope this fixes your problem.

> +------------------------+----------------------+--------------------------+
> | Hiram W. Lester, Jr. | School: | Home: |
> | Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
> | Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |

> | University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
> +------------------------+----------------------+--------------------------+

Michael

446. Re: Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 12:19:40 UTC
From: sk@lumumba.sh.sub.org
Message-ID: <H.eg.sfLPI3ni406@lumumba.sh.sub.org>
Source record: 34830

In <2hoqh6$e91@vulcan.nrlssc.navy.mil>, Dan Fox writes:
>
> Has anyone else seen these symptoms? Did it turn out to be
> the power supply?
>
Yes, probably. I had the same problems with my Mega ST some weeks ago.
It turned out to be the plug connecting the power supply to the mainboard.
It had a fairly weak contact, so I cleaned it and everything was ok.

Stefan

447. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 14:07:44 UTC
From: gutschk@jacquard.uni-muenster.de
Message-ID: <2hu0bgINN9fv@jacquard.uni-muenster.de>
Source record: 34825

In article <memo.289134@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>
> i understand it to apply some state modifications, with d0 being the bit flags.
>i do not know how it would deal with 3D objects for instance. i have not seen
>the Compendium, so what are the discrepancies?

Your routine has to return all those bits of ob_state that your code
did not handle. Unfortunately 3D effects are coded in ob_flags, thus
you cannot return, whether you want them to be applied or not. In this
case MTOS always assumes that it has to handle 3D effects! Moreover
current versions of MTOS seems to be buggy in determining wether they
have to draw an "activator" or an "indicator". Actually, redraw
behaviour of selected 3D objects changes arbitrarly. Thus I would
recommend for any userdef'd object to handle 3D effects in the
object's redraw code *and* clear any 3D flags in ob_flags! Another
point to watch out for comes into play when you draw your dialog box
in a window. Objc_draw will only redraw those objects that intersect
with the current clipping rectangle; this code is bound to cause
redraw failures when you have (userdef'd) 3D objects that extend
beyond their natural boundaries! Thus I would recommend to extend
userdef'd objects to the maximum size that they might possibly occupy
and adjust the redraw code to only draw within these boundaries!

Happy hacking,

Markus

448. Rip?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 14:25:41 UTC
From: ar445@yfn.ysu.edu
Message-ID: <2hu1d5$ji3@news.ysu.edu>
Source record: 34824

Is there a way to obtain RIP graphics, like on the PC, on an Atari ST?

449. Re: (N)VDI weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 15:11:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64588@M4.maus.de>
Source record: 34725

>I've noticed that the pixels you get with v_pline() vary with the
>clipping rectangle. So if you repeatedly redraw parts of a polyline with
>different clipping rectangles (say when redrawing a window) what you are
>left with is no longer a straight line (and occasionally contains holes).

I've noticed this a long time ago.

> This is because the Bresenham line between two pixels P & Q lying on
>the Bresenham line AB, does not necessarily coincide with the part of AB
>that lies between P & Q. This is a well known problem in Computer
>Graphics and can be easily fixed be careful initialization of the
>Bresenham error term in the line drawer.

If you know how to achieve this, send a proposal to Atari and the NVDI
authors.

bye, Peter

450. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 15:13:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A64589@M4.maus.de>
Source record: 34724

```
>|> >I've noticed that user defined objects in AES object trees get drawn
>|> >as solid rectangles before the user redraw code is called. Whats more
>|> >the colour and fill pattern change with the number of colours in the
>mode.
>|> >With 256 colours I can't be sure AES is drawing the rectangles at
>all.
>|> >With 16 colours they appear as a green & black pattern.
>|>
>|> Never noticed this, but then i work in mono.
>
>The turned out to be because I was returning a non-zero from my redraw
>code.
>BTW Atari Compendium disagrees with the Compute AES book (Sheldon) on the
>meaning
>of this return code.

Ah. The return code of a G_USERDEF drawing routine is an ob_state bitmap
of unprocessed states. The AES then processes the state by itself.

Example: Code for nicer separation lines in menus:

static WORD cdecl usr_menuline( register PARMBLK *pb )
{
WORD xy[4];

clip( pb );

xy[0]=pb->pb_x;
xy[1]=pb->pb_y+(pb->pb_h-1)/2;
xy[2]=pb->pb_x+pb->pb_w-1;
xy[3]=xy[1];

vswr_mode( vdi_handle, MD_REPLACE );
linemode( 1, FALSE ); /* aux function, does vsl_xxx() settings
*/

v_pline( vdi_handle, 2, xy );

return DISABLED;
}

This code just draws a horizontal line centered to the object's half
height. The "return DISABLED" bit makes AES draw a white pattern over it,
just like with standard disabled objects.

This will work for SELECTED and DISABLED, other ob_states are better
processed within your own code - the AES standard behaviour might look
```

strange on non-standard objects.

>i understand it to apply some state modifications, with d0 being the bit
>flags. i do not know how it would deal with 3D objects for instance. i
>have not seen the Compendium, so what are the discrepancies?

Objects that have 3D bits set will have their 3D borders drawn by AES
before your drawing code is invoked.

bye, Peter

451. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 18:05:55 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.319527@cix.compulink.co.uk>
Source record: 34826

In article <2hu0bgINN9fv@jacquard.uni-muenster.de>, gutschk@jacquard.uni-muenster.de (Markus Gutschke) writes:
>In article <memo.289134@cix.compulink.co.uk> apelled@cix.compulink.co.uk writes:
>>
>> i understand it to apply some state modifications, with d0 being the bit flags.
>>i do not know how it would deal with 3D objects for instance. i have not seen
>>the Compendium, so what are the discrepancies?
>
>Your routine has to return all those bits of ob_state that your code
>did not handle. Unfortunately 3D effects are coded in ob_flags, thus
>you cannot return, whether you want them to be applied or not. In this
>case MTOS always assumes that it has to handle 3D effects! Moreover

This seems fairly reasonable of MTOS. But of course you are right that it would be bettter in ob_state. Who knows why it was not put there?

>current versions of MTOS seems to be buggy in determining wether they
>have to draw an "activator" or an "indicator". Actually, redraw

Really? i've never seen this occur. Current version seems pretty good in most respects.

>behaviour of selected 3D objects changes arbitrarly. Thus I would
>recommend for any userdef'd object to handle 3D effects in the
>object's redraw code *and* clear any 3D flags in ob_flags! Another
>point to watch out for comes into play when you draw your dialog box
>in a window. Objc_draw will only redraw those objects that intersect
>with the current clipping rectangle; this code is bound to cause
>redraw failures when you have (userdef'd) 3D objects that extend
>beyond their natural boundaries! Thus I would recommend to extend

Good man, but that's the case even without 3D effects. The current ad3d size of two pixels is nothing when you consider shaddowed/bordered/exit objects for instance. IMHO it is contrary to the way GEM works to have any drawing going on outside the object boundary. i mean, in addition to what you have said, it is quite bizarre to draw but not find a graphic.

>userdef'd objects to the maximum size that they might possibly occupy
>and adjust the redraw code to only draw within these boundaries!

Hmm, not entirely sure what you mean here. What are 'these' boundaries ?

Adam.

452. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 18:36:58 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d4333a2405e18@anuurn.do.open.de>
Source record: 34832

In <CJyyKq.5Jq@cix.compulink.co.uk>,
Ofir Gal (ogal@cix.compulink.co.uk) wrote:

>In message <2hkpv8$fln@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au said:
>>
>>Just readin through a copy of ST Review (only ST mag on the shelves!) and I
>>noticed a reivew of the Falcon-Wing. It says that 4 and 14.3(16mb) are the
>>only real options as an 8 meg config slows things down due to the Falcon's MMU.
>>Is this a load of bollocks, or is this true - I have 4, would like 8, can't
>>afford 16mb .....
>
>Hi,
>
>I wrote this article. The board has been tested with 4*2MB SIMMS and
>according to the distributor was found to be too slow among other
>unspecified problems.
>
>So far I have not seen any products that can take 8MB, except possibly to
>the Eagle Sonic which adds Alternative RAM. This product is very
>dissapointing anyway.

Please tell us more - what's the problem with this board?

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

453. Weird sounds from ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 20:10:02 UTC
From: bdmartin@hpb.hwc.ca
Message-ID: <2hulir$fbt@m.ehd.hwc.ca>
Source record: 34827

```
i
hi, I still am having learning problems with this editor.
My sons ST is making a sick sound, such as is made by a
stuck keyboard. What is there that I could do about this
situation, is this the end caused by static.
Brian.
```

454. Quantum ELS 170 Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 21:04:25 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <CK3p7E.BJz@freenet.carleton.ca>
Source record: 34828

Any hints on getting my Mega Ste internal HD adapter to recognize this drive?
I've already tried BOOTFIX run from an ADSCSI adapter, but it doesn't seem
to have enabled my Atari host to recognize the drive. Any help would
be appreciated!

thanks!

--
mark montreuil

455. Re: Quantum ELS 170 Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 21:52:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jan23.175201.20052@ac.dal.ca>
Source record: 34829

In article <CK3p7E.BJz@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:

>
>
> Any hints on getting my Mega Ste internal HD adapter to recognize this drive?
> I've already tried BOOTFIX run from an ADSCSI adapter, but it doesn't seem
> to have enabled my Atari host to recognize the drive. Any help would
> be appreciated!
>
> thanks!
>
> --
> mark montreuil

I believe you'll have to carry out a software disable of the parity checking on the ELS drive, since I think it doesn't have a jumper to disable parity. It could be though that if you have the right ICD host adapter it may be able to handle the parity checking.

With any luck someone more knowledgable will respond to your query. If you're still stuck, mail me and I can email a file to you with some more info.

Good luck,
John

456. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-23 23:28:46 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2hv17e$g6@news.dmpe.CSIRO.AU>
Source record: 34760

>So far I have not seen any products that can take 8MB, except possibly to
>the Eagle Sonic which adds Alternative RAM. This product is very
>dissapointing anyway. I will be happy to hear that 8MB is possible, but so
>far, everyone I ask say it's not.

I believe the board in question is called the Ram Gizmo. It was developed by a guy in the fidonet named Gizmo (Chris someone.) There was a bit of talk about it last year, Gizmo actually told a bit about it, but whether or not he still reads this newsgroup or not is another story. I believe the Gizmo retailed for about $90 US, and took 8 or 9 bit? simms.

If there is anyone who is interested in more info, I'll got through my stuff at home and post the info I captured long ago ...

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

457. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 06:36:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK4FoH.46n@cix.compulink.co.uk>
Source record: 34838

In message <2d4333a2405e18@anuurn.do.open.de>, mk@anuurn.do.open.de said:
>>
>>So far I have not seen any products that can take 8MB, except possibly to
>>the Eagle Sonic which adds Alternative RAM. This product is very
>>dissapointing anyway.
>
>Please tell us more - what's the problem with this board?

I don't consider paying 200UKP for a 10% improvement is speed an exciting
prospect.

Ofir ogal@cix.compulink.co.uk

458. MultiTOS Gemini 1.99 console interaction problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 07:50:15 UTC
From: tvoverbe@estwk5.estec.esa.nl
Message-ID: <CK4J3s.46K@wm.estec.esa.nl>
Source record: 34834
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

When trying out Gemini 1.99 together with MultiTOS 1.0 (Mint 1.04 + AES 4.0)
on my TT I noticed the following problem.
When running a TOS/TTP program in the console window both Gemini and the TOS/TTP
program are competing for keyboard input. Very annoying when running something
like more and you have to hit the space bar a number of times till the next
page appears. After exiting more you then get all the 'missed' spaces echoed.
I suppose this is a generic problem when running any TOS/TTP program in
Gemini's console window.
Has anybody else noticed this ? Any explanation and/or fixes or workarounds
known ? Does any of our German friends have some more info from the
Gemini MAUS group ?

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

459. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 09:33:50 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan24.093855.28814@inca.comlab.ox.ac.uk>
Source record: 34836

: This drove me batty for a while, then I stuck this block of stuff in my
: mint.cnf before "INIT=u:\bin\tcsh.ttp -l":

That fixed it! (Though I put the xkey commands in my tcshrc.csh to save some typing since xkey is pathed.) I didn't think of changing the key bindings since my text editor worked. I suppose I must have used the scan codes, not the ascii characters when writing it.
Thanks.

460. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 10:14:57 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan24111457@issan.informatik.uni-dortmund.de>
Source record: 34835

In article <H.eg.TPIfPFem5zM@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

|> This drove me batty for a while, then I stuck this block of stuff in my
|> mint.cnf before "INIT=u:\bin\tcsh.ttp -l":

|> ## Set the keybindings properly... non of these ANSI keycodes for me!
|> echo Fixing keybindings...
|> exec g:\mint\bin\xkey.ttp left ^b
|> exec g:\mint\bin\xkey.ttp LEFT ^a
|> exec g:\mint\bin\xkey.ttp right ^f
|> exec g:\mint\bin\xkey.ttp RIGHT ^e
|> exec g:\mint\bin\xkey.ttp up ^p
|> exec g:\mint\bin\xkey.ttp UP ^[<
|> exec g:\mint\bin\xkey.ttp down ^n
|> exec g:\mint\bin\xkey.ttp DOWN ^[>

AFAIK you can pass multiple parameters to xkey:

exec g:\mint\bin\xkey.ttp left ^b LEFT ^a right ^f RIGHT ^e

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

461. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 10:37:09 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2i08cl$pcn@bambam.cs.city.ac.uk>
Source record: 34837
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK09p2.AKt@usenet.ucs.indiana.edu>, dvasilef@copper.ucs.indiana.edu (David Alan Vasileff) writes:
|> Is anybody out there developing GEM/TOS applications in C on a
|> non-atari unix box with GCC/G++? I'd like to write some C programs
|> for my ST, but since I don't have a hard drive, a compiler, and only
|> 1meg of memory I'm sort of limited that way. on the other hand, there
|> are several nice and fast unix machines here on campus.

The Sozobon compiler can be built to be a cross compiler under unix. It certainly compiles under unix if you set the right flags, but I don't know how well the code runs. Also the stdio library has a serious memory leak.

|> thanks.. and any recommendations for a good book on GEM/TOS
|> programming would be helpful, too. I have the atari compendium btw.

The Compute series by Sheldon are quite useful if you can get them. Also the "Pro GEM Programming" series of articles ftpable from atari archive are good. The DataBecker GEM book should definitely be avoided.

Steven

462. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 12:25:54 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CK4vv7.yr@brunel.ac.uk>
Source record: 34741

Robert Krenn (d93rkr@t.hfb.se) wrote:
: In article 5Jq@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
: >In message <2hkpv8$fln@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au said:
: >
: >Hi,
: >
: >I wrote this article. The board has been tested with 4*2MB SIMMS and
: >according to the distributor was found to be too slow among other
: >unspecified problems.
: >
: >So far I have not seen any products that can take 8MB, except possibly to
: >the Eagle Sonic which adds Alternative RAM. This product is very
: >dissapointing anyway. I will be happy to hear that 8MB is possible, but so
: >far, everyone I ask say it's not.
: >

: I have some question about this board.... If you don't mind?!

: Do the falcon have 32-bit memory accsess??
: and
: IF so, do the Wing have 32-bit SIMMS on it or just 16-bit???
:

To keep prices down most SIMM add-on board for the Falcon will take 8 bit or 9bit SIMMs. You upgrade the memory by placing 4 SIMMs in at a time thus allowing full 32 bit access to the memory. Each SIMM acts as 1 quarter of the full 32 bit piece of data being read. This way is used as it is standard in PC and so will be cheaper to upgrade with due to the enormity of the PC market.

I've never had any problems with my Eagle 32 board, and Calamus just flies along. Quite useable now.

Jon

463. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 12:31:36 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2i0f38$5q3@sol.ctr.columbia.edu>
Source record: 34840

In article <H.eg.TPIfPFem5zM@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
}
} I'm not sure why or when MiNT started messing my keys up to use ANSI
} keycodes... confused the hell outta uEMACS, too.
}
} Now, the only question remaining is... where did I get xkey.ttp?
} Unfortunately, I don't remember. It'll be in one of the utility
} archives on atari.archive.umich.edu:~/atari/Mint...

I can't remember how I got around this - I think I changed termcap.
However, xkey.ttp came with the original MiNT sourcecode as xkey.c

If you have the MDK it'll be in /usr/doc/MiNT (or possibly just
/usr/doc - depending on which version you have). Yes I know it's not
an obvious place to look, but it was in the docs folder with MiNT...

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

464. Re: Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 12:43:25 UTC
From: stroh@dev01.ubavie.gv.at
Message-ID: <1994Jan24.124425.1@dev01>
Source record: 34839

In article <2hoqh6$e91@vulcan.nrlssc.navy.mil>, fox@vulcan.nrlssc.navy.mil (Dan Fox) writes:
> A couple I know run their landscaping and construction business
> on a Mega ST I sold them a couple of years ago. Recently, they
> had it upgraded to 4 MB and things worked fine. Several months
> later, they inherited a Spectre GCR cartridge from another friend
> whose ST died. Almost immediately, they had problems booting
> which have gotten progressively worse. The fan in the Mega would
> turn off and on, the little power-on light in the keyboard would
> be dim and would flicker. I disconnected all the external disk
> drives and GCR but the same symptoms persisted. We opened it up
> and poked around, but nothing was loose. We plugged it in while the
> case was open and naturally it booted fine. Repeatedly. So we
> put the case back on and of course it failed again. But not all the
> time. Now it boots fine about 2/3 of the time. It hasn't failed
> while running yet (as it did before after being on a few hours).
>
> We called Toad and they suggested the power supply as a likely
> candidate. The machine is probably at least 5 years old now and
> has seen almost continuous use for the last year. They use it
> off and on during the day, so tend to just leave it on (with
> warp9 screensaver of course). I know leaving systems on is
> supposed to be generally better for most parts - is the powersupply
> one of those that dies faster when you leave it on?
>
> Has anyone else seen these symptoms? Did it turn out to be
> the power supply?

I have similiar problems with a Mega 2 (4 years old): it switches on and off randomly (about 30 minute's to 2 hour's interval).

But I have no solutions....

Regards, Reinhard

> +--+

465. Re: MultiTOS Gemini 1.99 console interaction pr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 12:51:44 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2i0g90$1dck@obelix.uni-muenster.de>
Source record: 34743

In article 46K@wm.estec.esa.nl, tvoverbe@estwk5.estec.esa.nl (Ton van Overbeek) writes:
> When trying out Gemini 1.99 together with MultiTOS 1.0 (Mint 1.04 + AES 4.0)
> on my TT I noticed the following problem.
> When running a TOS/TTP program in the console window both Gemini and the TOS/TTP
> program are competing for keyboard input. Very annoying when running something
> like more and you have to hit the space bar a number of times till the next
> page appears. After exiting more you then get all the 'missed' spaces echoed.
> I suppose this is a generic problem when running any TOS/TTP program in
> Gemini's console window.
> Has anybody else noticed this ? Any explanation and/or fixes or workarounds
> known ? Does any of our German friends have some more info from the
> Gemini MAUS group ?
>
> Ton van Overbeek, tvoverbe@wk.estec.esa.nl
>

Gemini's console windows isn't (yet) adapted for MTOS, so you'll
have to live with these effects (for now).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

466. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 12:55:25 UTC
From: hruegg@nyx.cs.du.edu
Message-ID: <1994Jan24.125525.8938@mnemosyne.cs.du.edu>
Source record: 34742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sozobon runs just fine on a 1meg system. It was developed on a 1meg system with no hard disk and a 1/2 meg ram disk. This is probably a lot easier than cross compiles and downloads for testing...

Also, what is the 'stdio memory leak'? Lets fix it!

Johann Ruegg
Sozobon Ltd.

467. PROGTL01.TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 13:02:18 UTC
From: reschke@math.uni-muenster.de
Message-ID: <2i0gsq$1dck@obelix.uni-muenster.de>
Source record: 34744

Uploaded to ftp.uni-muenster.de: progtl01.tos (pub/atari/Utilities, selfextracting ZIP file).

The archive contains some tools for programmers:

cc, c89: POSIX compliant frontends for Pure C
ident: shows RCS id's
nm: display symbols from object files or libraries (DR, Pure, GNU)
rsccrc: calculates CRCs of RSC files suitable for runtime check after rsrc_load
rcssplit: splits RSC header files for each object tree
size: display segment sizes for binaries and object files (DR, CPX, Pure, GNU)
strip: strip symbol tables from executables and CPXs.

Documentation is in German, the programs use German or English depending on the setting of $LANG.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

468. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 13:04:46 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <1994Jan24.190447.830@nhqvax.hq.nasa.gov>
Source record: 34762
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Message-ID: <CK5DzF.88@info.bris.ac.uk>
Lines: 76
Sender: tjl@brspva.bristol.ac.uk (Tim Llewellyn)
Nntp-Posting-Host: siva.bris.ac.uk
Reply-To: tjl@bristol.ac.uk
Organization: Bristol University HEP / ZEUS Online
X-Newsreader: mxrn 6.18-4
Date: Mon, 24 Jan 1994 18:57:15 GMT
Xref: skates.gsfc.nasa.gov comp.sys.atari.st.tech:6937 comp.sys.atari.st:19993

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip
etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had
the PSU replaced under warranty (wish I hadn't, but thats another
story) and use the MIDI ports extensively, and the serial port
occasionally. I have been running with a TV as the monitor.

I decided to take the plunge and go hi-res. I purchased a SVGA
Mono monitor with Atari adaptor from Ladbroke computing. I could
not get this monitor to work with my ST. The speaker on the ST adaptor
emitted a constant frequency (and quite loud, not just pickup) tone
when enabled. The monitor did not synch properly, nothing resembling a
desktop appeared. I tried booting in several different ways including without
a disk present. The system booted but no desktop (I know it booted cause
it stopped accessing the drive). I tried plugging the TV in while booting
with the monitor connected and there WAS a desktop on the TV screen but it
wouldn't synch and it was all screwed up (menus/icons in wrong place,
only a small portion of the screen visible).

I suspected a problem with ST adaptor. Ie line-out connected to
a synch line. Ladbroke suggested
trying the monitor with another ST. I did this. My friends "vanilla"
520STFM produced EXACTLY the same symptoms.

I shipped the monitor back to Ladbroke as doa. Today they have finally
got round to testing it and claim it works PERFECTLY on a 1040 STF they
have. Also, they claim there is no constant tone from the ST adaptor. We
quickly discounted the theory that the adaptor was damaged in transit and
miraculously cured by the journey back to Ladbroke. Their engineer suggested
some tolerance problem.

I am going to try my ST with a friends SM124 tonite. I THINK I did this
a few years ago and it worked. Its possible the Mono output has become
broken in the meantime I guess. But then my friends STFM gave the same
symptoms.

So, I have the following questions for all you Atari experts out there
on Usenet.

(1) Has anyone else experienced problems connecting a hi-res monitor
to an 520STFM, or any other Atari? I believe mine to be quite a late
model, surface mount MMU, soldered in shifter etc. It was part of a
Discovery pack (ie sold
as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a
any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap.
Ladbroke have been quite reasonable and offered to either have a look
at my ST or let me have an SM124 that they use for testing instead.
I'd prefer to have a more future-proof SVGA than a used SM124, and I'm
also reluctant to let others inside my machine and to loose it for several
days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here
to help me sort it out, but it was a NEW monitor. As a colleague said,
"did they get it right first time?".
--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

If that ain't clear I speak for me and noone else OK (and I might even
change my mind sometimes!). For the extra 4 lines in my .sig blame the
***** (insert expletive(s)) who is sueing my ex-colleague for libel on
USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

469. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 13:36:22 UTC
From: bjgrier@bnr.ca
Message-ID: <CK4z5D.3BB@nrtpa22.bnr.ca>
Source record: 34754

```
In article <2hpat6INN207@xs4all.hacktic.nl>, black@hacktic.nl (BlackFunk) writes:
|> Greetings, I bought a MEGA 4 STE a while back which has an ICD AdSCSI
|> adapter. The problem is that since the SCSI port isn't terminated, the ICD
|> software to manage the HD won't work mostly since it says I need an ICD
|> host adapter [caused by tthe SCSI not being terminated]. Can anyone either
|> tell me if there is a way to get around this or mail me a diagram of a
|> SCSI terminator that fits on the standard HD port. [This is the problem
|> since I can buy a regular SCSI terminator but that won't fit the HD
|> connector on the ST].
|>
|> Thankx
|> &
|> Peace
|> -+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
|> Freedom is free of the need to be free - George Clinton '70
|> With love there is no death - Prince '86
|>

DO NOT PUT A TERMINATOR ON THE DMA PORT OF YOUR MegaSTe!!!

(Unless you want to totally disable your system)

With that imporant message out of the way...

All but 1 AdSCSI interface I am aware of are external to the system. The
AdSCSI-Micro was/is internal for the original Mega ST, I have not heard
of it working inside the Mega_STe.

So from here on I'll assume you have an external HD. First the really
silly question: is the cable from the computer's DMA port going to the
ACSI-In port on the AdSCSI? If it is on the ACSI-Out port you are lucky
to get your system to boot. (I spent two days looking for this problem
once) Next are you sure there is power to the AdSCSI board?

Even if you do not have any drive hooked up to the AdSCSI the software
should see it there. It will report no hard drives found. If your HD
is inside your MegaSTe it is most likely an Atari adapter and if ICD's
software can not find an AdSCSI host adapter most of their utilities
will refuse to run, unless you have/buy the ICD AdSCSI-Pro software for
Mega-STe's, TT's and Falcons.

If you want more info please email me.

Brian

--
```

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

470. Re: WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 13:59:32 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <X2TNgc2w165w@sys6626.bison.mb.ca>
Source record: 34753

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> Helmut Schumacher (zdv145@zam067.zam.kfa-juelich.de) wrote:
> > I've tried HACKFAX 1.1, but it only responded: "Modem problems?".
> > I know the modem is not a Zyxel. Maybe the problem is, that 19200 Baud are
> > not available (max. 14400)

> If you don't do this, you will get not benefit from the data compression
> protocols. This might also be the reason for your problems with the FAX
> programs. Hope this helps.

Does this mean that you don't HAVE to have a ZyXEL to use HackFax? I have
a SupraFAXModem V.32bis and I'd love to be able to use HackFax. (I want
to be able to send FAXes from the command line and HackFax is the only
program I've found so far that will do this.)

471. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 15:09:54 UTC
From: gutschk@math.uni-muenster.de
Message-ID: <2i0oc2$1arv@obelix.uni-muenster.de>
Source record: 34748

In article 319527@cix.compulink.co.uk, apelled@cix.compulink.co.uk (Adam Pelled) writes:
>
> In article <2hu0bgINN9fv@jacquard.uni-muenster.de>, gutschk@jacquard.uni-muenster.de (Markus Gutschke) writes:
> >Your routine has to return all those bits of ob_state that your code
> >did not handle. Unfortunately 3D effects are coded in ob_flags, thus
> >you cannot return, whether you want them to be applied or not. In this
> >case MTOS always assumes that it has to handle 3D effects! Moreover
>
> This seems fairly reasonable of MTOS. But of course you are right that it would
> be bettter in ob_state. Who knows why it was not put there?

I think, the way GEM that you have to code 3D effects has been changed from ob_state to ob_flags in order to circumvent conflicts with existing GEM libraries that would use extended ob_states. I am not entirely positive, but I think I remember that TOS 4.01 still uses ob_states.

>
> >current versions of MTOS seems to be buggy in determining wether they
> >have to draw an "activator" or an "indicator". Actually, redraw
>
> Really? i've never seen this occur. Current version seems pretty good in most
> respects.

Sorry, my fault. These errors do not occur for regular objects, but only for userdef'd ones; thus you are not very likely to notice them. Off hand, I cannot think of any library (other than the one that I am currently writing) which applies 3D effects to userdef'd objects --- but then, I might certainly have failed to notice recent developments...

>
> >behaviour of selected 3D objects changes arbitrarly. Thus I would
> >recommend for any userdef'd object to handle 3D effects in the
> >object's redraw code *and* clear any 3D flags in ob_flags! Another
> >point to watch out for comes into play when you draw your dialog box
> >in a window. Objc_draw will only redraw those objects that intersect
> >with the current clipping rectangle; this code is bound to cause
> >redraw failures when you have (userdef'd) 3D objects that extend
> >beyond their natural boundaries! Thus I would recommend to extend
>
> Good man, but that's the case even without 3D effects. The current ad3d size of
> two pixels is nothing when you consider shaddowed/bordered/exit objects for
> instance.

I think, GEM is partly able to cope with these effects; I am not sure about userdef'd objects, but anyways GEM will correctly handle regular objects that extend beyond their natural boundaries (the ones given in ob_x, ob_y, ob_width,

ob_height).

> IMHO it is contrary to the way GEM works to have any drawing going on
> outside the object boundary. i mean, in addition to what you have said, it is
> quite bizarre to draw but not find a graphic.

I share your view towards the notion of (not) extending objects beyond their natural boundaries. But GEM does this for regular objects and thus you just have to live with it; although I fear, GEM's approach towards handling object sizes causes more problems than your approach would do :-(

>
> >userdef'd objects to the maximum size that they might possibly occupy
> >and adjust the redraw code to only draw within these boundaries!
>
> Hmm, not entirely sure what you mean here. What are 'these' boundaries ?

OK, I will try to rephrase that sentence :-) What you need to do after loading a resource file is: 1) find all objects that need conversion to userdef'd objects, 2) change the object type and set ob_spec appropriately 3) check whether this object is supposed to have attributes such as 3D effects 4) if this is the case remove the 3D bits in ob_flags and 5) extend the object dimension (ob_x, ob_y, ob_width, ob_height) by the extra space needed for these effects; 6) use ub_code that knows about 3D effects and draws only within the the area given by parmblk->pb_x, parmblk->pb_y, parmblk->pb_width and parmblk->pb_height.

Extending the size of an object might require you to also change the size/position of parent/child objects! It is possible to write an iterative algorithm for this task --- if you want to, I can send you a copy of the routine.
>
> Adam.

Markus

472. GFA Programming Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 15:48:27 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <2i0qkb$dui@olivea.ATC.Olivetti.Com>
Source record: 34746

Hi there,

I need some help from you net-gfa-programmer-guru:

I need to run a TOS (ttp) prohram from GFA-Basic and redirect the output of
the program in a certain area of the screen , such as a window of the program
from where I launched the ttp.

Is it possible ? and How ?

Since I have the source of the ttp program can I compile the gfa-prog and the
C module and call the module as a procedure from the gfa prog ?

Thanks in advance!!

Savino

473. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 15:52:18 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2i0qri$qgs@bambam.cs.city.ac.uk>
Source record: 34747
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes:

|> Also, what is the 'stdio memory leak'? Lets fix it!

As far as I can remember, it goes like this:

fopen() checks to see if there is already a buffer for the file handle it is about to allocate and if not malloc()'s one.
fclose() does not free() the buffer but does set the buffer pointer to zero, losing track of the memory and causing fopen() to malloc() a new buffer next time around.
Thus if you open and close enough files you eventually run out of memory.

This bug existed at least up to the point where HSC spun off from Sozobon C because it bit me under HSC 1.40 as well as an old version of Sozobon (my sequencer grabs all but 8K of RAM for itself so the memory leak kills it relatively quickly if not painlessly :-(). It's easy to fix though - I just commented out the offending line from fclose() & recompiled.

BTW where is Ian Lepore these days? - I've not seen him post for months.
And whatever happened to HSC 2.0 ?

Steven

474. Re: Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 15:52:51 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2i0qt4$ap@ornews.intel.com>
Source record: 34749

Atari power supplies are notorious for failing, esp under under unusual loads. Example: I upgraded my 520STFM using DIPS to 1 meg of RAM. Shortly after, the power supply failed.

I called Best Electronics (and I don't have the number with me unfortunately) and they set me up with a new higher output supply.

They can do the same with a Mega. I also bought the upgrade power supply for my Mega STe. So far, the Atari supply hasn't failed, but it has shown signs of weakness.

I would definately take a DMM and check your voltages on the motherboard. You should have a full 5V coming from the power supply. You might also, if you have one handy, take an oscilloscope (nothing fancy, an analog will work) and see if there's any ripple on the 5V line. This will give you some indication of what condition the power supply is in.

475. More MegaSTE questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 16:21:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2i0sj6$ban@mailer.fsu.edu>
Source record: 34750

OK, a few more MegaSTE questions (mine is in the mail!!!).

First, thanks to all that have responded to my previous MegaSTE questions, and in advance to responders to this post. I have a lot to catch up on WRT this model of machine, as it has been around for about 3 years or so (I am reminded of the guy that found out about Fatspeed just a few weeks ago, after using a s-l-o-w ST hard disk for a long time). As I find out about MegaSTE quirks and hacks, I intend to record them in a FAQ of sorts. So, if you have any comments about MegaSTE's that you think might be of use to an experienced ST'er but totally bumbling STE'er please feel free to email or post them. Also, any additional comments about the MegaSTE 16mHz capability (recommendations of auto folder programs to control this feature, programs that don't like it, etc.) would be appreciated.

So, here are the questions:

1. Opinions on the AT-Speed 286 emulator for the MegaSTE: Is it robust, is it worth keeping, how much do they cost? Do they come with a math coprocessor standard? How much does one cost (ballpark figure)?

2. Speaking of coprocessors, it is claimed that the machine I bought has one (independent of the one on the 286 emulation board). I presume this would be a 68881. Must an application be compiled to use the coprocessor for any benifit to be obtained? Can it screw any software up by being there? How much does one cost (ballpark figure)?

2. What is the DB-9 jack on the VME bus cover?

3. Mine has TOS 2.06. Is there any better that can be installed without additional boards/weird hacks? Any bugs I should worry about? Any "must have" patch programs?

4. It has a 48mb internal hard drive (which I intend to replace with a bigger unit). Is the Atari host adaptor built into the motherboard? If not, can it easily be replaced with an ICD AdSCSI Micro?

5. What is a Discovery cartridge? As I now own one, I thought it would be good to know :-).

6. Now that I have an STE, I can look at all those excellent demos that would not work on my ST. Unfortunately, I did not have the foresight to write down the names of those I discovered to require STE hardware. What are your favorites (I already know about the Omega demo, as it was about 50% of my motivation to purchase an STE machine)?

7. What are some nifty things I could stick in that VME slot? Graphics boards? Ethernet (highly desired)? Is it equivalent to the internal

bus connector present in MegaST's, or is it totally different? If different,
does the MegaSTE have an internal bus connector as well?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

476. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 16:43:34 UTC
From: gkirkaldie@sanity.tdkcs.waterloo.on.ca
Message-ID: <H.ea.pirfsw2_nWQ@sanity.tdkcs.waterloo.on.ca>
Source record: 34769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2hssc4$5i6@mailer.fsu.edu>, Mickey Boyd writes:
}Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
}
}> I found a surplus store today that had Moniterm VY1000 19" mono monitors
}> for $100. They have a 9 pin "joystick" connector on the back and come
}> with some manuals, etc. They say a UNIX driver is needed.
}>
}> IS this the same monitor they sold for the ST? Is there any other hardware
}> needed for the ST to drive it or is the software driver all that is necessary.
}> They have 3 monitors so I would like to hear from people if they know
}> anything about this - I could probably send someone else a monitor if they
}> really wanted one. Any help would be greatly appreciated - $100 would
}> be a real bargain for a 19" monitor.
}
}The Viking Moniterm 19" monitors for Mega series computers required a board
}that plugged into the expansion bus present only on Mega's (this was before
}the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
}a MegaST you would need to procure an addition board at the very least.
}
}Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
}been discussion in the past of hooking such monitors to STs, but I don't
}remember any positive experiences being related.
}

OK, I know it's a TT, not an ST, but...

a few months ago, we modified a Sigma Designs L-View 19" monitor to work
with my TT. It wasn't much more than making a cable to go from the 15 pin
VGA jack to the 9 pin monitor jack. Also had to make a little circuit to
invert either the horizontal or vertical sync (can't remember). And then
adjusting the horizontal sync inside the machine to match the TT.

It works great and it was free to boot. Barely use the other monitor these
days, I don't think it's been plugged in since maybe November..

--

TT030 |'87 Mustang GT |George Kirkaldie
||| |Pioneer, Alpine |gkirkaldie@sanity.tdkcs.waterloo.on.ca
||| |Kicker |
/ | \ |Flowmaster, Motorsport |Cambridge, Ontario, Canada
A T A R I | |
----------Bleh V1.0----

477. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 16:44:07 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2i0tsn$c83@geraldo.cc.utexas.edu>
Source record: 34752

In article <H.eg.TPIfPFem5zM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <1994Jan17.002358.26070@inca.comlab.ox.ac.uk>, Karl S Wilkinson writes:
>> I've installed tcsh 6.03 using 'INIT=' under MiNT 1.04, and it mostly works.
>> However, arrow key presses have no apparent effect.
>> Does anyone know how to give them their usual function? They worked
>> immediately when I installed tcsh on a Unix machine.
>
>This drove me batty for a while, then I stuck this block of stuff in my
>mint.cnf before "INIT=u:\bin\tcsh.ttp -l":
>
>## Set the keybindings properly... non of these ANSI keycodes for me!
>echo Fixing keybindings...
>exec g:\mint\bin\xkey.ttp left ^b

[...]

>Now, the only question remaining is... where did I get xkey.ttp?
>Unfortunately, I don't remember. It'll be in one of the utility
>archives on atari.archive.umich.edu:~/atari/Mint...

You need not search for xkey. Tcsh has a built-in command for binding
keys. See the tcsh docs for details. I believe I have something like

bindkey "^[[A" up-history (maybe only one "[", I don't remember)
bindkey "^[[B" down-history
bindkey "^[[C" forward-char
bindkey "^[[D" backward-char

in my tcsh.rc file. You can also type these commands from the command
line.

Tim Gallivan
timg@landau.ph.utexas.edu

478. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 17:36:16 UTC
From: vij@vnet.ibm.com
Message-ID: <2i10ug$fer@tornews.torolab.ibm.com>
Source record: 34789
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my
hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

479. Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 17:58:57 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK5BA9.MCn@watserv2.uwaterloo.ca>
Source record: 34755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Mega STe without a coprocessor and I have a Spectre 3.0:

1. Will both the 68881 or 68882 work (are they pin compatible?)
2. What package type is the Mega STe socketed for?
3. The Spectre manual says it will recognize the coprocessor in
a TT but doesn't mention the Mega STe (it probably wasn't out
when the 3.0 Spectre was released). Has anyone with a Mega
STe and coprocessor confirmed it works?

How much should I pay for a coprocessor? Every place I called in
Toronto does not have 68881 anymore - they say they're being phased
out. A 68882 costs $122. Is this reasonable?

Thanks,

+---+
| Samy Mesbah "I am evil hoMER, I am evil HOmer" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| Pressed up against the glass I found myself wanting SYMPATHY but to be |
| consumed again oh I know would be the DEATH of me & there is a LOVE that's |
| inherently given a kind of BLINDNESS offered to appease in the light of |
| forbidden JOY - oh I know I won't receive it. |
| - Sarah McLachlan, _Wait_ |
+---+

480. Re: Rip?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 18:32:14 UTC
From: Merz@mm.sh.sub.org
Message-ID: <Up-EAYSCJUQ@mm.sh.sub.org>
Source record: 34788

In <2hu1d5$ji3@news.ysu.edu> Benjamin Hoppe wrote :

>
>Is there a way to obtain RIP graphics, like on the PC, on an Atari ST?
>

Too lazy to write it a second time :-)

In <esoreCK3HGs.I95@netcom.com> Steve Rosenberg wrote :

> Are there any free/share/commercial programs out there for the ST
>which allows one to view .RIP graphics from a PC board? Even an off-line
>reader would be terrific, as I have access to lots of RIPs and would like
>a quick look.
>

Hi Steve,

as far as I know there is only one ST-RIP-Terminal available.

I quote from the english documentation (YES!):

>>> STrip <<<

Copyright (c) 1993 by Lars Kupferschlï¿½ger

The first terminal program for the
Atari ST series of computers that
supports the Remote-Imaging-Protocol (RIP)
...
1 What's STrip?

STrip is the first terminal program for the Atari ST which
supports the Remote-Imaging-Protocol (RIP).

RIP has been developed by TeleGraphics, a USA Company and is a
7-bit ASCII transfer protocol for color graphics, mouse control
and more.

RIP requires a graphics resolution of 640 * 350 pixels in 16
colors, which is provided by an IBM compatible PC with EGA
compatible graphics card.

The monochrome mode of the Atari ST offers an appropriate
resolution(640 * 400 pixels min.) but only two colors, namely
black and white.

This means that a 100% implementation of RIP isn't possible on
the ST because the necessary hardware requirements are not

available.

From the software developer's point of view, this lack is the special challenge of implementing RIP on the ST: To represent RIP codes as good as possible on a black-and-white plane.

Those who have dealt with this problems a little bit closer will have recognized that this isn't an easy task and should not be underestimated.

With "STrip" I have developed an application which achieves very good results on this matter. But because of the technical reasons cited above it can't come up to the standard of a real color implementation.

To date, this version of STrip v0.95 supports appr. 90% of all RIP functions.

Of course, STrip will be expanded further and adapted to the developing standard.
...
2 Hardware requirements

STrip has been designed for the monochrome resolution of the Atari ST (640*400 pixels).

A higher monochrome resolution could not be tested but should be possible.

Color graphics cards or the two color modes of the Atari ST are currently not supported.
...
6 Contact address

If you have any questions regarding STrip you may contact me at one of the following addresses:

Lars Kupferschlï¿½ger
Wolfsgasse 15
52499 Baesweiler
Germany

Internet: lars_kupferschlaeger@solaris.oche.de
...

Hope I could help ...

Markus

--

--------- Achtung Anfï¿½nger! ----------

>>>> Markus Merz, voice or fax: (+49 40) 24 98 50 <<<<

481. Speedo Problems with SLM804

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 18:37:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CK5D2H.1Ky@watserv2.uwaterloo.ca>
Source record: 34756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE NOTE: THIS IS POSTED FOR A FRIEND - PLEASE REPLY TO THE
ADDRESS AT THE END (OR POST REPLIES) -THANKS

Your article follows:
Path: kilo.engr.mun.ca!apaul
Date: 24 Jan 94 14:46:13 GMT
Message-ID: <apaul.759422773@kilo.engr.mun.ca>
Newsgroups: comp.sys.atari.st
Subject: Speedo w/SLM804 and MSTE
Summary: won't work?
Keywords: Speedo, SLM804
Organization: Faculty of Engineering, Memorial University of Newfoundland

I have Speedo, but can't get anything to print on my SLM804. If you
bring up the devices (or printers?) acc, is says printer for the
port to use. It should be DMA, but this option is not selectable.
This can't be an oversight by Atari, can it?

Any body have any ideas? I have tried to print with both Works, and
STraightFAX 2.0, both Speedo prgs. neither will print.

I have never been able to get LaTeX to print with the SLM804 either...
I'm going to have another try at that soon, though...

thanks

Anthony Paul

apaul@kilo.engr.mun.ca
avp@garfield.cs.mun.ca

482. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 18:57:15 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CK5DzF.88@info.bris.ac.uk>
Source record: 34757
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip
etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had
the PSU replaced under warranty (wish I hadn't, but thats another
story) and use the MIDI ports extensively, and the serial port
occasionally. I have been running with a TV as the monitor.

I decided to take the plunge and go hi-res. I purchased a SVGA
Mono monitor with Atari adaptor from Ladbroke computing. I could
not get this monitor to work with my ST. The speaker on the ST adaptor
emitted a constant frequency (and quite loud, not just pickup) tone
when enabled. The monitor did not synch properly, nothing resembling a
desktop appeared. I tried booting in several different ways including without
a disk present. The system booted but no desktop (I know it booted cause
it stopped accessing the drive). I tried plugging the TV in while booting
with the monitor connected and there WAS a desktop on the TV screen but it
wouldn't synch and it was all screwed up (menus/icons in wrong place,
only a small portion of the screen visible).

I suspected a problem with ST adaptor. Ie line-out connected to
a synch line. Ladbroke suggested
trying the monitor with another ST. I did this. My friends "vanilla"
520STFM produced EXACTLY the same symptoms.

I shipped the monitor back to Ladbroke as doa. Today they have finally
got round to testing it and claim it works PERFECTLY on a 1040 STF they
have. Also, they claim there is no constant tone from the ST adaptor. We
quickly discounted the theory that the adaptor was damaged in transit and
miraculously cured by the journey back to Ladbroke. Their engineer suggested
some tolerance problem.

I am going to try my ST with a friends SM124 tonite. I THINK I did this
a few years ago and it worked. Its possible the Mono output has become
broken in the meantime I guess. But then my friends STFM gave the same
symptoms.

So, I have the following questions for all you Atari experts out there
on Usenet.

(1) Has anyone else experienced problems connecting a hi-res monitor
to an 520STFM, or any other Atari? I believe mine to be quite a late
model, surface mount MMU, soldered in shifter etc. It was part of a
Discovery pack (ie sold

as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a
any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap.
Ladbroke have been quite reasonable and offered to either have a look
at my ST or let me have an SM124 that they use for testing instead.
I'd prefer to have a more future-proof SVGA than a used SM124, and I'm
also reluctant to let others inside my machine and to loose it for several
days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here
to help me sort it out, but it was a NEW monitor. As a colleague said,
"did they get it right first time?".
--

---+---------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict | Read at your |
Physicist Programmer, Bristol Uni Particle Physics. | own risk. |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
Pet Hates: Case Sensitivity! Unix. Tremolo systems. | implicit |
---+---------------+

If that ain't clear I speak for me and noone else OK (and I might even
change my mind sometimes!). For the extra 4 lines in my .sig blame the
***** (insert expletive(s)) who is sueing my ex-colleague for libel on
USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

483. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 20:08:43 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CK50pw.Mr5@ryn.mro4.dec.com>
Source record: 34745
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes...

>Also, what is the 'stdio memory leak'? Lets fix it!

Ah, but I bet there is no memory leak if you use the mintlibs is there?

> Johann Ruegg
> Sozobon Ltd.

What? There is a company with the name sozobon?

Erlend.

484. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 20:27:36 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <759443255@amazon.cs.duke.edu>
Source record: 34758
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

From the Holy Book of <CK50pw.Mr5@ryn.mro4.dec.com>
as spake by nagel_e@cecehv.enet.dec.com (Besiktas...) :

>In article <1994Jan24.125525.8938@mnemosyne.cs.du.edu>, hruegg@nyx.cs.du.edu (Hans Ruegg) writes...

>>Also, what is the 'stdio memory leak'? Lets fix it!

>Ah, but I bet there is no memory leak if you use the mintlibs is there?

Not as far as I know [knock on wood ;)]. A 'stdio memory leak' does sound like a bug in dLibs rather than the compiler proper. I know of a few bugs in dLibs, but I hadn't heard of this one.

On the cross-compiling issue: I'm not sure how different HSC 1.40 is from Sozobon 2.0 (which I presume is what you're using), but it's quite possible that you can use the MiNTlibs as a drop-in replacement for dLibs. If not, you should be able to build it from the sources without problem.

>> Johann Ruegg
>> Sozobon Ltd.

>What? There is a company with the name sozobon?

Sozobon Ltd. is, I believe, the name of the group that made the Sozobon compiler in the first place.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

485. ST Hi Res Monitor /520STFM compatibility problems.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 20:47:16 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <1994Jan24.154716.494@cup.edu>
Source record: 34568
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Message-ID: <CK5DzF.88@info.bris.ac.uk>
Lines: 76
Sender: tjl@brspva.bristol.ac.uk (Tim Llewellyn)
Nntp-Posting-Host: siva.bris.ac.uk
Reply-To: tjl@bristol.ac.uk
Organization: Bristol University HEP / ZEUS Online
X-Newsreader: mxrn 6.18-4
Date: Mon, 24 Jan 1994 18:57:15 GMT
Xref: toads.pgh.pa.us comp.sys.atari.st.tech:6057 comp.sys.atari.st:16653

Greetings, I hope someone can help me with this:

I have an Atari 520STFM, quite a late one with surface mount MMU chip
etc, and Frontier/Marpet XtraRam Deluxe with 2 mbyte installed.

This machine has been working perfectly for 3 years know, I had
the PSU replaced under warranty (wish I hadn't, but thats another
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as a games machine).

(2) Has anyone ever experienced the sort of symtoms I describe with a any hi res monitor? If so how did you fix it.

I'd appreciate replies by e-mail as I have to decide what to do asap. Ladbroke have been quite reasonable and offered to either have a look at my ST or let me have an SM124 that they use for testing instead. I'd prefer to have a more future-proof SVGA than a used SM124, and I'm also reluctant to let others inside my machine and to loose it for several days/weeks.

Thanks a lot in advance for any information.

(and I wish I'd just brought it into the lab and got the guys here to help me sort it out, but it was a NEW monitor. As a colleague said, "did they get it right first time?".
--
---+---------------+
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HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Std disclaimer|
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---+---------------+
If that ain't clear I speak for me and noone else OK (and I might even change my mind sometimes!). For the extra 4 lines in my .sig blame the ***** (insert expletive(s)) who is sueing my ex-colleague for libel on USENET. Hey, and get wise to Soukous, Makossa, N'daga. Seen.

486. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-24 22:39:59 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2i1inv$lm6@news.rhrz.uni-bonn.de>
Source record: 34761
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
|> The Sozobon compiler can be built to be a cross compiler under unix. It certainly
|> compiles under unix if you set the right flags, but I don't know how well
|> the code runs. Also the stdio library has a serious memory leak.
```

The Sozobon compiler can be used even on an st with a single floppy and 1MB RAM (although this will be slow and floppy switching is a pain.) You'll need a comman line shell. For such a small system i'd recommend gulam because it has all the necessary functionality builtin and is fast.

M. Ritzert

487. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 01:05:20 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.328319@cix.compulink.co.uk>
Source record: 34763

In article <2i0oc2$1arv@obelix.uni-muenster.de>, gutschk@math.uni-muenster.de (Markus Gutschke) writes:
>In article 319527@cix.compulink.co.uk, apelled@cix.compulink.co.uk (Adam Pelled) writes:
>>
>> This seems fairly reasonable of MTOS. But of course you are right that it would
>> be bettter in ob_state. Who knows why it was not put there?
>
>I think, the way GEM that you have to code 3D effects has been changed from
>ob_state to ob_flags in order to circumvent conflicts with existing GEM libraries
>that would use extended ob_states. I am not entirely positive, but I think I remember
>that TOS 4.01 still uses ob_states.

That's disappointing because ob_states should've been off-limits to everyone
but Atari. But then i am not taking commercial considerations into account.

>> Good man, but that's the case even without 3D effects. The current ad3d size of
>> two pixels is nothing when you consider shaddowed/bordered/exit objects for
>> instance.
>
>I think, GEM is partly able to cope with these effects; I am not sure about
>userdef'd objects, but anyways GEM will correctly handle regular objects that
>extend beyond their natural boundaries (the ones given in ob_x, ob_y, ob_width,
>ob_height).

'partly' might be the keyword. Actually you contradict yourself, but no matter,
we both know there is a problem. There is no way GEM could cope with these
effects if they become severe. i have not checked your assertion, and i doubt
that GEM does anything more than perhaps add a few pixel fudge factor before
rejecting a subtree. If at all! This should show up with fine scrolling, so it
is not completely trivial. And it would also occur if children, aligned at a
parent's origin ([0,0] relative) had the external effects but the parent did
not. No way is GEM looking though the entire tree, it would completely lose all
the benefits.

>I share your view towards the notion of (not) extending objects beyond their natural
>boundaries. But GEM does this for regular objects and thus you just have to live
>with it; although I fear, GEM's approach towards handling object sizes causes more
>problems than your approach would do :-(

Maybe not... Something i do after a rsrc_load() is to check all the trees for
various objects and adapt them for various reasons. e.g right justified editable
objects are buggy in early AES so i change to progdefs, and all the other things
you want to do. But your next point suggests it could be taken a step further.

>> Hmm, not entirely sure what you mean here. What are 'these' boundaries ?
>

>OK, I will try to rephrase that sentence :-) What you need to do after loading
>a resource file is: 1) find all objects that need conversion to userdef'd objects,
>2) change the object type and set ob_spec appropriately 3) check whether this
>object is supposed to have attributes such as 3D effects 4) if this is
>the case remove the 3D bits in ob_flags and 5) extend the object dimension (ob_x,
>ob_y, ob_width, ob_height) by the extra space needed for these effects; 6) use
>ub_code that knows about 3D effects and draws only within the the area given
>by parmblk->pb_x, parmblk->pb_y, parmblk->pb_width and parmblk->pb_height.
>
>Extending the size of an object might require you to also change the size/position of
>parent/child objects! It is possible to write an iterative algorithm for this
>task --- if you want to, I can send you a copy of the routine.

Yes please do. i am tempted at times to rewrite the objc_draw funtion. i have
mounted up at least a dozen reasons for doing so. It is not a difficult task,
just a time consuming one. The VDI does all the hard work. The main reason for
me not doing so is that it would require a resource editor too.

488. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 04:11:54 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <759471302.2@mettav.royle>
Source record: 34764

It was none other than Paul Tuijnman that wrote on the 16 Jan 94 that ,
PT> How do I get WINX to produce the 40 promised windows? I have a Mega4
PT> + SM194 19" screen and some extra windows could come in handy..
PT> (btw: I have tried all the options int the config file)

Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the extra window's ,just some of the other features ,IE you can at least set the Window Colours. BTW even with Fully Compatible TOS's you cannot get 40 Window's at the desk (8 only) it is only from application's (and only those that are correctly programmed) that will support the 40 windows. Some program's will not allow more than there own limit .... LED is a good example of that.

The extra window's is available as default BTW.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

489. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 04:50:30 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <759557702.0@mettav.royle>
Source record: 34692

On 19 Jan 94 at 19:17:04 (Tim Llewellyn) wrote the following:

> Does this mean you can have a pair of say 80ns and a pair of say 70ns
> SIMMS in the same XtraRam Deluxe board? I am interested as I want to
> upgrade 2meg to 4 meg sometime.

It says in the manual no, but I know of people with this kind of setup with no problems.

> Also, has anyone tried the STE 2.5mb fix with the XtraRam Deluxe
> with 2*1mb and 2*256kbyte simms?

I know of people who have got it working fine...

Msg #9 / 1-22 Time: 28 Dec 93 16:44:12
To : all
Subj: Xmas and 2.5Mb of SIMMs
---------[SAVED_MSGS]---
Here are my wishes and a present for you : a program to use two 1Mb SIMM plus two 256Kb for a total 2.5Mb. It is an STE program corrected to work on new TOSes (MegaSTE).
------------------------- START OF CUT --------------------------

```
* STE SIMM mixer by David Hoggan
* Lets STE configure 2.5 Megs properly
* MUST BE FIRST IN AUTO FOLDER!
* Correction 28 Dec 93 to work on MegaSTE by Mike De.Petris
*
* This program asssumes 2Mb in bank 0 and 0.5Mb in bank 1.
* It has been found that the other way around doesn't work
* - the MMU configures to a 1Mb machine.

* Install your SIMMs as follows:
*
* (back of STE)
*
* |-- 1meg SIMM --|
* |-- .5meg SIMM --|
* |-- 1meg SIMM --|
* |-- .5meg SIMM --|
*
* (front of STE)

clr.l -(sp)
move.w #32,-(sp) Switch to super mode
trap #1
addq.l #6,sp
```

```
cmp.l #$280000,$42E RAM <= 2.5 megs?
ble already If so, nothing to do
cmp.b #9,$424 Is it installed properly?
bne already If so, nothing to do

move.l #$280000,$42E Set phystop
move.l $4f2,a0 Find reset address (OS Header)
move.l 4(a0),a0 Take correct reshandler also at boot time
jmp (a0) Reset system

already:
move.l d0,-(sp) Returned stack
move.w #32,-(sp) Switch back to user mode
trap #1
addq.l #6,sp
clr.w -(sp) Back to TOS
trap #1
--------------------------- END OF CUT ----------------------------
Ciao, ** Mike **

-!- JetMail 0.95beta
! Origin: Atarian ST - TS! [+39-40-768412] (NeST 90:401/200)

-Paul-

--
~=~=~=
```

490. Re: Quantum ELS 170 Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 07:46:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2i2ip7$3sg@golem.wcc.govt.nz>
Source record: 34765

In article <CK3p7E.BJz@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
>
>Any hints on getting my Mega Ste internal HD adapter to recognize this drive?
>I've already tried BOOTFIX run from an ADSCSI adapter, but it doesn't seem
>to have enabled my Atari host to recognize the drive. Any help would
>be appreciated!
>
>thanks!
>
>--
>mark montreuil

Quatum ELS Hard Drives...

These drives have software Parity, you will need to get ICD's program ELS.LZH
to disable the Parity of these drives, but you will need a host adapter
or computer that allows Parity to start with...

So you cold be stuck, also older versions of these drives can't be changed,
the Rom version of these Quatum drives is mentioned in this file..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

491. Re: WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 07:57:12 UTC
From: zdv145@zam067.zam.kfa-juelich.de
Message-ID: <1994Jan25.085712@zam067.zam.kfa-juelich.de>
Source record: 34766

In article <X2TNgc2w165w@sys6626.bison.mb.ca>, John Perry writes:
In article <X2TNgc2w165w@sys6626.bison.mb.ca>, you write:
[some lines deleted]
|> Does this mean that you don't HAVE to have a ZyXEL to use HackFax? I have
|> a SupraFAXModem V.32bis and I'd love to be able to use HackFax. (I want
|> to be able to send FAXes from the command line and HackFax is the only
|> program I've found so far that will do this.)

I'm trying to write QADSTFAX - Quick And Dirty ST FAX -.

It should use Haeyes-Code and only consist of send and receive.

I believe there are enough converters from and to other formats than FAX G3.

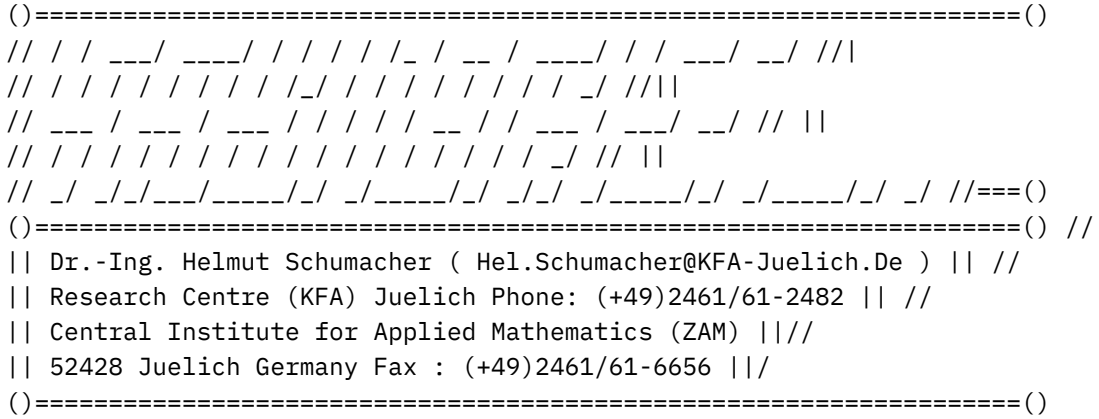
If there is interest, I will post, if I've got a beta-release.

Any help from FAX-Experts are welcome.

I have a CREATIX-Modem (DATEX-J)

Regards

Helmut



|| Dr.-Ing. Helmut Schumacher (Hel.Schumacher@KFA-Juelich.De) || //
|| Research Centre (KFA) Juelich Phone: (+49)2461/61-2482 || //
|| Central Institute for Applied Mathematics (ZAM) ||//
|| 52428 Juelich Germany Fax : (+49)2461/61-6656 ||/

492. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 08:27:50 UTC
From: hruegg@nyx.cs.du.edu
Message-ID: <1994Jan25.082750.12943@mnemosyne.cs.du.edu>
Source record: 34767

Sozobon 2.0 addes support for long names to the assembler and linker.
You would want a long name version of any libraries. There was
a tool to lengthen names.

P.S. Sozobon Ltd was a real company, but we had to disband due to
paperwork requirements and taxes. Colorado wanted a $50 sales tax
deposit and quarterly reports even though we only ever sold one
$10 copy in Colorado. The last straw was the county telling us
we had to pay taxes on all 3 partner's computers and home office
furnishings even if only 5% of our time was spent on Sozobon.

johann ruegg
Sozobon Ltd. (no bozos spelled backward)

493. Re: Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 08:47:06 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i2maa$g42@cismsun.univ-lyon1.fr>
Source record: 34768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How much does Spectre 3.0 cost ? (With ROMS)

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France
____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

494. help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 10:12:42 UTC
From: censjg@caledonia.hw.ac.uk
Message-ID: <1994Jan25.101242.20467@cee.hw.ac.uk>
Source record: 34770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all,

I want to be able to install custom traps/exception
handlers from a C program.

A quick look at an assembler book suggests I should be able to do
something like:

```
lea _exception_vector, a0
les _exception_handler_func, a1
move.l al, (a0)
```

in supervisor mode. So, trying to be smart (read naive), I thought I'd
attempt this from C with something like:

```
8<-----------------------------------------------------------------

#include <stdio.h>

int trapAddr = 0xA8;
void trapFunc(void);

void
main(void)
{
static long install_handler(void);

Supexec(install_handler);

getchar();

asm("trap #10");
}

static long
install_handler(void)
{
asm("lea _trapAddr, a0");
asm("lea _trapFunc, a1");
asm("move.l a1, (a0)");

return 0L;
}

void
trapFunc(void)
{
printf("\n\n*****\tBoo!\t*****\n\n");
```

```
getchar();
}
```

8<----------

This compiles ok (gcc-2.5.7, gas-2.2), and seems to install ok, but I get a full screen width line of bombs when it calls the trap. I know it should probably do an rte back from the trap, however it doesn't get as far as printing the message. I tried putting printf's in to see what the program was putting into the exception vector address, and I think it's ok, but still doesn't work. Should I be concerned about relocation (didn't think I should...), any other suggestions (apart from 'learn C':)?

(Should have said I'm actually cross compiling on a Sun3)

email preferred.

--
Simon
censjg@caledonia.hw.ac.uk (SMTP) censjg@clust.hw.ac.uk (SMTP & Janet)
Voice: +44 31 451 3265 Fax: +44 31 451 3261

495. Re: WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 11:09:56 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.9LwfTYIGPmI@lumumba.sh.sub.de>
Source record: 34787

In <X2TNgc2w165w@sys6626.bison.mb.ca>, John Perry writes:
> Does this mean that you don't HAVE to have a ZyXEL to use HackFax? I have
> a SupraFAXModem V.32bis and I'd love to be able to use HackFax. (I want
> to be able to send FAXes from the command line and HackFax is the only
> program I've found so far that will do this.)
TKR's Tele Office can do it, too. But it's commercial.

Stefan

496. Re: Mega STe Coprocessor and Spectre

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 12:21:30 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jan25.082130.20106@dal1>
Source record: 34775
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CK5BA9.MCn@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
> I have a Mega STe without a coprocessor and I have a Spectre 3.0:
>
> 1. Will both the 68881 or 68882 work (are they pin compatible?)
Don't know.

> 2. What package type is the Mega STe socketed for?
Don't know.

> 3. The Spectre manual says it will recognize the coprocessor in
> a TT but doesn't mention the Mega STe (it probably wasn't out
> when the 3.0 Spectre was released). Has anyone with a Mega
> STe and coprocessor confirmed it works?
My MSTE has a 68881. It (the 68881) is not recognized by Mac programs running under Spectre 3.0. Presumably that's because the 68881 doesn't really function as a coprocessor with the 68000 in the MSTE, as it would with the 68030 in the TT. With the 68000 the floating point chip behaves like a _peripheral_, using the Atari SFP004 board (I may have the name of the board slightly wrong).

> How much should I pay for a coprocessor? Every place I called in
> Toronto does not have 68881 anymore - they say they're being phased
> out. A 68882 costs $122. Is this reasonable?
Sorry, I have no idea.
>
> Thanks,
>
> +---+
> | Samy Mesbah "I am evil hoMER, I am evil HOmer" |
> | EE Grad Student -Homer Simpson |
> | University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
> +---+
> | Pressed up against the glass I found myself wanting SYMPATHY but to be |
> | consumed again oh I know would be the DEATH of me & there is a LOVE that's |
> | inherently given a kind of BLINDNESS offered to appease in the light of |
> | forbidden JOY - oh I know I won't receive it. |
> | - Sarah McLachlan, _Wait_ |
> +---+

John

497. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 12:37:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.y3TpW8wQeqY@semprini.waterloo-rdp.on.ca>
Source record: 34772

In <1994Jan22.192548.6560@t.hfb.se>, Robert Krenn writes:
> In article 19940122162018UJA5@ibm3090.rz.uni-karlsruhe.de,
UJA5@ibm3090.rz.uni-karlsruhe.de () writes:
> >HI,
> >AT THE MOMENT I THINK ABOUT BUYING EITHER AN 486PC OR A FALCON030.

> Hmmm... Think of it this way: How much will it cost to get a 486PC with the same
> thing as in a FALCON....
>
> 16-bit stereo sound IN and OUT, DSP, SCSI-2, IDE, LAN, MIDI, Truecolor graphics.....
> And so on...

And which of those will be useless features for him?

How much will it cost to get support for a Falcon? How much will it
cost to get enough RAM for MultiTOS to be useful (ie, "14" megs, since
the Falcon doesn't support 8M or 12M of RAM, and 4M doesn't leave a hell
of a lot for applications)? _Where_ will he get software?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

498. Re: More MegaSTE questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 13:08:35 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i35kj$m77@cismsun.univ-lyon1.fr>
Source record: 34771

In article <2i0sj6$ban@mailer.fsu.edu> boyd@math.fsu.edu writes:
>OK, a few more MegaSTE questions (mine is in the mail!!!).
>
>
>So, here are the questions:
>
>2. Speaking of coprocessors, it is claimed that the machine I bought has
>one (independent of the one on the 286 emulation board). I presume this
>would be a 68881. Must an application be compiled to use the coprocessor
>for any benifit to be obtained? Can it screw any software up by being
>there? How much does one cost (ballpark figure)?
>

There is a socket located in the front/left of the card. Just plug the FPU
in it, as understood...
Applications must be compiled specifically to use the FPU (one solution to
this problem would have been implementing efficient math functions IN the
operating system, that may USE the FPU if present, but unfortunately it think
it is too late for this :-( ).
I don't know exactly how much is costs.

>2. What is the DB-9 jack on the VME bus cover?

It's a 3rd full (and FAST !) RS 232. It's the equivalent for the LAN port
on the left side (it IS the same port, in fact) => you can use either one
or the other.

>
>3. Mine has TOS 2.06. Is there any better that can be installed without
>additional boards/weird hacks? Any bugs I should worry about? Any "must
>have" patch programs?

There is no better TOS currently... You can download several patches on various
FTP sites, that overcome some little bugs.

>
>4. It has a 48mb internal hard drive (which I intend to replace with a
>bigger unit). Is the Atari host adaptor built into the motherboard? If
>not, can it easily be replaced with an ICD AdSCSI Micro?

No, it's a little card plugged into a special socket (just under the hard-disk
itself -> easy to reach. As the AdSCSI Micro is intented to be plugged in the
Mega ST 68000 Direct Bus socket (as far as I remember), I don't know whether
it is possible to do this manipuation.

Why not keep your internal HD AND adapter, and buy both an external drive AND
ICD adapter ? That's what I did, and it works FINE for me.

>write down the names of those I discovered to require STE hardware. What
>are your favorites (I already know about the Omega demo, as it was about
>50% of my motivation to purchase an STE machine)?
>
Try the Brain Damage Demo... Nice...

>7. What are some nifty things I could stick in that VME slot? Graphics
>boards? Ethernet (highly desired)? Is it equivalent to the internal
>bus connector present in MegaST's, or is it totally different? If different,
>does the MegaSTE have an internal bus connector as well?
>

No it is NOT equivalent... But there are several Graphics cards available...

Bye...

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	

499. Re: GEM VDI vro_cpyfm Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 13:36:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i3780$5uf@percy.cs.bham.ac.uk>
Source record: 34773

```
gregk@nskernel.tandem.com writes:
>Hi,
>
>I'm writing a terminal program in Megamax Laser C, using the VDI routines
>for screen output.
>
>Using some examples that come with Laser C, I was able to perform scrolling
>up with the following code:
>
> rect_set(&pxyarray[0], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> rect_set(&pxyarray[4], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);
>
>where CELL_W and CELL_H are defines which point to attrib[8] and attrib[9],
>COLUMNS = 80, ROWS = 24 and S_ONLY says use the source bit map only.
>
>The above code works fine. When I wanted to do the reverse, ie. scroll down,
>I used the following (similar) code:
>
> rect_set(&pxyarray[0], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> rect_set(&pxyarray[4], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);
>
>This has no effect - the screen remains unchanged. I looked at the pxyarray
>after the rect_set calls, and it seems to be set up okay.
>

This looks Ok, can you post the rect_set() function?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

500. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 14:04:53 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>
Source record: 34774
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:

```
|> Hi all,
|> I want to be able to install custom traps/exception
|> handlers from a C program.
[...]
|> 8<-----------------------------------------------------------------

|> #include <stdio.h>

|> int trapAddr = 0xA8;
|> void trapFunc(void);

|> void
|> main(void)
|> {
|> static long install_handler(void);

|> Supexec(install_handler);

|> getchar();

|> asm("trap #10");
|> }

|> static long
|> install_handler(void)
|> {
|> asm("lea _trapAddr, a0");
|> asm("lea _trapFunc, a1");
|> asm("move.l a1, (a0)");

|> return 0L;
|> }

|> void
|> trapFunc(void)
|> {
|> printf("\n\n*****\tBoo!\t*****\n\n");
|> getchar();
|> }

|> 8<-----------------------------------------------------------------
[...]
```

You are *not* setting the vector for trap #10, but rather
storing the address of trapFunc into the variable trapAddr, as if you
have written

```
trapAddr = (int) trapFunc;
```

(assuming 32 bit int's). You can use Setexc() to set exception
vectors (don't forget to #include <osbind.h>):

```
Setexc(0xA8, trapFunc).
```

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

501. Re: 8 Meg Ram in Falcon - Slow!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 14:49:37 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2i3bi1$p29@rs18.hrz.th-darmstadt.de>
Source record: 34776

>If there is anyone who is interested in more info, I'll got through my stuff at
>home and post the info I captured long ago ...

Yes please post it, I'd really like to know if 8 MB is possible or not and if so
if it is slower.

Alex

502. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 15:01:14 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2i3c7q$p29@rs18.hrz.th-darmstadt.de>
Source record: 34777

> How much will it cost to get support for a Falcon? How much will it
Where do you get support for a PC ?
Most dealers just sell you your PC and then it's your problem - and a PC
IS always a problem.
> cost to get enough RAM for MultiTOS to be useful (ie, "14" megs, since
> the Falcon doesn't support 8M or 12M of RAM, and 4M doesn't leave a hell
> of a lot for applications)? _Where_ will he get software?

It's no problem to get software for the Falcon in Germany - just a phone call away.
OK. The RAM is a problem, but there discussing about a 8 MB card here,
maybe it will be awayable soon. Or you take it all and get the 16 MB card, that'll be
enough for some years...

503. Resetting IKBD on Falcon/in general?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 15:12:58 UTC
From: saj@chinet.chinet.com
Message-ID: <CK6y9M.9J4@chinet.chinet.com>
Source record: 34781

I'm poking at an application which ideally ought to give the user the option of doing all sorts of funny things to the IKBD device. Consequently, as part of the cleanup on termination, it ought to reset the device to startup settings. Ikbdws() sending 0x80,0x01 is documented to do this, but it seems to be a fairly efficient way of causing console freeze-ups, phantom typists and general agony. Is there a safe way to do this (I'm hoping for advice on things like time delays, checking key states, clearing buffers, those sorts...)? I'm particularly interested in the Falcon030. Having had a peek at the Ikbdws() code in ROM, it appears that a lot has changed since the 1040ST. I don't find documentation on this in my paper hoard (I have nearly everything in English except for the Compendium....I'll be ordering that soon). Any pointers?

Steve

504. Looking for 'man' and 'more'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 15:15:22 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2i3d2a$6v5@lily.csv.warwick.ac.uk>
Source record: 34779

I'm looking for the binaries (prefarably) for 'man' and 'more' for shells under Mint. I've looked at a.a.u.e in Mint/Shells but I can't find the appropriate archive. Any ideas for the archive to look for, or an exact location?

Thanks,
Paul
csulw@csv.warwick.ac.uk

505. Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 15:42:50 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2i3elq$n2c@crocus.csv.warwick.ac.uk>
Source record: 34780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Living in a house at university where the occupants all own different types of computer causes a few arguments, mostly about speed. To settle this we decided to compile the dhrystone V2.1 code and test our machines. All were compiled with Gcc 2.4 or later with the -O2 flag. Here are the results:

386/20 4550 - 5000 dhrystones/sec
Acorn A410 ARM3 10000 dhrystones/sec
Falcon030 1500 - 2500 dhrystones/sec

Does anyone know why the results vary when the number of tests is altered? Also, we were under the impression that a Falcon was at least as fast as a 386/20. What has happened?

Thanks for any suggestions.

Paul
csulw@csv.warwick.ac.uk

506. HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 15:45:18 UTC
From: vij@vnet.ibm.com
Message-ID: <2i3eqe$h2o@tornews.torolab.ibm.com>
Source record: 34786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think my first attempt to post this got lost... trying again...

Hi All,

I've got some questions regarding the usage of
Atari's hard disk drivers and their features...

Some background: I've got a Mega STE with TOS 2.06
and am currently using ADHI 5.00 and HDX 5.00
I've recently downloaded HDX 503C, HDX 504,
ADHI 605C, AHDI 606, and ADHI 6061.

I'd REALLY appreciate ANY answers to the following
questions. I know that there are others out there
with similar questions too...

1) What is the "best" ADHI and HDX to be using?
Are there any versions to stay away from?

2) I assume it's ok to use the latest HDX with
my MSTE, but how about AHDI? In one of the
readme files, they mention the Falcon but not
the MSTE. Is AHDI 6061 Mega STE friendly???

3) What are the differences between AHDI 606
and 6061??? (ie: was something in 606 broken).
There was no readme with AHDI 6061.

4) Assuming I'll move up to ADHI 6061 (or whatever),
how do I do it? Do I just use HINSTALL to
de-install the current driver and install the
new one? Do I need to reformat or anything,
or is it as easy as copying SHDRIVER.SYS to
by boot partition?

5) What's the relationship between SHDRIVER.RAW,
SHDRIVER.SYS, and AHDI.PRG? For a given version,
all three files are the same size. Are they
just renamed versions? It's my impression that
HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
I'm not sure what ADHI.PRG is used for...
The reason I ask is that AHDI 6061 just comes with
ADHI.PRG (ie: know SHDRIVER.RAW).

Thanks in advance to anyone who can help. I'm kinda
living on the edge 'cause I haven't backed up my

hard drive yet (I know, I know) and I don't want to
trash my drive when upgrading...

VIJ...

507. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 17:30:29 UTC
From: bjgrier@bnr.ca
Message-ID: <CK74n0.5tD@nrtpa22.bnr.ca>
Source record: 34782
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon
Greaves) writes:
|>
|> |> Hi all,
|> |> I want to be able to install custom traps/exception
|> |> handlers from a C program.
|> [...]
|> |> 8<-----------------------------------------------------------------------
|>
|> |> #include <stdio.h>
|>
|> |> int trapAddr = 0xA8;
|> |> void trapFunc(void);
|>
|> |> void
|> |> main(void)
|> |> {
|> |> static long install_handler(void);
|>
|> |> Supexec(install_handler);
|>
|> |> getchar();
|>
|> |> asm("trap #10");
|> |> }
|>
|> |> static long
|> |> install_handler(void)
|> |> {
|> |> asm("lea _trapAddr, a0");
|> |> asm("lea _trapFunc, a1");
|> |> asm("move.l a1, (a0)");
|>
|> |> return 0L;
|> |> }
|>
|> |> void
|> |> trapFunc(void)
|> |> {
|> |> printf("\n\n*****\tBoo!\t*****\n\n");
|> |> getchar();
```

```
|> |> }
|>
|> |> 8<----------------------------------------------------------------------
|> [...]
|>
|> You are *not* setting the vector for trap #10, but rather
|> storing the address of trapFunc into the variable trapAddr, as if you
|> have written
|>
|> trapAddr = (int) trapFunc;
|>
|> (assuming 32 bit int's). You can use Setexc() to set exception
|> vectors (don't forget to #include <osbind.h>):
|>
|> Setexc(0xA8, trapFunc).
|> --
|> ----------------------------------------------------------------------
|> Andreas Schwab "And now for something
|> schwab@ls5.informatik.uni-dortmund.de completely different"
```

While that may get the addresses stored it does not address the real problem. The real problem being that a trap comes under the heading of EXCEPTION processing in the 680x0 familly and you need to perform an RTE instruction to properly return, instead of the standard RTS.

Since I do not know how to identify a C function as an exception handler, I would recommend that your function use an exception wrapper, written in assembler, to fix this problem.

```
EXP_RTN:
movem.l d0-d7/a0-a6,-(sp) ; save everything!!!!
bsr your_function ; maintain position independence
movem.l (sp)+,d0-d7/a0-a6 ; restore everything!!!
rte
```

Then (assuming you are in supervisory mode):

```
main()
{
void * trap_10 = (void *)0xA8L ;

...

trap_10 = EXP_RTN ;
...
asm("trap #10");
}
```

If some one knows how to implement exception handlers in C code for the ST they can help you even more.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

508. Falcon Video Mode Changes (ASM or C) HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 19:08:54 UTC
From: oracle@iastate.edu
Message-ID: <oracle.759524934@pv0555.vincent.iastate.edu>
Source record: 34783

Hello all,

I'm experimenting with the Falcon video system and trying to learn the basics of how it all works...

What I want to do first is be able to determine the current exteneded video mode (say 640x480x16), change to a new mode (say 320x240x256), then restore the old value when finished.

I have tried to use the Atari Compendium and the Modern Atari Computers book but I can not get there 'Setscreen' or 'Vsetmode' calls to work at all in Lattice C 5.5 or Assembly.

I would greatly appreciate _ANY_ help or example source code that anyone could show me. I'm pretty new at Atari specific programming and this problem is making me pull out my hair (something that I don't have much of anymore).

Thanks in Advance...

Jason

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

509. Re: Mega ST Powersupply problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 19:47:02 UTC
From: freds@hpcc01.corp.hp.com
Message-ID: <1550013@hpcc01.corp.hp.com>
Source record: 34785

>Atari power supplies are notorious for failing, esp under under unusual loads.

The problem may be your power supply, BUT it may also be the tristate
buffers.

Someone in this newsgroup had posted a note about the defective buffers.
The problem was with early MEGA ST. I have a MEGA ST that had this problem.

I had changed the chips and it fixed the problem. Last night I looked for the
note, but with no luck. I think the note is part of a FAQ.

If you have a MEGA ST that was produced in the first 1 yr, then I'd bet
the problem is the chips. You'll need to get a look at the article, since
only 4 are identified. The article included specific part numbers,
and manufacturer codes to look for.

I'll try and dig-up my service manual, (It is in the storage shed somewhere)

fs

---

510. more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 21:07:16 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CK7Eo5.uF@usenet.ucs.indiana.edu>
Source record: 34784
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm aware that there exists single-floppy C compilers and the like for the ST, but I would much prefer to use the UNIX powerhouses here at school for compiling. It's no problem downloading, debugging, etc.

what I want to know is if you are USING a UNIX-based GCC or G++ to cross-compile for the ST, or KNOW the details, can you help me build one on my machine?? I'm not an idiot (?) , but just telling me to use the mintlibs or the diffs or whatever isn't specific enough, as I've never built a compiler before.

any help would be greatly appreciated.

thanks

david

511. Re: GEM VDI vro_cpyfm Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-25 22:46:36 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EAZVEFVI@zaphot.abg.sub.org>
Source record: 34790

In <CJwAJ2.DyG@tandem.com> Greg Kilfoyle wrote :

>Hi,
>
>I'm writing a terminal program in Megamax Laser C, using the VDI routines
>for screen output.
>
>Using some examples that come with Laser C, I was able to perform scrolling
>up with the following code:
>
> rect_set(&pxyarray[0], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> rect_set(&pxyarray[4], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);

Uhhh ! .... you did'nt specify the destination or the source coordinates
properly ! Your source is _smaller_ than the destination !

Try this:

```
rect_set(&pxyarray[0],0, CELL_H,
COLUMNS*CELL_W-1, (ROWS-1)*CELL_H+CELL_H-1);
rect_set(&pxyarray[4], 0, 0 ,
COLUMNS*CELL_W-1, (ROWS-1)*CELL_H-1);
```

[...]
>I used the following (similar) code:
>
> rect_set(&pxyarray[0], 0, 0 , COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> rect_set(&pxyarray[4], 0, CELL_H, COLUMNS*CELL_W, (ROWS-1)*CELL_H);
> vro_cpyfm(handle, S_ONLY, pxyarray, &source, &destin);
[...]

The same problem: You did _not_ specify proper coordinates.
Try this:

```
rect_set(&pxyarray[0], 0, 0 ,
COLUMNS*CELL_W-1, (ROWS-1)*CELL_H-CELL_H-1);
rect_set(&pxyarray[4], 0, CELL_H,
COLUMNS*CELL_W-1, (ROWS-1)*CELL_H-1);
```

I hope, this helps you. If you want to transform any x/y/w/y to an x/y-
array you can use this:

```
pxy[0]=x;
pxy[1]=y;
pxy[2]=pxy[0]+w-1; /* Don't forget '-1' !! */
pxy[3]=pxy[1]+h-1;
```

Greetings, Arno

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

512. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 00:00:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CK7MpB.Gqr@cix.compulink.co.uk>
Source record: 34691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>386/20 4550 - 5000 dhrystones/sec
>Acorn A410 ARM3 10000 dhrystones/sec
>Falcon030 1500 - 2500 dhrystones/sec

That Falcon figure just doesn't look right. far to low.

For comparison, tests I've done/seen are:

386DX/25 8000
Acorn ARM 3 36Mhz 17000
STE 25Mhz 2700
MSTE 2000
STFM 1300

These are only approximate figures, and were not all done on the same C source version of dhrystone so are not *strickly* compariable.

I'd expect the Falcon running single TOS in ST Hi Res to make at least 4000.

Roland.

@CiX.

513. Re: Anybody writing GEM/TOS apps on a unix system with GCC/G++?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 05:59:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i50sh$csl@elroy.jpl.nasa.gov>
Source record: 34693
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK09p2.AKt@usenet.ucs.indiana.edu>,
David Alan Vasileff <dvasilef@copper.ucs.indiana.edu> wrote:
>Is anybody out there developing GEM/TOS applications in C on a
>non-atari unix box with GCC/G++? I'd like to write some C programs
>for my ST, but since I don't have a hard drive, a compiler, and only
>1meg of memory I'm sort of limited that way. on the other hand, there
>are several nice and fast unix machines here on campus.

I've been doing this since ... 1987. Works great, as long as you can tolerate
the transfer time getting the actual binaries down to your ST.
>
>thanks.. and any recommendations for a good book on GEM/TOS
>programming would be helpful, too. I have the atari compendium btw.

I started programming on the ST with Mark Williams C 2.0, and except for the
newest stuff, I still find myself referring to their manual most often. For
other info, I have the Sybex Programmer's Guide to GEM, as well as the Compute
series of ST books, a couple of the DataBecker manuals, and the Concise Atari
ST Reference manual. As well as the Atari Developer's kit. But actually,
since I bought the Compendium, I haven't used the others lately...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

514. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 06:08:42 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i51da$dcr@elroy.jpl.nasa.gov>
Source record: 34694
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK7Eo5.uF@usenet.ucs.indiana.edu>,
David Alan Vasileff <dvasilef@copper.ucs.indiana.edu> wrote:
>what I want to know is if you are USING a UNIX-based GCC or G++ to
>cross-compile for the ST, or KNOW the details, can you help me build
>one on my machine?? I'm not an idiot (?) , but just telling me to use
>the mintlibs or the diffs or whatever isn't specific enough, as I've
>never built a compiler before.

>any help would be greatly appreciated.

If you've never even built the GNU compiler before, then I suggest that the first thing you need to do is get the full compiler source and build a native version of it on the Unix box you're going to be using. This is a relatively simple process, but if you haven't even done that then it's far too soon for anyone to be telling you what changes need to be made so you can cross-compile for the ST. Once you're familiar with the build process, and once you're confident you can create a compiler that will work *native* on the host you're using, *then* you can think about setting up the cross-compiler. You will need to use the native GCC to build the Atari cross-compiler.

If you've never used the "patch" program to apply changes to a file, you'll need to hunt that down and read about it as well. Once you've gotten this far, you won't need any help configuring the GCC source as an ST cross-compiler.

You will need to grab the C library and include files as well, so you can build the Atari C library on your Unix box, and use those include files when compiling your own programs.

Everything you need to create a complete development environment on a Unix box can be found in the Gnustuff directory on atari.archive.umich.edu.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

515. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 07:27:29 UTC
From: "Andreas P. Pauletti" <pauletti@tech.ascom.ch>
Message-ID: <1994Jan26.072729.13664@hasler.ascom.ch>
Source record: 34695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2hrrom$12kh@tornews.torolab.ibm.com> Vij Singh,
vij@vnet.ibm.com writes:

>1) What is the "best" ADHI and HDX to be using?
> Are there any versions to stay away from?
>
HDX is the package ATARI uses to format and partition the Arari hard
disks.
It should be generic because the support for a particular HD type is in
the ascii
file "windcap". Hence the support for a new HD type can be added by hand
there
How this has to be done, I don't know ?!

AHDI is the the HD driver.

>4) Assuming I'll move up to ADHI 6061 (or whatever),
> how do I do it? Do I just use HINSTALL to
> de-install the current driver and install the
> new one? Do I need to reformat or anything,
> or is it as easy as copying SHDRIVER.SYS to
> by boot partition?
>
I made several tests with HINSTALL and it seems simply to copy the
SHDRIVER.SYS file to the HD, or remove it when selecting de-install.

>5) What's the relationship between SHDRIVER.RAW,
> SHDRIVER.SYS, and AHDI.PRG? For a given version,
> all three files are the same size. Are they
> just renamed versions? It's my impression that
> HINSTALL uses SHDRIVER.RAW to create a SHDRIVER.SYS.
> I'm not sure what ADHI.PRG is used for...
> The reason I ask is that AHDI 6061 just comes with
> ADHI.PRG (ie: know SHDRIVER.RAW).
Renaming AHDI.PRG (V6.061) to SHDRIVER.SYS and using HINSTALL
showed that my HD seem to boot with the new driver.

Beside this I noticed that since the ADHI Version 4 the driver wants
to read some identification from the controller. And does not recognise
controllers anymore like the one from VORTEX. I have a SH205 (20M) and
a Vortex 30M. I am only able to access the VORTEX (my 2. driver) with
AHDI V 3.01 above this version I can only access the original Atari HD.

regards
Andreas Pauletti

516. Falcon IDE hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 09:13:52 UTC
From: benoit@turing.u-strasbg.fr
Message-ID: <2i5c8g$jpe@thot.u-strasbg.fr>
Source record: 34696

Does anybody knows how to park the internal IDE Falcon
hard disk ? I have been told that such a program exists
and parks the head after some minutes of inactivity. Does
anybody know the name of this program and where I can find it ?
The only information I have about the IDE port is that it
uses the address 0xfff00000 to 0xfff0003f, but no more info
about how to use these addresses.

Note: I'd rather you answer at my e-mail address
maire@rad6.u-strasbg.frA

517. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 09:14:31 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2i5c9n$qva@info2.rus.uni-stuttgart.de>
Source record: 34697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
I have made some Dhrystone benchmarks months ago (there was a "discussion" in
.advocacy ;-). These are the results:
F030, TOS 4.01, 640x200x2 (60 Hz): 2777 Dhrystones.
The resolution is very important, for example:
F030, TOS 4.01, 640x240x256 (60 Hz): 1851 Dhrystones.

I have also checked the Falcon without Caches. If you switch the caches ON
you will only get a 15-25% improvement. This does NOT fit in the tests I have
made with some Standard Applications. The avarage improvement in "real life
situations" is 72%.

Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
memory, the results of the benchmarks turn out bad.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

518. Falcon speeder problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 09:26:24 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.759576384@sakura>
Source record: 34698

Hi,

I recently installed a speeder into my Falcon.
It speeds the CPU to 32 Mhz, this can be switched on or off
by software.
In addition the FPU can be speeded to 32 Mhz independantly,
i.e. this is not switchable (and not quite so easy to install).

It took me several days to get to the present state of
functionality:
CPU at 32Mhz works fine, i.e. programs, which don't access the FPU
run faster. This took a lot of experimenting: making the cables
longer and shorter, trying ferrite pearls etc.
Prgs which access the FPU run SOMETIMES, as it seems, as soon as
the whole machine got warm enough. Then speed increase is a very
pleasant 100%.
What doesn't work at all is 32 Mhz CPU on and FPU access, i.e. I have
to disable the 32Mhz for the CPU first.
Otherwise, like when the machine is still too cold, I get a copro
protocol violation (btw., also under Multitos!?).

Now the installation guide says, that maybe the phase lag has to be
corrected using a 47pF condenser between pin 11 of the FPU (clock)
and ground. Unfortunately it doesn't say where to find this ground.
I tried two - poles of nearby electrolytic condensers but things got
worse.

The speeder is from Richter Distributor in Germany and consists of a
beige sealed plastic box fom which seven cables emerge.

Anybody with similar problems or an idea?

Any help will be greatly appreciated,

Christian

519. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:06:39 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2i5fbf$ikt@cismsun.univ-lyon1.fr>
Source record: 34699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i3eqe$h2o@tornews.torolab.ibm.com> vij@vnet.ibm.com writes:
>
>
>I think my first attempt to post this got lost... trying again...
>
>

We can say, it works ! You posted it 3 times !!! ;-)

Bye...

520. ST-COMPUTER (German Magazine)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:17:04 UTC
From: petep@info.isbiel.ch
Message-ID: <2i5fv0$2fl@vega.info.isbiel.ch>
Source record: 34700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

are the sources from the magazine available on ftp? if yes, where?

521. Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:23:04 UTC
From: kunzmann@iacrs1.unibe.ch
Message-ID: <kunzmann.9.2D464488@iacrs1.unibe.ch>
Source record: 34701

Hi

Why is the Falcon 030 limited to 14 MB RAM. Where are the 2 MB lost, if you install 16 MB RAM?

Thanks

Andy

522. Disk cache and regularly checking the GEM clipboard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:46:44 UTC
From: avg@cwi.nl
Message-ID: <CK8GLx.FGu@cwi.nl>
Source record: 34702

Working on ZFCs text editor Edith, I found the following curious problem:

When searching for a file (SCRAP.TXT on the clipboard) at regular intervals, shorter than the write delay of my disk cache, the cache never gets flushed. Which is strange, because even when I write other data to the cache, it is kept there. My solution is to allow the user to set the clipboard sensing interval.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

523. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:50:45 UTC
From: avg@cwi.nl
Message-ID: <CK8GsM.FJz@cwi.nl>
Source record: 34703

ETAT@delphi.com writes:

><Robert.Anisko@daytonoh.ncr.com> writes:
>
>> It was nice of him to think that Atari users should be saved. So does this
>>mean that non-Atari users won't go to Heaven (or Nirvana, or wherever
>>you're personal beliefs strive towards)? ;-)

Let's bloody well hope they don't. (I assume by 'non-Atari' you mean
MS-DOS or Mac users, since UNIX boxes should be considered a different
market and interest segment.)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

524. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:51:53 UTC
From: avg@cwi.nl
Message-ID: <CK8GuI.FM0@cwi.nl>
Source record: 34706

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:

>Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the extra
>window's ,just some of the other features ,IE you can at least set the
>Window Colours.

But you'll have to run low resolution for that :-)

525. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 10:54:49 UTC
From: avg@cwi.nl
Message-ID: <CK8GzD.Fny@cwi.nl>
Source record: 34707

apelled@cix.compulink.co.uk (Adam Pelled) writes:

> Yes please do. i am tempted at times to rewrite the objc_draw funtion. i have
>mounted up at least a dozen reasons for doing so. It is not a difficult task,
>just a time consuming one. The VDI does all the hard work. The main reason for
>me not doing so is that it would require a resource editor too.

Not that time-consuming if you've already spent time on the routines for
editable texts. The rest can almost directly be derived from that code.
I am seriously thinking of doing it soon, because once you've got the
routine, it'll be very easy to port applications to X or MS windows.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

526. Stylus 800 driver WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 11:20:55 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan26.112056.10604@dct.ac.uk>
Source record: 34705

Does anyone use Firstword Plus word processor with the Epson Stylus 800 inkjet printer? Where can I obtain a suitable driver?

Any information would be appreciated.

Simon Wilkinson

527. Re: Weird sounds from ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 11:43:26 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <CK8J8E.2u37@hawnews.watson.ibm.com>
Source record: 34710

bdmartin@hpb.hwc.ca (BRIAN MARTIN) writes
>My sons ST is making a sick sound, such as is made by a
>stuck keyboard. What is there that I could do about this
>situation, is this the end caused by static.

Your stuck keyboard sound probably comes from an attached
joystick set to auto-fire mode. Try unplugging the joystick and
mouse and see what's happening.

528. IconDesk vs Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 11:55:38 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan26.115538.10607@dct.ac.uk>
Source record: 34714

Does anyone know why icons generated using IconDesk (German PD program) become corrupted when I use Warp9? IconDesk works OK with a demo version of Turbo ST which I have but it stops working after 15 minutes. When I try to obtain a copy of Turbo ST all the retailers are able to supply is Warp9 sh*t! Is anyone using IconDesk successfuly with NVDI?

Simon Wilkinson

529. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 12:31:26 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2i5nqu$pgo@rs18.hrz.th-darmstadt.de>
Source record: 34711

In article <kunzmann.9.2D464488@iacrs1.unibe.ch>, kunzmann@iacrs1.unibe.ch (Andreas Kunzmann) writes:
> Hi
>
> Why is the Falcon 030 limited to 14 MB RAM. Where are the 2 MB lost, if you
> install 16 MB RAM?
>
That's due to the layout of the Falcon-memory: The TOS is located at 0xE00000, and that physically overlaps with the last 2 megs of the 16MB-expansion (16MB would end at 0x1000000). So you can only use the first 14MB. When you look at the code of TOS which determines the ammount of memory the Falcon has, you will find a part that reduces 16MB found to 14MB...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

530. help with blitter programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 12:38:29 UTC
From: ma2ljg@midge.bath.ac.uk
Message-ID: <CK8Lt4.Dxz@midge.bath.ac.uk>
Source record: 34716

Hi Im having probs programming the blitter properly in assembly.
Id like to write a routine which copies an ST lowres screen pointed
to in A0 to the location pointed to in A1 in replace mode OP 3.Can
anyone help , all Ive got is the official Atari Documentation on the
blitter for guidence . Any help would be much appreciated!

Les

531. Re: HELP: Questions about ADHI...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 12:56:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2i5p9eINN2foe@rs1.rrz.Uni-Koeln.DE>
Source record: 34704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Jan26.072729.13664@hasler.ascom.ch> Andreas P. Pauletti <pauletti@tech.ascom.ch> writes:

>In article <2hrrom$12kh@tornews.torolab.ibm.com> Vij Singh,
>vij@vnet.ibm.com writes:

>>1) What is the "best" ADHI and HDX to be using?
>> Are there any versions to stay away from?

None that I know of. Version 5.x has worked for me on all
machines so far.

>>4) Assuming I'll move up to ADHI 6061 (or whatever),
>> how do I do it? Do I just use HINSTALL to
>> de-install the current driver and install the
>> new one? Do I need to reformat or anything,
>> or is it as easy as copying SHDRIVER.SYS to
>> by boot partition?
>>
>I made several tests with HINSTALL and it seems simply to copy the
>SHDRIVER.SYS file to the HD, or remove it when selecting de-install.

HINSTALL installs SHDRIVER.SYS to the root directory of the boot
partition of the HD, but that's not the whole story. It also
changes some internal info on the HD that makes it bootable (when
you install) or non-bootable (when you remove). Simply copying
SHDRIVE.SYS onto your HD won't make it bootable, and deleting it
will likely cause your system to fail during booting (should be
easy to fix after booting wit the Alternate key depressed,
though).

>Beside this I noticed that since the ADHI Version 4 the driver wants
>to read some identification from the controller. And does not recognise
>controllers anymore like the one from VORTEX. I have a SH205 (20M) and
>a Vortex 30M. I am only able to access the VORTEX (my 2. driver) with
>AHDI V 3.01 above this version I can only access the original Atari HD.

I don't know whether you suspect this, but the SCSI ID that AHDI
tries to obtain during booting don't seem to have any influence
on its further operation. The names are simply displayed while
booting, probably so you can figure out what devices were found.
When a device doesn't return an ID, such as a Megafile 60 (which
harbors some ugly, 5 1/4 inch non-SCSI HD), AHDI says
"Identification unavailable", but continues to work.
I don't really know, but the Vortex problem *may* have to do with

the WINCAP info. Then again, I faintly recall having read about
third party hard disks that don't support the ACSI protocol (i.e.
the ACSI commands) fully, and that operating such HDs with AHDI
may lead to data desasters -- so, it might also be that AHDI
refuses to access the Vortex disk deliberately.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

532. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 12:58:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i5pde$om1@percy.cs.bham.ac.uk>
Source record: 34717

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
>In article <H.eg.TPIfPFem5zM@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>} Now, the only question remaining is... where did I get xkey.ttp?
>} Unfortunately, I don't remember. It'll be in one of the utility
>} archives on atari.archive.umich.edu:~/atari/Mint...
>
>I can't remember how I got around this - I think I changed termcap.
>However, xkey.ttp came with the original MiNT sourcecode as xkey.c
>

It is in the mntutl??.zoo file in the ~/atari/Mint directory.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

533. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 13:05:59 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i5prn$oqa@percy.cs.bham.ac.uk>
Source record: 34709

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>It was none other than Paul Tuijnman that wrote on the 16 Jan 94 that ,
> PT> How do I get WINX to produce the 40 promised windows? I have a Mega4
> PT> + SM194 19" screen and some extra windows could come in handy..
> PT> (btw: I have tried all the options int the config file)
>

>Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the
>extra window's ,just some of the other features ,IE you can at least
>set the Window Colours. BTW even with Fully Compatible TOS's you
>cannot get 40 Window's at the desk (8 only) it is only from
>application's (and only those that are correctly programmed) that will
>support the 40 windows.

Not true - earlier TOSes *do* allow more windows. The desktops don't,
but that (as they say) is another story... I'm running UK TOS 1.04 and
WINX 2.2 with no problems.

You do have to mess around with the other \auto programs to get WINX
installed properly - the best indicator of a correct install is the
WINX.CPX displaying four scroll bars (for scroll-bar delay and stuff).
If they don't appear, WINX isn't alive.

I spent hours juggling my auto folder, if that's any guide... Prime
candidates for juggling are UIS III (although *very* new versions are
Ok) and almost anything else that patches the AES.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

534. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 13:54:16 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2i5sm8$7i8@snlsu1.london.sinet.slb.com>
Source record: 34715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i3elq$n2c@crocus.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Mr P M Donovan) writes:
>Living in a house at university where the occupants all own different
>types of computer causes a few arguments, mostly about speed. To
>settle this we decided to compile the dhrystone V2.1 code and test our
>machines. All were compiled with Gcc 2.4 or later with the -O2 flag.
>Here are the results:
>
>386/20 4550 - 5000 dhrystones/sec
>Acorn A410 ARM3 10000 dhrystones/sec
>Falcon030 1500 - 2500 dhrystones/sec
>
>Does anyone know why the results vary when the number of tests is
>altered? Also, we were under the impression that a Falcon was at least
>as fast as a 386/20. What has happened?

It is well known that the Dhrystone benchmark is poorly constructed. Due to an error in the way the original analysis of program data was carried out, Dhrystone basically reduces to a test of how fast string operations are implemented.

Using the same compiler was a good idea. Since you were all using gcc, you should have all had the same string library (libgcc.a) -- check and make sure. Also, using different versions of gcc is a bad idea: you'll get differences there.

I also don't recommend the use of -O2. The point of doing a benchmark is to see how long it takes to execute some code. If you switch on heavy optimisation, your compiler may well remove code that the benchmark is trying to measure!

One problem with small benchmarks like Dhrystone is cache effects.
If the program and/or data happen to fit into the cache of one machine, it will have an advantage over a machine where this is not the case. I suspect that this is probably the cause of your problem (and if you turn off the optimisation, code size will probably increase and change the cache effects again)

Finally, make sure you eliminate all other activity while running the benchmark (this can also affect the cache). This includes interrupt handlers (turn off interupts) and bus contention (e.g. video access).

Mat

PS:
I did an in-depth study of benchmarks and benchmarking for my MEng degree.
You may (or may not!) be pleased to know that I showed that it is impossible
to construct a single program which is representative of programs "in
general".

Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

535. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 13:59:11 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2i5svf$nbf@elna.ethz.ch>
Source record: 34708

In <kunzmann.9.2D464488@iacrs1.unibe.ch> kunzmann@iacrs1.unibe.ch writes:

> Hi
>
> Why is the Falcon 030 limited to 14 MB RAM. Where are the 2 MB lost, if you
> install 16 MB RAM?
>
> Thanks
>
> Andy

Since for having ST-compatibility, you need the adress-room from $00e00000
(the start of the Eproms) to the hardware-adresses at $00FF8xxx.

Though this is mirrored in the Falcon to $ffe0000 -> $ffff8xxx, it is not
possible to have RAM _AND_ the hardware-adresses there :-(

bye
- Beat Christen
bach@satan.vmsmail.ethz.ch

536. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 14:05:59 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CK8pu0.HnH@bbc.co.uk>
Source record: 34712

Thomas Binder (binder@rbg.informatik.th-darmstadt.de) wrote:
: > Hi
: >
: > Why is the Falcon 030 limited to 14 MB RAM. Where are the 2 MB lost, if you
: > install 16 MB RAM?
: >
: That's due to the layout of the Falcon-memory: The TOS is located at 0xE00000,
: and that physically overlaps with the last 2 megs of the 16MB-expansion (16MB
: would end at 0x1000000). So you can only use the first 14MB. When you look at
: the code of TOS which determines the ammount of memory the Falcon has, you
: will find a part that reduces 16MB found to 14MB...

Does that mean that there is, in effect, a whole 2Megs sitting there doing
nothing? Wouldn't it be more sensible to locate TOS in the lowest Meg or so,
so that there is no overlap?
-David.

Test Signature
david.white@rd.eng.bbc.co.uk
---

537. Re: Marpet Xtra-RAM Deluxe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 14:17:16 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Jan26.141716.20212@bradford.ac.uk>
Source record: 34713

If anyone, having read this amazing thread <grin> wants to buy a used but in perfect condition MARPET XTRA-RAM deluxe board, populated to take a 520 ST up to 1040, give me an E-mail.

Price and Postage are negotiable.

Steve Taylor.

538. Re: ST Hi Res Monitor /520STFM compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 14:31:33 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Jan26.093134.17950@nova.wright.edu>
Source record: 34722

I had some difficulty with my SM147 when I first installed it on my Mega2 ST. When the computer booted it wouldn't detect the High resolution and would boot in Medium rez. Problem was traced to the ICD Hard drive Utilities. ICD sent me some capacitors to solder to the MegaST Mother board and now all works well. Of course if you are booting without a disk then this probably doesn't apply to your case.

cse0947@desire.wright.edu

539. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 16:24:24 UTC
From: monnier@di.epfl.ch
Message-ID: <2i65fo$b5e@disun41.epfl.ch>
Source record: 34718
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2i51da$dcr@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
> You will need to grab the C library and include files as well, so you can build
> the Atari C library on your Unix box, and use those include files when compiling
> your own programs.
>
> Everything you need to create a complete development environment on a Unix box
> can be found in the Gnustuff directory on atari.archive.umich.edu.

Is there some potential problem if the UNIX-box doesn't have the same
endinaness ? (it seems fine for Sparcs, but what about DECs?)

Stefan
--

-- On the average, people seem to be acting normal --
---

540. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 17:38:28 UTC
From: c3028@rrzc5
Message-ID: <2i69qlINNajk@rrzs3.uni-regensburg.de>
Source record: 34719

Hi,

As I see it, when you buy a Falcon in Germany it's cheaper than a TT and
I've got more power as with my old Meg2. Another really nice expirience is
to have some really good Screen-Resolutions (with Screenblaster and
a MultiSync). Since I'm studying Linguistic Computer Science
(best translation I can think of for `Linguistische Informationswiss.')
the `Sound Features' come in very handy and even if I wouldn't need
them they are still great fun.

Someone already mentioned that software is in Germany the least of all
problems.

As to Memory requirements, I decided to use most of the time a
MiNT-only System (Black Screen One Cursor), Oh yes my only need
for the MTos is when I use MultiTeX and want to view, edit
and tex at the same time, and this is no problem with 4Meg.
My only problem is to use GCC and Emacs at the same time.

I think if you really need more Memory, try to get Fast-Ram.
My Dream is an Eagle with 040 and lots of FastRam.

Just a opinion,
Bye,
Sascha Djuric'
Regensburg, Germany

541. Falcon and HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 18:14:30 UTC
From: bjgrier@bnr.ca
Message-ID: <CK91CD.68M@nrtpa22.bnr.ca>
Source record: 34721

I am posting this for Graeme please email him at: xa383@city.ac.uk

> Our usenet is temporarily down and I need some information about the Falcon
> and SCSI drives. I have a message here that I wanted to post. I noticed that
> you seemed to have some experience fitting hard drives into atari computers
> so Im writing to ask if you know the root of this problem:
>
> I have been trying to get a Conner CFA 340S hard drive to work with
> a Falcon that has no internal IDE drive. Sometimes the drive works ok
> but 90% of the time, the falcon sends a message to the drive, the drive
> locks up and doesnt start working again until I reset the computer.
> The drive locks up after the second disk drive access after the fuji
> symbol appears.
>
> Has anyone got any idea what could be going wrong.
>
> The falcon tos is 4.01.
>
> Yours
>
> Graeme Mathieson.
>
> PS. The problem could be related to the fact that the drive expects parity on
> the host machine to be enabled. The Falcon seems to have a parity line on its
> SCSI 2 port but I dont know if it is used or not. Any info on either the falcon
> or the aforementioned drive would be useful. The same problem happens with a
> Conner CP30200 as well.
>
> --------------
>
> If you cant help me, could you post this message on usenet for me.....
>
> Thanx for your time
>
> Graeme.

I have already sent him the following:

This sounds like a termination problem. Does the physically last device
in your SCSI-II chain have terminating resistors? Make sure that ONLY the
last physical device in your SCSI chain has terminating resistors. If your
drive (the mechanism not the case) has terminating resistors on it make
sure that you do not have terminating resistor pack on the SCSI-out
connector of your case (if you have a SCSI-out connector). I personally
recommend that you only use the SCSI-out terminating packs and remove any

terminating resistors on the mechanism. This allows you to be absolutely sure of proper termination.

The terminating resistors on the mechanism are typically located next to the SCSI connector and are normally 4 inline resistor packs running parallel to the SCSI connector. If you see a line of about 30 empty holes there are no termination resistors on the mechanism.

The only other thing I can think of is that your SCSI cable is bad. Try to borrow a different one.

The SCSI-II specification requires parity and to the best of my knowledge the Falcon provides/requires it also.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

542. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 18:38:22 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2i6dau$7v@sol.ctr.columbia.edu>
Source record: 34720
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2i65fo$b5e@disun41.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
}
} Is there some potential problem if the UNIX-box doesn't have the same
} endinaness ? (it seems fine for Sparcs, but what about DECs?)

I've got a X-compiler running on a DECstation 5000/133 (just a 'little'
faster than an Ste/8MHz :-)

There's a define to make in the Makefile, that's all.

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

543. Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 19:09:26 UTC
From: jorn.moe@byte.bbs.no
Message-ID: <759628153.AA03768@byte.bbs.no>
Source record: 34728

```
>>386/20 4550 - 5000 dhrystones/sec
>>Acorn A410 ARM3 10000 dhrystones/sec
>>Falcon030 1500 - 2500 dhrystones/sec

>That Falcon figure just doesn't look right. far to low.

>For comparison, tests I've done/seen are:

>386DX/25 8000
>Acorn ARM 3 36Mhz 17000
>STE 25Mhz 2700
>MSTE 2000
>STFM 1300

I just tested my TT with a dhrystone program in Fastram. It reports
7096 dhrystones/sec!

>These are only approximate figures, and were not all done on the same
>source version of dhrystone so are not *strickly* compariable.

>I'd expect the Falcon running single TOS in ST Hi Res to make at least
>4000.

We just have to wait and see if someone with a Falcon can report some
actual figures!

(Erling H., er du der?)
^^^^^^^^^^^^^^^^^^^^^^Coded message in Norwegian to a friend of mine:-)

>Roland.

Jorn Moe, Oslo, Email: jorn.moe@byte.bbs.no | Fax: (+47) 64866917
Norway: The home of Santa and whale killers.| ABK-BBS: (+47) 67132659

-- ReadMail ST
```

544. Moniterm Cards Wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 19:21:50 UTC
From: jperez@Hawaii.Edu
Message-ID: <CK94GF.J98@news.Hawaii.Edu>
Source record: 34727

Moniterm cards wanted - for Atari Mega STE or Mega ST - Please leave
E-mail if available. That's right, if you've got a Moniterm for
sale, my money can be youPlease leave a message if you have any leads as

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

545. Re: Resetting IKBD on Falcon/in general?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 19:31:08 UTC
From: saj@chinet.chinet.com
Message-ID: <CK94vw.8Iw@chinet.chinet.com>
Source record: 34731

In case anyone is waiting for someone to answer with some advice on how to reset the IKBD device safely, I'll give a partial answer to myself: a Vsync() call immediately before the Ikbdws() call to do the reset seems to reduce the number of problems dramatically.

Steve

546. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 19:45:37 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1601@usdtsg.DaytonOH.NCR.COM>
Source record: 34729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2i5sm8$7i8@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>
>It is well known that the Dhrystone benchmark is poorly constructed. Due to
>an error in the way the original analysis of program data was carried out,
>Dhrystone basically reduces to a test of how fast string operations are
>implemented.

Remember, "95% of all statistics are meaningless..." ;-)

Rob

547. trap #14 : op 5 - new setscreen ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 19:55:25 UTC
From: pagan@meiko.co.uk
Message-ID: <2i6hrd$10h@bart.meiko.com>
Source record: 34723

I am having trouble getting the setscreen function to work on my falcon.
I am pushing in modecode.w,3.w,physbas.w,logbase.w in that order (68000)
and it doth nothing. Any ideas. (It does set to st modes with rez = 0,1,2)

thanx

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for God

548. Re: trap #14 : op 5 - new setscreen ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 20:47:18 UTC
From: oracle@iastate.edu
Message-ID: <oracle.759617238@pv0555.vincent.iastate.edu>
Source record: 34726

In <2i6hrd$10h@bart.meiko.com> pagan@meiko.co.uk (Stephen Payne) writes:

>I am having trouble getting the setscreen function to work on my falcon.
>I am pushing in modecode.w,3.w,physbas.w,logbase.w in that order (68000)
>and it doth nothing. Any ideas. (It does set to st modes with rez = 0,1,2)

>thanx

I have had pretty close to the same problem when I attempt to make changes to
the Falcon Screen with Opcode 5 and 88. I posted a similar question a few
days ago and got no replies.

If someone does happen to mail you the solution, please take the time to post
it here for all to see. I could surely use it at this point.

thanks in advance.

>---
>* ^ ^ * Stephen Payne
>* + + * pagan@meiko.co.uk
>* '` * "When in darkness or in doubt,
>* |____| * run in circles, scream and shout."
>* * Disclaimer: I do not speak for Meiko...Only for God

--
==
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==

549. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 21:17:09 UTC
From: thopman@uoguelph.ca
Message-ID: <2i6mkl$1to@nermal.cs.uoguelph.ca>
Source record: 34730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mr P M Donovan (csulw@csv.warwick.ac.uk) wrote:
: Living in a house at university where the occupants all own different
: types of computer causes a few arguments, mostly about speed. To
: settle this we decided to compile the dhrystone V2.1 code and test our
: machines. All were compiled with Gcc 2.4 or later with the -O2 flag.
: Here are the results:

: 386/20 4550 - 5000 dhrystones/sec
: Acorn A410 ARM3 10000 dhrystones/sec
: Falcon030 1500 - 2500 dhrystones/sec

: Does anyone know why the results vary when the number of tests is
: altered? Also, we were under the impression that a Falcon was at least
: as fast as a 386/20. What has happened?

We all know the dangers of taking benchmarks too seriously, especially
since they depend on so many external conditions...things like sizes of
processor caches and the actually speed of the processor. They don't
(usually) reflect how fast the computer is in actual use ie how quick it
feels.

THeo

550. Adding/Replacing HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-26 22:58:14 UTC
From: gregk@nskernel.tandem.com
Message-ID: <CK9EH3.AED@tandem.com>
Source record: 34541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I recently posted about disc compression programs - one of the responses suggested looking into a new or extra hard drive and that they can be picked up relatively cheaply, in particular, on misc.forsale.computers.

Okay, now I'm looking into what's involved in adding a HD or replacing my existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138 drive and Seagate 138N controller. It also has a 25-pin port on the back with some instructions on how to make a cable for this port with a 50 pin (SCSI?) connector on the other end.

Is it possible for me to replace the drive in my system with an off-the-shelf SCSI drive? Does this involve getting a new controller as well? When I went to a local store yesterday, I noticed the drives have a 50-pin connector, but the controllers are more specific - like for a PC.

If I can't replace the drive inside my Supra, how do I attach another drive via the SCSI port on the back? Do I just need to buy a drive with power supply, make the cable I talked about above, and plug it in? Or do I also need to add a controller?

If I have other options, please let me know. I must say I'm not clear about what 'pieces' connect to the 50-pin SCSI connector, and where the controller fits in to the picture.

Thanks for your help, Greg.

Greg Kilfoyle
Tandem Computers Inc.
California, U.S.A..
e-mail: gregk@nskernel.tandem.com

551. Building a gcc cross-compiler???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 01:12:48 UTC
From: paul@jupiter.ame.Arizona.EDU
Message-ID: <2i74eg$hc1@auggie.CCIT.Arizona.EDU>
Source record: 34732

I've been trying to build a gcc cross-compiler for my Atari on a Sun-Sparc I have here (os 4.1.3). I've got the gcc 2.5.8 sources, and the cross-compiling Atari Makefile--"Makefile.cross" along with the docs for doing this. I'm quite sure I've followed all the directions on how to do this. The problem I get is that when I run gcc, it doesn't look in the right places for the other (cpp, cc1) execulables. It just says:

ccp -blah -blah ...

when it should be saying

/dir/.../dir/lib/gcc-ccp -blah -blah ...

The prefix definition is correct when gcc.c is compiled, i.e.,

-DSTANDARD_EXEC_PREFIX=\"/dir/.../dir/lib/gcc-\"

but that's the last I see of it. Just to be perfectly clear, this is the actual gcc.c compilation line:

```
/usr/local/bin/gcc -DCROSSDIR=\"/home/jupiter/paul/gcc.st\" -DCROSS_COMPILE -O \
-DCROSSATARI=1 -I./config -I. -c \
-DSTANDARD_EXEC_PREFIX=\"/home/jupiter/paul/gcc.st/lib/gcc-\" \
-DDEFAULT_TARGET_MACHINE=\"atariST\" gcc.c
```

I added the -DCROSS_COMPILE to the original but it made no difference.

Any ideas on how to get this to work?

thanks.

-Paul Harris @ @
paul@jupiter.ame.arizona.edu ___/

552. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 02:10:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CK9nD3.HuB@cix.compulink.co.uk>
Source record: 34733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2i5sm8$7i8@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com said:
>PS:
>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>You may (or may not!) be pleased to know that I showed that it is impossible
>to construct a single program which is representative of programs "in
>general".

Very true.

Ofir ogal@cix.compulink.co.uk

553. Re: trap #14 : op 5 - new setscreen ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 09:04:29 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2i802t$1esu@info2.rus.uni-stuttgart.de>
Source record: 34735

Stephen Payne (pagan@meiko.co.uk) wrote:
: I am having trouble getting the setscreen function to work on my falcon.
: I am pushing in modecode.w,3.w,physbas.w,logbase.w in that order (68000)
: and it doth nothing. Any ideas. (It does set to st modes with rez = 0,1,2)

I haven't tried yet, but here are some hints:
1. Physbase and Logbase are Long-Integers!
2. There is an error in the memory allocation of setscreen. You better allocate
the memory yourself. There is a XBios-Function which calculates the needed
memory for your modecode (I don't remember the name...).
3. The P-Flag is not interpreted correctly by setscreen(). You should make
a Vsetmode() with the same modecode after the setcreen()-call.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

554. Re: Disk cache and regularly checking the GEM clipboard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 09:09:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i80c1$bc6@percy.cs.bham.ac.uk>
Source record: 34734

avg@cwi.nl (A.V. Groenink) writes:
>
>Working on ZFCs text editor Edith, I found the following curious problem:
>
>When searching for a file (SCRAP.TXT on the clipboard) at regular intervals,
>shorter than the write delay of my disk cache, the cache never gets flushed.
>Which is strange, because even when I write other data to the cache, it
>is kept there. My solution is to allow the user to set the clipboard
>sensing interval.
>

From a discussion a month or so back, you only need to recheck the clipboard directory when you *know* another application has been running and the user has switched back to you. You will know this because you will receive a WM_ONTOP (it might be WM_NEWTOP, come to think of it).

For AES versions that don't send this message (WINX does send the message!), your solution is probably a good one.

Your disk cache sounds rather suspect though - what is its name, so we can avoid it ;-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

555. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 09:12:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2i80h0$be5@percy.cs.bham.ac.uk>
Source record: 34736

avg@cwi.nl (A.V. Groenink) writes:
>Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>
>>Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the extra
>>window's ,just some of the other features ,IE you can at least set the
>>Window Colours.
>
>But you'll have to run low resolution for that :-)
>

You can still change the fill patterns and stuff on high res. My
windows have black frames... Customise or die, customise or die...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

556. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 09:32:50 UTC
From: djs@jet.uk
Message-ID: <1994Jan27.093250.4780@jet.uk>
Source record: 34542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CK9nD3.HuB@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2i5sm8$7i8@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com said:
>>PS:
>>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>>You may (or may not!) be pleased to know that I showed that it is impossible
>>to construct a single program which is representative of programs "in
>>general".

>Very true.
Indeed, that was the very point made by, er, somebody's column in the last
Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

557. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 10:30:11 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2i853j$djk@bambam.cs.city.ac.uk>
Source record: 34740

In article <2i5svf$nbf@elna.ethz.ch>, BACH@SATAN.VMSMAIL.ETHZ.CH (Beat Christen) writes:
|> Since for having ST-compatibility, you need the adress-room from $00e00000
|> (the start of the Eproms) to the hardware-adresses at $00FF8xxx.
|>
|> Though this is mirrored in the Falcon to $ffe0000 -> $ffff8xxx, it is not
|> possible to have RAM _AND_ the hardware-adresses there :-(

But is is possible to switch this compatibility off somehow (say by toggling
a bit in the memory controller) ?
This would be handy if a real OS ever gets ported.

BTW I've always hit the hardware at $FFFF8xxx even on the ST because you can
use short addressing mode (sign extension!) and save a few cycles.

Steven

558. Minix Filesystem -why won't it work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 10:56:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKABqF.7Ho@newcastle.ac.uk>
Source record: 34738

Right, I've spent monthes on this one now & I'm fed up.

I cant't get the more recent versions of the Minix filesystem to run
stabley. With pl8 or pl9 the average time to a system crash is 60 seconds
- memory violation: Type hardware (update)

I've tried with no other software installed apart from the MiNT kernal using
the following versions

0.99,
1.04 (official with multiTOS),
1.08 (68030 specific version).

I have a falcon 030 4/65 so memory is no object. The older versions of the
filesystem work fine (pl0).....so why can't I get the newer (v2 filesystem
turbo mode) to work.

I've tried the a.a.u.e binary & I've recompiled myself using mintlib pl39.

End of my tether..........HELP !!!!!!!

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

559. Re: help with blitter programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 11:32:51 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.759670371@dtek.chalmers.se>
Source record: 34737

```
Copy an lowres screen with the blitter can be done like this :
(I presume you are in supervisor mode )

blit_copy
; a0 -> screen
; a1 -> destination
lea $ffff8900.w,a6
movem.l blit_cinit,d0-d6
movem.l d0-d6,$20(a6)
move.l a0,$24(a6)
move.l a1,$32(a6)
move.w #$c000,$3c(a6) ;if you wan't bussharing mode exchange
;$c000 -> $8000
; move.w #$8000,d0 ;only if you have bussharing mode.
;.test_lop
; and.w $3c(a6),d0
; bne.s .test_lop
rts

blit_cinit
dc.w 2,2
dc.l $00
dc.w $ffff,$ffff,$ffff
dc.w 2,2
dc.l $00
dc.w 80,200
dc.w $0203

Have a nice day!

--
M}rten R}nge - d3marten@dtek.chalmers.se
[ BIG Monster sig deleted .. ]
```

560. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 13:58:14 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2i8h9m$13s@elna.ethz.ch>
Source record: 34739

> But is is possible to switch this compatibility off somehow (say by toggling
> a bit in the memory controller) ?

It could be possible to use those 2 Mb as alternative RAM. Maybe someone with
14 megs should try that out.

> BTW I've always hit the hardware at $FFFF8xxx even on the ST because you can
> use short addressing mode (sign extension!) and save a few cycles.

Obvious, since you have only 16 meg adress-room (24 bit)
The highest byte is always cut off...

gruss
- Beat Christen bach@satan.vmsmail.ethz.ch

561. sun3 monitor on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 14:03:00 UTC
From: meulenbr@prl.philips.nl
Message-ID: <meulenbr.759679380@cstw168>
Source record: 34544

Hi,

I was wondering whether it is possible to use a sun3 monochrome monitor
as monitor for TT hires.
I know this has been asked before by Paul Harris
(paul@charlie.ame.arizona.edu) about half a year ago but there was no
real consensus if this was possible or not. Anyone any experiences?

Thanks, Frans.

PS: I tried to email Paul, but that bounced on a VMS system...)

--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

562. Phantom typist?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 15:13:50 UTC
From: saj@chinet.chinet.com
Message-ID: <CKAnn2.1CE@chinet.chinet.com>
Source record: 34554

There used to be a lot of discussion of "the phantom typist," in which the running application would receive a slow stream of keypresses, and then crash. Moving the mouse rapidly at the first sign of trouble would stop the phantom, but the machine would remain in an unreliable state. I hope this description matches what people remember....somehow I never encountered it myself.

Anyway, I'd really like to know if anything was decided about how to program to avoid the phantom. There was a claim that version 3 TOS-s are much less susceptible ot it: any experience out there on the subject?

Steve

563. Re: (N)VDI weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 15:27:53 UTC
From: avg@cwi.nl
Message-ID: <CKAoAI.G4M@cwi.nl>
Source record: 34548

Peter_Missel@m4.maus.de (Peter Missel) writes:

>>I've noticed that the pixels you get with v_pline() vary with the
>>clipping rectangle. So if you repeatedly redraw parts of a polyline with
>>different clipping rectangles (say when redrawing a window) what you are
>>left with is no longer a straight line (and occasionally contains holes).

Very annoying indeed. The same seems to happen with straight lines, if
you're using patterns. My 3D buttons get scrambled if you drag windows
over them using WINX. Does anyone have a smart solution? I guess
you'd have to blit the lines (or in my case, a complete button)
yourself using vro_cpyfm...

A solution for the lines may be to lock the screen, top your window,
draw a picture, store the image, release the lock and use the saved
image for updates.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

564. Re: Upgrading a Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 15:30:42 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <2i8mn2$538@irz215.inf.tu-dresden.de>
Source record: 34572

Hi!

In article <131491@hydra.gatech.EDU>, gt1448b@prism.gatech.EDU (David Forrai) writes:
>I am interested in upgrading my Mega STE 4/245. I can only afford
>one of the following items at this time, so I list them in order of
>my preference.
>
>1) A CPU accelerator - I understand the Fast Tech Tiny Turbo
> will work but have been told that they
> are unavailable.
>
>2) Memory expansion - I've see 8 meg expansion boards advertised.
>
>3) Video card - I know about these and the NOVA is the one
> I'll get if the above 2 are not available
> or are not recommended.
>
>Any information regarding other accelerators (if there are any) or
>the various memory expansion boards that exist will be most
>appreciated. Thanks!

There are some much cheaper solutions:

1) PAK/3 accelerator (a project from the german c't magazin), allows you
to expand your memory with fast RAM (I've heard - maybe THIS is
not ready yet)

2) (PAK/3 fastRAM expansion)

3) VOFA (`VolksFarben', like `Volkswagen ;-), a `shareware hardware' project,
maybe in Internet, an ET400-based (S?)VGA-card

I have to pay DM 550,- (about $200-250) for the PAK/3, the VoFa is between
DM 100-200 (about $50-100).

This is definitivly the cheapes and maybe one of the best solution. The PAK
is a kind of `open project' and machine-independend, so if you try to speed
up your small little old Mac you can use this card, too. For VoFa you can use
the `famous' NVDI ET4000 drivers.

Greetings - ketchup

565. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 15:34:26 UTC
From: avg@cwi.nl
Message-ID: <CKAoLF.GDn@cwi.nl>
Source record: 34545

Peter_Missel@m4.maus.de (Peter Missel) writes:

>Objects that have 3D bits set will have their 3D borders drawn by AES
>_before_ your drawing code is invoked.

Ah! Thanks a bunch. I was wondering why my userdef 3D objects looked
so 'remarkable' when I was using MultiTOS! Yippee.

Hm. I looks like I am definitely going to be up until after 4AM
tonight...

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
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1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

566. Re: Disk cache and regularly checking the GEM clipboard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 15:35:28 UTC
From: avg@cwi.nl
Message-ID: <CKAon4.GG3@cwi.nl>
Source record: 34546

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Your disk cache sounds rather suspect though - what is its name, so we
>can avoid it ;-)

Hacked-up ICD :-]

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

567. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 20:01:13 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKB0y1.3zH@cix.compulink.co.uk>
Source record: 34552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <1994Jan27.093250.4780@jet.uk>, djs@jet.uk said:
>>>I did an in-depth study of benchmarks and benchmarking for my MEng degree.
>>>You may (or may not!) be pleased to know that I showed that it is impossible
>>>to construct a single program which is representative of programs "in
>>>general".
>
>>Very true.
>Indeed, that was the very point made by, er, somebody's column in the last
>Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

If you're talking about my column, I don't think that's what I said. The
relevant text follows:

------------------------------cut here-----------------------------------

I was debating this very issue while writing GEMBench. Rightly or
otherwise, my conclusion was that a benchmark program should limit itself
to purely performing tasks. The memory tests in GEMBench simply reads the
computer's memory, the text and graphics test do just that. Any attempt to
immitate a 'real-life' situation as some benchmark utilities for the PC
do, is totally subjective and open to scrutiny. The downside of my
approach is that one has to read the figures with caution.

------------------------------cut here-----------------------------------

Ofir ogal@cix.compulink.co.uk

568. TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 20:06:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2i96ru$q1k@elroy.jpl.nasa.gov>
Source record: 34551
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This seems like a simple enough question, but all my tinkering has produced no results so far. In the 1280x960 monochrome mode, is there any way to invert the screen so you get white foreground/black background instead of the current black on white? I *hate* looking at a white screen... Just flipping the bit in palette 0 has no effect.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

569. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 21:04:30 UTC
From: scotty@verdix.com
Message-ID: <scotty.759704670@sarge>
Source record: 34549

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>> Hmmm... Think of it this way: How much will it cost to get a 486PC with the same
>> thing as in a FALCON....
>>
>> 16-bit stereo sound IN and OUT, DSP, SCSI-2, IDE, LAN, MIDI, Truecolor graphics.....
>> And so on...

>And which of those will be useless features for him?

>How much will it cost to get support for a Falcon? How much will it
>cost to get enough RAM for MultiTOS to be useful (ie, "14" megs, since
>the Falcon doesn't support 8M or 12M of RAM, and 4M doesn't leave a hell
>of a lot for applications)? _Where_ will he get software?

>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

This message strikes me as being vindictive rather than informative. I'm
not sure what the point is.

The question shouldn't be which features wouldn't be useful; the question is
whether a potential buyer finds those features attractive. When you shop
for a computer, shouldn't you find out what it can do?

As for getting "support", that's meaningless too, unless you can specify what
kind of support. If you mean repairs, well, buying Atari means shipping it
off to get it fixed, and waiting. It comes with the territory.

Now, why grouse about having enough RAM for MultiTOS? Sure it's crowded in
four Meg. At least it's workable! You can't even boot Unix in four meg.
Linux and MS windows will wear out your hard disk paging in four meg. It's
a testament to clean programming that MiNT uses as little space as it does!

I do agree that Atari could have made it easier to upgrade by allowing an
intermediate step between 4 Megs and 14. However, you aren't going to save
an awful lot by going to 8 megs anyway, and serious users may want the extra
room.

As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
There's loads of them.

State of the art? Probably not. Specialized productivity stuff? Not there.
But that's no reason to dig a hole and toss it in!

Perhaps a dose of perspective is needed. All cars can't be Ferrarris, but they can get you about more than adequately!

Disclaimer: I do not represent Verdix Corporation, and my postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

570. No sound when MegaSTe cold-boots

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 21:08:55 UTC
From: a07649@giant.rsoft.bc.ca
Message-ID: <2i9ah7$3gl@deep.rsoft.bc.ca>
Source record: 34547

Hi,

I have an unusual (I think) problem with my MegaSTe. The configuration is TOS 2.05, 4 Mb RAM, Monochrome, two floppy drives, external SCSI hardrive with ICD host adapter.

The problem is, when I cold-boot (power on) there is no sound from the speaker--no keyclicks, no beeps, nothing! But, if I re-boot with CTRL-ALT-SHIFT-DEL or by pressing the reset button, the speaker then works. The problem ONLY occurs after a power-up.

I have tried booting up "clean" ie, no accessories, and no programs in the AUTO folder. Same thing.

Also, I removed all external peripherals and booted from floppy. Same thing.

After the power-up, if I look at the control-panel accessory, I see that the keyclick icon is dimmed out. But I can't seem to undim it.

Has anyone heard of this happening? Does anyone know if this is a hardware problem or TOS? And lastly, how can it be fixed? Is there a program I can run in the AUTO folder, for example?

Thanks in advance. ANY and ALL help much APPRECIATED!
Carlos

--
* Carlos Alberto Pires da Costa, Vancouver, British Columbia, Canada *
* Internet: carlos_costa@mindlink.bc.ca *
* *
* IGS name: carlos "All of life is a simplified paradigm of Go" *
--

571. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 22:52:29 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.350326@cix.compulink.co.uk>
Source record: 34555

>>i understand it to apply some state modifications, with d0 being the bit
>>flags. i do not know how it would deal with 3D objects for instance. i
>>have not seen the Compendium, so what are the discrepancies?
>
>Objects that have 3D bits set will have their 3D borders drawn by AES
>_before_ your drawing code is invoked.

What's wrong with that ? Seems like the order of the day to me.

572. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 22:52:30 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.350324@cix.compulink.co.uk>
Source record: 34553

>Not that time-consuming if you've already spent time on the routines for
>editable texts. The rest can almost directly be derived from that code.
>I am seriously thinking of doing it soon, because once you've got the
>routine, it'll be very easy to port applications to X or MS windows.

i'll take your word for that, but havn't they got enough ? Surely it would be
nicer to port the other way, or just port X ;-)

573. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-27 23:38:24 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.5beygovSbqc@lionbbs.escape.de>
Source record: 34579
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <SCHWAB.94Jan25150453@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
>In article <1994Jan25.101242.20467@cee.hw.ac.uk>, censjg@caledonia.hw.ac.uk (Simon Greaves) writes:

>|> I want to be able to install custom traps/exception
>|> handlers from a C program.

```
>|> static long
>|> install_handler(void)
>|> {
>|> asm("lea _trapAddr, a0");
>|> asm("lea _trapFunc, a1");
>|> asm("move.l a1, (a0)");
>|> return 0L;
>|> }
>
>|> void
>|> trapFunc(void)
>|> {
>|> printf("\n\n*****\tBoo!\t*****\n\n");
>|> getchar();
>|> }
```

>You are *not* setting the vector for trap #10, but rather
>storing the address of trapFunc into the variable trapAddr, as if you
>have written
>
> trapAddr = (int) trapFunc;
>
>(assuming 32 bit int's). You can use Setexc() to set exception
>vectors (don't forget to #include <osbind.h>):
>
> Setexc(0xA8, trapFunc).

Not to mention that the TRAP routine is somewhat weird!
C compilers put a RTS command at the end of a subroutine.
A TRAP routine is left with RTE!
Also dont put code into your TRAP handler that call
the operating system. TOS is not reentrant!
DON'T use printf, getchar and the like!

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de

Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

574. HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 01:27:15 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan28.012715.14043@mnemosyne.cs.du.edu>
Source record: 34543

I was wondering if anyone out there knew of a standalone cache program
that worked well with a Falcon & MTOS.

I have the ICD Pro driver on my HD, my sadly the ICD cache causes
problems with a MFS.

Thanks,
--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

575. Re: Single & Double mouse click

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 08:31:52 UTC
From: gutschk@jacquard.uni-muenster.de
Message-ID: <2iaihoINNlaj@jacquard.uni-muenster.de>
Source record: 34550

In article <2i8oc6$e1o@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>
>evnt_button(clicks, button, state, record);
>
>Up until now I have only wanted to get single mouse clicks (clicks = 1).
>Now I wish to have a single evnt_button that informs me if a single OR a
>double click took place.

Waiting for double clicks can easily be accomplished by increasing the value of clicks:

clicks = evnt_button(2,1,1,&mx,&my,&mb,&mk)

Even more useful is adding 256 to the value of clicks. Now you can specify which event you are *not* waiting for! By calling

clicks = evnt_button(256+2,3,0,&mx,&my,&mb,&mk)

you inform the AES that you are *not* waiting for both buttons to be released. Effectively, this means you are waiting for any one of the buttons to be pressed (either single or double click). This way you can check both buttons independently.

Happy hacking,

576. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 10:00:19 UTC
From: djs@jet.uk
Message-ID: <1994Jan28.100019.10972@jet.uk>
Source record: 34556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CKB0y1.3zH@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <1994Jan27.093250.4780@jet.uk>, djs@jet.uk said:
>...
>>Indeed, that was the very point made by, er, somebody's column in the last
>>Atari ST Review. The writer then went on to say how wonderful GEM Bench is!

>If you're talking about my column, I don't think that's what I said. The
>relevant text follows:

>------------------------------cut here-----------------------------------

>I was debating this very issue while writing GEMBench. Rightly or
>otherwise, my conclusion was that a benchmark program should limit itself
>to purely performing tasks. The memory tests in GEMBench simply reads the
>computer's memory, the text and graphics test do just that. Any attempt to
>immitate a 'real-life' situation as some benchmark utilities for the PC
>do, is totally subjective and open to scrutiny. The downside of my
>approach is that one has to read the figures with caution.

>------------------------------cut here-----------------------------------
Your column started quite admirably, saying what a waste of time that
benchmark programs are. Then, as you quoted above, GemBench does exactly
what you criticise the others for.

Such benchmarks can always be used to mislead people (See Systems Solutions
misuse of your own program in their T28/T36 ads, for example; they do not
compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).

--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

577. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 12:18:22 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1994Jan28.202147.29176@sol.UVic.CA>
Source record: 34575

In article <1994Jan28.151539.47878@hursley.ibm.com>, sam_garforth@hursley.ibm.com (Sam Garforth) writes...
>My Atari ST keeps turning itself off. When I wiggle the power supply
>it comes back and then goes off again but the connection seems quite
>solid. It seems to be more to do with where on the ST I put pressure.
>If I press the case in the middle it comes on but after a minute I
>suppose it bends back and goes off. I tried taking the case off and I
>couldn't see anything wrong but I couldn't get too far into it as a
>screw was broken and I'm not very good at that sort of thing anyway.
>Does anyone have any advice?

I had a similar problem with the power supply in my 1040STF.

Turned out to be a cold solder joint on the power supply board.

As I recall, it didn't take too long to re-heat all connections on the board.

578. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 13:21:43 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1607@usdtsg.DaytonOH.NCR.COM>
Source record: 34558

In article <1994Jan28.094846.10640@dct.ac.uk> mcssesw@dct.ac.uk writes:
>
>I don't like to be a doom and gloom merchant, but you have to get the situation
>in perspective. Machines do not sell on power, they sell on their software
>base. If power was the dominant feature, how did the PC become the standard
>personal computer?

If you don't mind the question, exactly which computer do you
personally own? Because if you own an Atari, why are you keeping it,
if you feel as you do?

Rob

...BTW your message (with the "ST software sucks" feelings) belongs
over in comp.sys.atari.advocacy group - just thought you might like to
know...

579. Re: Single & Double mouse click

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 14:02:30 UTC
From: bjgrier@bnr.ca
Message-ID: <CKCF0H.2zw@nrtpa22.bnr.ca>
Source record: 34573

In article <2i8oc6$e1o@news.u.washington.edu>, jbeeghly@u.washington.edu (Jeff Beeghly) writes:

> With evnt_button, I am to use the following:
>
> evnt_button(clicks, button, state, record);
>
> Up until now I have only wanted to get single mouse clicks (clicks = 1).
> Now I wish to have a single evnt_button that informs me if a single OR a
> double click took place. Is there a way to do this? I know that you
> can't sdet up evnt_button to handle the right or the left button (just
> both at the same time)... Is this the same case with the number of
> clicks, or can I use something like (1 & 2) in the clicks parameter?
>

Please post the results and/or email me the results

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!

580. STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 14:59:28 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jan28095928@wpi.WPI.EDU>
Source record: 34562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This may sound like a wacky idea to some...

I was thinking this morning that it's too bad the STE doesn't have audio sampling built in... Then I got thinking about ADCs and something snapped! It DOES have a pair of ADCs! In the never-used analog controller ports! Could these somehow be rigged up for audio sampling? I wonder...

They're probably pretty cheap/cheesy ADCs, but they'd probably work...

Can anyone with more programming/hardware knowledge than I enlighten me on this matter?

danke!

.s.
--
- lancer@wpi.wpi.edu - "hacking represents about as much -
- of a threat to the newly rampant telecommunications juggernaut -
- as shoplifting does to the future of world capitalism." -
- -julian@PANIX.COM deriding Phiber Optik's sentence -

581. Re: MultiTOS Gemini 1.99 console interaction problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 15:12:47 UTC
From: uk8u@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2iba1f$l9q@nz12.rz.uni-karlsruhe.de>
Source record: 34560
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CK4J3s.46K@wm.estec.esa.nl>,
Ton van Overbeek <tvoverbe@estwk5.estec.esa.nl> wrote:
>When trying out Gemini 1.99 together with MultiTOS 1.0 (Mint 1.04 + AES 4.0)
>on my TT I noticed the following problem.
>When running a TOS/TTP program in the console window both Gemini and the TOS/TTP
>program are competing for keyboard input. Very annoying when running something
>like more and you have to hit the space bar a number of times till the next
>page appears. After exiting more you then get all the 'missed' spaces echoed.
>I suppose this is a generic problem when running any TOS/TTP program in
>Gemini's console window.
>Has anybody else noticed this

Oh yes!

The reason for this behaviour may be that programs that are started
in the Console window don't become extra processes, but the run under
the process id of Gemini. (Even Mupfel in the Console is no extra process).

But, the programs you run in the Mupfel window are TOS-Programs with
receive their keyboard inputs from Gemdos- or Bios calls. Gemini itself
(including the Console windos) is a GEM Program that uses AES Calls for
Keyboard handling. It looks like this both methodes within the same
process conflict under MultiTOS.

? Any explanation and/or fixes or workarounds known

The only fix with is know to me is: Don't use the Console Window under
MultiTOS.

The Mupfel Shell is also a standalone program (MUPFEL.TTP) which is
startable in TOSWIN or MINIWIN. Then, Mupfel is a TOS process and
the problems with running TOS programs disappear.

By the way, if the Mupfel shell runs under TOSWIN/MINIWIN, your mouse
arrow won't disappear while more-ing a file or anything like it does
in the Console.

This method has also a few disadvantages, e.g. the cd $TOPWIND command
whith is defaulted to function key F1 by profile.mup won't work anymore
because Gemini and TOSWIN/Mupfel have different environment variables.
But this things don't mind very much.

Bye, Harald
--
Harald Weidner +49 721 606500 Is there someone to hear me?
s_weidn@ira.uka.de Is there no one to see?

Sternbergstr. 6 uk8u@rz.uni-karlsruhe.de Is there someone to hear me?
76131 Karlsruhe Heavy@irc Doesn't anybody care?

582. ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 15:15:39 UTC
From: sam_garforth@hursley.ibm.com
Message-ID: <1994Jan28.151539.47878@hursley.ibm.com>
Source record: 34564

My Atari ST keeps turning itself off. When I wiggle the power supply it comes back and then goes off again but the connection seems quite solid. It seems to be more to do with where on the ST I put pressure. If I press the case in the middle it comes on but after a minute I suppose it bends back and goes off. I tried taking the case off and I couldn't see anything wrong but I couldn't get too far into it as a screw was broken and I'm not very good at that sort of thing anyway. Does anyone have any advice?

Cheers,

Sam

583. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 15:28:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKCJ01.Et8@cix.compulink.co.uk>
Source record: 34569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <1994Jan28.100019.10972@jet.uk>, djs@jet.uk said:
>Your column started quite admirably, saying what a waste of time that
>benchmark programs are. Then, as you quoted above, GemBench does exactly
>what you criticise the others for.

I don't see what you mean. All I wanted to tell people is that benchmarking is useful, but the results should be read with caution. Are you suggesting that there is no need for benchmarking at all? I didn't imply that benchmarking was useless, at least I didn't mean to. I just wanted to let readers know that it shouldn't be taken too seriously.

I wrote GEMBench for my private use, but gave copies of the early versions to friends, and before I knew it, everyone was using it. I think that as far as benchmarks go it's quite good. If you have any relevant criticism, I would be glad to hear it. Many suggestions from users have been incorporated along the way.

>Such benchmarks can always be used to mislead people (See Systems Solutions
>misuse of your own program in their T28/T36 ads, for example; they do not
>compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).

True, but you can't blame me for that.

Ofir ogal@cix.compulink.co.uk

584. Re: Upgrading a Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 17:09:37 UTC
From: ts9@irz.inf.tu-dresden.de
Message-ID: <2ibgsh$ihs@irz216.inf.tu-dresden.de>
Source record: 34583

Hi!

Just an additional remark: All these are do-it-yourself-projects. I don't know if I really can plug the chips together, but we'll see... :)

I will look for some more detail informations and post them here.

Greetings - ketchup

585. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 18:20:04 UTC
From: walra@moacs11
Message-ID: <wvydgoo3ric@moacs11>
Source record: 34559
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu wrote:

> This seems like a simple enough question, but all my tinkering has produced no
> results so far. In the 1280x960 monochrome mode, is there any way to invert
> the screen so you get white foreground/black background instead of the
> current black on white?

Yes there is: write your own VDI screen driver.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

586. Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 18:48:07 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ibml7$ac2@geraldo.cc.utexas.edu>
Source record: 34565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

As some of you are aware, I am having some trouble getting Ghostscript to properly display 16-bit color on some graphics hardware. I seem to be quite misinformed. Some authoritative answers to the following questions would be helpful:

1.) Does all 16-bit graphics hardware represent a pixel as a single word (i.e. 16 consecutive bits) of rgb information (rrrrrgggggbbbbb) and use no lookup table. It seems that the 32K mode of the Crazy Dots board does something different, but WHAT? Does it use some interleaved format? The Crazy Dots vdi reports that there is a lookup table in this mode. Is there some way to find out from the vdi what format is used?

2.) Does vr_trnfm() work properly on the Falcon in 16-bit mode. I have heard rumors that it does not.

My third question requires a little background. Ghostscript creates a bitmap in memory, which I must then transform to the proper format and display on the screen. GS asks the screen driver code to tell it what bit sequence to use for a given color, so I cannot draw directly to the screen with the vdi. I have to somehow find out (using portable GEM calls) what bit sequence corresponds to what color.

3.) Is there a problem (an any hardware) with the following procedure to find which bit sequence corresponds to which color?

a.) Use vs_color() to set one pen (say pen 1) to the desired color.
b.) Use the vdi to draw one pixel to the upper left corner of the screen.
c.) Copy the first 16 bits of screen memory to find the bit sequence which corresponds to the desired color.
d.) Tell Ghostscript to use this word to represent a pixel of this color.

Clearly this won't work if an interleaved format is used, but how do I find out (with function calls) whether the bits for one pixel are interleaved or consecutive in memory?

I know I have been asking questions similar to these for a long time, but I still don't seem to have enough correct information to get working 16-bit color on all hardware.

Thanks for any help.

-Tim Gallivan
timg@landau.ph.utexas.edu

587. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 18:49:38 UTC
From: walra@moacs11
Message-ID: <cdycg33jwc6@moacs11>
Source record: 34563

In <2iaqn8Eb72@uni-erlangen.de>, Harald Schoenfeld wrote:

> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>
>> I was wondering if anyone out there knew of a standalone cache program
>> that worked well with a Falcon & MTOS.
>
>> I have the ICD Pro driver on my HD, my sadly the ICD cache causes
>> problems with a MFS.
>
> Well, the good old ATARI CACHEXXX.PRG is still doing a good job.

I don't think he ment a Gemdos cache, since he's using Minix filesystems.
The only standalone cache at BIOS level that I know of is TCACHE. Haven't
tried it though -- still happy with HuSHI.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

588. Diagnosing heat-induced death? -- For hardware buffs.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 19:31:46 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2ibp72$bn7@geraldo.cc.utexas.edu>
Source record: 34577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

My ST has a heat-related problem that causes the machine to hang when accessing the hard disk for just about anything nontrivial. Does anyone have any suggestions for pinpointing the problem (dma chip, ICD card, drive itself)? I know it is a heat problem, because it goes away if I open the case (it is in an IBM PC case with the usual fan in the power supply) and blow on the board and drive with a big room fan.

>>>>>>> Sequence of events during failure: <<<<<<<

Machine accesses hard disk,
Disk access light comes on,
Dialog stating "data on disk may be corrupted ..." appears (sometimes bombs instead). The ICD board reports no sense errors or other errors of any kind. The data is really fine, since everything works fine with the big fan.
Disk access light remains on, even if the dma cable to ICD card is unplugged or power to icd board is removed,
Machine must be rebooted, first reboot always fails -- won't reboot from hard disk,
Further attempts to reboot may fail depending on whether the drive hangs during the boot.
The floppy drives seem to be unaffected -- they still work OK.

>>>>>>> Failed attempts to fix the problem: <<<<<<<

Reseat chip ritual -- reseated ROMS, DMA, MFP, floppy controller, and MMU. Tried this may times.
Reseated SCSI, dma cable, and memory board connections.
Felt all chips to see if any seemed abnormally warm. All seem quite cool.

>>>>>>> Hardware information <<<<<<<

I have an old 520stf (TOS 1.0), from around 1984 I guess. It has 4M of ram on an Aerco board, an ICD SCSI board (85M Quantum drive), and a midi port modification (slowed the baud rate) which allows the use of a DEC keyboard.

Any suggestions for how to pinpoint the problem? Can I take the drive to a local PC store to be tested? Can I eliminate the ICD card as the source of the trouble? Is it time to get a Unix box? Any help would be appreciated.

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu

589. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 19:37:18 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan28.194908.26998@inca.comlab.ox.ac.uk>
Source record: 34576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
: fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
: memory, the results of the benchmarks turn out bad.

What's this about a 16 bit data path? The manual clearly gives the data bus
width as 32 bits and recent Net arcticles on memory upgrading have stated that
four 8/9bit SIMMs are needed in parallel to provide the required data width.
Anyway, if the Dhrystone benchmarks are oriented towards memory access speed
a 20MHz machine is likely to be faster than a 16MHz. (Of course, accessing
screen memory over the expansion bus on the 386 would be slower, and a 386
can't decompress JPEGs quickly like my Falcon can with its DSP etc. etc.)

590. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 22:51:04 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <2ic4so$92p@news.rhrz.uni-bonn.de>
Source record: 34570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
|>
|> 386/20 4550 - 5000 dhrystones/sec
|> Acorn A410 ARM3 10000 dhrystones/sec
|> Falcon030 1500 - 2500 dhrystones/sec
```

Strange. My ST with a 25 MHz 68030 board has roughly 4300 d/sec when compiled for 32 bit ints. I've used gcc 1.37, gcc 1.40, and gcc 2.3.3 pl 1. I can reach over 5000 d/sec with -mshort. The Falcon should have roughly the same speed since its slower CPU is compensated by its faster memory bandwidth. Are You sure not to have forgotten to optimise (although You said You did)?

M. Ritzert
mjrqdyn.geo.uni-bonn.de

591. problems with ash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-28 23:22:14 UTC
From: mjr@dyn.geo.uni-bonn.de
Message-ID: <2ic6n6$92p@news.rhrz.uni-bonn.de>
Source record: 34557

hi there,

i'm using MiNT 1.04/Tos 1.04 under the bellcore window manager.
with several 16 MB Tos partitions. In my setup, i've
removed the 'ttp/tos/prg' from all executables, since i'm trimming the system
more and more to a unix lookalike, and, more important, since command name
completion of my interactive shell tcsh does not work correctly when the
names of the executables have an extension.

Now the problem for any of the sh clones i tried (different ports of ash, the bsd
sh clone):

when i try to execute the command, i get the error 'access denied'. If i add an
extension (.ttp) to the command name, everything is fine under sh, but not under
tcsh. (Hence, PATH is set up correctly). If i have the extensions removed and
use an "absolute" path name, e.g., /bin/ls instead of ls, sh has no problems to
execute the command.

Does anyone know what's going on? Is there any sh clone available which
does not have this problem --- possibly compiled with shared text? I intend to
use the sh only to execute system() calls, shell commands from make and to run
one or the other shell script, and I'd like to spend my time to develop/port
useful applications for the community instead of debugging shells :-) (at present
i'm working on ghostscript 2.6.1 with a driver for the MGR, gnuplot for the
MGR, port mgrsketch from Linux-MGR, and a DVI-driver for the MGR better than
dvimgr.)

Thanks for any help

M. Ritzert

592. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 00:17:59 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.759802679@dtek.chalmers.se>
Source record: 34566

Personnally I think they are not real ADC but arranged as the analog joystick are at the amiga (Too bad I can't explain how it works on amiga since my english is quite limited :-)).

But what I do know is that when I tested the port myself I put a steady voltage on the input but the register didn't show a steady value(jumped up and down 5 steps). Also the samplings frequency at the ports is around 1,000 Hz(!) from what I heard and it's not very good for sound anyway.

--
M}rten R}nge - d3marten@dtek.chalmers.se
[BIG Monster sig deleted ..]

593. Re: Single & Double mouse click

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 01:06:30 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2iccqm$o68@yendi.mdd.comm.mot.com>
Source record: 34561

In <CKC87s.6wy@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>evnt_button(258,3,0...) which will wait for single/double click on
>left/right buttons.

>Ofir ogal@cix.compulink.co.uk

Oh bloody hell, why doesn't any of the GEM documentation I have say that?
I spent a LOT of hours trying to hack through that bit of coding when I
was in my "Atari coding prime". It's one of the reasons I've slowly lost
interest in programming at home.

I shall make note of it, though, just in case I feel masochistic again.

594. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 01:59:19 UTC
From: scotty@verdix.com
Message-ID: <scotty.759808759@sarge>
Source record: 34567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gregk@nskernel.tandem.com (Greg Kilfoyle) writes:

>Hi,

> ...

>Okay, now I'm looking into what's involved in adding a HD or replacing my
>existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138
>drive and Seagate 138N controller. It also has a 25-pin port on the back
>with some instructions on how to make a cable for this port with a 50 pin
>(SCSI?) connector on the other end.

>Is it possible for me to replace the drive in my system with an off-the-shelf
>SCSI drive? Does this involve getting a new controller as well? When I went
>to a local store yesterday, I noticed the drives have a 50-pin connector, but
>the controllers are more specific - like for a PC.

>If I can't replace the drive inside my Supra, how do I attach another drive
>via the SCSI port on the back? Do I just need to buy a drive with power supply,
>make the cable I talked about above, and plug it in? Or do I also need to
>add a controller?

> ...

>Thanks for your help, Greg.
>---
>Greg Kilfoyle
>Tandem Computers Inc.
>California, U.S.A..
>e-mail: gregk@nskernel.tandem.com

Hello Greg,

There are a minimum of four pieces in any Atari ST hard disk system (not
counting the Falcon030). These are:
1. Host Adapter
2. SCSI Hard Disk Drive
3. Case
4. Power supply.

The host adapter is what you're calling the controller; I think yours is
a Supra(?). As you've noticed, Supra used a nonstandard 25 pin SCSI connection
on some of their host adapters. The common 50 Pin connector has every signal
pin intereaved with a ground pin to minimize noise interference in the wide
ribbon cable. Later Supra adapters had both the 25 pin and the 50 pin
connections.

A host adapter is what allows you to plug a SCSI device into a non-SCSI host computer; in this case, through the Atari DMA connector. Although you can still use the Supra if you choose your SCSI drive carefully and cable it properly, you're limited in your choices of drives to connect. Check your formatting software, SUPFMT.PRG, and see what drives it lists. If you choose a newer SCSI drive it may not work, since you may not be able to format it (or even *find* it) with the Supra formatting software.

A single host adapter should be able to connect up to eight SCSI hard disks to your Atari. Once you have a 50 pin SCSI ribbon cable, you can put several connectors on it and chain multiple drives (I have four right now). However, each drive needs to have a unique ID set, via jumpers, so that the computer can tell them apart. For each unique ID you can also have multiple Logical Unit Numbers (or LUNs), but this is not significant unless you're using an unusual controller. You just need to check the IDs of each drive and make sure they're different.

There's usually three jumpers somewhere on the drive's circuit-board, labeled A2 A1 A0, with a jumper or two on the pins above them. These jumpers can be read as binary "1", so that, for instance, if the first two are empty and the third (A0) has a jumper, the ID is 001. If you have only one hard disk, most likely all three sets of pins are un-jumpered, giving you SCSI ID 0. If so, when you add more drives, make sure their IDs are higher numbers.

If you have the money, I'd recommend that you get a newer host adapter, such as ICD's "The Link". This adapter should work with any current SCSI or SCSI-II drive, or even a CD ROM drive. The software is up to date, and will let you format nearly any popular unit.

Another consideration, when you expand your system, is what the power supply can handle. If you can read the output current in Amperes for your supply, you can calculate its capacity using volts * current = watts. Add the draw of the present drive plus the one you want to use, and see if it's below the limit.

Hope this information helps your efforts. Best of luck!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

595. Re: WANTED FAX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 02:21:14 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <427Vgc2w165w@sys6626.bison.mb.ca>
Source record: 34574

sk@lumumba.sh.sub.de (Stefan Krey) writes:

> In <X2TNgc2w165w@sys6626.bison.mb.ca>, John Perry writes:
> > Does this mean that you don't HAVE to have a ZyXEL to use HackFax? I have
> > a SupraFAXModem V.32bis and I'd love to be able to use HackFax. (I want
> > to be able to send FAXes from the command line and HackFax is the only
> > program I've found so far that will do this.)
> TKR's Tele Office can do it, too. But it's commercial.

Where can I get more info about this program. Is there a demo available?

596. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 04:24:33 UTC
From: black@hacktic.nl
Message-ID: <2icoefINNqmc@xs4all.hacktic.nl>
Source record: 34571

bjgrier@bnr.ca (Brian Grier Perpk) writes:

>In article <2hpat6INN207@xs4all.hacktic.nl>, black@hacktic.nl (BlackFunk) writes:
[.. my own article deleted for brevity ..]

>DO NOT PUT A TERMINATOR ON THE DMA PORT OF YOUR MegaSTe!!!

>(Unless you want to totally disable your system)

>With that imporant message out of the way...

>All but 1 AdSCSI interface I am aware of are external to the system. The
>AdSCSI-Micro was/is internal for the original Mega ST, I have not heard
>of it working inside the Mega_STe.

>So from here on I'll assume you have an external HD. First the really
>silly question: is the cable from the computer's DMA port going to the
>ACSI-In port on the AdSCSI? If it is on the ACSI-Out port you are lucky
>to get your system to boot. (I spent two days looking for this problem
>once) Next are you sure there is power to the AdSCSI board?

>Even if you do not have any drive hooked up to the AdSCSI the software
>should see it there. It will report no hard drives found. If your HD
>is inside your MegaSTe it is most likely an Atari adapter and if ICD's
>software can not find an AdSCSI host adapter most of their utilities
>will refuse to run, unless you have/buy the ICD AdSCSI-Pro software for
>Mega-STe's, TT's and Falcons.

>If you want more info please email me.

>Brian

Hmm, well, let me clarify some stuff. I have an 4 MB MEGA/STE with a built
in 50 MB HD which is hooked up to the ICD adapter. The external ACSI
port of the MEGA has been changed into an external SCSI port from the
ICD adapter. The guy I built this machine from hooked up an external SUN
SCSI drive and at that time the ICD software was worked perfectly. So I
assume he didn't put any additional ICD hardware in his SUN HD since he
was gonna use it on his new PC. Any ideas? Thanks for the info so far but
I need to know if I can get it to work with a terminator or if the
solution is a "bit" harder than that :-)

Thankx again & Please Help!
--

Peace
-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-
Freedom is free of the need to be free - George Clinton '70

With love there is no death - Prince '86
--

Peace
-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-+++-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

597. Re: Disk cache and regularly check

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 11:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A16@M4.maus.de>
Source record: 34607

>When searching for a file (SCRAP.TXT on the clipboard) at regular
>intervals, shorter than the write delay of my disk cache, the cache
>never gets flushed.

This is ICD's standard cache behaviour. As long as there's any access, caches
are not flushed.

Solution for you: Don't poll the clipboard, just keep "Paste" available all the
time, and pop up an alert or ring the bell in case there's nothing to paste
when the user wants to.

bye, Peter

598. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 12:47:50 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKE67r.EK@cen.ex.ac.uk>
Source record: 34578

In article <1994Jan28.012715.14043@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

> I was wondering if anyone out there knew of a standalone cache program
> that worked well with a Falcon & MTOS.

I use Atari's CACHEnnn.PRG - It's not blindingly fast, but it does the job.

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |
---

599. 720K 3.5" Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 13:57:35 UTC
From: jchen@Auspex.COM
Message-ID: <19764@auspex-gw.auspex.com>
Source record: 34580

My seven year old Mega ST2's floppy drive is having trouble reading several disks and is making rather loud noise even when it's capable to read other disks. I tried to replace it with a SONY 3.5" 1.44MB drive with no success. I wonder if there is any place I can buy a 720KB (Teac?) floppy drive that works for the machine.

The drive could be just mis-aligned but I figure the cost of having a tech to fix it may be more than the cost of a replacement. The SONY drive I tried can be bought for less than $50.

Also could the high density drive (1.44MB) be used in the Mega? I still have the stock ROMs which probably don't support the drive.

Any help is highly appreciated.
--
Jinfu Chen
Auspex Systems, Inc.
jinfu.chen@auspex.com
Office 714-455-0424

600. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 15:00:55 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CKECDJ.C7w@hermes.hrz.uni-bielefeld.de>
Source record: 34581
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <...>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> This seems like a simple enough question, but all my tinkering has produced no
|> results so far. In the 1280x960 monochrome mode, is there any way to invert
|> the screen so you get white foreground/black background instead of the
|> current black on white? I *hate* looking at a white screen... Just flipping
|> the bit in palette 0 has no effect.

That would do for ST-HIGH. Try not just flipping the lowest bit, but
exchange the color values for the two colors (either 0/1 or 0/255, can't
remember), maybe this one helps. I remember having heard the term
`duochrome' instead of `monochrome', so I think there's a software
solution like this.

If you continue to dislike the white screen, give me the monitor! :-)

TeSche
--
PS: If the above written looks weird, then that's probably because it _IS_.
Torsten Scherer (Schiller, TeSche...), University of Bielefeld, Germany
==> itschere@techfak.uni-bielefeld.de / tesche@hrz.uni-bielefeld.de <==

601. Re: help needed to install custom trap using GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 17:08:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eULe7fQfX2A@semprini.waterloo-rdp.on.ca>
Source record: 34609
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In <1994Jan25.101242.20467@cee.hw.ac.uk>, Simon Greaves writes:
> Hi all,
>
> I want to be able to install custom traps/exception
> handlers from a C program.
> void
> trapFunc(void)
> {
> printf("\n\n*****\tBoo!\t*****\n\n");
> getchar();
> }
>
> 8<----------------------------------------------------------------------
>
> This compiles ok (gcc-2.5.7, gas-2.2), and seems to install ok, but I get a
> full screen width line of bombs when it calls the trap. I know it should
> probably do an rte back from the trap, however it doesn't get as far as
> printing the message. I tried putting printf's in to see what the program
> was putting into the exception vector address, and I think it's ok, but
> still doesn't work. Should I be concerned about relocation (didn't think
> I should...), any other suggestions (apart from 'learn C':)?

Well, you've installed it right, AFAIK, but you can't make C library
calls from a trap handler! I'm _pretty_ sure you can make other TRAP
calls, but I don't take my word for it... who knows what would happen if
you called another TRAP that called your TRAP handler, which called that
TRAP, which called your TRAP handler, etc, etc... (probably a whole line
of bombs.. ;-))

--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

602. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 17:41:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.WzLty5RmscA@semprini.waterloo-rdp.on.ca>
Source record: 34606

In <19940122162018UJA5@ibm3090.rz.uni-karlsruhe.de>, UJA5@ibm3090.rz.uni-karlsruhe.de writes:
> HI,
> AT THE MOMENT I THINK ABOUT BUYING EITHER AN 486PC OR A FALCON030.
> SO KNOW SOMEBODY ANYTHING ABOUT BUGS OR PROBLEMS WITH THE FALCON
> AND HOW IS THE ACCEPTANCE AT THE MARKET?

One problem you might have with buying a Falcon is where to buy it...
it's had almost no market acceptance. Then again, you're in .de, so
maybe Atari still sells products there. :-(

If you buy a '486, you will have nothing but problems, *unless* you
never upgrade anything, never add any new cards, never use anything buy
DOS and Windows (yuck, the worst possible OS/GUI combination to put on a
PC), etc.

IMHO, you should buy a used UNIX workstation; Sun and Hewlett-Packard
machines are quite nice.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

603. Re: Need help with SCSI Adapter [ICD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-29 18:25:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ie9m1$5ft@mailer.fsu.edu>
Source record: 34582

BlackFunk (black@hacktic.nl) wrote:
> Hmm, well, let me clarify some stuff. I have an 4 MB MEGA/STE with a built
> in 50 MB HD which is hooked up to the ICD adapter.

Ok, you say your internal 50mb disk has an internal ICD host adaptor on it?
If so, it would have to be an ICD AdSCSI Micro. Note that Atari did not
use these units, but had their own (inferior, IMHO) board. Thus, are you
absolutely sure that the internal has an ICD host adaptor?

> The external ACSI
> port of the MEGA has been changed into an external SCSI port from the
> ICD adapter.

If by "changed into" you mean that there is an inline external plug that
has ASCI on one side and SCSI on the other, this must be an ICD Link.
However, you say "from the ICD adaptor", implying that there is only one.
This is weird, as I am pretty sure the ICD Micro can only drive one disk.

> The guy I built this machine from hooked up an external SUN
> SCSI drive and at that time the ICD software was worked perfectly. So I
> assume he didn't put any additional ICD hardware in his SUN HD since he
> was gonna use it on his new PC.

If the Sun drive used the Centronics (printer looking) style SCSI plug, this
also lends support to the theory that you have an ICD Link on the back of
your machine.

> Any ideas? Thanks for the info so far but
> I need to know if I can get it to work with a terminator or if the
> solution is a "bit" harder than that :-)

Termination is not your problem. If you have an internal host adaptor and
an internal drive, it should work without any termination concerns, even
if you have other stuff hooked to the ASCI port on the back of the machine.

Now, as to your problem. You need to send a more detailed description of
your system. For example, exactly what does this "ASCI changed to SCSI on
the back" plug look like? Is it a trapezoidal DB-15? Is it some sort of
50 pin SCSI? It should be a DB-15! If so, I can think of no way your
internal host adaptor could "change it into" a SCSI. As for the guy that
hooked the Sun drive up to your machine, did he use an ICD Link? Do you
have an ICD Link? It would be hanging out of the back of the machine if
you did (it is an inline unit a couple of inches square, with a DB-15 on one
side and a Centronics SCSI plug on the other, which looks a lot like the
funny end of a printer cable). The use of an ICD Link is the only way I
can think of to "just hook a Sun SCSI drive to the back of your machine".
So, do you have anything dangling out of the back of your machine?

Open up your MegaSTE and verify that you have an ICD AdSCSI Micro internal host adaptor. Again, unless it was added later you probably don't. If you cannot tell, draw a picture of it noting placement of distinctive components (the ICD unit has a small potentiometer on it to adjust drive spinup time, and I don't think the Atari unit does) and post an ASCII version of the picture. Also, note exactly how everything is cabled in there, and describe it in detail.

It is extremely likely that this is your problem (no ICD internal unit). The newer versions of the regular ICD software will work with a non-ICD host adaptor, but the caching will be disabled. Is that what is happening with you? Is it working at all? Exactly what version of the ICD software are you using (the version number that comes up when the machine is first booted, from floppy or hard disk)? Older versions would not work at all without an ICD unit present.

If you do have an ICD Link hooked to the back of your machine, and if your internal host adaptor is an Atari unit (likely), then the problem is probably that you don't have anything plugged into the Link. It gets its power from the remote device it is hooked to, so if it is just hanging out the back of your machine it probably won't work. If this is the case, you need to hook something to it to be able to use the non Pro-level ICD software.

I am beginning to suspect that you don't have any ICD host adaptors at all, and that your ICD software is old enough such that it does not work with non-ICD stuff. The guy with the Sun drive might have had an ICD Link hooked to the end of the cable. This would explain why the ICD software worked previously. If this is the case, you should either get the Atari AHDI software or purchase the Pro Level ICD stuff (I recommend the latter). Anyway, a more detailed description is needed!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

604. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 07:10:57 UTC
From: dvasilef@copper.ucs.indiana.edu
Message-ID: <CKFLA9.wy@usenet.ucs.indiana.edu>
Source record: 34584
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In my valiant attempt to build a gcc cross compiler on the DEC alpha axp 4000/384 MB here at school, I don't know if I've done anything right yet, but so far:

I got all the sources.

Got cgcc/gcc-cc1/gcc-cpp to compile with no errors.

got gcc-as to compile with no errors.

obtained the libraries in binary.

However, nothing in utlsrc37.zoo compiles for me, and when I run cgcc, I get
cgcc: Internal compiler error: program as got fatal signal 6

What do I need to do to get utlsrc37.zoo to compile? All it says is warning: redefining 'free' and then exits some time later but gives no explanation.

and what is the problem with cgcc?? Do I need to give it a command line option to look in my gcc-cross directory instead of the default dir?

thanks very much for your help.

david

605. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 08:57:27 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ifspn$q3a@elroy.jpl.nasa.gov>
Source record: 34585
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <wvydgoo3ric@moacs11>, Waldi Ravens <walra%moacs11@NL.net> wrote:
>In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu wrote:
>
>> This seems like a simple enough question, but all my tinkering has produced no
>> results so far. In the 1280x960 monochrome mode, is there any way to invert
>> the screen so you get white foreground/black background instead of the
>> current black on white?
>
>Yes there is: write your own VDI screen driver.

I was afraid that would be the answer... But, I suppose I can patch my copy of
NVDI and let it go.

It seems, from various TT docs, that there is no palette change that will
invert the TT-hi video, the inverters are only present for the lower rez's.
Oh well.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

606. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 10:18:47 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ig1i7$ai@elroy.jpl.nasa.gov>
Source record: 34586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <LANCER.94Jan28095928@wpi.wpi.edu>,
Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>
>This may sound like a wacky idea to some...
>
>I was thinking this morning that it's too bad the STE doesn't have
>audio sampling built in... Then I got thinking about ADCs and
>something snapped! It DOES have a pair of ADCs! In the never-used
>analog controller ports! Could these somehow be rigged up for audio
>sampling? I wonder...
>
>They're probably pretty cheap/cheesy ADCs, but they'd probably work...
>
>Can anyone with more programming/hardware knowledge than I enlighten
>me on this matter?

What the heck, give it a try. You've got a wide variety of options; each
port has an 8 bit X and Y (paddle) input, so you could easily have 4 8-bit
inputs. Port 0 also has a light-pen input, which gives 10-bit values for X
and Y, which you could try to use for higher resolution. But, I've never
seen any docs describing how fast these ports can be sampled, or what voltage
levels they expect... The button inputs seem to be 5 volt TTL level, dunno
about the analogs...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

607. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 11:44:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ig6jj$fjl@golem.wcc.govt.nz>
Source record: 34587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <scotty.759808759@sarge>, scotty@verdix.com (Scott R. Chilcote) writes:
>gregk@nskernel.tandem.com (Greg Kilfoyle) writes:
>
>>Hi,
>
>> ...
>
>>Okay, now I'm looking into what's involved in adding a HD or replacing my
>>existing HD. I have a Supra 30Mb drive which I think has a Seagate ST138
>>drive and Seagate 138N controller. It also has a 25-pin port on the back
>>with some instructions on how to make a cable for this port with a 50 pin
>>(SCSI?) connector on the other end.

>If you have the money, I'd recommend that you get a newer host adapter, such
>as ICD's "The Link". This adapter should work with any current SCSI or
>SCSI-II drive, or even a CD ROM drive. The software is up to date, and will
>let you format nearly any popular unit.

I would not recommend the LINK at all, as its not intended for this
type of contruction, its intended for Mac/PC type external hard drive boxes
with 50 way connectors on them, its a external host adapter not a internal one.

> Scott R. Chilcote
> scotty@verdix.com - or -
> scotty%verdix.com@uunet.uu.net

All you need to do is to remove the hard drive in the box and fit a Quatum
LPS type drive, but you will have to get ICD's Pro software to make this drive
work, Supra does not support these drives..

Note: the 25 way 'D' type connector is wired the same way as Mac type drives
use, so a Mac type hard drive can connect to this 25 way connector...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

608. VIDEOTEXT 171

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 11:51:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ig6vu$fjl@golem.wcc.govt.nz>
Source record: 34588

Can some one help me in regards the German Videotext 171 program..

What other piece of hard ware does it need and what type of machine must it rum on..??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

609. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 13:32:45 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <L8ILBZCG@isys-hh.hanse.de>
Source record: 34593
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>In article <...>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>|> This seems like a simple enough question, but all my tinkering has produced no
>|> results so far. In the 1280x960 monochrome mode, is there any way to invert
>|> the screen so you get white foreground/black background instead of the
>|> current black on white? I *hate* looking at a white screen... Just flipping
>|> the bit in palette 0 has no effect.

Where is the problem? I've never used anything but inverse video selected
from the CPX control panel, giving me at least white characters on a black
background until I find a green phosphor CRT replacement for my PTM144.

Rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

610. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 15:05:02 UTC
From: joey@zaphot.abg.sub.org
Message-ID: <Up-EA5PDAVC@zaphot.abg.sub.org>
Source record: 34591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2ig1i7$ai@elroy.jpl.nasa.gov> Howard Chu wrote :

>In article <LANCER.94Jan28095928@wpi.wpi.edu>,
>Stephe Lewis Foskett <lancer@wpi.WPI.EDU> wrote:
>>
>>This may sound like a wacky idea to some...
>>
>>I was thinking this morning that it's too bad the STE doesn't have
>>audio sampling built in... Then I got thinking about ADCs and
>>something snapped! It DOES have a pair of ADCs! In the never-used
>>analog controller ports! Could these somehow be rigged up for audio
>>sampling? I wonder...
>>
>>They're probably pretty cheap/cheesy ADCs, but they'd probably work...
>>
>>Can anyone with more programming/hardware knowledge than I enlighten
>>me on this matter?
>
>What the heck, give it a try. You've got a wide variety of options; each
>port has an 8 bit X and Y (paddle) input, so you could easily have 4 8-bit
>inputs. Port 0 also has a light-pen input, which gives 10-bit values for X
>and Y, which you could try to use for higher resolution. But, I've never
>seen any docs describing how fast these ports can be sampled, or what voltage
>levels they expect... The button inputs seem to be 5 volt TTL level, dunno
>about the analogs...
>--

Uhhh ... one _must not_ use the STe/Falcon-analog-ports for sound-sampling
or anything else like this !!! The analog-inputs are the same than in every
old home-computer (VC-20, C-64, Atari 400/800/600XL/800XL ...) !!

That means you can only connect a paddle or a variable resistor of 500kOhm
This resistor is used to unload an internal condensator ! During the
unloading a 8-bit-counter is running, so you get a value between
0 and 255 - thats all.

You see - there are _no_ "real" ADCs in the STe ! For sound-sampling, the
Falcon has audio inputs wich are connected to "real" ADCs.

BTW: The light-pen-input is a _digital_ input. It does not produce
x/y-values ... only the video-chip writes its current row/coloumn
into the light-pen-registers, if this input becomes low (0V).

I recommend to use "real" ADCs like AD-7569 from Analog Devices. This chip
produces up to 100000 8-bit-samples per second and is very cheap.

Greetings, Arno

--
Arno Welzel / Vogelmauer 15 / D-86152 Augsburg / Germany
EMail (Usenet): joey@zaphot.abg.sub.org

611. setting up GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 15:34:55 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <EhGxCTK00WB8Q3qqV5@andrew.cmu.edu>
Source record: 34589

I've been trying to set up GCC on my TT. Could anybody point me to documentation that would tell me how to set up the directories and everything. I have plenty of HD space, so don't worry about telling me I need at least 16 megs :). I'd prefer getting files from the umich archive.

David Watson

612. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 16:26:26 UTC
From: scotty@verdix.com
Message-ID: <scotty.759947186@sarge>
Source record: 34590

mcssesw@dct.ac.uk writes:

>Software is a joke on the ST and Falcon.

Meaningless drivel. Easy for you to trash the efforts of dozens of hard working people, but we'll just go on using the stuff and being productive regardless, eh?

>Unix programs? Where? unix doesn't even run on the ST or Falcon!

I'm talking about GCC, Make, Emacs, vi, and dozens of megabytes of similar development programs. Those who work in the Unix environment can find development on the Falcon & ST very familiar.

I think we have two different points here. You're beating the old "it isn't the 'state of the art' and never will be" drum.

I think that the majority of ST owners realize that! Just don't try to convince me that Windows is a better working environment, that Mac System 7 is faster or a joy to program for, and that either a PC or a Mac makes a worthy replacement for my Falcon.

Modest Flames:

You can nitpick away if you like, but I can bury you in stories of PC compatibility problems (I work with dozens of people who have them). I have a Mac on my desk at work, and while it is useful, I wouldn't take one home unless it was top-of-the-line.

Forgive me for wanting a little diversity in the computing world. Why the urge for the most testosterone-laden computer? I guess some of us are destined to never see the light; to go on getting productive use out of the off-the-mainstream computer, and not feel the lack.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

613. nroff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 16:55:16 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jan30.165753.9447@inca.comlab.ox.ac.uk>
Source record: 34592

```
Does anyone know of a (free) version of nroff for MiNT that produces
'less' compatible output?
The version I have produces escape sequences which get expanded by 'less'.
```

614. Re: setting up GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 19:25:19 UTC
From: whitema@rtsg.mot.com
Message-ID: <2ih1iv$jmt@delphinium.cig.mot.com>
Source record: 34598

In article <EhGxCTK00WB8Q3qqV5@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> I've been trying to set up GCC on my TT. Could anybody point me to
>documentation that would tell me how to set up the directories and
>everything. I have plenty of HD space, so don't worry about telling me
>I need at least 16 megs :). I'd prefer getting files from the umich
>archive.
>
>David Watson
>

I found a document in TeX format that I'm trying to make readable as plain
text or AtariWorks word processor document. I should be done with it in
a few days.

Michael
whitema@rtsg.mot.com

615. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-30 23:15:29 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKGtxt.Fty@cen.ex.ac.uk>
Source record: 34605

In article <1994Jan28.202147.29176@sol.UVic.CA> tapp@uvphys.phys.uvic.ca (Bob Tapp) writes:

> >My Atari ST keeps turning itself off. When I wiggle the power supply
> >it comes back and then goes off again but the connection seems quite

> I had a similar problem with the power supply in my 1040STF.

> Turned out to be a cold solder joint on the power supply board.

I had that problem in my STE. Resoldered a bad joint in the PSU and then it worked fine again.

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |
---

616. Atari Megafile 44 w/ Seagate ST-157N weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 01:30:42 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ihn02INN12sn@rs1.rrz.Uni-Koeln.DE>
Source record: 34599

Hello hardware gurus,

I have an Atari Megafile 44 (Syquest removable HD drive) here, which has a Seagate ST-157N built into it. It works without any problem on my 520 STm (w/ 4 MB) and with my TT. However, it does not work with my friend's Mega ST 2 (w/ 4 MB). My 520 ST boots from the Seagate hard disk, but when whe try my friend's Mega ST, the orange LED on the Syquest comes on and remains so, and the computer does not boot unless it is given a floppy, which then works. When we try the harddisk driver installation program, it finds no ACSI devices. The orange activity LED of the HD comes on for a few seconds while the program checks for connected ACSI devices, but neither the Seagate nor the Syquest is found. The Mega ST works with other HDs, though, as we have checked, so the problem seems to be with the particular combination of this Mega ST with the Megafile 44, no device fails consistantly.
I opened up the Megafile 44, and found that both the Syquest drive and the Seagate HD are equipped with SCSI terminator resistor arrays. The host adapter is labelled "ST TO SCSI ADAPTOR, C103310, REV. 2". It also has some resistor arrays on it, but none of them look like SCSI terminators (as judged from their grouping on the board).
Based on the idea that the problem may be caused by too many active terminators on the SCSI bus, I tried booting the system with the hard disk or with the Syquest drive disconnected. Neither of these worked.
Unfortunately, we have no manuals for the Megafile 44. I bought it as a part of a used system, and the previous owner fitted the Seagate HD into the Megafile case. Currently, I'm looking for answers to the following questions:
1. There are 3 dip switches underneath the Megafile, can anyone tell me what I can set with them? The current setting is 010.
2. There are 5 pairs of pins for jumpers at the rear side of the Seagate hard disk, does anybody have info on these?
3. There are 7 such pairs of pins at the rear side of the Syquest drive, any info on them?
4. There are two 25 x 2 groups of pins on the host adapter for connecting SCSI devices. The hard disk is connected to the pin group next to the front of the case, the Syquest is connected to the group next to the backside of the case. How do I figure out which device is the last one in the chain, and hence needs termination?

Thanx in advance for any help, which I would very much appreciate.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

617. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 02:40:21 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ihr2l$alg@uqcspe.cs.uq.oz.au>
Source record: 34616
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

djs@jet.uk (David Stevenson) writes:

>The writer then went on to say how wonderful GEM Bench is!

Here's an interesting point about GEM Bench:

The test for "blitting" appears to be done using a blit from RAM to the
screen. However, many (most?) of the real-world uses for blitting are
screen-to-screen.

So, while the "blitting" speed of the NOVAplus card is shown as "33%",
moving a window on the screen is practically instantaneous.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

618. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 02:40:38 UTC
From: walra@moacs11
Message-ID: <t7fxjll9key@moacs11>
Source record: 34619
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2ifspn$q3a@elroy.jpl.nasa.gov>, Howard Chu wrote:

> It seems, from various TT docs, that there is no palette change that will
> invert the TT-hi video, the inverters are only present for the lower rez's.

Your docs are correct on this.

--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

619. Re: Single & Double mouse click

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 02:55:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ihruh$b46@uqcspe.cs.uq.oz.au>
Source record: 34618

jbeeghly@u.washington.edu (Jeff Beeghly) writes:

>With evnt_button, I am to use the following:

>evnt_button(clicks, button, state, record);

>Up until now I have only wanted to get single mouse clicks (clicks = 1).
>Now I wish to have a single evnt_button that informs me if a single OR a
>double click took place.

The "clicks" parameter specifies the MAXIMUM number of clicks to wait for.
So setting it to "2" gives single and double clicks.

Personally, I think the whole idea of double-click timing handled by the
OS is fundamentally flawed, but nobody will believe me.

>I know that you
>can't sdet up evnt_button to handle the right or the left button (just
>both at the same time)...

Oh yes you can. What is it again? Add 256 to clicks and set state=0,
buttons=3? (read "NOT(both buttons up)"). That's the trouble (?!!)
with libraries - you do things once, then forget about it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

620. Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 04:00:06 UTC
From: kfason@csn.org
Message-ID: <CKH747.DC5@csn.org>
Source record: 34601

I finally started cleaning my basement (those that know me know this is a miricle..) and came accross something interesting (besides I love Atari bumper stickers and Pins...) and I have no idea what it is. Its called a XEP80. On the back it has a 1'8" headphone plug, which is the power I assume. 25pin female plug an RCA plug and an empty hole.. On the inside the two Atari chips are copyright 1987..

Thanx... I found this right next a 10meg HDD thats as big as a table (and weighs twice as much!!, then there's the 20meg thats twice the size of my printer.... and other classic computer stuff...

-Kevin Fason "kfason@CSN.Org"

```
-----------------------------------------------------------------
| Atari Falcon030 4/1.052gig | Representative Run PC Computers |
| US Robotics Dual Standard | The STore that ==Runs To You! |
| Multi-Game Hunter ASIC |Higher Educations Computer Source|
| | Proudly Supporting Atari! |
-----------------------------------------------------------------
```

621. Re: FLASH II BETA TESTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 04:41:01 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <UWJLB7CP@math.fu-berlin.de>
Source record: 34604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2hr483$s42@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:
>Hi some time back a chap reported to me that he was a Beta tester
>for Flash II..
>
>Please can you E-Mail me as I have a Zmodem error to report....

Roger, you might try sending mail directly to John Trautschol(d or t?) at GEnie. He is the person who writes Flash. I sent him a bug report for the demo of 2.2. His address is: J.TRAUTSCHOL@genie.geis.com

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

622. Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 08:57:31 UTC
From: "Dom Alvear"
Message-ID: <2iih5r$fb3@news.delphi.com>
Source record: 34612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy!

I just purchased a used copy of Ultrascript ST-1. It came with the Times, Helvetica, Courier font disk as well.

The purpose of this message is two-fold. First, I was wondering if somebody out there might have the remaining font disks to complete the PS35 set. And if so, would they be willing to sell me those disks?

Second, and more importantly, I am looking for any hints and tips for using Ultrascript with PageStream 2.2b. I already have the PS35 screen fonts, so unless I can use the Ultrascript PS fonts (which I don't know if I can), I just need to know how to get Ultrascript and PageStream to work together to print PS documents on my Okidata OL400.

Thanks in advance,

Dom

P.S. E-mail responses would be best as they are easier to collect.

623. Beyond 2000 AD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 09:09:13 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jan31.090913.10660@dct.ac.uk>
Source record: 34614

Has anyone noticed that on TOS 1.62 on an STe you cannot set the internal system date to any year beyond 2000 AD. I was trying to test a diary program up to the year 2050 but failed not becuase of the program, but because of the operating system? Can this problem be solved?

2000 is nearer than you think!

624. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 10:08:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKHo6p.CI0@cix.compulink.co.uk>
Source record: 34594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2ihr2l$alg@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>Here's an interesting point about GEM Bench:
>
>The test for "blitting" appears to be done using a blit from RAM to the
>screen. However, many (most?) of the real-world uses for blitting are
>screen-to-screen.
>
>So, while the "blitting" speed of the NOVAplus card is shown as "33%",
>moving a window on the screen is practically instantaneous.

Correct. For screen to screen blitting look at the VDI scroll test
instead.
The blitting test stores the image in the computer RAM and then blits it
back to screen so you are measuring both system and VRAM access.
The VDI Scroll test uses vro_cpyfm to scroll and then draws the bottom line
using v_gtext. This test is probably more representative of a real world
situation. However, I believe that icons and images in a RSC file are
blitted to screen using RAM-to-screen method. Same applies to some progdef
that are used in modern flydials, etc.

Ofir ogal@cix.compulink.co.uk

625. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 10:14:38 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Jan31.101438.9659@mnemosyne.cs.du.edu>
Source record: 34615

In article <CKE67r.EK@cen.ex.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <1994Jan28.012715.14043@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
>
>> I was wondering if anyone out there knew of a standalone cache program
>> that worked well with a Falcon & MTOS.
>
>I use Atari's CACHEnnn.PRG - It's not blindingly fast, but it does the job.

Thanks to those that have suggested this... I'll try it out. Does
anyone know if it is a write-back, or write-through cache? I'd really
like to have a nice write-back cache...

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

626. Redirecting the Parallel Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 11:16:54 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Jan31.111654.18437@unix.brighton.ac.uk>
Source record: 34595

```
Why oh why doesn't, move.b #7,$FF8800
move.b #$80,$FF8802 to change the parallel port
direction to input on the ST.
Have I just totally flipped in believing this is possible.
I know the falcons parallel port is bi-directional.
--

pf21@unix.bton.ac.uk
```

627. Problems with Pure C 1.1and MALLOC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 12:07:53 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2iisap$iks@cismsun.univ-lyon1.fr>
Source record: 34596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody...

I'm trying to compile a Compiler Compiler on my Atari Mega STE 4/100 with
or without MultiTos. I tried both using PureC and Gnu GCC. With Pure C,
it compiles and links very well.
When I execute it and I try to compile a grammar, It parses and analyses the
text, then gives 2 bombs.
I traced it using Pure Debugger, and it happens that after performing (viva
Cobol ;-) about 200 mallocs (building trees) one malloc returns NULL, the
programm prints an error, continues, redirect on this pointer and hangs...
I didn't calculate the amount of memory allocated, but friends of mine
compiled it and had it running on a PC using less than 600 Kb (plain DOS).
I tried running it with 3.5 Meg available, but no avail...

=> My question:
What is the blocking factor of the malloc function provided in the PCSTDLIB.LIB
library ? Is it possible to change it ?
(I know that this programm do a LOT of SMALL mallocs (tens of bytes, or less)..
It's possible that because of the malloc blocking factor, each time I allocate
a few bytes, it allocates much more, and the program fills the memory...)

Is it a maximum number of mallocs allowed by the library routines, or a maximum
of Malloc allowed by the TOS (i.e, the Other, low level malloc) ?

Thank you for your help...

Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

_____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____	_____

628. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 12:10:43 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2iisg3INN2gmh@rs1.rrz.Uni-Koeln.DE>
Source record: 34597

In <1994Jan28.094846.10640@dct.ac.uk> mcssesw@dct.ac.uk writes:

>> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
>> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
>> There's loads of them.

>Software is a joke on the ST and Falcon.

>Midi? Ok, but Macs are capturing the market.
>DTP? Hopeless, no common font format, too slow. No postscript support on
> some packages.

DTP hopeless on Ataris?? Come on... Calamus is still the best
microcomputer DTP system around. I have yet to see anything on a
Mac that gets even close to Calamus on a TT. I won't even talk
about PCs.

>Word Processing? Again no common font formats. Calligrapher which was about
> the best has been dropped by Working Title.

What about Signum2? Signum3? Papyrus? That's Write?

>Spreadsheets? Ok but nothing special against Excel or Lotus 1,2,3.
>Databases? Underpowered when compared with Fox Pro or dBase. No database
> programming languages.

I don't have much personal experience in this area, but ST-Base
and Superbase *do* have database programming languages, and I
think Phoenix does so as well.

>Editors? Ok.
>Unix programs? Where? unix doesn't even run on the ST or Falcon!

I assume the original poster meant all those neat packages
written on Unix boxes in C which we can compile with gcc on our
Ataris. Like gcc itself, including gdb and make, tcsh, the GNU
file utils, sed, emacs,...

>I don't like to be a doom and gloom merchant, but you have to get the situation
>in perspective. Machines do not sell on power, they sell on their software
>base. If power was the dominant feature, how did the PC become the standard
>personal computer?

Well, it is certainly true that people don't make all their
decisions based on actual facts. But then, it seems to me that
people ask for opinions in this group because they want facts to
base their decisions on. IMHO, there still are lots of
situ�ations in which buying a Falcon, or other Atari computer, is

a good idea.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

629. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 12:19:52 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jan31131952@issan.informatik.uni-dortmund.de>
Source record: 34620

In article <1994Jan31.101438.9659@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

|> In article <CKE67r.EK@cen.ex.ac.uk>,
|> D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
|>> In article <1994Jan28.012715.14043@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:
|>>
|>>> I was wondering if anyone out there knew of a standalone cache program
|>>> that worked well with a Falcon & MTOS.
|>>
|>> I use Atari's CACHEnnn.PRG - It's not blindingly fast, but it does the job.

|> Thanks to those that have suggested this... I'll try it out. Does
|> anyone know if it is a write-back, or write-through cache? I'd really
|> like to have a nice write-back cache...

It is a write-through cache. If you want to have a write-back cache,
you should try MinixFS for MiNT (it's really *fast* in turbo mode).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

630. FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 12:19:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKHu94.A1u@newcastle.ac.uk>
Source record: 34621

I've encountered a problem with a program I'm developing on my falcon.

Everything goes alright, then when I open the Xcontrol panel & try to use
a CPX inside the main program, the machine crashes with this message

** Out of system memery
** Use FOLDR100.PRG to get more

** SYSTEM HALTED

Then I have to reboot....what's up? I've not used all the memory
(I've got a 4Meg machine, and should have 1.4 Meg free after I've allocated
all the memory I need). What is FOLDR100.PRG, and why haven't I got it ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

631. Re: Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 13:39:25 UTC
From: whitema@rtsg.mot.com
Message-ID: <2ij1md$sse@delphinium.cig.mot.com>
Source record: 34623

In article <CKH747.DC5@csn.org>, Kevin Fason <kfason@csn.org> wrote:
[stuff deleted]
>bumper stickers and Pins...) and I have no idea what it is. Its called a
>XEP80. On the back it has a 1'8" headphone plug, which is the power I
>assume. 25pin female plug an RCA plug and an empty hole.. On the inside
>the two Atari chips are copyright 1987..
[stuff deleted]
>-Kevin Fason "kfason@CSN.Org"
>

It turns your old 8-bit Atari into an 80 column machine.

Michael
whitema@rtsg.mot.com

632. Atari and Solder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 13:54:05 UTC
From: selick@bu.edu
Message-ID: <2ij2ht$1aj@news.bu.edu>
Source record: 34624

Aha! That's how Atari was able to make computers for so little money...they saved it on the solder!

I had a similar problem to the power supply thread that's going on right now, but with the joystick port. It seems that Atari really skimped in the quality control area on the STE's (I've got a 1040 by the way).

-Steve
selick@acs.bu.edu

633. Re: STE analog joystick ports as sound samplers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 14:09:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2ij3e0$nq8@snlsu1.london.sinet.slb.com>
Source record: 34622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <LANCER.94Jan28095928@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:
>This may sound like a wacky idea to some...
>
>I was thinking this morning that it's too bad the STE doesn't have
>audio sampling built in... Then I got thinking about ADCs and
>something snapped! It DOES have a pair of ADCs! In the never-used
>analog controller ports! Could these somehow be rigged up for audio
>sampling? I wonder...
>
>They're probably pretty cheap/cheesy ADCs, but they'd probably work...

Disclaimer: I don't know for sure that this is correct. However, if the STE is like every other micro with paddle inputs, then...

I don't think there are any ADCs on the paddle ports. Most paddle inputs are actually constructed out of an 8-bit counter, a latch and a capacitor.

To read the input value, the counter is initialised to zero and the capacitor charged [or discharged]. The resistor in the paddle is then used to discharge [or charge] the capacitor, while the counter runs. When the charge in the capacitor reaches some preset value, the output of the counter is latched -- this is the value that appears in the paddle register.

Paddles were originally done this way because ADCs were expensive, whereas counters and latches are cheap. With more, cheaper ADCs on the market, I wonder if that's still true.

Hope this helps,

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

634. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 14:58:57 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1610@usdtsg.DaytonOH.NCR.COM>
Source record: 34600

In article <CKHu94.A1u@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I've encountered a problem with a program I'm developing on my falcon.
>
>Everything goes alright, then when I open the Xcontrol panel & try to use
>a CPX inside the main program, the machine crashes with this message
>
>** Out of system memery
>** Use FOLDR100.PRG to get more
>
>** SYSTEM HALTED
>
>Then I have to reboot....what's up? I've not used all the memory
>(I've got a 4Meg machine, and should have 1.4 Meg free after I've allocated
>all the memory I need). What is FOLDR100.PRG, and why haven't I got it ?

Sounds like you've hit the (in)famous "40-folder" bug. This bug
appears when you've accessed at least 40 folders during your session
(if I remember right, this doesn't have to be 40 different folders,
just 40 times moving in and out of folders). I think the bug
has something to do with the allocation of buffer space when changing
directories (?). FoldrXXX (Foldr100, or how many folders you allot)
kind of compensates for this bug (doesn't get rid of it, but helps
avoid it). Look for FOLDR100.LZH or FOLDRXXX.LZH at your
friendly neighborhood FTP site :-)

On the Falcon (and TOS versions above 1.2?) this bug is an annoyance,
like what happened to you. On TOS 1.0 (and maybe 1.2) this bug had
the knack of possible corrupting the disk. In either case, get a
copy of Foldrxxx, throw it in your AUTO folder, and forget about it...

Rob

...if it wasn't included with the Falcon, FOLDRXXX should have been
included with *every* system Atari sells, but who knows?...

635. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 15:18:08 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ij7fgINN1r0q@rs1.rrz.Uni-Koeln.DE>
Source record: 34602

In <1994Jan28.094846.10640@dct.ac.uk> mcssesw@dct.ac.uk writes:

>> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
>> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
>> There's loads of them.

>Software is a joke on the ST and Falcon.

>Midi? Ok, but Macs are capturing the market.
>DTP? Hopeless, no common font format, too slow. No postscript support on
> some packages.

DTP hopeless on Ataris?? Come on... Calamus is still the best
microcomputer DTP system around. I have yet to see anything on a
Mac that gets even close to Calamus on a TT. I won't even talk
about PCs.

>Word Processing? Again no common font formats. Calligrapher which was about
> the best has been dropped by Working Title.

What about Signum2? Signum3? Papyrus? That's Write?

>Spreadsheets? Ok but nothing special against Excel or Lotus 1,2,3.
>Databases? Underpowered when compared with Fox Pro or dBase. No database
> programming languages.

I don't have much personal experience in this area, but ST-Base
and Superbase *do* have database programming languages, and I
think Phoenix does so as well.

>Editors? Ok.
>Unix programs? Where? unix doesn't even run on the ST or Falcon!

I assume the original poster meant all those neat packages
written on Unix boxes in C which we can compile with gcc on our
Ataris. Like gcc itself, including gdb and make, tcsh, the GNU
file utils, sed, emacs,...

>I don't like to be a doom and gloom merchant, but you have to get the situation
>in perspective. Machines do not sell on power, they sell on their software
>base. If power was the dominant feature, how did the PC become the standard
>personal computer?

Well, it is certainly true that people don't make all their
decisions based on actual facts. But then, it seems to me that
people ask for opinions in this group because they want facts to
base their decisions on. IMHO, there still are lots of
situ□ations in which buying a Falcon, or other Atari computer, is

a good idea.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

636. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 15:38:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKI3Gn.10p@cix.compulink.co.uk>
Source record: 34603

In message <CKHu94.A1u@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk said:
>I've encountered a problem with a program I'm developing on my falcon.
>
>Everything goes alright, then when I open the Xcontrol panel & try to use
>a CPX inside the main program, the machine crashes with this message
>
>** Out of system memery
>** Use FOLDR100.PRG to get more
>
>** SYSTEM HALTED
>
>Then I have to reboot....what's up? I've not used all the memory
>(I've got a 4Meg machine, and should have 1.4 Meg free after I've allocated
>all the memory I need). What is FOLDR100.PRG, and why haven't I got it ?
>
>Craig.

I wrote a short article about this in ST Review, January issue. You have opened too many folders or called Malloc one too many times. I am sure others here will be able to give a more detailed explanation. Whatever you are told, folder100 is reuired for ALL TOS versions.

Ofir ogal@cix.compulink.co.uk

637. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 16:14:02 UTC
From: ee92pms@brunel.ac.uk
Message-ID: <CKI53M.2Gv@brunel.ac.uk>
Source record: 34608

In article 47878@hursley.ibm.com, sam_garforth@hursley.ibm.com (Sam Garforth) writes:
> My Atari ST keeps turning itself off. When I wiggle the power supply
> it comes back and then goes off again but the connection seems quite
> solid. It seems to be more to do with where on the ST I put pressure.
> If I press the case in the middle it comes on but after a minute I
> suppose it bends back and goes off. I tried taking the case off and I
> couldn't see anything wrong but I couldn't get too far into it as a
> screw was broken and I'm not very good at that sort of thing anyway.
> Does anyone have any advice?
>
> Cheers,
>
> Sam
>

A friend of mine had a problem like this a couple of years back. We found it was a Solder pad on the power supply PCB, had cracked right around the pin and so the weight of the transformer bent the board and lifted the pad away, so diconecting the power.

All that was needed was just to reheat the pad with a Soldering iron and it was as good as new.

Paul Sargent
Microelectronics, Brunel University

638. IDE / SCSI acces

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 16:33:57 UTC
From: bernard@dea
Message-ID: <2ijbtl$2j1@graffiti.cribx1.u-bordeaux.fr>
Source record: 34625

Who can tell me how to acces directly the IDE and SCSI chips on
falcon ?

639. GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 18:00:52 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2ijh0k$8vv@bambam.cs.city.ac.uk>
Source record: 34628

I have some more VDI/AES queries/observations:

(1) When you open a virtual workstation should work_in[] be 11 or 12 words long? The Compute books use 12, the Atari Compedium uses 11.

(2) It is recommended (in many refs) that multiple virtual workstations be used to efficiently manage attributes. This works fine for my current app since it's written in a modular fashion and each module has its own initialization code that opens its own private virtual workstation with its preferred attributes. Whats worrying me is that as the size of the app grows I'm opening an awful lot of virtual workstations. Is there a limit? how many is it reasonable for an app to use (a) on a bog standard ST; (b) on a falcon with multitos.

(3) I notice that AES does not respect the full size of the windows; ie I create a window with a full size of less the the current desk top but AES will happily let the user resize it to greater than my specified full size.

(4) Object trees do not separate the graphics information from the actual data displayed in the objects. This leads to the following problem. Suppose I have an editor form, that I display in an editor window. And suppose I let the user open multiple editor windows. Then it seems there are two choices: (a) Share the one object tree between the several windows; this means before each redraw I have to write the appropriate data in to the object tree. (b) Make copies of the object tree as required. Only those parts that contain data or pointers (to parts that contain pointers to...) to parts that contain data need be copied. Static bitmaps for example can be shared. Any better solutions?

(5) I notice that AES makes a lousy job of fixing up resources for different resolutions. In particular objects that are not on character boundries end up in the wrong place. I understand why this is (.rsc files use a #char+#pixels representation and pixels aren't scaled); but is there a good solution?

Steven

640. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 18:17:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jan31.181758.3075@unix.brighton.ac.uk>
Source record: 34610

I did not get it with my machine either. I thought that Atari had solved
that little bug a long time ago. Oh well, better go get foldrxxx :(

This sort of thing really should be supplied/fixed. Instead we get SAM
and AFM.

What a waste of resources, and how come US falcon owners get Atari Works!!

I would like to see just how good Works is but unless Atari supply it to
us Falcon owner free of charge like MTOS...

M.May (about to add yet another patch program to his auto folder)

--

```
_____________________________________________________________________________
Desk File Options
-----------------------------------------------------------------------------
| Info | ----------------------------------------
|________| | Michael May (mm68@uk.ac.bton.unix) |
| University of Brighton, Sussex, England |
| These views are my own, so there! |
----------------------------------------
```

641. 19200 baud glitches on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 18:38:12 UTC
From: hurley@robadome.com
Message-ID: <2ijj6k$dlr@mack.eng.sc.rolm.com>
Source record: 34630

I just tried out a high speed connection for the first this weekend
and found that I was getting a few garbage characters every now and
then - typically when listing large files. I was using Flash 1.6 at
19200 and a SupraFax modem to a netcom.com host. My Atari ST has
ADSpeed running at 16MHz.

I have SERFIX2.0 installed. I can't recall all my Flash cnfg settings
at the moment.

I was quite pleased to see 1850 cps Zmodem file transfers (no problems
there).

Is this typical of an Atari ST at 16MHz or should I look into
this problem some more?

Jim Hurley E-mail: hurley@robadome.com GEnie: J.HURLEY1
ROLM - A Siemens Company || hurleyj@netcom.com
PBX SW Development - Callbridge Applications (408)-492-2228

642. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 19:14:19 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CKIDFv.89J@cix.compulink.co.uk>
Source record: 34640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The test for "blitting" appears to be done using a blit from RAM to the
>screen. However, many (most?) of the real-world uses for blitting are
>screen-to-screen.

90% if you consider that anything that (legally) scrolls in a GEM
environment does so using vro_cpyfm - with the possible exception of
scroll boxes in dialogs which are often done by changign text pointers,
etc.

Graeme

---
sabbath@cix.compulink.co.uk (Graeme Rutt)
---

643. Re: MultiTOS Gemini 1.99 conso

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 20:38:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A12772@MS.maus.de>
Source record: 34611

In article <2iba1f$l9q@nz12.rz.uni-karlsruhe.de>, Harald Weidner (uk8u@rzstud1.rz.uni-karlsruhe.de) wrote:
>The reason for this behaviour may be that programs that are started
>in the Console window don't become extra processes, but the run under
>the process id of Gemini. (Even Mupfel in the Console is no extra process).

That's wrong: of course the programs are separate processes.

>But, the programs you run in the Mupfel window are TOS-Programs with
>receive their keyboard inputs from Gemdos- or Bios calls. Gemini itself
>(including the Console windos) is a GEM Program that uses AES Calls for
>Keyboard handling. It looks like this both methodes within the same
>process conflict under MultiTOS.

AES and the TOS programs are competing for keyboard input.

644. More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 21:13:25 UTC
From: hrs@aber.ac.uk
Message-ID: <1994Jan31.211325.27777@aber.ac.uk>
Source record: 34613

Anybody tried compiling the following using the latest upgrade to the Lattice
C compiler (5.6):

```
#include <aes.h>

int main()
{
appl_init ();
appl_exit();
return 0;
}
----------------------------------------
```

When I compile this as a gem program and try and run it I get the following
dialog box:

Illegal AES function call

and them booooooom..

I came across it while recompiling my gem programs using the upgrade.
So now I don't have any of my gem programs in working order (bloody hell!!).
I'm going to have to junk 5.6 and reinstall 5.51, which does work. Have
Hisoft really screwed up this? Anybody else had problems like this?

Herbert Sauro

645. Re: 19200 baud glitches on Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 22:56:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ik2ag$jc3@mailer.fsu.edu>
Source record: 34617

Jim Hurley (hurley@robadome.com) wrote:
> I just tried out a high speed connection for the first this weekend
> and found that I was getting a few garbage characters every now and
> then - typically when listing large files. I was using Flash 1.6 at
> 19200 and a SupraFax modem to a netcom.com host. My Atari ST has
> ADSpeed running at 16MHz.
>
> I have SERFIX2.0 installed. I can't recall all my Flash cnfg settings
> at the moment.

If you insist on using Flash, be sure to lock RTS/CTS flow control on with the serfix2 CPX. By default, Flash does not allow you to select this type of flow control. Flash is really a bit old and pokey for high speed stuff (it can be made to work, but there is better stuff out there). You should give Connect and STorm a try. STorm was written by the same guy that did Flash. Also, be sure to check out GEM RZSZ 2.28. It is the best external Zmodem out there (in the pd/shareware domain) IMHO.

I was plagued with character dropping until I tweaked my auto folder configuration. It turns out that having too many interrupt tied TSR type utilities was causing my problem. If you use Mouse Doubler or Click (the former a mouse accelerator, the latter allows you to tie digital samples to individual keypresses), try getting rid of them (that did it for me, but I am running an 8mHz machine). Paring down the auto folder in general is a good strategy to attempt.

I'm not sure if HSMODEM (latest version available with Connect and from atari.archive.umich.edu) can also lock RTS/CTS on with Flash. If it can, it will give you better performance than Serial Fix 2.x. In fact, there is a special driver module specifically for 16mHz machines that you can add for more performance. I have heard that there is a patch for Flash that locks RTS/CTS in the binary itself. If you can find it, you could use any serial accelerator package you desire.

> I was quite pleased to see 1850 cps Zmodem file transfers (no problems
> there).

Man, I'm psyched for my MegaSTE (recently ordered, not here yet). I average 1600-1650cps with my Mega2ST (box stock, with HSMODEM and Connect).

> Is this typical of an Atari ST at 16MHz or should I look into
> this problem some more?

It seems that most folks don't have such problems, as I did not encounter many respondants to my posts when I had the problem. Good for them, but it took me a long time to fix the !&@*#$% thing <grin>.

BTW, there was a recently posted file called 38000.lzh that details an
easy hardware mod for regular STs that will give you 38,600 baud capability.
You might want to consider it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

646. GFA BASIC and Falcon glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 23:43:44 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan31.234344.5937@beaver.cs.washington.edu>
Source record: 34647

LPRINT does not seem to work on my Falcon. If I use bios, I can output to port zero just fine, but LPRINT gets no response. Any fixes? This is version 3.6.

-Stuart Denman

647. STalker/Falcon problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-01-31 23:48:57 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jan31.234857.6152@beaver.cs.washington.edu>
Source record: 34649

I have a Supra 14.4v.32 bis FAX modem and am using STalker with it on my Falcon with TOS 4.04. The problem is is that I can't get the modem to acknowledge break signals or DTR signals to hang up. I'm using the same cable/setup that I used on my TT, but there doesn't seem to be any hardware signal response. HELP!

Thanks,

648. Re: Single & Double mouse click

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 02:05:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ikddt$869@uqcspe.cs.uq.oz.au>
Source record: 34651

richards@mdd.comm.mot.com (Chris Richardson) writes:

>>[Add 256 to clicks to invert logic]

>why doesn't any of the GEM documentation I have say that?

Because it used to be an undocumented feature. Now it is legal.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

649. Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 05:32:28 UTC
From: saj@chinet.chinet.com
Message-ID: <CKJ625.EFL@chinet.chinet.com>
Source record: 34626

As I look at the gdb manual, it looks very attractive. Unfortunately, I can't get it to work on anything at all on my Falcon030. The manual suggests that by using the BFD library it should be possible to accomodate any style of object or executable file. I can't be the only one nuts enough to be tempted to pitch in and try it. I have about 4 other things to do which really ought to come first. Why would I be wasting my time trying to get gdb to work for GNU compilers and Lattice C (at least) on the Falcon?

Steve

650. Looking for ST FM schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 07:47:52 UTC
From: mike@ionews.io.org
Message-ID: <2il1f9$h0q@ionews.io.org>
Source record: 34627

I'm looking for a schematic for the 1040 ST FM motherboard.

Is there a postscript version on the net anywhere?

--
==========
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==========

651. Re: GFA BASIC and Falcon glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 10:39:46 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2ilbhi$k5e@rs18.hrz.th-darmstadt.de>
Source record: 34629

```
I got GFA-Basic 3.5 and I got the same problem. If fou use
OPEN "i",#1,"PRN:"
PRINT #1,text$
.
. (the text you wanna print)
.
CLOSE #1
id should work (that's what it did on my Falcon)

Hope this helps.

Alex
```

652. Re: GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 12:44:40 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ilirolNN1ngg@rs1.rrz.Uni-Koeln.DE>
Source record: 34631

In <2ijh0k$8vv@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk (Steven Eker) writes:

>(1) When you open a virtual workstation should work_in[] be 11 or 12 words
>long? The Compute books use 12, the Atari Compedium uses 11.

As another data point, the Profibuch specifies 11. Does the
Compute book give any info about the meaning of work_in[11]?
Perhaps it's used for turning off some known and unknown VDI
bugs? ;-)

>(2) It is recommended (in many refs) that multiple virtual workstations
>be used to efficiently manage attributes. This works fine for my
>current app since it's written in a modular fashion and each module
>has its own initialization code that opens its own private virtual workstation
>with its preferred attributes. Whats worrying me is that as the size of
>the app grows I'm opening an awful lot of virtual workstations. Is there
>a limit? how many is it reasonable for an app to use (a) on a bog standard ST;
>(b) on a falcon with multitos.

Hmm... I recall reading something about limitations on this
issue, but can't find it in the Profibuch right now. Perhaps
there was something in the readme file accompanying VDIFIX?

>(3) I notice that AES does not respect the full size of the windows; ie I
>create a window with a full size of less the the current desk top but
>AES will happily let the user resize it to greater than my specified full
>size.

I have never observed the full size parameters (specified at
wind_create()) to have any effect other than setting the values
returned by wind_get(w, WF_FULLXYWH,...). Not with TOS 1.02,
1.04, 2.06, 3.06 and MultiTOS. Seems like your choices amount to
either creating and handling your own window control elements, or
applying size constraints after each WM_SIZED message. I've
settled for the latter, as this is the place to apply any
snapping anyway.

>(4) Object trees do not separate the graphics information from the actual
>data displayed in the objects. This leads to the following problem. Suppose
>I have an editor form, that I display in an editor window. And suppose
>I let the user open multiple editor windows. Then it seems there are two
>choices: (a) Share the one object tree between the several windows; this means
>before each redraw I have to write the appropriate data in to the object tree.
>(b) Make copies of the object tree as required. Only those parts that
>contain data or pointers (to parts that contain pointers to...) to parts
>that contain data need be copied. Static bitmaps for example can be shared.

>Any better solutions?

Can't think of any. I don't consider this to be a flaw of the
object trees as such, though, I think the problem is that the RCS
doesn't offer any way to create resources with multiple links to
shared objects. The object structures use pretty convoluted paths
through pointers to access data, so there would be ample chance
to have several of these point to the same, shared object, but
I've never found a way of creating such a resource (other than
doing that "by hand").

>(5) I notice that AES makes a lousy job of fixing up resources for different
>resolutions. In particular objects that are not on character boundries
>end up in the wrong place. I understand why this is (.rsc files use a
>#char+#pixels representation and pixels aren't scaled); but is there a good
>solution?

Warwick Allison has observed that too, and even posted a proposal
how to handle the fixing better a while ago. I think his GEM++
library uses custom routines to do this job.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

653. HD Partition Corrupted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 13:11:23 UTC
From: andrew@minster.york.ac.uk
Message-ID: <760108283.22941@minster.york.ac.uk>
Source record: 34633

How do I reformat just one partition on a Hard Disk?
I can take everything off the partition that isn't corrupt, I just want to reformat this single partition. I have a Falcon030 and an external 105 Meg drive. The drive has four equal partitions.

Any FAQ about atari HDs would be appreciated also. I wonderered how I can test the drive's speed compared with the internal 65 Meg drive.

-Andrew
andrew@minster.york.ac.uk

654. Re: problems with ash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 13:15:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb1.131511.8290@unix.brighton.ac.uk>
Source record: 34634

I believe there is a port of bash that does not want file extensions. I have it at hom I beleive...I shall check out the version, etc if you want.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

655. Oberon Compiler for Atari-ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 14:08:00 UTC
From: eglis@urz.unibas.ch
Message-ID: <1994Feb1.140800.43507@urz.unibas.ch>
Source record: 34632

Hello people,

May I ask if there is a Freeware Oberon-Compiler available for the Atari-ST,
or otherwise source code in Modula-2 for a Oberon-Compiler that produces M68k
code?
If you know anything, please let me know!

please mail to:

eglis@urz.unibas.ch

thanks beforehand for all replies! Simon Egli

656. makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 14:33:07 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2ilp73$u0@nutmeg.csv.warwick.ac.uk>
Source record: 34635

Hi,

I have just successfully compiled Mint 1.08 with -DMULTITOS, but
at the end of the makefile, there is a reference to a program
called 'prgflags':
prgflags 7 7 mint.prg

I haven't got this, so I'd like to know what it does and if it is
essential. Also, is it possible to have the features of Multitos 1.08
i.e iconification of windows, or do I need a new GEM.SYS from Atari.
If this is the case, I'm out of luck, because they said 1.08 is not
available to the public.

I know there was a recent thread on this topic, but it wasn't relevant to
me at the time :-), sorry if my questions have been asked (and
answered) before.

Thanks,
Paul Donovan
csulw@csv.warwick.ac.uk

657. Re: Looking for ST FM schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 14:42:40 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CKJvJ4.2sC@bbc.co.uk>
Source record: 34636

Mike Stramba (mike@ionews.io.org) wrote:
: I'm looking for a schematic for the 1040 ST FM motherboard.

: Is there a postscript version on the net anywhere?

-me too-

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \
---

658. HELP Epson P2 drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 14:46:12 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CKJvp1.2uF@bbc.co.uk>
Source record: 34637

Does any one out there have, or know where there is, Epson Stylus printer drivers? (GDOS and FontGDOS)

Thanks in advance.

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \
---

659. certain items for TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 15:11:14 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2ilrei$1k4@karhu.Helsinki.FI>
Source record: 34638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm lookig for certain items for TT

software:
virtual memory expansion for normal TOS. I think it is called
VRAM and I remember hearing that from version 2.0 onward it
doesn't require any TT-(fast)-RAM in order to work...so fits
in to any TT....

any info on this one or a similar sollution ? (where&how_much)

hardware:
what are my choices in graphick cards for TT
-which have the most drivers ie. which works with most programs

what are my choices for TT-FAST-RAM expansion (got currently 4mb
of TT-ram on ATARI varsion 1 mem.board with 1mb _simms_ and
three jumpers)... prices ?

is there a single monitor that could display all TT-resolutions
(and st-resolutions in TT where their frequenzy has been altered
from original ST hz...)

and I just hate to go through all that ST-crap in thsi group to get the
answers so, please reply by e-mail... or answer through a
comp.sys.atari.tt if they finally make one !!!

chiao ! Markku

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

660. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 15:35:04 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2ilsr8$r8l@snlsu1.london.sinet.slb.com>
Source record: 34639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CKCJ01.Et8@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <1994Jan28.100019.10972@jet.uk>, djs@jet.uk said:
>>Your column started quite admirably, saying what a waste of time that
>>benchmark programs are. Then, as you quoted above, GemBench does exactly
>>what you criticise the others for.
>
>I don't see what you mean. All I wanted to tell people is that
>benchmarking is useful, but the results should be read with caution. Are
>you suggesting that there is no need for benchmarking at all? I didn't
>imply that benchmarking was useless, at least I didn't mean to. I just
>wanted to let readers know that it shouldn't be taken too seriously.

I didn't read Ofir's article, but I do think the distinction between the
different types of benchmark ought to be considered.

There are basically three types of benchmark: Test, Synthesis and
Application. Test benchmarks are where you exercise well defined features
of a system. They have the disadvantage that you assume the tests are
relevant, and you can't measure the performance change when the features
interact with each other. GemBench is a test benchmark.

Synthetic benchmarks are programs synthesised somehow from data collected on
actual programs. Whetstone, Dhrystone, Hartstone etc. etc. are examples of
synthetic benchmarks. Synthetic benchmarks have the disadvantage in that
they are only as good as the original data and the skill of the benchmark
constructor.

Application benchmarks measure performance of a "real world" application
that is considered to be representative of some class of applications that
you're interested in. The problem with application benchmarks is that you
assume the program is relevant, and you often don't know what it's doing.

From what I've seen, GemBench seems to be performing the right sort of
tests. It is therefore a good way of comparing Atari systems (you keep the
program the same and vary the system only).

>>Such benchmarks can always be used to mislead people (See Systems Solutions
>>misuse of your own program in their T28/T36 ads, for example; they do not
>>compare 8MHz with 28/36MHz, but compare 8 w/o NVDI to 28/36 with).
>
>True, but you can't blame me for that.

All benchmarks can be misused, and some forms of benchmark are more useful
than others (e.g. Dhrystone is a poor synthetic benchmark, we've known it
for years, the author even wrote a paper on its defects).

```
Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
```

661. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 15:48:46 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2iltku$r95@snlsu1.london.sinet.slb.com>
Source record: 34641

In article <1994Jan31.181758.3075@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Allanon) writes:
>I did not get it with my machine either. I thought that Atari had solved
>that little bug a long time ago. Oh well, better go get foldrxxx :(
>
>This sort of thing really should be supplied/fixed. Instead we get SAM
>and AFM.

This really ought to be covered *in detail* in the FAQ:

The "40 folder" bug is only "40 folder" on TOSes before 1.4. An area of OS memory called the "pool" is used to keep track of active folders *AND* allocated memory.

Before TOS 1.4, an "active" folder meant one that had been "seen" by the user. With later TOSes a folder is only active if

a) It's the root directory of a device
b) It contains a file that is open
c) It is some process' current working directory

You can still run out of OS pool memory -- open lots of files, malloc lots of memory blocks etc. The OS can't expand the memory pool dynamically (it can't call malloc(), remember -- it *is* malloc()! If we had something like Unix morecore(), virtual memory etc. then it would be able to, but I digress)

If you hit the limit in your program, check to see how often it calls malloc(). If the answer is "lots", then consider implementing your own memory manager that calls TOS for large chunks of memory as and when required.

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

662. Re: Looking for ST FM schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 16:19:58 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CKK01A.G8x@freenet.carleton.ca>
Source record: 34642

In a previous article, dwhite@rd.eng.bbc.co.uk (David White) says:

>Mike Stramba (mike@ionews.io.org) wrote:
>: I'm looking for a schematic for the 1040 ST FM motherboard.
>
>: Is there a postscript version on the net anywhere?
>
>
>
>-me too-
>--
> One STFM and going up |||
> david.white@rd.eng.bbc.co.uk |||
> # STANDARD DISCLAIMER # / | \
>--
>

Same here but Im looking for the schematics for the whole range of computers
from the ST to the FALCON(yeah right:)).Well at least to the MegSTE!

There has got to be some somewhere!But where?

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

663. Virtual Memory on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 17:28:28 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <1994Feb1.172535@cs.bham.ac.uk>
Source record: 34643

I know that there are a few virtual memory proggies for the TT and Falcon (Outside and VRAM030 ?) but what I would like to know is do have to be running MultiTOS to use them ? If this is the case then it's a real shame cos MultiTOS really is horrid (too slow... unreliable...). Could I just get by with using MiNT if the virtual memory program needed that kinda stuff ?

Many thanks...

Ian Rae | Current project-DSP Sound effects...
Software Engineering |
University of Birmingham, UK |

664. Re: Virtual Memory on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 18:27:12 UTC
From: Lexicor@world.std.com
Message-ID: <CKK5xC.E8C@world.std.com>
Source record: 34644
Body handling: HTML body converted to readable text

In article <1994Feb1.172535@cs.bham.ac.uk>,
Ian M Rae wrote:
>I know that there are a few virtual memory proggies for the TT and Falcon
>(Outside and VRAM030 ?) but what I would like to know is do have to be running
>MultiTOS to use them ? If this is the case then it's a real shame cos MultiTOS
>really is horrid (too slow... unreliable...). Could I just get by with using MiNT
>if the virtual memory program needed that kinda stuff ?
>

Neither OUTSIDE nor VRAM require the use of MultiTOS (*cringe*), but as much
as I know they work with it..i.e. I know for certain OUTSIDE runs with Multitos
but does NOT require it as such.

Cheers

Yat

y.siu@lexicor.com

665. Re: makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 18:30:18 UTC
From: woodford@esca.com
Message-ID: <1994Feb1.183018.5621@esca.com>
Source record: 34645

csulw@csv.warwick.ac.uk (Paul Donovan) writes:

>I have just successfully compiled Mint 1.08 with -DMULTITOS, but
>at the end of the makefile, there is a reference to a program
>called 'prgflags':
> prgflags 7 7 mint.prg

>I haven't got this, so I'd like to know what it does and if it is
>essential. Also, is it possible to have the features of Multitos 1.08

I also just upgraded my MultiTOS 1.04, to 1.09 and had the same problem
after linking. I just guessed that it's one of eric's own utilities
to set the 'executable' bits in the file mode. I just used:
chmod 755 mint.prg

I've been running 1.09 for a few days now with no problems whatsover
so I suppose my 'guess' was right.

As for the Gem Icons, you probably need the latest GEM.SYS. I only
occasionally use the GEM.SYS supplied when I bought MultiTOS because
it swallows too much memory, so I don't recall if it iconifies windows
or not. Correct me if I'm wrong, but GEM is _not_ public domain, like
MiNT, so you would have to buy the latest version from Atari. :-(

Cheers, Steve

666. Re: certain items for TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 19:04:56 UTC
From: lexicor@cs.bu.edu
Message-ID: <2im94o$904@news.bu.edu>
Source record: 34676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Markku Luoto (mluoto@karhu.Helsinki.FI) wrote:
: Hi,
: I'm lookig for certain items for TT

: software:
: virtual memory expansion for normal TOS. I think it is called
: VRAM and I remember hearing that from version 2.0 onward it
: doesn't require any TT-(fast)-RAM in order to work...so fits
: in to any TT....

: any info on this one or a similar sollution ? (where&how_much)

OUTSIDE will do the same..is currently at Version 3.2 and also does not require TTRAM...runs on Falcon as well. Quite compatible and comes with HDDRIVER Software.

: hardware:
: what are my choices in graphick cards for TT
: -which have the most drivers ie. which works with most programs

THere are so many....it really all depends on your $$$:), seeing that you are in Finland....you'll be best off comparing CRDOTS, MATRIX or (Super)NOVA Boards (in no particular order <grin>).

: what are my choices for TT-FAST-RAM expansion (got currently 4mb
: of TT-ram on ATARI varsion 1 mem.board with 1mb _simms_ and
: three jumpers)... prices ?

GeSOFT's Mighty Mic is a very nice TT Fast RAM Expansion BOard...price is around 300 I tihnk? no RAM though <grin>

: is there a single monitor that could display all TT-resolutions
: (and st-resolutions in TT where their frequenzy has been altered
: from original ST hz...)

Any Multisync...except for TT Mono...but if you have a Graphics Board then that is moot.

Cheers

Yat

SuperNOVA, Mighty Mic and OUTSIDE user :)

: and I just hate to go through all that ST-crap in thsi group to get the
: answers so, please reply by e-mail... or answer through a
: comp.sys.atari.tt if they finally make one !!!

```
: chiao ! Markku

: --
: email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
: (will find me where ever...) # . . .
: fax: +358-0-4524015 # ...But underestanding is the
: voice: +358-0-426114 or -5091656(home) # beginning of acceptance...
```

667. GST object assembler/disassembler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 19:32:06 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <135473@hydra.gatech.EDU>
Source record: 34685

Is there a package that will assemble and disassemble GST object files? I am looking for one. Any information on PD, shareware, or commercial offerings is appreciated. If you have a used one for sale, let me know. I might be interested in buying it. Thanks!

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

668. Re: GFA BASIC and Falcon glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 20:05:37 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Feb1.200537.7312@beaver.cs.washington.edu>
Source record: 34684

```
Alexander Graham (graham@rbg.informatik.th-darmstadt.de) wrote:
: I got GFA-Basic 3.5 and I got the same problem. If fou use
: OPEN "i",#1,"PRN:"
: PRINT #1,text$
: .
: . (the text you wanna print)
: .
: CLOSE #1

I tried OPEN "O",#1,"PRN:" (isn't that what you meant? -> "O")

but that didn't work either...
does the "i" make a difference?

: id should work (that's what it did on my Falcon)

: Hope this helps.

: Alex
```

669. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 20:06:00 UTC
From: rickard.troedsson@troed.ct.se
Message-ID: <2d4eb65c@troed.ct.se>
Source record: 34646

In a message of 31 Jan 94 19:17:58, Allanon wrote:

A> I did not get it with my machine either. I thought that Atari had solved
A> that little bug a long time ago. Oh well, better go get foldrxxx :(

This will probably start that boring discussion again .. but ..

It's not a bug ... it's a limitation, most users won't hit the roof, and those who do are given the possibility of increasing the memorypool - thus avoiding it.

In TOS 1.0 it was a bug, (maybe in 1.2 too?) .. after that it's not ..

Oh, I don't use any FOLDRxxx.PRG on my Falcon .. I don't increase the pool at all .. ONE program has failed so far, and that's Brainstorm's old VIEWER00.PRG ..

+ _______/ --------- SiG(tm) --------- rickard_troedsson@troed.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+------------ SysOp on Sarcastic Existence! - 16.8DS - +46-451-91002 +
+ Synchron Assembly ------------ 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

670. atari ste hard drive probs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 21:24:21 UTC
From: kn_test@hupa.kn.pacbell.com
Message-ID: <1994Feb1.212421.18171@kn.PacBell.COM>
Source record: 34648

I have an atari 1040 ste, tos 1.6 (not 1.62), and after a few hours of use, my hard drive crahes (either the partition data is destroyed, or the fat is messed up) any suggestions, comments? i use a maxtor 7120scs withan icd adscsi adaptor. Also, are there programs to repair fat tables?

Marco

671. atari ste hard drive probs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 22:28:00 UTC
From: mboldt@pioneer.sjusd.k12.ca.us
Message-ID: <1994Feb1.222800.21656@kn.PacBell.COM>
Source record: 34650

I have an atari 1040 ste, tos 1.6 (not 1.62), and after a few hours of use, my hard drive crahes (either the partition data is destroyed, or the fat is messed up) any suggestions, comments? i use a maxtor 7120scs withan icd adscsi adaptor. Also, are there programs to repair fat tables?

Marco

672. Re: GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-01 23:50:00 UTC
From: walra@moacs11
Message-ID: <czrdvb9pvfo@moacs11>
Source record: 34652

In <2ijh0k$8vv@bambam.cs.city.ac.uk>, Steven Eker wrote:

> (2) It is recommended (in many refs) that multiple virtual workstations
> be used to efficiently manage attributes. This works fine for my
> current app since it's written in a modular fashion and each module
> has its own initialization code that opens its own private virtual workstation
> with its preferred attributes. Whats worrying me is that as the size of
> the app grows I'm opening an awful lot of virtual workstations. Is there
> a limit? how many is it reasonable for an app to use (a) on a bog standard ST;
> (b) on a falcon with multitos.

Obviously the limit is 32767. Most configurations will run out of memory
long before that limit has been reached. Anyway, don't forget that other
applications will be opening virtual workstations too.

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

673. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 00:18:56 UTC
From: walra@moacs11
Message-ID: <2ns2zdfsbpk@moacs11>
Source record: 34653

In <1994Jan31.211325.27777@aber.ac.uk>, Herbert Martin Sauro wrote:

> Anybody tried compiling the following using the latest upgrade to the Lattice
> C compiler (5.6):
>
> #include <aes.h>
>
> int main()
> {
> appl_init ();
> appl_exit();
> return 0;
> }

```
#include <aes.h>

int main()
{
if( appl_init() == -1 ) return 1;
appl_exit();
return 0;
}
```

Regards,
Waldi (walra%moacs11@nl.net)
--
Do you ever get the feeling that you've lived before,
But last time you had instructions? -- Garfield

674. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 01:03:10 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb2.010310.5320@mnemosyne.cs.du.edu>
Source record: 34654

In article <SCHWAB.94Jan31131952@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>In article <1994Jan31.101438.9659@mnemosyne.cs.du.edu>, kgelner@nyx10.cs.du.edu (Kendall
Gelner) writes:
>
>|> In article <CKE67r.EK@cen.ex.ac.uk>,
>|> D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>|>> In article <1994Jan28.012715.14043@mnemosyne.cs.du.edu> kgelner@nyx10.cs.du.edu
(Kendall Gelner) writes:
>|>>
>|>>> I was wondering if anyone out there knew of a standalone cache program
>|>>> that worked well with a Falcon & MTOS.
>|>>
>|>> I use Atari's CACHEnnn.PRG - It's not blindingly fast, but it does the job.
>
>|> Thanks to those that have suggested this... I'll try it out. Does
>|> anyone know if it is a write-back, or write-through cache? I'd really
>|> like to have a nice write-back cache...
>
>It is a write-through cache. If you want to have a write-back cache,
>you should try MinixFS for MiNT (it's really *fast* in turbo mode).

Interesting - I do actually have two minix FS partitions, and just
recently got the newest version (pl9?) of MFS, after I compiled MiNT
1.09.

Is there any advantage then to using a cache program like this for the
Minix partitions?

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

675. Re: atari ste hard drive probs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 04:15:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2in9co$pd7@mailer.fsu.edu>
Source record: 34655

Marco Boldt (mboldt@pioneer.sjusd.k12.ca.us) wrote:
> I have an atari 1040 ste, tos 1.6 (not 1.62), and after a few hours of
> use, my hard drive crahes (either the partition data is destroyed, or
> the fat is messed up) any suggestions, comments? i use a maxtor 7120scs
> withan icd adscsi adaptor.

Bizzare?!? Have you checked for viruses? I have heard that link viruses
that can affect a hard disk do exist for the ST. Do you have any patching
programs in your auto folder? Do you have your software configured to
use write caching (if so, you might want to disable this until you solve the
problem)? Do you reformat the drive each time after a crash? What do you
do to invoke the problem, or is it purely a time thing? How many extra
folders are you allocating in your ICD software (see hdutil.prg)?

> Also, are there programs to repair fat
> tables?

Diamond Edge is excellent stuff for hard drive repair.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

676. Double click & evnt_multi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 05:41:43 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2ineen$j5f@news.u.washington.edu>
Source record: 34494

OK, I got some really good responses about using evnt_button(2, 1, 1, ...

to get a single or a double click. I tried it out and it works fine.

Now I want to use it within evnt_multi, but I can not seem to be able to
get evnt_mult to give me an indication of weither a single click or a
double click occured. In my program, I am doing the following:

```
int selection;

selection = evnt_multu((MU_KEYBD|MU_MESAG|MU_BUTTON), 2,1,1,.....
```

then I'll display the value of selection. No matter what I do, if I
single click or I double click I get a value of 2 back.

677. Uencoded File..??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 06:21:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ingod$9j5@golem.wcc.govt.nz>
Source record: 34656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi some one a week ago or so posted a Binary/Text Uencoded
file in the Atari News Groups...

I did save this file but then deleted it, I did not take down the file name
or what it was for, its was not the HardWare speed thing for the RS232..

If some one has this file or the person that posted it, could they please
e-mail it to me..

Thanks...........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

678. Re: atari ste hard drive probs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 06:32:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2inhd8$9j5@golem.wcc.govt.nz>
Source record: 34657

In article <1994Feb1.222800.21656@kn.PacBell.COM>, mboldt@pioneer.sjusd.k12.ca.us (Marco Boldt) writes:
>I have an atari 1040 ste, tos 1.6 (not 1.62), and after a few hours of
>use, my hard drive crahes (either the partition data is destroyed, or
>the fat is messed up) any suggestions, comments? i use a maxtor 7120scs
>withan icd adscsi adaptor. Also, are there programs to repair fat
>tables?
>
> Marco

Replace your DMA Chip..

The ones that don't work are C025913-38..

The newer ones are C398739-001A..

I have had this problem happen twice with my hard drives, the only way is to reformat..

The DMA Bug shifts data to the left by 2 bytes on all write access, Dirs/Files and Fats, is gets very messy to fix up..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

679. II: Which SCSI 2 HDD for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 08:15:09 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.760176909@sakura>
Source record: 34658

Hi,

here in Japan there are no Falcon-approved SCSI 2 HDD's.

Instead they have the following SCSI 2 HDD categories:
for:

DOS/V
MAC
Japanese MS/DOS clones
UNIX workstations

Which one do I need?

Any help much appreciated,

Christian

680. Re: GFA BASIC and Falcon glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 09:18:52 UTC
From: higgi@yeti.faveve.uni-stuttgart.de
Message-ID: <2inr5s$27fe@info2.rus.uni-stuttgart.de>
Source record: 34659

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:

: I tried OPEN "O",#1,"PRN:" (isn't that what you meant? -> "O")

It's the "o" (this stands for output, "i" is for input).

: but that didn't work either...

Maybe it's OPEN "o",#1,"LST:"
PRINT #1;"Hello World!"
CLOSE #1
I don't remember if "PRN:" or "LST:" is correct. One of them MUST work.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

681. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 09:38:19 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CKLC3w.438@hpbbrd.bbn.hp.com>
Source record: 34660

Allanon (mm68@unix.brighton.ac.uk) wrote:
> I did not get it with my machine either. I thought that Atari had solved
> that little bug a long time ago.

It's not a bug, it's a feature! There are system limits for the number
of Malloc() calls per process and for the number of open files and
other stuff. These are documented in the TOS 1.04 release notes.
The limit is configurable using FOLDRxxx. This is comparable to
the FILES=xxx option in DOS. The reason why many people think this
is a bug is the fact that before TOS 1.04 there were situations
where even an infinite "folder buffer" wouldn't be sufficient.
These problems have been fixed, but if your program calls Malloc()
a lot or holds many open files in many different, deep directory
structures, you may have to reconfigure the OS using FOLDRxxx.
Of course, a better fix would be to revise your program and call
the C library's malloc() instead of Malloc(), for instance.
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

682. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 09:41:40 UTC
From: rm03@cscmgb
Message-ID: <1994Feb2.094140.1209@cc.ic.ac.uk>
Source record: 34661

in article <1994Jan31.211325.27777@aber.ac.uk>, Herbert Martin Sauro (hrs@aber.ac.uk) wrote:
:Anybody tried compiling the following using the latest upgrade to the Lattice
:C compiler (5.6):

:#include <aes.h>

:int main()
:{
: appl_init ();
: appl_exit();
: return 0;
:}
:--

:When I compile this as a gem program and try and run it I get the following
:dialog box:

:Illegal AES function call

:and them booooooom..
[...]

The program above compiles and runs fine for me. Which options do you have
set? I tried with my usual options, plus no options set and no options
except default short ints (-w), and all work fine.

I _did_, however, get the 'Illegal AES function' dialogue (and bombs)
when recompiling a big multi-module program with LC 5.60 (which had worked
fine with LC 5.52).
Strangely, running the resulting program from the desktop worked OK, but
running from the integrated editor or from MON inside the editor caused the bug.
I fixed the bug by making sure that all the modules were recompiled with 5.60
I haven't had any problems since, except for the Options:Compiler menu
bug, which has caused me to loose work a few times :(
I may go back to 5.52's Editor, since it seems to work OK with the new
compiler, and doesn't have the bug.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

683. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 10:35:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb2113522@issan.informatik.uni-dortmund.de>
Source record: 34662

In article <CKI3Gn.10p@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
|> Whatever you
|> are told, folder100 is reuired for ALL TOS versions.

Unless you are using MiNT/MTOS!

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

684. Re: makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 10:55:49 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb2115549@issan.informatik.uni-dortmund.de>
Source record: 34663

In article <2ilp73$u0@nutmeg.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:

|> Hi,
|> I have just successfully compiled Mint 1.08 with -DMULTITOS, but
|> at the end of the makefile, there is a reference to a program
|> called 'prgflags':
|> prgflags 7 7 mint.prg

This is supposed to set the program flags, so that MiNT is loaded into TT ram and malloc's from TT ram. If you have toglclr from the GCC utilities you can use this instead. I'm not sure about the correct switches, should be something like

toglclr -fload -frun -fmem mint.prg

Just run it without parameters and look at the usage message.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

685. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 11:03:07 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb2120307@issan.informatik.uni-dortmund.de>
Source record: 34664

In article <CKJ625.EFL@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:

|> As I look at the gdb manual, it looks very attractive. Unfortunately, I
|> can't get it to work on anything at all on my Falcon030. The manual
|> suggests that by using the BFD library it should be possible to accomodate
|> any style of object or executable file. I can't be the only one nuts
|> enough to be tempted to pitch in and try it. I have about 4 other things to
|> do which really ought to come first. Why would I be wasting my time trying
|> to get gdb to work for GNU compilers and Lattice C (at least) on the Falcon?

You can get gdb 3.6 for MiNT from
ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[bs].zoo
(b = binaries, s = sources)

Not that 3.6 is not the latest version of gdb, but porting BFD to the
atari isn't trivial (a slight understatement :-/)

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

686. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 11:38:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2io3c1$ofn@percy.cs.bham.ac.uk>
Source record: 34665

```
hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Anybody tried compiling the following using the latest upgrade to the Lattice
>C compiler (5.6):
>
>#include <aes.h>
>
>int main() { appl_init (); appl_exit(); return 0; }
>
>When I compile this as a gem program and try and run it I get the following
>dialog box:
>
>Illegal AES function call
>
>and them booooooom..
>

Well, the install program is notorious for not copying some files
across, so are you sure you are using all the headers and libraries
from 5.6? Where does the dialog box come from, BTW?

I've had no problems wih GEM and 5.6...
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix
```

687. Re: GFA BASIC and Falcon glitch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 11:39:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CKLHqF.H8K@cen.ex.ac.uk>
Source record: 34666

In article <1994Jan31.234344.5937@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>LPRINT does not seem to work on my Falcon. If I use bios, I can output to port
>zero just fine, but LPRINT gets no response. Any fixes? This is version 3.6.

You can't use Lprint on the Falcon. Use:

```
Open "O",#1,"LST:"
print #1,"message"
close #1
```

--
{{{ Dan }}}

| Disclaimer: "It's not my fault." |
---

688. ** Info wanted on Scanner Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 11:43:26 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Feb2.114326.1@uqvax>
Source record: 34687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm after advice as to whether scanners for PC's are compatible with ST's.

I'm after one, and the local Trading Post paper has a number for sale by PC owners, but I want to confirm that I can use it .

What (if any) mods would be necessary for use. I have Touch-Up software...

Personal replies please

Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennisr@melb.arc.cpr.itg.telecom.com.au | (Electronic Music Label, Production)
---

689. Re: Virtual Memory on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 12:17:01 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Feb2.131701.878@cathy.ijs.si>
Source record: 34667
Body handling: HTML body converted to readable text

In article <1994Feb1.172535@cs.bham.ac.uk>,
Ian M Rae wrote:
>I know that there are a few virtual memory proggies for the TT and Falcon
>(Outside and VRAM030 ?)
You don't need to be running anything other than Outside or Vram.
The only caveat is that the programs you want to run have to be able to
use TT ram, because the space you get on disk looks like TT ram to programs.

Once again, you don't need MiNT, let alone Multitos. However, VM comes in
very handy when you are using MultiTos.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

690. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 12:54:52 UTC
From: djs@jet.uk
Message-ID: <1994Feb2.125452.5764@jet.uk>
Source record: 34668

In <2iltku$r95@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

>
>If you hit the limit in your program, check to see how often it calls
>malloc(). If the answer is "lots", then consider implementing your own
>memory manager that calls TOS for large chunks of memory as and when
>required.
Pedantry time, perhaps, but it might stop some people getting confused:
Don't you mean Malloc? malloc is a C library function and has nothing
to do with the operating system. Malloc is the OS call to get memory.
A typical malloc implementation will call Malloc from time-to-time, of
course, but not on every malloc call.
--
David Stevenson, JET Joint Undertaking +44 235 465028
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

691. Lattice C++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 13:03:47 UTC
From: avsec@westminster.ac.uk
Message-ID: <CKLLpH.6or@westminster.ac.uk>
Source record: 34669

While we're on the subject of Lattice C......

I've got v5.6, does it support C++ ?
There used to be a mention in the old manual, but not now.

Reply via email or Post.

Nice one,
Phil.

692. GFA Basic 3.7?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 13:08:52 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb2.130852.10701@dct.ac.uk>
Source record: 34670

Does anyone know if GFA Basic 3.7 is out and about? I heard rumours about this version about half a year ago, where has it got to?

693. Re: VIDEOTEXT 171

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 13:59:31 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Feb2.135931.9650@unix.brighton.ac.uk>
Source record: 34671

The question, What exactly is it ?, immediately springs to mind !!
You obviously know more than I do in asking what hardware is needed.
At first I thought it was a video titler ?!?!

My german stretches to ja, and thats about it!
--

pf21@unix.bton.ac.uk

694. How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 14:02:20 UTC
From: man@prip.tuwien.ac.at
Message-ID: <2iobpc$dgv@email.tuwien.ac.at>
Source record: 34672
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
text shell MUPFEL directly from the desktop and was not able to start
any GEM programm (.APP, .PRG). I always got an error message saying
"can't start GEM programms".

Is there really no way to do this?
--
Michael A. Neuhauser Dept. for Pattern Recognition and Image Processing
man@prip.tuwien.ac.at Technical University of Vienna, Treitlstr. 3/183/2
A-1040 Vienna AUSTRIA (Europe)

695. Re: GST object assembler/disassembler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 14:31:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Feb02.143102.1@gst-soft.demon.co.uk>
Source record: 34673

TITLE: GST object assembler/disassembler

> Is there a package that will assemble and disassemble GST object
> files? I am looking for one. Any information on PD, shareware, or
> commercial offerings is appreciated. If you have a used one for sale,
> let me know. I might be interested in buying it. Thanks!

Apart from the obvious GST assembler, HiSofts Devpac supports GST
object files.

Chris Wood (cwood)
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

696. How to connect an IDE HD on STf???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 14:38:38 UTC
From: salah@ufr-info-p7.ibp.fr
Message-ID: <2iodte$sek@vishnu.jussieu.fr>
Source record: 34674

Hello everybody !!

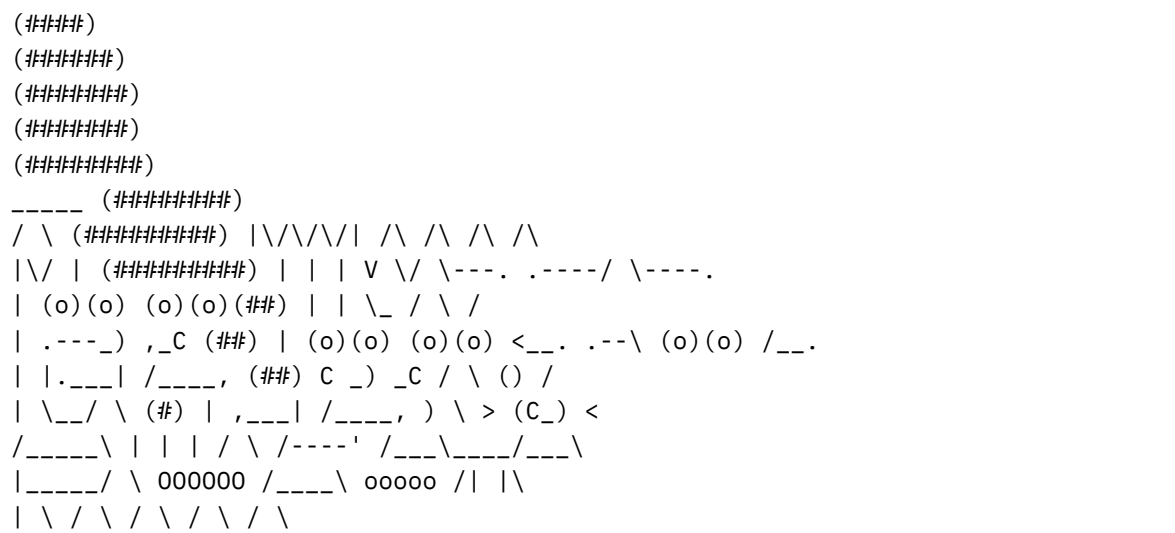
I want to know how to connect an IDE Hard Disk Drive on
a STF?

Is it possible ? If so what do I need ? (Board, cables ....)

Thanx in advance.

Farid SALAH (salah@amertume.ufr-info-p7.ibp.fr)

$$$$ Ceux qui ne sont pas avec nous sont contre nous (Bossuet) $$$$



==========

697. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 14:50:43 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CKLqKJ.8y6@newcastle.ac.uk>
Source record: 34675

Right - I stared the thread & thanks to Ofir I can now say for definite what caused the crash. It was indeed calling Malloc to many times (around about 40).

I cannot beleive Atari would do this to us - but oh well, FOLDRxxx.PRG fixes it. I recomend that EVERY person using an Atari gets it in their auto folder RSN.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

698. Gcc document

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 15:18:59 UTC
From: whitema@rtsg.mot.com
Message-ID: <2iog93$rvh@delphinium.cig.mot.com>
Source record: 34677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all!

I've upload a file to atari.archive.umich.edu called "gccdoc.lzh". This gives information on how to set up your ST/TT for gcc (and g++). NOTE: I'm not responsible for the content, I only translated it to text and AtariWorks format. The original (which is included) is in TeX format. The original author's email address is in the document.

Have fun.

Michael
whitema@rtsg.mot.com

699. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 15:34:19 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <CKLsL7.Lt7@ztivax.zfe.siemens.de>
Source record: 34678

Sam Garforth (sam_garforth@hursley.ibm.com) wrote:
> My Atari ST keeps turning itself off. When I wiggle the power supply
> it comes back and then goes off again but the connection seems quite
> solid. It seems to be more to do with where on the ST I put pressure.
> If I press the case in the middle it comes on but after a minute I
> suppose it bends back and goes off. I tried taking the case off and I
> couldn't see anything wrong but I couldn't get too far into it as a
> screw was broken and I'm not very good at that sort of thing anyway.
> Does anyone have any advice?

> Cheers,

> Sam

I had more or less the same problem. A friend told me to solder again all the
contacts of the power supply. I did so, and never had these problems again.
Don't ask me why.

Good luck,
HP

700. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 15:38:14 UTC
From: uk8u@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2iohd6$c8m@nz12.rz.uni-karlsruhe.de>
Source record: 34679

In article <2iobpc$dgv@email.tuwien.ac.at>,
Mike A. Neuhauser <man@prip.tuwien.ac.at> wrote:
>I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
>text shell MUPFEL directly from the desktop and was not able to start
>any GEM programm (.APP, .PRG). I always got an error message saying
>"can't start GEM programms".
>Is there really no way to do this?

If you run Mupfel as a TOS program, it isn't possible to start a GEM
program. TOS programs can't do that at all.

If you want to start a GEM-program from Mupfel, use Mupfel in the
Console Window (e.g. start Mupfel with ALT-M from the Gemini-Desktop)

Bye, Harald
--
Harald Weidner +49 721 606500 Is there someone to hear me?
s_weidn@ira.uka.de Is there no one to see?
Sternbergstr. 6 uk8u@rz.uni-karlsruhe.de Is there someone to hear me?
76131 Karlsruhe Heavy@irc Doesn't anybody care?

701. Re: FALCON - SYSTEM HALTED MESSAGE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 15:49:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CKLt9r.IL4@barclays.co.uk>
Source record: 34689

WHat *is* the limit to mallocing on STs? I'm a little way into writing a small utility which would as part of it's functions have a mini word-processor. I was going to use a linked list for the lines and malloc for each new line. it sounds like this would be doomed to fail as a strategy.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

702. VDI problem : vro_cpyfm()

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 16:59:12 UTC
From: jpp-a@minster.york.ac.uk
Message-ID: <760208351.7393@minster.york.ac.uk>
Source record: 34680

I am having problems getting vro_cpyfm() to work
correctly.
I'm using Megamax C and need to perform a fast scolling
system for windows by blitting the non-changing portion
of a screen, and filling in the rest.
The fill-in works fine, but the rest of the window blanks
out when the vro_cpyfm() is called - it would appear that
it is in replace mode, using a blank area of memory as the
source.

The MFDB's in use are identical, and are set as follows -

```
address=0L;
width=640;
height=400;
wdwidth=40;
stand=0;
nplanes=1;
```

and the call is made -

```
vro_cpyfm(handle,3,pxyarray,&src,&src);
```

where handle is the workstaion handle, 3=REPLACE mode, pxyarray
is an array if ints specifying co-ordinates, and &src is the
address of an MFDB, whose declaration was made : MFDB src;

Any help or advice greatly appreciated,

Jason.

jpp-a@minster.york.ac.uk
University of York

703. Re: MSA, Piracy, misc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 17:22:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2iong8$2gs@mailer.fsu.edu>
Source record: 34681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Steve (msteve@magnus.acs.ohio-state.edu) wrote:
> Well, my usage of MSA has been nothing short than a B movie Horror flick. The
> only program that I was ever able to partially get to work with MSA was Chaos.
> When I say partially, I mean to say that the program is in two MSA parts, but
> it runs fine with only the first file. IF the program is supposed to be on two
> disks, then I don't know when it asks to switch disks, The program works fine,
> but it seems to be missing two-three sound files (which I have no idea where in
> the program they are used...)

> I should try to create a list of all of the msa files from the archive that I
> have not been able to get working... I know of at least ten that don't seem to
> work.

Uh, many MSA files are in two parts _for one disk_!!! This is to keep the
size of the files down to something a PC floppy disk can handle (under 720k).
Many demo disks use an extended format (most of which MSA can handle just
fine, BTW) and end up being over 800k. Splitting the files makes life easier
for those that use PC formatted disks to transfer files around.

As an example, for many demos that come in two parts, the first file contains
tracks 1-41, and the second contains tracks 42-82. Thus, you restore _both_
MSA files to the same floppy disk to recreate the original.

So, go and get a copy of MSA 2.3+ from atari.archive, and look a the file
information when you use it (there is an "info" button)! If the file only
contains part of a disk, obviously one needs to restore more than one file
to rebuild the disk.

I'd bet that most of your failures have to do with this phenomena. It
sounds like your working Chaos disk did so only by pure luck (i.e. it did
not care about accessing anything past the first 40 tracks or so, or at least
did not die from it).

> As a general consensus, and not to discredit its programmer, would it be
> possible to convert all of the MSA programs to other, more stable archive
> utilities, Or make sure that the programs that do use MSA do work properly?
> I understand that this is going to take take alot of time, and I would be
> willing to try to see which ones work. It just riles me a little when I
> download a file from the archive, then download it overnight onto my system and
> then not have it work...

MSA is perfectly stable, given that your floppy drive can handle up to
82 tracks, 10 sec/track!! Even the older versions worked fine on my
box-stock Mega2ST. Get a copy of DC Maxtracks and find out if your floppy
is one of those that barfs on anything over 80 tracks (it is also available

from atari.archive). If so, look into having it swapped out for one that can handle extended formats.

It sounds to me like your problem is one of misunderstanding. MSA is a format that requires a bit of understanding concerning technical information about floppy disks (i.e. what constitutes an extended format, what constitutes a partial disk, etc.). So, here is the scoop.

A "regular" DSDD floppy disk on an ST is formatted 80 tracks, 9 sectors per track. Anything above this (for either numbers) is an extended format. A very common one is 82 tracks, 10 sectors per track, which virtually every ST/TT can handle (you might be one of the unlucky few, DC Maxtracks can tell you this). In addition, there are also special methods of formatting (independent of the number of tracks or sec/track). A very common one is "twisted" or "skewed" formatting. This method orders the sectors in such a way as to double the speed of reads and writes! I use 82/10 Twisted disks almost exclusively on my ST, except when I need DOS compatibility (for that I use ps2form.tos, again from atari.archive).

MSA is a program that allows one to transfer an entire diskette in a single file. It analyzes the floppy to figure out the format, and writes this information, the boot sector (which may contain code to enable the disk to boot and execute without an auto folder, or even any "files" as you normally think of them), and the data from each sector on the disk to a file. You can tell it to do only part of the disk, and it handles it just fine.

MSA was not intended for piracy per say, though it is often used to transfer "cracked" game disks. The "cracking" of the disk involves getting rid of various copy protection routines such that the disk can be duplicated by something simple like MSA. In general, even trivial copy protection will defeat MSA. So, MSA is not a pirate copy program, and was not intended for piracy (I had an email conversation with the original author some years ago). It simply makes it easy to transfer self-booting disks around.

Hope this helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

704. Re: HD Cache for Falcon & MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 17:23:13 UTC
From: woodford@esca.com
Message-ID: <1994Feb2.172313.23819@esca.com>
Source record: 34682

kgelner@nyx10.cs.du.edu (Kendall Gelner) writes:

[snip]

>>It is a write-through cache. If you want to have a write-back cache,
>>you should try MinixFS for MiNT (it's really *fast* in turbo mode).

>Interesting - I do actually have two minix FS partitions, and just
>recently got the newest version (pl9?) of MFS, after I compiled MiNT
>1.09.

>Is there any advantage then to using a cache program like this for the
>Minix partitions?

I think you misunderstood the MinixFs bit. Minixfs already has a fast write-back cache, so adding a program that hooks into the rwabs vector is likely to slow disk accesses down due to the double buffering. Plus the fact that your data will take longer to reach the disk! When using the ICD drivers, minixfs disables ICD's write-back cache on minix partitions on the fly regardless of how you configure ICDBOOT.SYS using hdutl.prg.

- Just my ha'penny's worth! ;-)

Cheers, Steve

705. Re: Interesting Dhrystone results

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 17:25:17 UTC
From: 1gross@rzdspc54.informatik.uni-hamburg.de
Message-ID: <2ionlt$beb@rzsun02.rrz.uni-hamburg.de>
Source record: 34683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Heiko Hartmann (higgi@yeti.faveve.uni-stuttgart.de) wrote:

: I have also checked the Falcon without Caches. If you switch the caches ON
: you will only get a 15-25% improvement. This does NOT fit in the tests I have
: made with some Standard Applications. The avarage improvement in "real life
: situations" is 72%.

well, one thing I've come around this weekend is a test in a 1986 issue of "mc"
a German magazine. They have compared a *fast* 13 MHz 286 with a ST and an INMOS
Transputer. The result has been very poor for the ATARI. But wait, they used the
Megamax C-Compiler. So I typed the program in and compiled it with Pure C. The
difference is 55 seconds (Megamax) to 20 seconds (Mega ST).
Since you all used the same compiler there has to be a different reason.

One thing about the dhrystone: It uses mainly the instructions RISC systems are
designed for so the ARM gets these very high ratings. There are other benchmarks
that use floating-points and the math-library, a computer equipped with a FPU will
win on this test. For example there has been a demo on the last CeBit where a
falcon has outrun an Alpha PC with fractals because the programmers used the
fixed-points on the DSP.
These benchmarks don't tell the truth!
More important is, if you have to wait for a redraw of the screen or not. The
time you need to compile a program - or whatever you do with your computer - is
more relevant than comparing the times your computer needs to shuffle the towers
of hanoi. You will have to compare the applications! Is your word processor as
fast in searching and replacing as the others or faster? How long does it take
to print 10 pages?

I fear this posting is not that helping on benchmarks though it may help well
on comparing computers.

Bye,
Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

: Result: The Dhrystone benchmarks aren't Cache-friendly (they don't seem to
: fit in the F030-Caches). As the F030 only has a 16 bit data-path to the
: memory, the results of the benchmarks turn out bad.

: Ciao, Heiko.

: +---+
: | Heiko Hartmann | MEMBERS OF |
: | higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
: +---+

706. Re: Oberon Compiler for Atari-ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 17:54:20 UTC
From: 1gross@rzdspc54.informatik.uni-hamburg.de
Message-ID: <2iopcc$beb@rzsun02.rrz.uni-hamburg.de>
Source record: 34686

eglis@urz.unibas.ch wrote:
: Hello people,

: May I ask if there is a Freeware Oberon-Compiler available for the Atari-ST,
: or otherwise source code in Modula-2 for a Oberon-Compiler that produces M68k
: code?
: If you know anything, please let me know!

: please mail to:

: eglis@urz.unibas.ch

: thanks beforehand for all replies! Simon Egli
:
Since our computer classes will use Oberon in the next semester, I would be
very happy, too.

Stephan Gross (1gross@rzdspc5.informatik.uni-hamburg.de)

707. ICD Tools for Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-02 23:57:59 UTC
From: charrier@int-evry.fr
Message-ID: <2ipem7$1bc@reseau.cict.fr>
Source record: 34688

I have connected a SCSI hard drive to my Falcon, but AHDI does not recognize more than 4 partitions. Someone told me that the ICD PRO Tools work on a Falcon, but I don't know where I can find them. Does anybody know more about them ?

708. Re: Building a gcc cross-compiler???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 02:19:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yJl47IE&zK_@semprini.waterloo-rdp.on.ca>
Source record: 34690

In <2i74eg$hc1@auggie.CCIT.Arizona.EDU>, Paul Harris writes:
> I've been trying to build a gcc cross-compiler for my Atari on a Sun-Sparc
> I have here (os 4.1.3). I've got the gcc 2.5.8 sources, and the cross-
> compiling Atari Makefile--"Makefile.cross" along with the docs for doing
> this. I'm quite sure I've followed all the directions on how to do this.

Um, that might cause you some problems... gcc 2.5.x can't build usable
68000 binaries. It's fine if you've got a TT or Falcon, but if you plan
to use it on a ST, or distribute it...

I'm currently searching for gcc 2.4.x sources, but I haven't had much
luck so far... so I'm not even at the stage of trying to get a
cross-compiler built.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

709. Re: tcsh cursor control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 02:26:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cBCiQIU4kpU@semprini.waterloo-rdp.on.ca>
Source record: 34491

In <SCHWAB.94Jan24111457@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> AFAIK you can pass multiple parameters to xkey:
>
> exec g:\mint\bin\xkey.ttp left ^b LEFT ^a right ^f RIGHT ^e

Gee, I never had the sense to try that... it'll cut my MiNT boot time
down quite a bit!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

710. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 02:28:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.W6ILi261cZQ@semprini.waterloo-rdp.on.ca>
Source record: 34492

In <kunzmann.9.2D464488@iacrs1.unibe.ch>, Andreas Kunzmann writes:
> Hi
>
> Why is the Falcon 030 limited to 14 MB RAM. Where are the 2 MB lost, if you
> install 16 MB RAM?

Thanks to the Falcon's IMHO stupid memory architecture, those 2M are
where your ROMs are sitting...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

711. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 02:29:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.E7pIRyLSImo@semprini.waterloo-rdp.on.ca>
Source record: 34493

In <CK8pu0.HnH@bbc.co.uk>, David White writes:
> Does that mean that there is, in effect, a whole 2Megs sitting there doing
> nothing?

Yes.

> Wouldn't it be more sensible to locate TOS in the lowest Meg or so,
> so that there is no overlap?

Since when has Atari done something sensible?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

712. Re: Moniterm Monitors (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 03:30:17 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2ipr49$nij@usenet.INS.CWRU.Edu>
Source record: 34495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ea.pirfsw2_nWQ@sanity.tdkcs.waterloo.on.ca>
gkirkaldie@sanity.tdkcs.waterloo.on.ca writes:
>In <2hssc4$5i6@mailer.fsu.edu>, Mickey Boyd writes:
>}Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
>}
>}> I found a surplus store today that had Moniterm VY1000 19" mono monitors
>}> for $100. They have a 9 pin "joystick" connector on the back and come
>}> with some manuals, etc. They say a UNIX driver is needed.
>}>
>}> IS this the same monitor they sold for the ST? Is there any other hardware
>}> needed for the ST to drive it or is the software driver all that is necessary.
>}> They have 3 monitors so I would like to hear from people if they know
>}> anything about this - I could probably send someone else a monitor if they
>}> really wanted one. Any help would be greatly appreciated - $100 would
>}> be a real bargain for a 19" monitor.
>}
>}The Viking Moniterm 19" monitors for Mega series computers required a board
>}that plugged into the expansion bus present only on Mega's (this was before
>}the STe, MegaSTe, TT, Falcon, so I'm not sure about those). Thus, if you have
>}a MegaST you would need to procure an addition board at the very least.
>}
>}Incidentally, they sound like old Sun2 or Sun 3/50-60 monitors. There has
>}been discussion in the past of hooking such monitors to STs, but I don't
>}remember any positive experiences being related.
>}

does anyone know where i could buy such a board? i don't really care about
color, so this would be ideal... i have a mega st computer..

713. Re: How to connect an IDE HD on STf???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 10:08:36 UTC
From: kunzmann@iacrs1.unibe.ch
Message-ID: <kunzmann.10.2D50CD24@iacrs1.unibe.ch>
Source record: 34496

In article <2iodte$sek@vishnu.jussieu.fr> salah@ufr-info-p7.ibp.fr (Salah Farid) writes:
>From: salah@ufr-info-p7.ibp.fr (Salah Farid)
>Subject: How to connect an IDE HD on STf???
>Date: 2 Feb 1994 14:38:38 GMT

>Hello everybody !!

>I want to know how to connect an IDE Hard Disk Drive on
>a STF?

>Is it possible ? If so what do I need ? (Board, cables ....)

>Thanx in advance.

You get a small IDE-Adapter-Board (without the chips) from eMedia GmbH 30601 Hannover, Germany (fax: (0511) 53 52 147) for 26 DM. You need also the GAL (19 DM) , a copy of the report how to make the board and how to install it (5 DM) and all the electronical parts. You also can install TOS 2.06 in this board. TOS 2.06 is needed if you want boot from the HD.
I installed this IDE-Adapter in my 1040STF and it works fine. The only problem was, that there is to less space for the board in the 1040STF, because of the floppy-disk-drive. Instead of removing the 68K-CPU, I soldered short cables (3 cm length) directly on the pins of the CPU. The other ends I soldered into the IDE-Adapter-Board. This way I can move the board around and am able to install the Floppy-Disk-Drive. The only backtrack is, that I couldn't install the keyboard in a proper way and so I couldn't close the housing. I installed some plastic pieces to fix the keyboard. The advantage of the improvised installation of the keyboard is, that I could put my 105MB 3.5"-Quantum HD into the ST1040 housing (between the power-supply and the Floppy-Disk-Drive). I didn't install the upper part of the housing. This makes cooling of the power-supply better. The power for the HD I took from the cables, that support the Floppy-Disk_driver with current.

Hope I helped you.

Andy

714. Re: Beyond 2000 AD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 10:41:14 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb3114114@issan.informatik.uni-dortmund.de>
Source record: 34497

In article <2iq3u8$omd@agate.berkeley.edu>, jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:

|> In article <1609@usdtsg.daytonoh.ncr.com>,
|> anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
|>> In article <1994Jan31.090913.10660@dct.ac.uk> mcssesw@dct.ac.uk writes:
|>>> Has anyone noticed that on TOS 1.62 on an STe you cannot set the internal
|>>> system date to any year beyond 2000 AD. I was trying to test a diary program up
|>>> to the year 2050 but failed not becuase of the program, but because of the
|>>> operating system? Can this problem be solved?
|>>>
|>>> 2000 is nearer than you think!

|>> [...] does anyone know if the 2000-year limitation exists in any other TOS?

|> I'm not sure what sort of clocks exist on the more modern Atari computers,
|> but on my vintage 1040ST, the ``hardware'' clock is kept by the keyboard.
|> The year is stored as two digits; so ``1994'' is stored as ``94''. I
|> presume ``00'' ought to be interpreted as ``2000'', but I'm pretty sure
|> TOS 1.4 doesn't manage to do this correctly. I seem to recall looking at
|> the TOS code responsible for this and not being very impressed. If memory
|> serves, TOS either never attempts to do the right thing, or just screws it
|> up royally.

The standard TOS (and MSDOS) date format uses 7 bits for the year,
with 1980 as the epoch, so it should be sufficient until 2107, or
until 2043 if we strip off the sign bit. The Unix format, when using
32 bits for time+date, overflows into the sign bit in the year 2037.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

715. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 10:49:50 UTC
From: man@prip.tuwien.ac.at
Message-ID: <2iqkse$hfj@email.tuwien.ac.at>
Source record: 34498

In article <2iohd6$c8m@nz12.rz.uni-karlsruhe.de> uk8u@rzstud1.rz.uni-karlsruhe.de (Harald Weidner) writes:

>If you run Mupfel as a TOS program, it isn't possible to start a GEM
>program. TOS programs can't do that at all.

Of course, but I also renamed mupfel.ttp to mupfel.prg and mupfel.app,
same result -- I wasn't able to start a GEM program from mupfel.

>If you want to start a GEM-program from Mupfel, use Mupfel in the
>Console Window (e.g. start Mupfel with ALT-M from the Gemini-Desktop)

That's exactly what I DON'T want to do. I don't want do use the
GEMINI-desktop, I rather use the good ol' ATARI-desktop. There was no
problem with the last version of mupfel I had used. Started it from the
ATARI-desktop and was able to start any GEM program from it.

Hope anyone has a solution to this. I really like the idea of having
a working version of a decent (i.e., a Bourne shell like) shell on my
system.

--
Michael A. Neuhauser Dept. for Pattern Recognition and Image Processing
man@prip.tuwien.ac.at University of Technology Vienna, Treitlstr. 3/183/2
A-1040 Vienna AUSTRIA (Europe)
--
Michael A. Neuhauser Dept. for Pattern Recognition and Image Processing
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716. HELP: HD formatting

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 11:08:59 UTC
From: black@hacktic.nl
Message-ID: <2iqm0pINNn2n@xs4all.hacktic.nl>
Source record: 34499

Ok, first my HD was formatted using some ICD utility. But since "The Link" I got with my STE requires a remote SCSI device which I don't own and don't plan to own, I recently "tried" to reformat my internal HD using the Advanced HD Utils from Atari. Problems, problems, problems. When I bought this STE the guy warned me the last partition contained lots of bad sectors due to a little incident involving hitting the table the STE was standing on. So when I formatted the HD I got over 6000 bad sectors. When HDX is done it tells me "Cannot write Bad Sector List to the disk! Try backing up the disk and reformatting it." which is nice but it tells me this when I try to format the disk!

Can someone please help me!!!! I tried using HDX version 3.5 (came with the machine), 5.0 and 5.04 (which gives me a weird errormessage about checking the connections).

Aaaaarrrrgh (Ehm, my setup: MEGA 4/STE with internal 50MB HD)

--

Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86
--

Peace
-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-+*+-
Freedom is free of the need to be free - George Clinton '70
With love there is no death - Prince '86

717. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 11:46:49 UTC
From: reschke@chomsky.math
Message-ID: <2iqo79$1dcp@obelix.uni-muenster.de>
Source record: 34500

In article dgv@email.tuwien.ac.at, man@prip.tuwien.ac.at (Mike A. Neuhauser) writes:
> I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
> text shell MUPFEL directly from the desktop and was not able to start
> any GEM programm (.APP, .PRG). I always got an error message saying
> "can't start GEM programms".
>
> Is there really no way to do this?
> --
> Michael A. Neuhauser Dept. for Pattern Recognition and Image Processing
> man@prip.tuwien.ac.at Technical University of Vienna, Treitlstr. 3/183/2
> A-1040 Vienna AUSTRIA (Europe)

Rename it to mupfel.app and try again.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
---

718. Re: How to connect an IDE HD on STf???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 11:58:10 UTC
From: reschke@chomsky.math
Message-ID: <2iqosi$1dcp@obelix.uni-muenster.de>
Source record: 34501

In article 2D50CD24@iacrs1.unibe.ch, kunzmann@iacrs1.unibe.ch (Andreas Kunzmann) writes:
> In article <2iodte$sek@vishnu.jussieu.fr> salah@ufr-info-p7.ibp.fr (Salah Farid) writes:
> >From: salah@ufr-info-p7.ibp.fr (Salah Farid)
> >Subject: How to connect an IDE HD on STf???
> >Date: 2 Feb 1994 14:38:38 GMT
>
> >Hello everybody !!
>
>
> >I want to know how to connect an IDE Hard Disk Drive on
> >a STF?
>
> >Is it possible ? If so what do I need ? (Board, cables ....)
>
>
> >Thanx in advance.
>
> You get a small IDE-Adapter-Board (without the chips) from eMedia GmbH 30601
> Hannover, Germany (fax: (0511) 53 52 147) for 26 DM. You need also the GAL (19
> DM) , a copy of the report how to make the board and how to install it (5 DM)
> and all the electronical parts. You also can install TOS 2.06 in this board.
> TOS 2.06 is needed if you want boot from the HD.
> I installed this IDE-Adapter in my 1040STF and it works fine. The only problem
> was, that there is to less space for the board in the 1040STF, because of the
> floppy-disk-drive. Instead of removing the 68K-CPU, I soldered short cables
> (3 cm length) directly on the pins of the CPU. The other ends I soldered into
> the IDE-Adapter-Board. This way I can move the board around and am able to
> install the Floppy-Disk-Drive. The only backtrack is, that I couldn't install
> the keyboard in a proper way and so I couldn't close the housing. I installed
> some plastic pieces to fix the keyboard. The advantage of the improvised
> installation of the keyboard is, that I could put my 105MB 3.5"-Quantum HD
> into the ST1040 housing (between the power-supply and the Floppy-Disk-Drive).
> I didn't install the upper part of the housing. This makes cooling of the
> power-supply better. The power for the HD I took from the cables, that
> support the Floppy-Disk_driver with current.
>
> Hope I helped you.
>
> Andy
>

Note that there are at least two commercial solutions (the card from Hard & Soft,
or 'Ideal') which come with officially licensed TOS ROMs and driver software
with more than AHDI's IDE support (master/slave comes to mind).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

719. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 12:00:19 UTC
From: reschke@chomsky.math
Message-ID: <2iqp0j$1dcp@obelix.uni-muenster.de>
Source record: 34502

In article hfj@email.tuwien.ac.at, man@prip.tuwien.ac.at (Mike A. Neuhauser) writes:
> In article <2iohd6$c8m@nz12.rz.uni-karlsruhe.de> uk8u@rzstud1.rz.uni-karlsruhe.de
(Harald Weidner) writes:
>
> >If you run Mupfel as a TOS program, it isn't possible to start a GEM
> >program. TOS programs can't do that at all.
>
> Of course, but I also renamed mupfel.ttp to mupfel.prg and mupfel.app,
> same result -- I wasn't able to start a GEM program from mupfel.
>
> >If you want to start a GEM-program from Mupfel, use Mupfel in the
> >Console Window (e.g. start Mupfel with ALT-M from the Gemini-Desktop)
>
> That's exactly what I DON'T want to do. I don't want do use the
> GEMINI-desktop, I rather use the good ol' ATARI-desktop. There was no
> problem with the last version of mupfel I had used. Started it from the
> ATARI-desktop and was able to start any GEM program from it.
>
> Hope anyone has a solution to this. I really like the idea of having
> a working version of a decent (i.e., a Bourne shell like) shell on my
> system.

If renaming to mupfel.app doesn't help, try to invoke it with option +G (or
'set +G' when it's running).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

720. Re: makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 13:57:04 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb3.135704.6919@unix.brighton.ac.uk>
Source record: 34503

The gem.sys I have does not iconify windows. That is only available as of
aes 4.01 I think it is. The gem.sys that everyone is getting seems
to be 4.00.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

721. Re: STalker/Falcon problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 13:58:02 UTC
From: stewart@titan.ucs.umass.edu
Message-ID: <2iqvta$pf1@titan.ucs.umass.edu>
Source record: 34504

In article <1994Jan31.234857.6152@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>I have a Supra 14.4v.32 bis FAX modem and am using STalker with it on my
>Falcon with TOS 4.04. The problem is is that I can't get the modem to
>acknowledge break signals or DTR signals to hang up. I'm using the same
>cable/setup that I used on my TT, but there doesn't seem to be any hardware
>signal response. HELP!
>

When using STalker with a Falcon, you need to make sure that it is set to
TT/MSTe Modem 2 Port under the communication port entry in the settings menu.
I hadn't tried it to know for sure if this would affect DTR, but I know if it
isn't set this way DCD isn't set correctly.

Bob Stewart stewart@titan.ucs.umass.edu
Gribnif Software Phone: 10-6 EST (413) 247-5620
Customer Service Fax: (413) 247-5622

722. Re: Virtual Memory on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 13:58:33 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb3.135833.7034@unix.brighton.ac.uk>
Source record: 34505

There is a demo of Outside (only 2MB VM) avalable at ftp.uni-kl.de I think it is.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

723. DSP memory <-> CPU memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 14:36:31 UTC
From: d3marten@dtek.chalmers.se
Message-ID: <d3marten.760286191@dtek.chalmers.se>
Source record: 34506

I am wondering how fast you can transfer data to/from DSP
memory from/to main memory at maximum? The question is really
as simple as that .

thanks in advance ....

--
M}rten R}nge - d3marten@dtek.chalmers.se
[BIG Monster sig deleted ..]

724. Re: makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 16:15:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1614@usdtsg.DaytonOH.NCR.COM>
Source record: 34507

In article <1994Feb1.183018.5621@esca.com> woodford@esca.com (Steven Woodford) writes:
>csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>
>>I have just successfully compiled Mint 1.08 with -DMULTITOS, but
>>at the end of the makefile, there is a reference to a program
>>called 'prgflags':
>> prgflags 7 7 mint.prg
>
>I also just upgraded my MultiTOS 1.04, to 1.09 and had the same problem
>after linking. I just guessed that it's one of eric's own utilities
>to set the 'executable' bits in the file mode. I just used:
> chmod 755 mint.prg

If I recall, "prgflags" is part of the Atari Developers kit, so
I doubt we'll see it any time soon. My MiNT 1.09 works fine without
it as well (didn't do a chmod either)...

>Correct me if I'm wrong, but GEM is _not_ public domain, like
>MiNT, so you would have to buy the latest version from Atari. :-(

Either GEM and/or TOS was licensed from Digital, so at least one of
them is not publically available...

Rob

725. Re: VIDEOTEXT 171

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 16:29:58 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-030294172843@128.141.55.213>
Source record: 34508

In article <1994Feb2.135931.9650@unix.brighton.ac.uk>,
pf21@unix.brighton.ac.uk (Paul Finch) wrote:

> The question, What exactly is it ?, immediately springs to mind !!
> You obviously know more than I do in asking what hardware is needed.
> At first I thought it was a video titler ?!?!
>
> My german stretches to ja, and thats about it!
> --
>
> pf21@unix.bton.ac.uk

VIDEOTEXT pages are text pages sent with the TV programs. Some TV sets can
decode and display them. I don't know if there is TV channels using that
system in UK but there's some in France, Switzerland and germany.

This program, with a specific harware can decode them.

726. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 16:35:41 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Feb3.163541.1803@zaphod.ox.ac.uk>
Source record: 34509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2iprer$nse@usenet.ins.cwru.edu>,
jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:
>
> i need to use fork() system call under mint, but reading over the manual
>pages i found out that "it works like vfork()" which means the parent process
>is suspended while the child is running... this is bad. i need it to run
>concurrently... i'm using v.93 of MiNT... but this seems to be the same under
>v.95... do the newer versions of MiNT fix this "problem"? or is there a way
>of making the parent process run from the child process? (unsuspend it)?

This is currently still true due to having to keep MiNT able to run on a
68000 without a great slowdown caused by shadowing the processes, as Minix
does.

If MiNT were allowed to develop just for the 68030 with virtual address
spaces for each process then this would not be a problem.

There are just too many 68000 based machines out there for it to be
justified at the moment.

>thanx
> bart

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

727. MEGA STE WON'T BOOT AT 16MHZ WITH CACHE. HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 16:43:40 UTC
From: v892127@gomperts.si.hhs.nl
Message-ID: <CKnqGs.Bu1@si.hhs.nl>
Source record: 34510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yesterday evening, while I was working with 1ST Word plus, suddenly
my Mega Ste crashed. After that I pushed the reset button, but the
system refused to boot. After some attempts I now know the system halts
after loading GENERAL.CPX, which tries to switch the system from 8 to 16Mhz.
I also tried "speed_sw.prg" which does the same thing, but unfortunately
without luck. So it seems now the Mega Ste won't boot at/switch to 16Mhz.

Does anyone know what's the problem here? Is it the cache memory or something
else (16Mhz signal?) ?

C.W. Lai
Internet: v892127@si.hhs.nl

728. Re: Lattice C++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 17:01:57 UTC
From: healy@nosc.mil
Message-ID: <1994Feb3.170157.11707@nosc.mil>
Source record: 34511

```
In article <1994Feb3.110705@cs.bham.ac.uk> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
>
>void fred(char *A_String)
>{
>...
>}
>
>rather than...
>
>void fred(A_String)
> char *A_String;

This is the ANSI C way of declaring function parameters, not something
specific to C++.

Mike Healy

healy@nosc.mil
```

729. Re: HELP: HD formatting

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-03 17:08:29 UTC
From: woodford@esca.com
Message-ID: <1994Feb3.170829.15451@esca.com>
Source record: 34512

black@hacktic.nl (BlackFunk) writes:

>Ok, first my HD was formatted using some ICD utility. But since "The Link"
>I got with my STE requires a remote SCSI device which I don't own and
>don't plan to own, I recently "tried" to reformat my internal HD using the
>Advanced HD Utils from Atari. Problems, problems, problems. When I bought
>this STE the guy warned me the last partition contained lots of bad
>sectors due to a little incident involving hitting the table the STE was
>standing on. So when I formatted the HD I got over 6000 bad sectors. When
>HDX is done it tells me "Cannot write Bad Sector List to the disk! Try
>backing up the disk and reformatting it." which is nice but it tells me
>this when I try to format the disk!

>Can someone please help me!!!! I tried using HDX version 3.5 (came with
>the machine), 5.0 and 5.04 (which gives me a weird errormessage about
>checking the connections).

>Aaaaarrrrgh (Ehm, my setup: MEGA 4/STE with internal 50MB HD)

Sounds like your internal drive is goosed. It's probably had a
(minor?) head-crash. Get a new one ;)

Cheers, Steve.

730. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 03:38:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <760421726.2@mettav.royle>
Source record: 34513

It was none other than Chris Ridd that wrote on the 26 Jan 94 that ,
>> Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the
>> extra window's ,just some of the other features ,IE you can at least
>> set the Window Colours. BTW even with Fully Compatible TOS's you
>> cannot get 40 Window's at the desk (8 only) it is only from
>> application's (and only those that are correctly programmed) that
>> will support the 40 windows.
CR> Not true - earlier TOSes *do* allow more windows. The desktops don't,
CR> but that (as they say) is another story... I'm running UK TOS 1.04
CR> and WINX 2.2 with no problems.

Apologies if I misinformed (I use TOS 2) ,the impression given in the manual
was that no extra window's were avavilable (certainly is the case with the
desktop) and I assumed that along with some of the other window
enhancements this was not available to TOS 1.xx. With 2.06 you do get all of
one extra (Total 8) desk window's.

CR> You do have to mess around with the other \auto programs to get WINX
CR> installed properly - the best indicator of a correct install is the
CR> WINX.CPX displaying four scroll bars (for scroll-bar delay and
CR> stuff). If they don't appear, WINX isn't alive.

Indeed ,or by checking the cookie jar .Also I suppose that other features
like window updating and background window enhancement's are active.

CR> I spent hours juggling my auto folder, if that's any guide... Prime
CR> candidates for juggling are UIS III (although *very* new versions
CR> are Ok) and almost anything else that patches the AES.

I have found it to be remarkably tolerant of all the other stuff in my auto
folder ....maybe I have a nose for cleanly programmed code :-) I run it pretty
close to the top of the folder.

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

731. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 03:52:04 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <760421726.3@mettav.royle>
Source record: 34514

It was none other than A.V. Groenink that wrote on the 26 Jan 94 that ,
>> Upgrade to TOS 2 I/m afraid , AFAIK with early TOS you don't get the
>> extra window's ,just some of the other features ,IE you can at least
>> set the Window Colours.
AG> But you'll have to run low resolution for that :-)

Not neccessarily , you may be lucky enough to have a Falcon or a Graphic's
card :-) Even so in STmed or indeed High you can set the fill pattern's of
the window's scroll's,box's etc to give 8*3(24) or 8*1(8) shades of the basic
colour's (resp). All fairly superficial to the real benefit's of WinX
but I like a nice pretty display :-)

MHYG
Graham

* Origin: Graham's Point at the Tavern (100:1011/0.8)

732. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 13:15:41 UTC
From: silvera@cs.man.ac.uk
Message-ID: <1994Feb4.131541@cs.man.ac.uk>
Source record: 34515

In article <2iohd6$c8m@nz12.rz.uni-karlsruhe.de>, uk8u@rzstud1.rz.uni-karlsruhe.de (Harald Weidner) writes:
|> In article <2iobpc$dgv@email.tuwien.ac.at>,
|> Mike A. Neuhauser <man@prip.tuwien.ac.at> wrote:
|> >I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
|> >text shell MUPFEL directly from the desktop and was not able to start
|> >any GEM programm (.APP, .PRG). I always got an error message saying
|> >"can't start GEM programms".
|> >Is there really no way to do this?
|>
|> If you run Mupfel as a TOS program, it isn't possible to start a GEM
|> program. TOS programs can't do that at all.
|>
|> If you want to start a GEM-program from Mupfel, use Mupfel in the
|> Console Window (e.g. start Mupfel with ALT-M from the Gemini-Desktop)
|>
|> Bye, Harald
|> --
|> Harald Weidner +49 721 606500 Is there someone to hear me?
|> s_weidn@ira.uka.de Is there no one to see?
|> Sternbergstr. 6 uk8u@rz.uni-karlsruhe.de Is there someone to hear me?
|> 76131 Karlsruhe Heavy@irc Doesn't anybody care?

Just use Mupfel Version 1.2 as you can exec. GEM progs from it (and its smaller)
I tried Mupfel 1.99 but I didn't like it, besides it's all in German, unless anyones got an English hack of it, I'll just stick to 1.2.

Andy.

733. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 15:54:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1616@usdtsg.DaytonOH.NCR.COM>
Source record: 34519

In article <2d51600e@troed.ct.se> rickard.troedsson@troed.ct.se writes:
>In a message of 03 Feb 94 03:28:22, Chris Herborth wrote:
>
>CH> Thanks to the Falcon's IMHO stupid memory architecture, those 2M are
>CH> where your ROMs are sitting...
>
>It's not a Falcon problem, it's a compatibility problem. (IT uses the same
>address for the ROMs as the old STE to be compatible)

Which if I'm not mistaken was done so that the Falcon would not
have the compatibility problems that the TT had (at least with
those programs that need the 24bit.prg to function on the TT)...

Rob

FF's Theory of Murphy's Law: "Murphy was an optimist..."

734. Re: More AES weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 17:32:09 UTC
From: avg@cwi.nl
Message-ID: <CKpnDL.Kx4@cwi.nl>
Source record: 34520

Peter_Missel@m4.maus.de (Peter Missel) writes I wrote:

>>Ah! Thanks a bunch. I was wondering why my userdef 3D objects looked
>>so 'remarkable' when I was using MultiTOS! Yippee.
>>
>>Hm. I looks like I am definitely going to be up until after 4AM
>>tonight...

>2 AM should do. Simply strip the 3D bits off your userdef objects after loading
>the resource file and twisting the objects into G_USERDEF.

Actually, 2AM was enough. But your solution is way too compatible; I
decided to flip the bits over to the extended object STATES, leaving the
actual bits (9 and 10) the same.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

735. Re: HD partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-04 19:44:05 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2iu8i5$pn9@mailer.fsu.edu>
Source record: 34516

Remco Bruijne (rb@dasc.nl) wrote:
> I have a formatted SCSI drive. How can I put partitions on this
> drive without low level formatting it (i.e. which software do I
> need)?
>
> Sorry if this is a stupid question, but I have been using an 8-year
> old MFM drive until now (using ICD software) and lost track of
> developments here.

The ICD software is capable of writting partition information without a
format, at least to embedded SCSI devices (not sure about MFM). The current
version is 6.2.3 for the non-Pro level software.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

736. Re: Phantom typist?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 03:24:24 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d53067c38f721@anuurn.do.open.de>
Source record: 34517

In <CKAnn2.1CE@chinet.chinet.com>,
Stephen Jacobs (saj@chinet.chinet.com) wrote:

>There used to be a lot of discussion of "the phantom typist," in which the
>running application would receive a slow stream of keypresses, and then crash.
>Moving the mouse rapidly at the first sign of trouble would stop the
>phantom, but the machine would remain in an unreliable state. I hope this
>description matches what people remember....somehow I never encountered it
>myself.
>
>Anyway, I'd really like to know if anything was decided about how to program
>to avoid the phantom. There was a claim that version 3 TOS-s are much less
>susceptible ot it: any experience out there on the subject?

I encountered the phantom typist a few times while using TOS 2.06 (which
has the same AES as TOS 3.06) - so at least it wasn't completely fixed.

There seems to be no way for an application programmer (or a user) to
avoid "the phantom"; however, the newest version of WINX (2.2) contains
a patch that _probably_ fixes the bug (it's hard to be sure since the
bug is so D***ED elusive...)

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

737. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 12:33:24 UTC
From: doctorq@sam
Message-ID: <2j03mk$ruc@bilbo.nask.org.pl>
Source record: 34518

testing...

738. Re: makeing Mint 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 13:37:15 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Feb5.133715.28305@eeyore.ox.ac.uk>
Source record: 34523

In article <1614@usdtsg.daytonoh.ncr.com>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>In article <1994Feb1.183018.5621@esca.com> woodford@esca.com (Steven Woodford) writes:
>>csulw@csv.warwick.ac.uk (Paul Donovan) writes:
>>
>>>I have just successfully compiled Mint 1.08 with -DMULTITOS, but
>>>at the end of the makefile, there is a reference to a program
>>>called 'prgflags':
>>> prgflags 7 7 mint.prg
>>
>>I also just upgraded my MultiTOS 1.04, to 1.09 and had the same problem
>>after linking. I just guessed that it's one of eric's own utilities
>>to set the 'executable' bits in the file mode. I just used:
>> chmod 755 mint.prg
>
>
> If I recall, "prgflags" is part of the Atari Developers kit, so
>I doubt we'll see it any time soon. My MiNT 1.09 works fine without
>it as well (didn't do a chmod either)...

All it does is toggle the TT-RAM Mallocable and TT-RAM loadable flags in the
executable's header. MiNT (and any other program) will run without them
being set as they only inform TOS that the program MAY use TT-RAM.

>>Correct me if I'm wrong, but GEM is _not_ public domain, like
>>MiNT, so you would have to buy the latest version from Atari. :-(
>
> Either GEM and/or TOS was licensed from Digital, so at least one of
>them is not publically available...

I'm sure that's news to DEC! :-)

GEM was licensed from Digital Research, now part of Novell.

> Rob

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

739. Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 13:54:46 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Feb5.135921.20104@inca.comlab.ox.ac.uk>
Source record: 34524

I've read many articles in this newsgroup that say the Falcon has a 16bit data bus. This is not what it says in the manual and is not what was said in the recent thread on memory upgrading (both give a 32bit data bus size.)
Has anyone got any hard info on the subject? (e.g. anyone who has upgraded the memory themselves should know.)

740. Re: Virtual Memory on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 15:02:56 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94Feb5110257@acae127.cadence.com>
Source record: 34528

In article <CKnAxJ.K80@hermes.hrz.uni-bielefeld.de> itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

> In article <...>, Lexicor@world.std.com (Lexicor Software Corporation) writes:
> |> as I know they work with it..i.e. I know for certain OUTSIDE runs with Multitos
> |> but does NOT require it as such.
>
> It runs if you've got MP switched off.
>

only if you put it after MiNT in <BOOT>:auto\ . The manual correctly
suggest putting it before anything else. MiNT (on 680x0 ataris)
will correctly stop using the mmu if this is so (for better or worse).
i wish atari would wise up and start supporting the mmu in TOS instead
of madness like above.
--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

741. Re: more on UNIX gcc cross-development

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 16:44:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XzxnTfQMIGI@semprini.waterloo-rdp.on.ca>
Source record: 34521
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <CKFLA9.wy@usenet.ucs.indiana.edu>, David Alan Vasileff writes:
> In my valiant attempt to build a gcc cross compiler on the DEC alpha
> axp 4000/384 MB here at school, I don't know if I've done anything
> right yet, but so far:
>
> I got all the sources.
>
> Got cgcc/gcc-cc1/gcc-cpp to compile with no errors.
>
> got gcc-as to compile with no errors.
>
> obtained the libraries in binary.
>
> However, nothing in utlsrc37.zoo compiles for me, and when I run cgcc,
> I get
> cgcc: Internal compiler error: program as got fatal signal 6

Don't you need to compile this with your native compiler, to produce
binaries that'll work on the Alpha?

I'm going through this same process on an NCR System 3000 multiprocessor
(with an unknown number of '486/50 CPUs, and apparently a great deal of
RAM.... du /proc tells me ~200MB when the machine is about 90% idle!);
I'd have everything going perfectly if I'd've had a "stab.def" file
available on Friday.

When I built as, I got 'as', not 'gcc-as', so I'm flipping my $PATH
around when I want to build Atari binaries and when I want to built UNIX
binaries... no problem, I've got a nice bash procedure to do it.

I intend to post a full account of my adventures as soon as I've got it
fully tested; I built the object files for a largish program friday
afternoon (since I had everything that I needed except a cross-compiler
ld) and it linked/ran fine as soon as I got home. The NCR box churns
code quite a bit faster than my ST... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

742. Re: TT 19" mono - invert video?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 16:54:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.lObVpk0INvE@semprini.waterloo-rdp.on.ca>
Source record: 34522
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <2i96ru$q1k@elroy.jpl.nasa.gov>, Howard Chu writes:
> This seems like a simple enough question, but all my tinkering has produced no
> results so far. In the 1280x960 monochrome mode, is there any way to invert
> the screen so you get white foreground/black background instead of the
> current black on white? I *hate* looking at a white screen... Just flipping
> the bit in palette 0 has no effect.

Does MACCEL3 just black the screen when running on a TT-High screen?

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

743. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 18:45:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.BNGkiK7IFmQ@semprini.waterloo-rdp.on.ca>
Source record: 34525

In <scotty.759704670@sarge>, Scott R. Chilcote writes:
> This message strikes me as being vindictive rather than informative. I'm
> not sure what the point is.

The point is that if anyone in this group suggests to a potential new user that things are all rosey and fine in the Atari world, they're wrong. I feel it is part of my _duty_ as a helpful member of the computer community to warn people about how bad things really are in our neck of the woods.

Contrary to popular belief, I don't really get a kick out of flaming Atari.

> The question shouldn't be which features wouldn't be useful; the question is
> whether a potential buyer finds those features attractive. When you shop
> for a computer, shouldn't you find out what it can do?

You certainly should. Be people should be aware of other things related to each computer. For example, someone looking at the MegaSTe, TT or Falcon might see the LAN port and think, "Gee, I could hook up to the local Mac network to print on a nice laser printer." Nowhere in the product literature will they find out that there's no software for doing that. It may be an attractive feature, but unless you want to write own networking drivers, it's a useless feature.

> As for getting "support", that's meaningless too, unless you can specify what
> kind of support. If you mean repairs, well, buying Atari means shipping it
> off to get it fixed, and waiting. It comes with the territory.

And as such, it might be important. What if the person doesn't know anything about fixing hardware, and they're considering buying the computer for their business? Waiting an indefinite length of time for hardware repairs can be devastating to a small business.

> Now, why grouse about having enough RAM for MultiTOS? Sure it's crowded in
> four Meg. At least it's workable! You can't even boot Unix in four meg.
> Linux and MS windows will wear out your hard disk paging in four meg. It's
> a testament to clean programming that MiNT uses as little space as it does!

Linux boots and runs fine in only 2M of RAM; UNIX isn't as huge as you think. MiNT is quite nice, I use it all the time... but MultiTOS in only 4M of RAM leaves very little RAM free for other things, like programs.

> I do agree that Atari could have made it easier to upgrade by allowing an
> intermediate step between 4 Megs and 14. However, you aren't going to save
> an awful lot by going to 8 megs anyway, and serious users may want the extra

> room.

2M of which is useless and wasted. 8M would be sufficient for most
people on the Atari platform... after all, the programs tend to be
pretty small. I'll wager I could do C++ programming with GNU C++ AND
work on a PageStream document in 8M with MultiTOS running... in 4M I
can't even compile C++ programs with MiNT running. 16M would be
expensive, and overkill, though I'm sure I'd find something to pack in
there.

> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
> There's loads of them.

All unsupported and orphaned. If the person wanted to go to the store
to buy program X, they'd be out of luck. I'd sure hope they'd have
access to a mailorder place, or at least an FTP site... if not, they're
SOL.

> State of the art? Probably not. Specialized productivity stuff? Not there.
> But that's no reason to dig a hole and toss it in!

If the person was looking for a general use computer, the Falcon is
almost useless. It's perfectly suited for special needs though.

> Perhaps a dose of perspective is needed. All cars can't be Ferrarris, but
> they can get you about more than adequately!

ARGH! Another car analogy...

A car with no gas won't get you anywhere and a car with a go-cart
engine...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

744. Re: GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 19:07:32 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.408094@cix.compulink.co.uk>
Source record: 34529

>From the NVDI docs, or the VDIFIX docs, (or somewhere): workstations
>are stored in a linked list, so the limit is probably memory. How much
>space does each workstation take?

and does a Malloc() on each occassion, so you are likely to hit the process limit for memory blocks long before...

>NVDI uses a different approach -- it has a static array of 64
>workstations, and just gives you one of these. Hence NVDI can only
>open 64 workstations.

Presumably for the entire system, not for each application? This does not seem like enough. i open at least one station per windowed dialogue, and often more.

>I tend to only ever open two - one for my application, and one for any
>PROGDEFs I'm using - this saves doing too many VDI enquires and
>restores.

There should be a vdi_reset() type function, so you can clear to a set of defaults.

745. Rainbow TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-05 21:16:12 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <760489682.AA04348@byte.bbs.no>
Source record: 34526

>How does Rainbow TOS display a rainbow on the desktop without changing
>the four colours?

It changes the color all right....
But it does so on the HBL interrupt i think....
(this is a methode mostly used in demos...)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

746. SIMM's on an STFM - How ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-06 06:05:56 UTC
From: mike@ionews.io.org
Message-ID: <2j21c4$2ln@ionews.io.org>
Source record: 34527

I'd like to upgrade the memory on my 1meg STFM with a SIMM board and 4 megs.

Has anyone here done this?

Any info on where I could get this done, or the hardware necessary would be
great.

Mike

--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

747. Re: HD partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-06 14:43:20 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb6.144320.19755@t.hfb.se>
Source record: 34531

In article pn9@mailer.fsu.edu, boyd@sonya.math.fsu.edu (Mickey Boyd) writes:
>Remco Bruijne (rb@dasc.nl) wrote:
>> I have a formatted SCSI drive. How can I put partitions on this
>> drive without low level formatting it (i.e. which software do I
>> need)?
>>
>> Sorry if this is a stupid question, but I have been using an 8-year
>> old MFM drive until now (using ICD software) and lost track of
>> developments here.
>
>The ICD software is capable of writting partition information without a
>format, at least to embedded SCSI devices (not sure about MFM). The current
>version is 6.2.3 for the non-Pro level software.
>
The non-pro level I tested worked exelent with my Megafile with 2*70Mb MFM Hardderives

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

748. Re: $$ value of Ultrascript, PS35 Font Set & PageStream 2.2b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-06 18:17:48 UTC
From: Don.Nelson@launchpad.unc.edu
Message-ID: <2j3c8c$oei@samba.oit.unc.edu>
Source record: 34530
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Dom,
I can't answer your question but have one of my own.

I recently sold (not to you) my copy of US and PGS2.2 along with a lot of hardware, shipped it and now the party won't pay all the $$ we had verbally <phone> agreed on. My Q's this,

What is the street value (average, fair, whatever), for A complete registered Ultrascript package, + US font package, these days ?,

Also same Q for PageStream 2.2 all disks, manuals, 100's of PD fonts?

and

Calamus 1.09 with the Calamus Font Editor, too?

Note, all are registered and transferable.

I would very much appreciate info or opinion on these values US$$ please. from you or anyone else who knows or feels like he/she does.

Don Nelson, don.nelson@launchpad.unc.edu

PS my case to the judge may be helped by this info, if it comes to that.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

749. Re: Lattice C++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 17:21:37 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0rgk@outb.wimsey.bc.ca>
Source record: 34532

There was supposed to be a C++ package from a developer in the US called Comeau C++ released last November (commercial software). In the first AEO Programmer's Journal, they had an interview with the author. It was supposed to be fully compatible with Lattice C. Has anyone heard any info since last November?(And yes, I know G++ exists).
Doug Byfield

750. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 17:31:27 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0rgq@outb.wimsey.bc.ca>
Source record: 34533

Turbo ST has been unsupported for a while now(2 years?). What about Warp 9 or NVDI? Much better products. Why would someone want a slow cludgy program like Caligrapher? Good riddance to it. There are plenty of PD/Shareware AND commercial word processors that ARE supported. If you want a "Doucument Processor" like Caligrapher (read quasi-dtp), why not try That's Write by Compo, Easy Text Pro Vector, Atari Works,or Calamus 1.09. If you need more than that, you should be looking at Calamus SL, Pagestream, or Didot. As for GFA, why not move on to a more professional BASIC-Hisoft Basic-fully supported in North America and Europe and they claim compatibility with the various Microsoft Basics on the Dos platform(Quick Basic). You named 3 products out of hundreds(thousands ?) available for the Atari line. Please dont mistake your own ignorance for the reality of what is really available.

751. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 23:34:38 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb7.233438.24150@t.hfb.se>
Source record: 34536

In article qfb@rs18.hrz.th-darmstadt.de, graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:
>cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) write:
>
>> Linux boots and runs fine in only 2M of RAM; UNIX isn't as huge as you
> ^^^^^^^^^^^^^^^^^^^^^^^^
>> think. MiNT is quite nice, I use it all the time... but MultiTOS in
>> only 4M of RAM leaves very little RAM free for other things, like
>> programs.
>
>
>It is. We got HP's with a 68030 / 68882 running at 32 MHz with 8 MB RAM.
>After booting UNIX there's 5.2 MB left. I really don't won't to know
>how much is left after installing X-Winodws (2 MB ?).
>If you got just two HP-terms and some tools running, it's OK.
>But if you start the newsreader or xv (something like GEMVIEW) you're
>just sitting there waiting for the hardrive to swap the memory.
>On our HP Apollo machines with a 68040 and at leat 12 MB RAM (most have 16 MB)
>you can really work with. But UNIX with X-Windows running under 8 MBs of RAM
>is just a bad joke. I don't want to run a DTP-Programm here...
>
>Alex

And what about Windoze NT (They call it a operating system... I don't know what to call it (Virus ;^D)) if you have a 4MB machine it takes 20 min to Boot it....
("640kb is enough for all aplications" Bill Gates early eighties...)

Love UNIX and MultiTOS/MiNT

Just my appinion...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

752. Re: Building a gcc cross-compiler???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 23:45:16 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2j6jqc$9qj@news.dmpe.CSIRO.AU>
Source record: 34537

>I'm currently searching for gcc 2.4.x sources, but I haven't had much
>luck so far... so I'm not even at the stage of trying to get a
>cross-compiler built.

It seems that a few people would like to have gcc 2.4.5 - I have just aquired GCC/++ 2.5.8, but am having trouble installing it - but that's another story, but if you want 2.4.5, the binaries are on a .de site somewhere. If there is enough need for them, I can upload them to a FTP site for someone ...

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

753. Re: Beyond 2000 AD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 23:53:42 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.xHDZHrWcxrY@lionbbs.escape.de>
Source record: 34534

In <2irv7o$r29@disun41.epfl.ch>, Stefan Monnier writes:
>In article <2iq3u8$omd@agate.berkeley.edu>,
>A Man Called John <jhauser@pine.CS.Berkeley.EDU> wrote:
>> On the other hand, 2002 _is_ divisible by 7, so perhaps there is some
>> advantage to the end of 1999, after all. And then again, 1998 = 3 * 666.
>> Hmm.... Get ready for Christmas 1995!
>
>I'm for celebrating the absence of the 29th February 2000.

>PS: for now I'll just celebrate the absence of the 34th January 1994

Well, ...
we're celebrating the absence of everything that's preventing us
from celebrating!
Cheers!
Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

754. Re: Emacs 18.57

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-07 23:57:30 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.CpEzYVqP1Zg@lionbbs.escape.de>
Source record: 34535

In <8hIhP1i00WB8M_k0Uw@andrew.cmu.edu>, David L Watson writes:
> How can I install Emacs 18.57 on my system (TT, TOS 3.06?) if I
>don't have something set up to use extended file names. When I extract
>the files the long ones are truncated and when I try to run
>dumpermac.ttp, it stops when it tries to load the file paragraphs, which
>is paragrap.elc on my system.
find the elisp file (startup.el) where all the files which are loaded
at startup are listed and modify it.

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

755. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 07:09:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97p.CLK@cix.compulink.co.uk>
Source record: 34538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

In message <2j6b64$mst@bigboote.WPI.EDU>, lancer@wpi.WPI.EDU said:
>
>I love the utilities I have downloaded from tu-berlin and paderborn
>and clausthal, but sadly, much of the docs (indeed the programs
>themselves) are in german!
>
>Well, having minored in German here at college I decided to translatet
>some of them...
>
>In particular:
>
>Disk CPX (change step rate, park hard drive)
>
>HD_Free CPX (cool HD/memory free grapher)
>
>HSMODA02 (serial fixer)

HSModa02 includes English docs.

Ofir ogal@cix.compulink.co.uk

756. Re: Drag & Drop protocol.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 07:09:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKw97r.CM5@cix.compulink.co.uk>
Source record: 34539

In message <1994Feb4.154145.7094@inca.comlab.ox.ac.uk>, wilknsnk@teaching.physics.ox.ac.uk said:
>
>Fairly recently, I bought 'Modern Atari System Software' from Hisoft.
>It contains quite a lot of usefull information but there are ommisions.
>In the section on new AES messages it mentions the Drag and Drop protocol
>but fails to give programming detail, saying it is beyond the scope of
>the book (What rubbish, it's exactly the book that should include such
>details!) Anyway, does anyone have the relevant information, as from
>what I hear of the protocol all new GEM programs should support it.
>I'm sure others would also be interested if it was posted in this newsgroup,
>as I can't be the only person who bought M.A.S.S.
>
>Thanks in advance.
>
>P.S. The DSP programming information also looks incomplete, though I haven't
>tried using it yet so I can't be sure. Perhaps I should have got 'The Atari
>Compendium' instead but it was twice the price and from the ads looked to
>contain M.A.S.S plus old information I already had.

The Compendium also covers AES 4.10 and is more extensive and worth
having. I just use both.

Ofir ogal@cix.compulink.co.uk

757. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 09:21:11 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2j7li7$l6e@snlsu1.london.sinet.slb.com>
Source record: 34540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j6hag$8d4@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <2itmft$85k@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>>The fork() call duplicates the code and data space of the forking process
>>exactly (save for the return value of the fork() call itself -- this is zero
>>for the child and the child's PID for the parent). This new copy of code and
>>data becomes the child process. But this means that the child process must
>>run at the same address as the parent.
>
> i guess you could go through the code, analyze it, and add or subtract
>the correct offset to all the data addresses. time consuming? maybe, but
>not impossible... with small code, it shouldn't be such a problem.

As someone else pointed out, there are occasions when you don't know if you should relocate a particular location (relocation when the program is running is harder, because you have to relocate all the pointer values as well). The example used was

```
union u {
long value;
void (*func)(void);
}
```

If an object of type u is being used as a function pointer, it needs relocation. If it's being used as a long value, it doesn't. (Leaving aside the question of *why* you'd want to do this...)

>>MiNT does allow code sharing, for processes which are specially written to
>
> and how is that done?

The code is specifically written to avoid absolute address accesses. All accesses are done relative to a register (then, to relocate your program, all you have to do is change the value of the register).

>I guess it's back to the drawing board... i tried to implement my program
>with two actual execuatbles and interprocess communication (using mail boxes)
>but I didn't get it to work properly... (mainly because MiNT crashes and
>the debugging of it is pretty difficult)... so i thought fork()!?! but...
>
>does anyone have some source code for interprocess communication (pipes
>or mail boxes or whatever you hacked up)? i'd like to see it!

Why not use named pipes?

```
Mat
--
| Mathew Lodge | "There's nothing intellectual about wandering |
| lodge@ferndown.ate.slb.com | around Italy in a big shirt trying to get |
| Schlumberger Technologies, | laid" -- Blackadder on the romantic poets |
| ATE division, Ferndown, UK | I speak for me, not Schlumberger Technologies |
```

758. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 10:44:44 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb8114444@issan.informatik.uni-dortmund.de>
Source record: 34441

```
Please try GDB 3.6 PL 4 from
/ftp.germany.eu.net:pub/comp/atari-st/gdb36p4[sb].zoo
(s = sources, b = binaries)
(This is a German site, the only one i have access to.)

The binaries are plain 68000, and some docs are also included.
--
------------------------------------------------------------------------
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
```

759. COMA AUTHOR..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 11:15:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2j7s8g$2bu@golem.wcc.govt.nz>
Source record: 34442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi I would like to get hold of the COMA Author..

E-Mail(Maus-Netz): Siegfried Hartmann @ B

Would some kind German provide me with his Internet E-Mail address,
or get him to E-Mail me..

I have found a small bug with COMA 170 and HSmodem 105 that I would
like to report to him....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

760. Re: Oberon Compiler for Atari-ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 11:46:00 UTC
From: Hayo_Schmidt@hh.maus.de
Message-ID: <A29482@HH.maus.de>
Source record: 34443

```
E>May I ask if there is a Freeware Oberon-Compiler available for the
E>Atari-ST, or otherwise source code in Modula-2 for a Oberon-Compiler
E>that produces M68k code?

The following is a *german* announcement for an Oberon-2 compiler.
The authors address from Internet is "stephan_junker@AC2.maus.de".
Not freeware but shareware, and very new.

Greetings, Hayo

------------------ snap ------------------------------------------------
Programm-Name: STJ-Oberon-2

Version: 1.23 (Beta) vom 11.1.94

Programmtyp: Programmiersprache

Status: Shareware, leicht eingeschrï¿½nkt

Beschreibung: Alles was man zur Programmierung auf Atari-Rechnern
braucht:
- Oberon-2-Compiler mit integriertem Assembler
- Linker fï¿½r alle Programmtypen
- Source-Level-Debugger, der nach Abstï¿½rzen und
sonstigen Ausnahmesituationen Quelltexte
und Variablen anzeigen kann.
- Load-Time-Linking als Zusammenfassung von Linken und
starten oder zusammen mit Chatwin eine richtige
LTL-Umgebung.
- Online-Hilfe in Form eines Accessories, daï¿½
Bezeichner in Definitionsmodulen anzeigt.
- sowie etliche Utilities wie Make etc.

Neuheiten: - Debugger, Online-Hilfe und LTL-Umgebung
- Module fï¿½r Popup-Menï¿½s und Textanzeige im Fenster
- Accessories kï¿½nnen jetzt auch programmiert werden.

Behobene Bugs: zuviel um Aufzuzï¿½hlen :-)
Praktisch alle die seit V1.22 bekannt wurden.
Insbesondere funktionieren typgebundene Prozeduren
jetzt viel besser.

Bekannte Bugs: - Geringfï¿½gige Inkompatibilitï¿½ten zum Oberon-2
Standard.
- Garbage Collect im Hintergrund geht noch nicht.
- Optimierung macht Probleme
```

Einschrï¿½nkung: - Keine Optimierung
- Doku als TeX -> TXT Konvertierung
- keine Sourcen

Hardwarevorr.: Atari ST/STe/TT/Falcon

Betriebssystem: Alle SingleTOS, MTOS (LTL ohne Speicherschutz), Mag!X
(nicht getestet, mï¿½ï¿½te aber gehen)

Autor/Kontakt: Stephan Junker @ AC2

Download: Maus SU (GPT OBERON) (02226) 12326
Gastdownload erlaubt.
Zwischen 7 und 9 Uhr sowie 21 und 22 Uhr ist
Maustauschzeit.
Upload in AC2 jederzeit mï¿½glich, wenn jemand es
wï¿½nscht.

Archiv: STJO_123.LZH

Diskussion: Ausschlieï¿½lich in Gruppe Oberon, ATARI.SOFT wird vom
Autor nicht gelesen.

761. Re: Help:

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 12:52:23 UTC
From: dba@jet.uk
Message-ID: <1994Feb8.125223.7330@jet.uk>
Source record: 34444

In <2j6sa0$abi@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:
>My TT has a TT-RAM board with 4M of RAM on it.

>The RAM is in 4 SIMM(?) boards, each with 8 chips, and with 30 pins.

>There are 3 dips switches (all set to off).

>The SIMMs are SOLDERED to the board.

>Now, I can desolder pretty easily, but what I want to know is, can I get
>4 SIMMs with 30 pins (and would they be called "4MB 30pin SIMMs"?), and
>just put them in, flick some dip switches, and play?

>(I'm a software man with little idea about hardware)

>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

Is the TT ram the standard Atari supplied daughter board or a third party
one (GE soft?)?
The atari will take 4M SIMMS but you will have to change the dip switches.

I have the TT service manual at home and will post the switch settings
tomorrow.

regards dennis

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

762. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 13:25:33 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Feb8.132533.13605@cs.joensuu.fi>
Source record: 34445

dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:

>Turbo ST has been unsupported for a while now(2 years?). What about Warp 9
>or NVDI? Much better products. Why would someone want a slow cludgy program

Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
and NVDI are rewritten VDI. Its a very different consept.

And btw. you don't need an Turbo ST any more 'cause TOS 2.06 FS is evan
better than Turbo ST:s . In Fact Turbo ST is rather incompatible.

Ville

763. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 13:53:14 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb8145314@issan.informatik.uni-dortmund.de>
Source record: 34446

In article <SCHWAB.94Feb8114444@issan.informatik.uni-dortmund.de>, i write:

|> Please try GDB 3.6 PL 4 from
|> /ftp.germany.eu.net:pub/comp/atari-st/gdb36p4[sb].zoo
Sorry, this should have been
/ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[sb].zoo

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

764. Re: DSP memory <-> CPU memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 14:01:39 UTC
From: erlingh@idt.unit.no
Message-ID: <2j8603$ped@ugle.unit.no>
Source record: 34447

In article <d3marten.760286191@dtek.chalmers.se>, d3marten@dtek.chalmers.se (M}rten R}nge) writes:
|> I am wondering how fast you can transfer data to/from DSP
|> memory from/to main memory at maximum? The question is really
|> as simple as that .
|>
|> thanks in advance ....

I did some testing over the host port yesterday, and I got throughput at 1-1.5 Mbyte / sec. That is I sent data to the DSP, stored it in a (circular) buffer in the DSP, and sent it back to main memory. It didn't take more than ca. 1 sec to send and receive 1 Mbyte of data.

I don't know - maybe if you optimize things a little you could get better results.

|>
|> --
|> M}rten R}nge - d3marten@dtek.chalmers.se
|> [BIG Monster sig deleted ..]
|>
|>

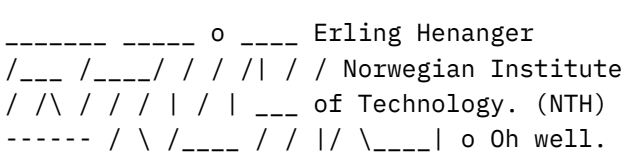
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

765. Re: ASCI bus on Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 14:48:41 UTC
From: erlingh@idt.unit.no
Message-ID: <2j88o9$r43@ugle.unit.no>
Source record: 34448

In article <2j579m$aqr@prakinf2.PrakInf.TU-Ilmenau.DE>, ei40708@rz.tu-ilmenau.de (Harre) writes:
|>
|> Does the Falcon have an ASCI bus ie. the standart DMA or does it just have SCSI? I assume it does, but there appeared to be no confirmation of this.
|>
|> Bye
|> Steffen Harre

There is no ACSI bus on the Falcon. Just the SCSI II.

--


766. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 15:12:02 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2j8a42$o4q@mailer.fsu.edu>
Source record: 34449

Ville Hautam{ki (villeh@cs.joensuu.fi) wrote:
> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>
> >Turbo ST has been unsupported for a while now(2 years?). What about Warp 9
> >or NVDI? Much better products. Why would someone want a slow cludgy program
>
> Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
> and NVDI are rewritten VDI. Its a very different consept.

You are wrong <grin>. TurboST was a screen accelerator, very similar to
Warp9 (in fact, QuickST and TurboST were constantly being compared to
each other when in their heyday, QuickST being the precursor to Warp9).
Now, someone can correct me if I'm wrong (fair is fair), but I believe
there is a similar precursor relationship between TurboST and NVDI. NVDI
does more, as it also provides a better high speed GDOS replacement.

TurboST was abandoned (or upgraded to NVDI) a couple of years ago.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

767. Need information about DSP Harddiscrecording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 15:31:47 UTC
From: petep@info.isbiel.ch
Message-ID: <2j8b93$f5@vega.info.isbiel.ch>
Source record: 34451

for my studies in digital signal processing i would like to write a
mutlichannel-harddiscrecording-tool.

that means:
in a 1st step i'm recording a guitarplayer in realtime on the harddisk.
then on a next step i'm recording the voice of the song. but while the singer
is singing he can hear the guitar recorded before in the headphones. we have
therefore to read from one file on the harddisc and to write to another file
on the disk simultaneous. can the falcon030 handle this (in cd-quality or lower)?

please e-mail me (petep@info.isbiel.ch)

768. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 15:32:53 UTC
From: powers@asdsms.zko.dec.com
Message-ID: <2j8bb5$b6o@nntpd.lkg.dec.com>
Source record: 34452

In article <1994Jan28.151539.47878@hursley.ibm.com>, sam_garforth@hursley.ibm.com (Sam Garforth) writes:
>My Atari ST keeps turning itself off. When I wiggle the power supply
>it comes back and then goes off again but the connection seems quite
>solid. It seems to be more to do with where on the ST I put pressure.
>If I press the case in the middle it comes on but after a minute I
>suppose it bends back and goes off. I tried taking the case off and I
>couldn't see anything wrong but I couldn't get too far into it as a
>screw was broken and I'm not very good at that sort of thing anyway.
>Does anyone have any advice?
>

I too had this problem, but the solution to mine wasn't a bad
solder joint. The system would work fine with the top off, but
when I put the top back on, it wouldn't. It turned out, there
was a ceramic donout pressing up against a resistor which stood
up considerably on the powersupply. This pushed the resistor leg
up against something else causing a short.

Bill Powers
--
Digital Equipment Corporation - Nashua, NH
E-Mail: powers@asd.enet.dec.com

769. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 16:01:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1623@usdtsg.DaytonOH.NCR.COM>
Source record: 34453

In article <1994Feb8.132533.13605@cs.joensuu.fi> villeh@cs.joensuu.fi (Ville Hautam{ki) writes:
>dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>
>>Turbo ST has been unsupported for a while now(2 years?). What about Warp 9
>>or NVDI? Much better products. Why would someone want a slow cludgy program
>
>Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
>and NVDI are rewritten VDI. Its a very different consept.

TurboST was a screen accelerator that was one of the competitors
of QuickST/Warp9 (I don't think NVDI was around when those first came
out). TurboST was not a filesystem rewite... (see below)

There was some other program that had "turbo" in it that sounds
more like what you are talking about (it's probably buried deep in
my archives somewhere :-) but if I recall it gave me occasional
problems, and was sentenced to the disk dungeon. If I can track
down a copy, I'll post something describing that program...

Rob

"what this world needs is a lobotomy..."

770. programming slm605?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 16:16:15 UTC
From: BACKWE1@VM.AKH-Wien.AC.AT
Message-ID: <16F57E4CFS86.BACKWE1@VM.AKH-Wien.AC.AT>
Source record: 34450

Hi
I try to write some assembler routines on my TT-030 to print some
graphics on the atari laser-printer (SLM-605). But there occure
big troubles when I start the dma-transfer to the printer. Has
anybody an idea how to write code for stable dma-transfer or where
I can get some manuals. Is there significant difference between
dma-handling on atari-st and atari-tt (because my old literature
refers to the st-model)?
Many thanks in advance

werner

Werner Backfrieder
Dept. Biomedical Engineering & Physics
University of Vienna
Austria
email: wback@atpibm6000.tuwien.ac.at

771. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 16:36:14 UTC
From: Patrice.Lacouture@aedi.insa-lyon.fr
Message-ID: <2j8f1u$dqp@cismsun.univ-lyon1.fr>
Source record: 34454

In article <2iobpc$dgv@email.tuwien.ac.at> man@prip.tuwien.ac.at (Mike A. Neuhauser) writes:
>I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
>text shell MUPFEL directly from the desktop and was not able to start
>any GEM programm (.APP, .PRG). I always got an error message saying
>"can't start GEM programms".
>
>Is there really no way to do this?

Okami programmers (another shell) encountered the same problem and managed to overcome it. A Small programm called MicroShell, that is a GEM program, calls the Okami Shell (TOS program), that can now run GEM programs, too...

Get an eye on it...
Maybe is is possible to use the microshell with Mupfel instead of Okami (I didn't try it) but anyway, okami is good, too... Just a bit buggy under MultiTOS, that's why I ran back to Mupfel (I leaved Tcsh/Ksh etc... Huge !)

Regards
Patrice

Patrice LACOUTURE
Chambre E516
Institut National des Sciences Appliquees - Lyon
Dept of Computer Science
69621 Villeurbanne Cedex - France

____
ZombyX 81 (IRC Nick)	This document does not exhaust CFCs.
Atari MegaSTE / (Multi)TOS	It does not harm the ozone layer.
PC 286 :-(	
_____________________________	____

772. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 16:37:40 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2j8f4k$m5g@snlsu1.london.sinet.slb.com>
Source record: 34455

In article <1994Feb8.132533.13605@cs.joensuu.fi> villeh@cs.joensuu.fi (Ville Hautam{ki) writes:
>dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:
>>Turbo ST has been unsupported for a while now(2 years?). What about Warp 9
>>or NVDI? Much better products. Why would someone want a slow cludgy program
>
>Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
>and NVDI are rewritten VDI. Its a very different consept.

I think you may be confusing Turbo ST (which *is* a screen draw accelerator in the mode of Warp 9 / NVDI) with TurboDOS (or even FATSPEED). Believe me, Turbo ST is a screen accelerator -- I have a copy.

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

773. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 17:33:55 UTC
From: lancer@parker.WPI.EDU
Message-ID: <LANCER.94Feb8123355@parker.WPI.EDU>
Source record: 34456

```
0{{ "Mickey" == Mickey Boyd <boyd@hardy.math.fsu.edu> writes:
Mickey> Ville Hautam{ki (villeh@cs.joensuu.fi) wrote:
>> Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem
>> since Warp 9 and NVDI are rewritten VDI. Its a very different
>> consept.

Mickey> You are wrong <grin>. TurboST was a screen accelerator, very
Mickey> similar to Warp9 (in fact, QuickST and TurboST were constantly
Mickey> being compared to each other when in their heyday, QuickST
Mickey> being the precursor to Warp9). Now, someone can correct me if
Mickey> I'm wrong (fair is fair), but I believe there is a similar
Mickey> precursor relationship between TurboST and NVDI. NVDI does
Mickey> more, as it also provides a better high speed GDOS
Mickey> replacement.

Indeed, the gentleman was confusing TurboST (the VDI accelerator
shareware program) with TurboDos (the tos < 1.4 FAT speeder). TurboST
was tested to be a bit quicker than quickst, Darek Mihocka's screen
accelerator, in some functions and a bit slower in others. TurboST
became NVDI and QuickST became Warp9.

Turbodos was abandoned to fatspeed, largely due to incompatibilities,
and eventually obsoleted by the new TOSes...

Legend has it that NVDI is more compatible than Warp9, while W9 offers
more "Neat Stuff" than NVDI.

Just to get that all settled!

.s.

--
- lancer@wpi.wpi.edu - - I did not invent this world -
- Everybody thinks the way that we thought, -
- We thought ahead, and look what we got -
```

774. Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 18:14:33 UTC
From: k150471@lehtori.cc.tut.fi
Message-ID: <2j8kq9$op4@cc.tut.fi>
Source record: 34457
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

Suppose I wanted to cross-develop MiNT/Atari applications on my Amiga 1200
with 6 meg RAM, 260 meg harddisk and gcc (v. < 2.5.6). Would it be possible?
From what I gather, I think Gas object files are the same on both machines.
Would I have to recompile the linker (ld?) to produce MiNT/Atari executables?

No flames about me being involved with both machines as they'll go directly to
/dev/null ;-)

--
E-Mail: jkn@modeemi.cs.tut.fi | S-Mail: Jarkko Kniivil\"a # (TEX-format)
or | Opiskelijankatu 4 F 315
k150471@cc.tut.fi | FIN-33720 TAMPERE

775. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 20:09:07 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Feb8.200907.5455@news.csuohio.edu>
Source record: 34458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j6hag$8d4@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>In article <2itmft$85k@snlsu1.london.sinet.slb.com> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>>In article <2is0um$q0f@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
>>>In article <1994Feb3.163541.1803@zaphod.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:
>>>>In article <2iprer$nse@usenet.ins.cwru.edu>,
>>>>jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:
>>>>>
>>>>> i need to use fork() system call under mint, but reading over the manual
>>>>>pages i found out that "it works like vfork()" which means the parent process
>>>>>is suspended while the child is running... this is bad. i need it to run
>>>>>concurrently... i'm using v.93 of MiNT... but this seems to be the same under
>>>>>v.95... do the newer versions of MiNT fix this "problem"? or is there a way
>>>>>of making the parent process run from the child process? (unsuspend it)?

There is a function in mintlibs called tfork. It takes a
pointer to a function and a long as arguments. It will start another
process using the same code and data. The child will start at the
function you provide and be given the long argument you provide.
There are just two problems. Files opened by the parent won't be
opened for the child. And, the mintlib readme file says that some
library calls such as malloc need to be wrapped in semaphores.
I wonder if simply wrapping malloc in a semaphore is enough.
You have several threads calling malloc in a nice orderly way. malloc
calls the library func sbrk, and eventually sbrk gets another chunk of
memory from the system using Malloc. Now there is a chunk of memory
in general use which is only owned by one of your threads. What
happens when this thread terminates?

Jason

776. ADA for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 21:49:21 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb8.214921.22495@unix.brighton.ac.uk>
Source record: 34459

```
The title says it all - does anyone know of a small ADA compiler
for the ST?
--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
===== "My Views Only" (Quick Disclaimer!) ============================
```

777. Re: COMA AUTHOR..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 22:29:12 UTC
From: ue@icmp.ping.de
Message-ID: <H.ekU.OeNDmYMNOgc@icmp.ping.de>
Source record: 34460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2j7s8g$2bu@golem.wcc.govt.nz>, Roger Sheppard writes:
>Hi I would like to get hold of the COMA Author..
>
> E-Mail(Maus-Netz): Siegfried Hartmann @ B
>
>Would some kind German provide me with his Internet E-Mail address,
>or get him to E-Mail me..
There are several gateways between the InterNet and the MausNet, simply mail
to Siegfried_Hartmann@b.maus.de and tell him your problems.

I'm only wondering why you are still using the old HSModem 1.05. Harun has
written a new serial driver (the archive is called HSMODA02.*) and developped
a card adding two 115KBaud FIFOed(!) serials to a standard ST.

/s/Udo
--
Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

778. Re: ADA for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-08 22:58:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2j95ep$3rb@mailer.fsu.edu>
Source record: 34461

Stephen Ticehurst (st39@unix.brighton.ac.uk) wrote:
> The title says it all - does anyone know of a small ADA compiler
> for the ST?

"Small ADA (sic) compiler" is an oxymoron. To my knowledge, there is no
Ada implementation for the ST/TT. I do remember hearing something about
a GNU GNAT port, but I don't know how well that is progressing. Sorry!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

779. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 00:00:13 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.000013.29707@mnemosyne.cs.du.edu>
Source record: 34462

In article <H.eg.BNGkiK7IFmQ@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <scotty.759704670@sarge>, Scott R. Chilcote writes:
<some stuff deleted>
>> As for getting "support", that's meaningless too, unless you can specify what
>> kind of support. If you mean repairs, well, buying Atari means shipping it
>> off to get it fixed, and waiting. It comes with the territory.
>
>And as such, it might be important. What if the person doesn't know
>anything about fixing hardware, and they're considering buying the
>computer for their business? Waiting an indefinite length of time for
>hardware repairs can be devastating to a small business.
>

And if a business has two machines or so, and is aware of repair time,
then it is perfectly acceptable for them to use an Atari machine.

>> Now, why grouse about having enough RAM for MultiTOS? Sure it's crowded in
>> four Meg. At least it's workable! You can't even boot Unix in four meg.
>> Linux and MS windows will wear out your hard disk paging in four meg. It's
>> a testament to clean programming that MiNT uses as little space as it does!
>
>Linux boots and runs fine in only 2M of RAM; UNIX isn't as huge as you
>think. MiNT is quite nice, I use it all the time... but MultiTOS in
>only 4M of RAM leaves very little RAM free for other things, like
>programs.

I use MTOS quite a bit myself - and find it has enough memory left on
my 4MB Falcon to run two or three programs at once (like Atariworks,
and Connect...)

>
>> I do agree that Atari could have made it easier to upgrade by allowing an
>> intermediate step between 4 Megs and 14. However, you aren't going to save
>> an awful lot by going to 8 megs anyway, and serious users may want the extra
>> room.
>
>2M of which is useless and wasted. 8M would be sufficient for most
>people on the Atari platform... after all, the programs tend to be
>pretty small. I'll wager I could do C++ programming with GNU C++ AND
>work on a PageStream document in 8M with MultiTOS running... in 4M I
>can't even compile C++ programs with MiNT running. 16M would be
>expensive, and overkill, though I'm sure I'd find something to pack in
>there.

I'd agree that 8MB of memory would be optimal, and it is a little
unpleasant to have to buy 16MB... though I would find it useful.

>
>> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
>> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
>> There's loads of them.
>
>All unsupported and orphaned. If the person wanted to go to the store
>to buy program X, they'd be out of luck. I'd sure hope they'd have
>access to a mailorder place, or at least an FTP site... if not, they're
>SOL.
>

Now this is definatley not so. If a person has an Atari store around,
then there are a lot of products that are not discontinued or
orphaned. If they have ftp access, then they have a very useful
platform with a lot of quality stuff.

>> State of the art? Probably not. Specialized productivity stuff? Not there.
>> But that's no reason to dig a hole and toss it in!
>
>If the person was looking for a general use computer, the Falcon is
>almost useless. It's perfectly suited for special needs though.
>

The Falcon is a great general purpose computer - that's what I use it
for. Sure you should know what you are getting into, but if you have
access to support then the Falcon is a very nice machine, and I'd say
easier to use a more friedly that DOS or Windows... but that's anther
issue.

>> Perhaps a dose of perspective is needed. All cars can't be Ferrarris, but
>> they can get you about more than adequately!
>
>ARGH! Another car analogy...
>
>A car with no gas won't get you anywhere and a car with a go-cart
>engine...
>

But the Falcon is more like a Geo of the car world... a bit slow, but
good gas milage (to further torture the analogy).

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

780. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 00:05:03 UTC
From: kgelner@nyx10.cs.du.edu
Message-ID: <1994Feb9.000503.29952@mnemosyne.cs.du.edu>
Source record: 34463

In article <1994Feb7.110229.10768@dct.ac.uk>, <mcssesw@dct.ac.uk> wrote:
>In article <2j51bnINNge1@tom.rz.uni-passau.de>, guenther@kirk.fmi.uni-passau.de (Thorsten Guenther) writes:
>> In article <H.eg.BNGkiK7IFmQ@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca writes:
>>>> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
>>>> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
>>>> There's loads of them.
>>>
>>>All unsupported and orphaned. If the person wanted to go to the store
>>>to buy program X, they'd be out of luck. I'd sure hope they'd have
>>>access to a mailorder place, or at least an FTP site... if not, they're
>>>SOL.
>>
>> ALL unsupported and orphaned? Depends where you are and what you buy, IMHO.
>> ConNect, Cubase Audio Falcon, Calamus SL, Papyrus/Tempus Word/Signum!3,
>> K-Spread, Phoenix/Twist, Everest/QED/7up, ???, Pure C/Lattice C/Pure Pascal,
>> ??? are the programs I know to be alive and kicking products.
>> I don't know about Unix programs (OK, all the GNU stuff is there) or games,
>> though (Elite II is available, and esp. for the Falcon there are some
>> new games, mainly from France).
>>
>
>Turbo ST - Cannot buy down at my local computer store.
>Calligrapher - Unsupported.
>GFA Basic - GFA are moving over to their PC version.
>
>GST Software House - Plays at Atari support.

And for every dead software you list I can list two that are alive,
under development, and very useful:

Atari Works - Can buy in store, good starting WP
Tax Pro? - Can buy in store, current 1993 tax prep software
Superbase - good database program
Calamus - Excellent DTP program, still developed and supportred
Diamond Edge - Compariable to Norton utils for TOS HD's
Straight Fax - Can buy in stores, as good or better than crummy Win. Fax prg.

Bringing up a list of three discontinued software prooves nothing, and
also DOES give the impression of an anti Atari platform bias.

--
---> Kendall Gelner (kgelner@nyx.cs.du.edu)

781. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 02:03:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2j9g9q$69n@elroy.jpl.nasa.gov>
Source record: 34464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j7li7$l6e@snlsu1.london.sinet.slb.com>,
Mathew Lodge <lodge@ukfca1.sinet.slb.com> wrote:
>As someone else pointed out, there are occasions when you don't know if you
>should relocate a particular location (relocation when the program is
>running is harder, because you have to relocate all the pointer values as
>well). The example used was

>union u {
>long value;
>void (*func)(void);
>}

>If an object of type u is being used as a function pointer, it needs
>relocation. If it's being used as a long value, it doesn't. (Leaving aside
>the question of *why* you'd want to do this...)

Although in the MiNT way of doing things, code is never relocated after the
initial load, so this is a bad example. Better would be one using a regular
data pointer in the union. Even so, this problem can be attacked by comparing
the value of the field to all the existing data regions. If its value resides
in a data region, it should be relocated. Yes, in the truest sense, the problem
is too ambiguous to be perfectly solved, but pragmatically speaking, when will
these situations occur?

>>>MiNT does allow code sharing, for processes which are specially written to

>> and how is that done?

>The code is specifically written to avoid absolute address accesses. All
>accesses are done relative to a register (then, to relocate your program,
>all you have to do is change the value of the register).

All data accesses are relative to register a4. Text (code) references are still
allowed to be absolute. The program must not use self-modifying code, either
(but that's a good rule of thumb for just about anything anyway).

To avoid running out of the 64K of addressable space, store all arrays,
structures, and other aggregate data types in a "blockdata" or "blockbss"
segment, and store their addresses in the regular data segment. The process
memory map then looks like:

...
blockbss
bss
a4--> data
blockdata

```
...
text

Then e.g. the assembly language declaration of "char buf[1024];" becomes:
.bbss
buf: ds.b 1024
.data
buf.ptr: dc.l buf

and references to the array buf which used to use (e.g.):
lea buf,a0
become
movea.l buf.ptr(a4),a0

etc...

(The above is a slight simplification; it's best to set a4 to 32K above the
start of the data segment, and subtract 32k from each symbol reference, to
allow getting the full 64K of address space in a linear fashion.)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.
```

782. Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 02:40:15 UTC
From: wilsont@rahul.net
Message-ID: <CKxrF4.40@rahul.net>
Source record: 34465

I can't seem to find any info in the dev docs, sooooo.

How many tracks and sectors are there on a HD floppy? 160 tracks and
9 sectors/trk or 80 tracks and 18 sectors/trk?

Currenlty, I use 80/9, and do both sides, but that gives 720k.

What Protobt() type do I use for 1.44 megs?

Thanks a lot!

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

783. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 03:26:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.oaVMQRp7VVA@semprini.waterloo-rdp.on.ca>
Source record: 34466

In <SCHWAB.94Feb2120307@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> You can get gdb 3.6 for MiNT from
> ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[bs].zoo
> (b = binaries, s = sources)
>
> Not that 3.6 is not the latest version of gdb, but porting BFD to the
> atari isn't trivial (a slight understatement :-/)

Thanks... I'll try to get it tomorrow.

I hope this one works better than the 3.x one on atari.archive; it
produces 11 bombs under MiNT with no GEM running (INIT=tcsh or INIT=sh),
and a BUS ERROR under MiNT + GEM + TOSWIN. :-(And my program
bus-errors all by itself and I'd like to know where!

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

784. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 07:08:00 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.VwD3xLVYifw@deluxe.textlitho.nl>
Source record: 34467

```
|
|Bringing up a list of three discontinued software prooves nothing, and
|also DOES give the impression of an anti Atari platform bias.
|
I agree, but what about the fururе? Atari itself is no longer
developing the Falcon and it may take quite some time before they do
so - if ever. What if Calamus makes it to NT? Will they still support
silly old atari?
As for me - the thought of buying a 486 PC doesn't make me jump for
joy, but I'm also reluctant to fork out my savings to a dead-end
product. I also think the Falcon is a very nice computer (portable
too!), but I'm afraid Atari has introduced it way too late to make it
last..

Paul
--

Can we look the milkman in the eye?
```

785. ATARI ST FTP-LIST!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 07:44:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2ja486$mb2@holmenkollen.ifi.uio.no>
Source record: 34468

```
(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
-------------------------------------
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
f.ms.uky.edu..............(128.163.128.6)...../pub/atari/
archive.wustl.edu.........(128.252.135.4)...../systems/atari/comp.binaries.atari.st/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/

CANADA:
-------
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
------------
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)........./pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)........./pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
```

reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) ..... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:
----
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
...(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.....
14 bye [CR] to end and go back to UNIX

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the
programs
were intended, or in UNIX .....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or
.uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).

- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".
- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

786. Re: WINX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 08:58:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ja8k5$nfa@percy.cs.bham.ac.uk>
Source record: 34469

Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>It was none other than Chris Ridd that wrote on the 26 Jan 94 that ,
> CR> You do have to mess around with the other \auto programs to get WINX
> CR> installed properly - the best indicator of a correct install is the
> CR> WINX.CPX displaying four scroll bars (for scroll-bar delay and
> CR> stuff). If they don't appear, WINX isn't alive.
>
>Indeed ,or by checking the cookie jar .Also I suppose that other features
>like window updating and background window enhancement's are active.

No, the jar is not the best test -- I got a WINX cookie Ok, but no
WINX, which puzzled me for ages :-)

The best test is in the programming documentation, it is a parameter
to wind_get().

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

787. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 09:00:50 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ja8o2$nh2@percy.cs.bham.ac.uk>
Source record: 34470

Peter_Missel@m4.maus.de (Peter Missel) writes:
>>>Illegal AES function call
>>> >and them booooooom..
>>>
>> Well, the install program is notorious for not copying some files
>>across, so are you sure you are using all the headers and libraries from
>>5.6? Where does the dialog box come from, BTW?
>
>From the AES itself.

I've never seen that in the TOS 1.04 AES, which probably just crashes
when you make an illegal AES call :-(
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

788. Modem response

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 09:31:53 UTC
From: zdv145@zam067.zam.kfa-juelich.de
Message-ID: <1994Feb9.103153@zam067.zam.kfa-juelich.de>
Source record: 34471

I have an Hayes-Modem (LC 144 VF from Creatix) connected to the RS232-Port of an ST.

I send ATZ1\n to the modem and echo is intially turned on.
I receive the same line as echo (as exspected) but nothing else!!!
Can anybody tell me, how to get the missing line(s) including the desired "OK"?

Do I have to send a <LF> or something after reading the first line?

Regards

Helmut


```
()=====================================================================()
// / / ___/ ____/ / / / / /_ / __ / ____/ / / ___/ __/ //|
// / / / / / / / / /_/ / / / / / / / / _/ //||
// ___ / ___ / ___ / / / / / __ / / ___ / ___/ __/ // ||
// / / / / / / / / / / / / / / / / / / _/ // ||
// _/ _/_/___/_____/_/ _/_____/_/ _/_/ _/_____/_/ _/_____/_/ _/ //===()
()=====================================================================() //
|| Dr.-Ing. Helmut Schumacher ( Hel.Schumacher@KFA-Juelich.De ) || //
|| Research Centre (KFA) Juelich Phone: (+49)2461/61-2482 || //
|| Central Institute for Applied Mathematics (ZAM) ||//
|| 52428 Juelich Germany Fax : (+49)2461/61-6656 ||/
()=====================================================================()
```

789. Re: programming slm605?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 09:36:22 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2jaaqm$b66@news.cs.tu-berlin.de>
Source record: 34472

BACKWE1@VM.AKH-Wien.AC.AT (Dr. Werner Backfrieder) writes:

>I try to write some assembler routines on my TT-030 to print some
>graphics on the atari laser-printer (SLM-605). But there occure
>big troubles when I start the dma-transfer to the printer. Has
>anybody an idea how to write code for stable dma-transfer or where
>I can get some manuals. Is there significant difference between
>dma-handling on atari-st and atari-tt (because my old literature
>refers to the st-model)?

I can only give you the advice either to choose the GDOS to print your pages
or use the diablo driver for that. A direct programming of the DMA-hardware
will cause incompatibilities to future expansions such as the Heatseeker,
which allows you to print SLM-pages on a Falcon, allthough it hasn't got
an ACSI-DMA-logic.

Laurenz

790. Re: How to connect a second HD in SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 09:59:42 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CKyBrJ.6zD@hpbbrd.bbn.hp.com>
Source record: 34473

Dupire Laurent (dupire@ufr-info-p7.ibp.fr) wrote:
> Who can tell me how to connect a second Hard DRIVE in my SH205 (MFM 20Mb) on
> the second port SCSI (DS1) ???
> What sort of HD can I connect on it ?

Only MFM drives with a ST506/412 bus - no SCSI drives! Adding the second
drive is easy. ST506 drives have two cables, a 34-pin and a 20-pin cable.
The 34-pin-part of the bus is shared among drives, the 20-pin cable
is not. So you just plug the 20-pin cable of your second MFM drive into
the the main board and connect the 34-pin cable to the 34-pin bus using
a Y cable or something like that.

Hardware is not the only thing to consider, though. Only a few
hard disk drivers will recognize the second drive in the SH205.
At the moment, I can only think of two which support such a
configuration: My own (CBHD) and Uwe Seimet's HDDRIVER. AHDI
will *not* recognize the second drive.

> What is the signification of RLL or MFM, are they compatible ???

You can use an RLL drive with an MFM controller such as in the SH205,
but usually not the other way round. RLL is a bit recording method
that puts higher strains on the platter material and the electrical
data channel. Most MFM drives will not hold data in RLL format
reliably.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

791. mega st power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 10:07:41 UTC
From: apapouts@realm.tdkcs.waterloo.on.ca
Message-ID: <apapouts.3hrc@realm.tdkcs.waterloo.on.ca>
Source record: 34474

Has anyone had any problems with the mega 2 st power supply. Specifically, the fan. I had to flick it to turn and then it would continue to boot. Eventually, this didn't work any more and it would take about 30 -40 minutes for it to slowly boot up. It seems that the power was gathering, and when it reached a certain level, it was ok to boot up.
If anyone has any suggestions or knows of any place in Southern Ontario that deals with ataris' please let me know.

Thanks

792. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 10:57:20 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9115720@issan.informatik.uni-dortmund.de>
Source record: 34475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j9g9q$69n@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> Although in the MiNT way of doing things, code is never relocated after the
|> initial load, so this is a bad example. Better would be one using a regular
|> data pointer in the union. Even so, this problem can be attacked by comparing
|> the value of the field to all the existing data regions. If its value resides
|> in a data region, it should be relocated. Yes, in the truest sense, the problem
|> is too ambiguous to be perfectly solved, but pragmatically speaking, when will
|> these situations occur?

Approximately always :-)

But there is another problem: tagged pointers. That's why dumping
emacs is such a pain on the atari (on the TT with memory protection it
is a bit better, since all memory blocks are aligned to 8k
boundaries).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

793. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:04:58 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9120458@issan.informatik.uni-dortmund.de>
Source record: 34476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2j9g9q$69n@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

|> Although in the MiNT way of doing things, code is never relocated after the
|> initial load, so this is a bad example. Better would be one using a regular
|> data pointer in the union. Even so, this problem can be attacked by comparing
|> the value of the field to all the existing data regions. If its value resides
|> in a data region, it should be relocated. Yes, in the truest sense, the problem
|> is too ambiguous to be perfectly solved, but pragmatically speaking, when will
|> these situations occur?

Approximately always :-)

But there is another problem: tagged pointers. That's why dumping
emacs is such a pain on the atari (on the TT with memory protection it
is a bit better, since all memory blocks are aligned to 8k
boundaries).

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

794. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:13:52 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9121352@issan.informatik.uni-dortmund.de>
Source record: 34477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

In article <2j8kq9$op4@cc.tut.fi>, k150471@lehtori.cc.tut.fi (Kniivil{ Jarkko) writes:

|> Suppose I wanted to cross-develop MiNT/Atari applications on my Amiga 1200
|> with 6 meg RAM, 260 meg harddisk and gcc (v. < 2.5.6). Would it be possible?
|> From what I gather, I think Gas object files are the same on both machines.
|> Would I have to recompile the linker (ld?) to produce MiNT/Atari executables?

If the object files are of the same format, then just compiling the
Atari linker on the Amiga should work.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

795. Re: ADA for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:37:00 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2jahss$p6g@snlsu1.london.sinet.slb.com>
Source record: 34478

In article <1994Feb8.214921.22495@unix.brighton.ac.uk> st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
>The title says it all - does anyone know of a small ADA compiler
>for the ST?

Short answer: No.

But there is light at the end of the tunnel. The GNU Ada project (GNAT) is heading towards completion, and doing an ST port of this would be as easy as doing a port of gcc. (In fact, doing a port of gcc will be the same as doing a port of GNAT, because GNAT will eventually become part of gcc!)

Be warned that GNAT isn't going to be small -- the OS/2 version requires 6-8 megs. gcc for the ST runs OK in 4MB, but would be better off with more.

Mat
--
Mathew Lodge	"There's nothing intellectual about wandering
lodge@ferndown.ate.slb.com	around Italy in a big shirt trying to get
Schlumberger Technologies,	laid" -- Blackadder on the romantic poets
ATE division, Ferndown, UK	I speak for me, not Schlumberger Technologies

796. Pure Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:53:15 UTC
From: v932459@brouwers.si.hhs.nl
Message-ID: <CKyH0s.K4o@si.hhs.nl>
Source record: 34479

Hi,

Has anyone a sample source or experience in including files in Pure Pascal,
including procedures and global variables and header files.....
I'd appriciate a source.....

Thanx

Ad...

797. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:56:02 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9125602@issan.informatik.uni-dortmund.de>
Source record: 34480

In article <CKxrF4.40@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:

|> How many tracks and sectors are there on a HD floppy? 160 tracks and
|> 9 sectors/trk or 80 tracks and 18 sectors/trk?

It's 80 tracks and 18 sectors (actually, there is enough place for 20
sectors, giving you 160k more).
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

798. Re: How to start GEM programs from mupfel?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 11:58:25 UTC
From: reschke@uni-muenster.de
Message-ID: <2jaj51$1h8d@obelix.uni-muenster.de>
Source record: 34481

In article dqp@cismsun.univ-lyon1.fr, Patrice.Lacouture@aedi.insa-lyon.fr (Patrice.Lacouture) writes:
> In article <2iobpc$dgv@email.tuwien.ac.at> man@prip.tuwien.ac.at (Mike A. Neuhauser) writes:
> >I installed GEMINI 1.99 on my MEGA STE (TOS 2.05) and started the
> >text shell MUPFEL directly from the desktop and was not able to start
> >any GEM programm (.APP, .PRG). I always got an error message saying
> >"can't start GEM programms".
> >
> >Is there really no way to do this?
>
> Okami programmers (another shell) encountered the same problem and managed
> to overcome it. A Small programm called MicroShell, that is a GEM program,
> calls the Okami Shell (TOS program), that can now run GEM programs, too...
>
> Get an eye on it...
> Maybe is is possible to use the microshell with Mupfel instead of Okami
> (I didn't try it) but anyway, okami is good, too... Just a bit buggy under
> MultiTOS, that's why I ran back to Mupfel (I leaved Tcsh/Ksh etc... Huge !)
>

Mupfel can run GEM programs when you rename it to mupfel.app and set or reset the shell flag G (don't remember which way round).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

799. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 12:00:48 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb9130048@issan.informatik.uni-dortmund.de>
Source record: 34482

In article <2ja8o2$nh2@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

|> Peter_Missel@m4.maus.de (Peter Missel) writes:
|>>>> Illegal AES function call
|>>>> >and them booooooom..
|>>>>
|>>> Well, the install program is notorious for not copying some files
|>>> across, so are you sure you are using all the headers and libraries from
|>>> 5.6? Where does the dialog box come from, BTW?
|>>
|>> From the AES itself.

|> I've never seen that in the TOS 1.04 AES, which probably just crashes
|> when you make an illegal AES call :-(

This alert box comes up if you call the AES with an unknown function
code (i.e., control[0]), but not if you pass illegal parameters with a
legal function code.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

800. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 12:11:25 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Feb9.121125.1827@cs.joensuu.fi>
Source record: 34483

anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

>In article <1994Feb8.132533.13605@cs.joensuu.fi> villeh@cs.joensuu.fi (Ville Hautam{ki) writes:
>>
>>Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
>>and NVDI are rewritten VDI. Its a very different consept.

> There was some other program that had "turbo" in it that sounds
>more like what you are talking about (it's probably buried deep in
>my archives somewhere :-) but if I recall it gave me occasional
>problems, and was sentenced to the disk dungeon. If I can track
>down a copy, I'll post something describing that program...

Yeah thats exactly what I mean, I still think that its name was Turbo ST.
The main reason why it was produced was the TOS 1.00's crappy FS. Those who
use still use TOS 1.00 and Harddisk might know of this program.

Ville

> Rob

>"what this world needs is a lobotomy..."

801. TT fastram jumper connections

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 12:42:09 UTC
From: dba@jet.uk
Message-ID: <1994Feb9.124209.410@jet.uk>
Source record: 34484

Allison:

The atari TTFAST ram board (CA401058-xxx) uses 30 pin SIMMs.
The SIMMs may be 1M x 8 or 4M x 8 (9 bit SIMMs may also be used).
All 4 SIMM slots should have the same type (ie. 1M or 4M).
1M SIMMs give a total of 4Mb of fast ram, 4M SIMMs give a total of 16Mb.

The jumpers required are as follows:
SIMM type jumper W101 jumper W102 jumper W106
1M x 8 2 - 3 2 - 3 2 - 3
4M x 8 1 - 2 1 - 2 1 - 2

Starting RAM Address jumper W103 jumper W104
$0100 0000 2 - 3 2 - 3

Address Mode jumper W105
NON-BURST 1 - 2
BURST 2 - 3 (default)

location:
| mmu chip |
| |
____
W105
W106 W104
W103
W102
W101
| | | |
| | | |
SIMM slots -> | | | |
| | | |
| | | |

It is possible that during manufacture there was a shortage of SIMM holders
and SIPPS were used. The pinout is identical to SIMMs but pins were soldered
to the connectors. If this is the case then you will have to purchase some
SIMM holders.

Hope this helps
dennis

--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK

|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

802. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 13:24:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1624@usdtsg.DaytonOH.NCR.COM>
Source record: 34485

In article <SCHWAB.94Feb9125602@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de writes:
>In article <CKxrF4.40@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
>
>|> How many tracks and sectors are there on a HD floppy? 160 tracks and
>|> 9 sectors/trk or 80 tracks and 18 sectors/trk?
>
>It's 80 tracks and 18 sectors (actually, there is enough place for 20
>sectors, giving you 160k more).

With "Pump up the Volume" on the ST you can comfortably format up to
a 1.66meg disk (you can format higher, but 1.66 seems the most reliable
and "disk-drive-friendly")...

On the PC, there's a program called FdFormat that will comfortably
format up to 1.72meg (the extra 300k is really nice :-) It does
this with "82 tracks/21 sectors" ("Pump..." doesn't give a *21* sector
option)...

And to think, I was happy when I was able to format to 180k on
my 8-bit, way back when :-)

Rob

803. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:08:56 UTC
From: villeh@cs.joensuu.fi
Message-ID: <1994Feb9.140856.8081@cs.joensuu.fi>
Source record: 34486

lancer@parker.WPI.EDU (Stephe Lewis Foskett) writes:

>0{{ "Mickey" == Mickey Boyd <boyd@hardy.math.fsu.edu> writes:
>Mickey> Ville Hautam{ki (villeh@cs.joensuu.fi) wrote:
>>> Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem
>>> since Warp 9 and NVDI are rewritten VDI. Its a very different
>>> consept.

>Mickey> You are wrong <grin>. TurboST was a screen accelerator, very
>Mickey> similar to Warp9 (in fact, QuickST and TurboST were constantly
>Mickey> being compared to each other when in their heyday, QuickST
>Mickey> being the precursor to Warp9). Now, someone can correct me if
>Mickey> I'm wrong (fair is fair), but I believe there is a similar
>Mickey> precursor relationship between TurboST and NVDI. NVDI does
>Mickey> more, as it also provides a better high speed GDOS
>Mickey> replacement.

>Indeed, the gentleman was confusing TurboST (the VDI accelerator
>shareware program) with TurboDos (the tos < 1.4 FAT speeder). TurboST
>was tested to be a bit quicker than quickst, Darek Mihocka's screen
>accelerator, in some functions and a bit slower in others. TurboST
>became NVDI and QuickST became Warp9.

Yeah you right!

Ville

804. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:38:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyooM.DJD@cix.compulink.co.uk>
Source record: 34487

In message <H.eg.BNGkiK7IFmQ@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>In <scotty.759704670@sarge>, Scott R. Chilcote writes:
>
>> As for software, what do you mean? Telecomm? Midi? DTP? Word Processing?
>> Spreadsheets? Databases? Editors? Unix programs? Compilers? Games?
>> There's loads of them.
>
>All unsupported and orphaned. If the person wanted to go to the store
>to buy program X, they'd be out of luck. I'd sure hope they'd have
>access to a mailorder place, or at least an FTP site... if not, they're
>SOL.

That's absolute and utter rubbish. Let's go one by one:

This list is of SUPPORTED software

Telecomm: Connect and Stalker are the two I use and STraight FAX
MIDI: too many to list, I use Cubase
DTP: too many again, Calamus and others
Word Processing: too many AGAIN. That's Write, Papyrus, Atari Works...
Spreadsheet: Don't know
Databases: Atari Works includes one, Superbase Pro V4
Editors: too many again. I use Everest
Unix Programs: don't know
Compilers: HiSoft actively support BASIC, Pascal and C.
Games: don't know

Ofir ogal@cix.compulink.co.uk

805. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:38:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyoon.DJy@cix.compulink.co.uk>
Source record: 34488

In message <1994Feb7.110229.10768@dct.ac.uk>, mcssesw@dct.ac.uk said:
>
>Turbo ST - Cannot buy down at my local computer store.

Why do you want to buy Turbo ST? I can sell you my copy, but it's absolute crap. Get NVDI.

Ofir ogal@cix.compulink.co.uk

806. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:38:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyoop.DKJ@cix.compulink.co.uk>
Source record: 34489

In message <1994Feb8.132533.13605@cs.joensuu.fi>, villeh@cs.joensuu.fi said:
>
>Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem since Warp 9
>and NVDI are rewritten VDI. Its a very different consept.

You are wrong unless there two products called Turbo ST.

Ofir ogal@cix.compulink.co.uk

807. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:38:51 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyoor.DL4@cix.compulink.co.uk>
Source record: 34490

In message <2j8a42$o4q@mailer.fsu.edu>, boyd@hardy.math.fsu.edu said:
>Now, someone can correct me if I'm wrong (fair is fair), but I believe
>there is a similar precursor relationship between TurboST and NVDI. NVDI
>does more, as it also provides a better high speed GDOS replacement.
>
>TurboST was abandoned (or upgraded to NVDI) a couple of years ago.

You are wrong, there's no connection between NVDIand Turbo ST.

Ofir ogal@cix.compulink.co.uk

808. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 14:38:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CKyoot.DLu@cix.compulink.co.uk>
Source record: 34341

In message <CKxrF4.40@rahul.net>, wilsont@rahul.net said:
>
>I can't seem to find any info in the dev docs, sooooo.
>
>How many tracks and sectors are there on a HD floppy? 160 tracks and
>9 sectors/trk or 80 tracks and 18 sectors/trk?

80/18

Ofir ogal@cix.compulink.co.uk

809. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 17:27:43 UTC
From: woodford@esca.com
Message-ID: <1994Feb9.172743.21255@esca.com>
Source record: 34342

villeh@cs.joensuu.fi (Ville Hautam{ki) writes:

>anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

[snip]

>> There was some other program that had "turbo" in it that sounds
>>more like what you are talking about (it's probably buried deep in
>>my archives somewhere :-) but if I recall it gave me occasional
>>problems, and was sentenced to the disk dungeon. If I can track

>Yeah thats exactly what I mean, I still think that its name was Turbo ST.
>The main reason why it was produced was the TOS 1.00's crappy FS. Those who
>use still use TOS 1.00 and Harddisk might know of this program.

I believe it was turbo st. Before I upgraded to TOS 1.4, this program
was a permanent feature of my Auto folder. It worked perfectly for
just about everything. The only incompatible program I found was
Megamax Laser C compiled programs. Something to do with the way the
compiler's runtime library set itself up....

Cheers, Steve

810. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 17:42:12 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0ru7@outb.wimsey.bc.ca>
Source record: 34343

Unless there are two products called Turbo ST, something is weird here! :-)
The TurboST I was talking about was available in North America about 2 years ago and was a compeditor to Quick ST(which evolved into Warp 9 when Codehead Software bought the code). So Turbo was a graphics speed up program. I don't know the details on how it works, I was merely offering a more up to date set of choices for a similar type of program. So, Ville, I won't correct you, cause I don't know who's wrong. I do know that I am confused on Turbo though!?! :-) Take care.
Doug

811. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 17:45:08 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0rud@outb.wimsey.bc.ca>
Source record: 34344

Thanks, Mickey-I thought I was loosing my mind for a minute there! :-) It would seem that there was a Turbo we used in North America and our European friends used a different one as mentioned by Ville. So we are all wrong, AND all right. :-)
Doug Byfield

812. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 17:48:34 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0ruj@outb.wimsey.bc.ca>
Source record: 34345

The turbo ST available here in North America was indeed a screen accelerator-that is what I was refering to in my original post when I offered Warp9 and/or NVDI as alternatives. Further posts from others seem to indicate that there were 2 products called Turbo.
Doug Byfield

813. STE problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 17:49:50 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2jb7nu$10i@Tut.MsState.Edu>
Source record: 34346

I am having a big problem with my STe. It keeps rebooting when ever I finish running anything. I just got it running a few months ago (it wasn't accessing anything and wouldn't boot at all). I just installed SuperBoot. My AUTO programs are:
Superboot
STEFIX
Consfix
AMCGdos
I am using a 1040 STe with 2Meg ram, Atari color monitor, panasonic KX-P1123 printer, Supra 2400bps modem, a Maxtor 245Meg SCSI drive, and ICD AdSCSI +.

I first noticed this problem when I tryed to install the Okami 1.5 shell. After the problem surfaced any apps cause 2 bombs then 2 more bombs and the STe reboots. Under Okami most .TTP programs won't run and Okami leaves the message "Killed", the returns to the prompt. I would like to get a good TSCH clone that will run on my STe. Any and all help will be appreciated.

Thanks in advance,

-Thomas

```
TTTTTTTTT H H OOOOOOO M M AAAAAAA SSSSSSS
T H H O O MM MM A A S
T H H O O M M M M A A S
T HHHHHH O O M M M AAAAAAA SSSSSSS
T H H O O M M A A S
T H H O O M M A A S
T H H OOOOOOO M M A A SSSSSSS

SSSSSSS t DDDDDDD
S t D D
S ttttttttt D D
SSSSSSS t D D oooooo gggggg
S t D D o o g g
S t D D o o g g
SSSSSSS t DDDDDDD oooooo gggggg
g
g g
gggggg
```

814. Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 18:58:34 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CKz0pn.6B5@watserv2.uwaterloo.ca>
Source record: 34347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having a problem with a new ICD link, I'll try to detail it:
(First not that I am upgrading from an Advantage+ and using UCD util 6.2.0)
The Link was working for two weeks fine and dandy. I still do not have a
manual for the Link since the store hasn't gotten a new one yet)

1. I bought the Link to replace my Advantage+ so I could sell the + to my
friend along with my Seagate 296N hard drive. I also have a Quantum LPS105.
I just bought a Maxtor 213SY to replace the 85. I first hooked up the Link
with the 85 and 105 before I bought the 213. It worked fine (85 was ID 1,
105 was ID 0, 105 at end of cable with terminating resistors in.

When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
I then copied my important stuff of the 105 and 85, repartitioned, etc and
set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
and 213 (ID 2) with 105 on end of cable and terminated. The computer no
longer recognizes the fact that there is a host adapter. I put the
advatage+ back in and it works fine!. I changed the ID of the 213 to 1
and it works fine with the Advantage+ but the link does not seem to be
there.

I took it to the dealer, they tested it and it works fine. I took it to
my firends house with the 85 (terminated and alone on the cable) and
it worked fine there too. Is it possible my Mega STe is not supplying
the proper power. To hook up the link to my existing cable, I crimped
a 50 pin female centronics directly to the cable, does the link require
terminators at that end too? The advatage doesn't need termiators there.
I think this might me my problem but I'm not sure. Anyone else with a
similar experience have anything to tell me? Or anyone with a link
manual?

Thanks for any help,
Sam

+---+
| Samy Mesbah "Mmmmmmmmm, Floor Pie!" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| And the Pope rolled up in his armoured van, fell to his knees and kissed |
| the land. He said something I did not understand (it was in Polish) so out |
| came an aide and he said "I will translate, here's what his holiness said, |
| 'I am the chief Jesuit, this land is Jesus' land and that is all that |
| there is to it'" |
| - Roger Waters, _Towers of Faith_ |
+---+

815. MegaSTE dip switches?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 19:33:43 UTC
From: lancer@jaguar.WPI.EDU
Message-ID: <LANCER.94Feb9143343@jaguar.WPI.EDU>
Source record: 34348
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone enlighten me as to the meanings of the different dip switch settings in a Mega STE?

There are 8 switches... I know one is DMA sound...

That's all...

thanks,
.s.
--
- lancer@wpi.wpi.edu - - Redundant in Nu-Wave Black -
- Cockroaches determined to survive -
- Microwave me - watch me come alive -

816. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 19:39:36 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBJUCDVB@zaphot.abg.sub.org>
Source record: 34349

In <CKxrF4.40@rahul.net> Timothy Wilson wrote :

>
>I can't seem to find any info in the dev docs, sooooo.
>
>How many tracks and sectors are there on a HD floppy? 160 tracks and
>9 sectors/trk or 80 tracks and 18 sectors/trk?
>
>Currenlty, I use 80/9, and do both sides, but that gives 720k.
>
>What Protobt() type do I use for 1.44 megs?
>
>Thanks a lot!

Use 18 sectors/trk and 80 tracks. To create a boot-sector for HD-disks,
you have to call Protobt() with the following parameters:

```
char buf[512];

Protobt((void *)buf,0x02000000L,4,0);
```

This will only work, if you are using TOS 1.6 or higher and if the
"_FDC"-cookie is installed. Otherwise you have to "manually" create
a boot-sector and write it directly to disk using Rwabs().

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

817. Re: Disc partition commpression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 20:00:01 UTC
From: da-cun_e@freon.epita.fr
Message-ID: <2jbfc1$8j3@boson.epita.fr>
Source record: 34350

In article <A15149@K.maus.de>, Robert_Federle@k.maus.de (Robert Federle) writes:
|> EDC>I'd be interessed in contacting DataLite user to compare the two
|> EDC>products compress ratio and time (by example AEO_0220.txt is packed
|> EDC>to 100324 bytes in about 15s).
|>
|> 15 seconds??? On which system, ST, Mega STE, Falcon or TT? This is
|> *extremly* slow, even for a 8 MHz ST.
|>

By the way my posting was much more imprecise:
-AEO_0220.txt is about 220 Ko of text-file.
-The 15s has been achieved on a Falcon030 but that's not the point.

In fact it can compress within 1s even on a ST but the resulting size wont't
be the same. I must add that both compression rate & time required are exponential.
Id est you can either pack very quickly (rate 95% or 90%) or achieve better
rate (max 20% of original size) with much time. I think that the product I'm testing
isn't bad at all, it is always at least faster than Ice Packer 2.4 and the resulting
size is comparable to Atomik packed file... And it is real-time packing !!!!

To use such tool, for normal day use you choose a low offset while
you can optimize your hard-disk with a very high-one (decompression time is always <1s).
Its release date is nearing so you'll be judge ..

I call again, is there anyone on the net who owns DATALITE (by Hisoft)
and could evaluate time and size results for sample files ?

818. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 21:05:42 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <H.eg.hPHteMDCV2Q@deluxe.textlitho.nl>
Source record: 34351

In <CKyoon.DJy@cix.compulink.co.uk>, "Ofir Gal" writes:
|In message <1994Feb7.110229.10768@dct.ac.uk>, mcssesw@dct.ac.uk said:
|>
|>Turbo ST - Cannot buy down at my local computer store.
|
|Why do you want to buy Turbo ST? I can sell you my copy, but it's absolute
|crap. Get NVDI.
|
Instead of this ongoing drivel about obsolete screen accelerators
could someone *please* say something substantial about the future of
the Falcon030 / Atari in general?

thankyouverymuch!

Paul (grmpf)

--

Can we look the milkman in the eye?

819. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 21:59:45 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CKz93L.AzB@cix.compulink.co.uk>
Source record: 34352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <CKz0pn.6B5@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca
> said:
>==========
>
>From: sasmesba@kingcong.uwaterloo.ca (Samy Mesbah)
>Subject: Problem with ICD Link
>Message-ID: <CKz0pn.6B5@watserv2.uwaterloo.ca>
>Keywords: Help
>Sender: news@watserv2.uwaterloo.ca
>Organization: University of Waterloo
>Date: Wed, 9 Feb 1994 18:58:34 GMT
>Lines: 45
>
>I am having a problem with a new ICD link, I'll try to detail it:
>(First not that I am upgrading from an Advantage+ and using UCD util 6.2.0)
>The Link was working for two weeks fine and dandy. I still do not have a
>manual for the Link since the store hasn't gotten a new one yet)
>
>1. I bought the Link to replace my Advantage+ so I could sell the + to my
>friend along with my Seagate 296N hard drive. I also have a Quantum LPS105.
>I just bought a Maxtor 213SY to replace the 85. I first hooked up the Link
>with the 85 and 105 before I bought the 213. It worked fine (85 was ID 1,
>105 was ID 0, 105 at end of cable with terminating resistors in.
>
>When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine
>.
>I then copied my important stuff of the 105 and 85, repartitioned, etc and
>set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. I put the
>advatage+ back in and it works fine!. I changed the ID of the 213 to 1
>and it works fine with the Advantage+ but the link does not seem to be
>there.
>
>I took it to the dealer, they tested it and it works fine. I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too. Is it possible my Mega STe is not supplying
>the proper power. To hook up the link to my existing cable, I crimped
>a 50 pin female centronics directly to the cable, does the link require
>terminators at that end too? The advatage doesn't need termiators there.
>I think this might me my problem but I'm not sure. Anyone else with a
>similar experience have anything to tell me? Or anyone with a link
>manual?

Looks IMHO like the LINK is not being recognised unless the '85' (ST296N?) is connected, perhaps this drive was supplying the +5V required by the LINK, which gets its power from pin 26 ('TERM POWER') on the SCSI bus, generated on one of the disk drives and often supplied via. a fuse, whereas as far as I believe the 'Advantage +' does not require to be powered in this way.
It may be that the LPS105, although terminated, does not supply the 'TERM POWER' required by the LINK, and that this was being supplied by the '85' before it was removed. Perhaps if you were to try reversing the order of the drives, making the last drive the 213SY and terminating that one instead of the LPS105, 'TERM POWER' may be available from there.
I had a similar experience with an HP 7959S drive, which I recall did not supply 'TERM POWER' when terminated.
Another main point to note IMHO is that the LINK does not support parity and requires that parity is disabled on any drives connected to it, whereas I understand that the Advantage+ supports parity.

Hope this is of some interest,

Best Regards,
Brian

brobson@cix.compulink.co.uk

820. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-09 22:17:05 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2jbnd1$3qa@agate.berkeley.edu>
Source record: 34353
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CKz0pn.6B5@watserv2.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>
>I am having a problem with a new ICD link, I'll try to detail it:
>
> [...]
> I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. [...]
>
>I took it to the dealer, they tested it and it works fine. I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too.

The Link gets its power not from the ST but from the ``termination power''
supplied by one (or more) of the hard disks. Most hard disks have a jumper
by which you can enable/disable the termination power line from the drive.
I would guess that among your hard disks, only the ``85'' is supplying
termination power. Solution: Enable this jumper for _all_ of your drives.
(Multiple power suppliers is O.K.)

Defend American interests abroad! Support genocide in East Timor!
John Hauser---jhauser@cs.berkeley.edu

821. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 00:55:59 UTC
From: woodford@esca.com
Message-ID: <1994Feb10.005559.26713@esca.com>
Source record: 34354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:

>When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
>I then copied my important stuff of the 105 and 85, repartitioned, etc and
>set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
>and 213 (ID 2) with 105 on end of cable and terminated. The computer no
>longer recognizes the fact that there is a host adapter. I put the
>advatage+ back in and it works fine!. I changed the ID of the 213 to 1
>and it works fine with the Advantage+ but the link does not seem to be
>there.

Sounds like you need to make the 213 bootable. Use 'ICDUTIL.PRG' (?)
to write the bootstrap loader into partition C: of the 213. It worked
Ok before because the 85 already has a boot loader. (You only need
one drive with a loader, more than one is quite safe, though).

>I took it to the dealer, they tested it and it works fine.

Your dealer should have spotted this problem. Did they boot it with
only your drive/link on their hardware? I'll bet they didn't!

>I took it to
>my firends house with the 85 (terminated and alone on the cable) and
>it worked fine there too. Is it possible my Mega STe is not supplying
>the proper power. To hook up the link to my existing cable, I crimped
>a 50 pin female centronics directly to the cable, does the link require
>terminators at that end too? The advatage doesn't need termiators there.

ICD's DMA->SCSI hardware is remarkably tolerant to incorrectly
terminated connections, so I wouldn't worry on that count.

So, basically, just run that hdutil.prg to make your 213 bootable...

Cheers, Steve.

822. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 02:36:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2jc6il$r3m@elroy.jpl.nasa.gov>
Source record: 34355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

In article <SCHWAB.94Feb9121352@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>In article <2j8kq9$op4@cc.tut.fi>, k150471@lehtori.cc.tut.fi (Kniivil{ Jarkko) writes:
>|> Suppose I wanted to cross-develop MiNT/Atari applications on my Amiga 1200
>|> with 6 meg RAM, 260 meg harddisk and gcc (v. < 2.5.6). Would it be possible?
>|> From what I gather, I think Gas object files are the same on both machines.
>|> Would I have to recompile the linker (ld?) to produce MiNT/Atari executables?

>If the object files are of the same format, then just compiling the
>Atari linker on the Amiga should work.

Yes, but apparently you need GCC >= 2.5.8 to produce working 68000 code. If
you're only targeting 68030s, no problem ...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

823. Dragonware's Internet addr.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 03:25:03 UTC
From: dragonware@cis.nmclites.edu
Message-ID: <2jc9ef$205@pdq.coe.montana.edu>
Source record: 34356

Well folks I did want to post and let you know that all Support for Dragonware is now here at the above address.

Chris Roberts
ceo DragonWare

ps Finger is on line for our address.

824. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 06:39:45 UTC
From: fnf@cygnus.com
Message-ID: <CKzx6A.3oo@cygnus.com>
Source record: 34357
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

In article <2jc6il$r3m@elroy.jpl.nasa.gov>,
Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
>Yes, but apparently you need GCC >= 2.5.8 to produce working 68000 code. If
>you're only targeting 68030s, no problem ...

Where did you get this idea? If the gcc's on my CD-ROM's (2.4.5 on
Oct93 and 2.3.3 & 2.5.7 on Dec93) didn't produce working 68000 code I
would have thought at least one customer in the last 5 months would
have complained about the dozens of GNU C compiled executables that
did run, including the compilers themselves.

-Fred

825. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 07:03:34 UTC
From: int877w@lindblat.cc.monash.edu.au
Message-ID: <2jcm86$7fg@harbinger.cc.monash.edu.au>
Source record: 34358

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:

: But then, you waste 2MB if you install 16MB on a PC too, since they use 9-bit
: SIMM's for parity. (It's really 18MB worth of memory in there!)

Huh? The parity bit is used for something all the time. It checks for
stray bits getting stuck, or mysteriously changing. Stops your data
from being corrupted. These check aren't 100% accurate, but better than
nothing.

Have you checked the prices of 9bit vs 8bit SIMMs? The difference is,
if you can find 8bit SIMMs, less than 1/8th. You can use 8bit SIMMs
in PCs, but don't have parity checking.

- jim

826. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 08:19:34 UTC
From: fnf@cygnus.com
Message-ID: <CL01sn.5y6@cygnus.com>
Source record: 34359
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

```
In article <CKzx6A.3oo@cygnus.com>, Fred Fish <fnf@cygnus.com> wrote:
>have complained about the dozens of GNU C compiled executables that
>did run, including the compilers themselves.
^^^

Sigh. This should have been "didn't" of course...

-Fred
```

827. Re: Emacs 18.57

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 10:20:19 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb10112019@issan.informatik.uni-dortmund.de>
Source record: 34360

In article <H.ei.CpEzYVqP1Zg@lionbbs.escape.de>, UweKloss@lionbbs.escape.de (Uwe Kloss) writes:

|> In <8hIhP1i00WB8M_k0Uw@andrew.cmu.edu>, David L Watson writes:
|>> How can I install Emacs 18.57 on my system (TT, TOS 3.06?) if I
|>> don't have something set up to use extended file names. When I extract
|>> the files the long ones are truncated and when I try to run
|>> dumpermac.ttp, it stops when it tries to load the file paragraphs, which
|>> is paragrap.elc on my system.
|> find the elisp file (startup.el) where all the files which are loaded
^^^^^^^ it's loadup.el
|> at startup are listed and modify it.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

828. Re: COMA AUTHOR..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 12:11:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jd8a6$5g5@golem.wcc.govt.nz>
Source record: 34361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.ekU.OeNDmYMNOgc@icmp.ping.de>, ue@icmp.ping.de (Udo Erdelhoff) writes:
>I'm only wondering why you are still using the old HSModem 1.05. Harun has
>written a new serial driver (the archive is called HSMODA02.*) and developped
>a card adding two 115KBaud FIFOed(!) serials to a standard ST.
>
>/s/Udo
>--
>Udo Erdelhoff ue@icmp.ping.de udo@iml.fhg.de

Well he does states that HSmodem 1.05 is faster than HSMODA02, also if you are
running a normal ST/STE there is no need for HSMODA02....

and from what I can read in the Doc's there is no need fpr HSMODA02..??

Please correct me if I am wrong....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

829. cli with cat for atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 14:19:39 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2jdfpr$799@karhu.Helsinki.FI>
Source record: 34362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello,
anybody know a "cli" (command line interpreter) for atari st/TT
that would have a "cat" (catenation of files) in it...

other unix type thingies wouldn't hurt either...

hurry...

pd/sw/fw ofcourse... preferably obtainable via FTP or just uuencode it
and mail it to me !!!

Thanks !

--
email: Markku.Luoto@Helsinki.Fi # It's difficult to underestand me
(will find me where ever...) # . . .
fax: +358-0-4524015 # ...But underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

830. Re: DSP memory <-> CPU memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 15:01:55 UTC
From: wissing@banach.informatik.uni-dortmund.de
Message-ID: <2jdi93$i3k@fbi-news.informatik.uni-dortmund.de>
Source record: 34363

>I did some testing over the host port yesterday, and I got throughput at
>1-1.5 Mbyte / sec. That is I sent data to the DSP, stored it in a (circular)
>buffer in the DSP, and sent it back to main memory. It didn't take more than
>ca. 1 sec to send and receive 1 Mbyte of data.

Using devconnect, you could transfer 1 MB in _and_ out simultaneously to the
DSP, and the 68030 is even not involved. With direct IO using the 68030 memory
port of the DSP transfer rates should be higher, I dunno know exact results, but
could you post _how_ you got your results?
Using both, the DMA and the 68030, the perfomance should be highest.

831. 1040 ST Video problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 15:44:11 UTC
From: dba@sxb.bsf.alcatel.fr
Message-ID: <306@lacerta.sxb.bsf.alcatel.fr>
Source record: 34364

G'day folks,

a friend of mine has an 1040 ST with an intermittant video problem.

The machine runs perfectly but after some time, it may take
hours or even days, the display starts to blurr as the individual
pixels appear to jitter and scintillate.

Another display was tried but the problem remained hence it's definitely
coming from the cpu board.

I've opened up the cpu several times now and after each time, the machined
behaved itself for a longer than usual period before the problem reappeared.

All removeable integrated circuits have been extracted and reinserted,
including the RAM SIMS and the big PLCC chip in the socket near the video output.
I even sprayed around a bit of GOOP to try and improve any bad contacts......
but all to no avail. The problem always showed up again after a long delay.

I tried bending the cpu board to check that it wasn't a dry solder joint but
that had no effect.

Sometimes the machine will even run for weeks before it starts to play up!

If you can throw any light on this issue then I'd be really glad to here
from you. Perhaps it's a known problem with the big chip near the video
output that I mentioned. Is this the so called GLUE chip?

This is my first contact with the ATARI so I was working somewhat in the dark.
Thanks for any help you can offer....by email preferrably.

Cheers.......Dale

==
Dale A. BARBER | Salvation is found in no-one else, for
ALCATEL BUSINESS SYSTEMS | there is no other name under heaven given
1, route du Dr Albert Schweitzer | to men by which we must be saved.
F-67408 Illkirch Cedex / France | ACTS 4:12 (the Bible)
Tel: (+33) 88.67.79.35 | --
Fax: (+33) 88.67.77.92 | DISCLAIMER: The opinions expressed in
INTERNET: dba@sxb.bsf.alcatel.fr | this mail are my own and do not represent
| those of my employer.
==

832. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 16:42:47 UTC
From: woodford@esca.com
Message-ID: <1994Feb10.164247.5877@esca.com>
Source record: 34365

paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

[snip]

>Instead of this ongoing drivel about obsolete screen accelerators
>could someone *please* say something substantial about the future of
>the Falcon030 / Atari in general?

>thankyouverymuch!

No, this is comp.sys.atari.st.tech.
If you want to know about Falcon030 / Atari general, go to
atari.advocacy or atari.st.

Cheersa, Steve

833. Re: How to connect a second HD in SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 16:51:57 UTC
From: thopman@uoguelph.ca
Message-ID: <2jdond$p7k@nermal.cs.uoguelph.ca>
Source record: 34366

Dupire Laurent (dupire@ufr-info-p7.ibp.fr) wrote:

: Who can tell me how to connect a second Hard DRIVE in my SH205 (MFM 20Mb) on
: the second port SCSI (DS1) ???
: What sort of HD can I connect on it ?
: Are there any interfaces or adapters to connect IDE HD or scsi2 HD on it ?
: What is the signification of RLL or MFM, are they compatible ???
I'm sorry I can't help you directly, but I know there was an article in an
early STart magazine by Dave Small et al. on upgrading an SH204 (the SH205
is an SH204 in a Mega style case). I don't have it with me, (it's at
home, and I'm at university), but maybe someone else can take a look there?

THeo

834. Re: Supra Clock chip/battery

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 21:26:10 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d5aa9fe6d5f34@discworld.oche.de>
Source record: 34367

In <2ik6pt$p0k@vulcan.nrlssc.navy.mil>,
Dan Fox (fox@vulcan.nrlssc.navy.mil) wrote:

DF>We opened the drive and near the top there is a socketed
DF>chip with DALLAS REALTIME and some part numbers listed on it.
DF>Is this thing the battery and clock all rolled into one?

It is. If you give the part number (DSxxxx), I may be able to tell you more
(please mail me - my newsfeed is a bit flaky).
Those Dallas parts combine an IC (usually real-time clock plus SRAM) and a
Lithium battery which should last for 10 years.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
- "You're Hells Angels, then? What chapter are you from?"
- REVELATIONS, CHAPTER SIX.
-- Death in conversation with a biker
(Terry Pratchett & Neil Gaiman, Good Omens)

835. Re: Why only 14 MB instead of 16 MB in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 21:33:22 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d5aaa006d604b@discworld.oche.de>
Source record: 34368

In <2d51600e@troed.ct.se>,
Rickard Troedsson (rickard.troedsson@troed.ct.se) wrote:

RT>Give it a break! this is the 12:th post I've seen sofar today where you slag
RT>the Falcon as much as you can! Move your f*at *ss over to ADVOCACY!

Well - I haven't read those previous posts, but in this case, he is absolutely
true. Wasting 2 Megs of memory is braindead.

RT>It's not a Falcon problem, it's a compatibility problem. (IT uses the same
RT>address for the ROMs as the old STE to be compatible)

That's OK - but who says that you can't relocate those 2MB to addresses above
16MB? The 68030 has a 32-bit address bus, with 4 GB address space. I think
about 1 GAL more in the falcon design should have been enough to relocate
those 2 MB.

This is no flame against the Falcon - it's just that I'm fed up with Atari's
half-hearted hardware designs. Most Atari computers I know have minor flaws
like the above which could have been easily avoided during development at no
or little extra cost.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
Johnny had seen films of American shopping malls. They must have different
sorts of people in America, he'd thought. They all looked cool, all the
girls were beautiful, and the place wasn't crowded with little kamikaze
grandmothers. -- (Terry Pratchett, Johnny and the Dead)

836. Re: Single & Double mouse clic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 22:10:11 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Feb10.221011.12766@gumby.cc.wmich.edu>
Source record: 34369

```
In article <A728@M4.maus.de> Peter_Missel@m4.maus.de (Peter Missel) writes:
>
> This is one of the few infamous "hidden features" of AES (I recall three).
> However, this one has been documented into existence _for all TOS versions_ in
> a recent MultiTOS doc sheet.

So, what were the other two? ;-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008
```

837. Re: Lattice C++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 22:51:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._gwt_XMZ&T_@semprini.waterloo-rdp.on.ca>
Source record: 34371

In <1994Feb3.110705@cs.bham.ac.uk>, Ian M Rae writes:
> Unfortunately I don't think Lattice C supports much C++ stuff. At least not the
> sexy stuff like classes and inheritance etc...
>
> What it does support from C++ is however '//' style comments and being able to
> declare the types of parameters to a function in the function name declaration...
>
> ie
>
> void fred(char *A_String)

> rather than...
>
> void fred(A_String)
> char *A_String;

Um, that just means it's an ANSI C compiler; that first declaration is
an ANSI C construct, the 2nd is old-style, or K&R C.

> I just _wish_ someone would do a nice C++ for my Falcon, I could get GCC I guess,
> can anyone tell me how easy this is to install and what sort of decent
> environments I can get for it ? (You see I rather like the Lattice integrated
> environment).

Well, if you have lots of RAM and MiNT, you could probably use EMACS;
there is no integrated environment for GNU C.

I prefer a good shell and Makefiles myself...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

838. Re: Where can I find a _working_ g++ for 4Meg ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 22:54:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.9dxUuWrmn2_@semprini.waterloo-rdp.on.ca>
Source record: 34372

In <1994Feb4.192002.5958@esca.com>, Steven Woodford writes:
> Hi all,
>
> I recently posted a message indicating that I couldn't get g++2.53
> to work. I received a reply saying that this is both a bug & shortage
> of memory. So, since a.a.u.e now only seems to contain gcc/g++
> versions >= 2.53, and even then only for the Falcon, can some
> kind soul please point me in the direction of an ftp site with a
> MiNT friendly version of g++ (2.45?) plus associated libg++, which
> _will_ run on a 4Meg ST. Or do I have to go all the way back to 1.42?

G++ 2.5.8 works fine on my 4M ST, with -O. You'll run out of RAM on
large classes though... there's no way to fix that.

Perhaps Comeu C++ (a cfront port that uses Lattice C as its back-end, I
think) will be less memory-hungry.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

839. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-10 23:39:50 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EBKWDHUY@deluxe.textlitho.nl>
Source record: 34370

In <1994Feb10.164247.5877@esca.com> Steven Woodford wrote :

>paul@deluxe.textlitho.nl (Paul Tuijnman) writes:
>
>[snip]
>
>>Instead of this ongoing drivel about obsolete screen accelerators
>>could someone *please* say something substantial about the future of
>>the Falcon030 / Atari in general?
>
>>thankyouverymuch!
>
>No, this is comp.sys.atari.st.tech.
>If you want to know about Falcon030 / Atari general, go to
>atari.advocacy or atari.st.
>
>Cheersa, Steve
>
Yes, big earsa. But, let's get to the point: when I see 'Falcon -buy ot not?'
in my subject list and nine out of ten times the messages appear to be
one-liners about outdated screen software, one gets to get a little annoyed,
wouldn't you agree? For me the question at hand is rather actual, since I'm
somewhat outgrowing my current computer. So, to me it
would seem more appropriate to change the title of the ongoing thread in
something like 'uninteresting screen software talk' - instead of issueing
silly advice to me..

Paul

--

| paul@textlitho.nl |
| fido 2:500/130 2:281/202 |
--
* everyone disgusted that he had taken bribes * --

Atari UUCP : UPoint-'light'

840. Re: GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 00:44:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jekcv$5nf@uqcspe.cs.uq.oz.au>
Source record: 34373

avg@cwi.nl (A.V. Groenink) writes:

>It isn't really common practice to open more stations per application,
>and Atari certainly don't suggest opening more than one in the
>guidelines.

The whole POINT of VDI's is to allow you to open more than one. Otherwise
you spend all your time reseting VDI attributes because you don't know what
some other part of you application has done to them.

I open one per window and the ABSOLUTE minimum. All complex PROGDEF objects
also have there own VDI. A maximal program would have say 4 + 4 * #windows
VDI's open at once (ie. around 20 for a typical use). The NVDI limit of
64 seems like enough. Maybe even if it was system-wide (although it is
awefully CLOSE to the minimum!).

Anyway, I'm not going to use less VDI's for ANYONEs benefit.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

841. Re: Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 01:13:01 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <1994Feb11.114301.21645@levels.unisa.edu.au>
Source record: 34374

In article <1994Feb5.135921.20104@inca.comlab.ox.ac.uk>,
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
> I've read many articles in this newsgroup that say the Falcon has a
> 16bit data bus. This is not what it says in the manual and is not
> what was said in the recent thread on memory upgrading (both give
> a 32bit data bus size.)
> Has anyone got any hard info on the subject? (e.g. anyone who has
> upgraded the memory themselves should know.)
I have the Falcon hardware schematic and it IS DEFINATELY a
16bit data bus BETWEEN THE CPU AND EVERY THING ELSE. the video data bus
width is either 32 or 64(can't remember) ie the top 16 data lines
D16-D31 are floating free ....not used ... unconnected... etc

Kym

"One Adam Twelve, we've got a herbal freak in progress.......The odds
of being rattled by the thought patrol on the New England highway at
night are lower than crashing immortality by square rooting death with
blind mathematics, the coastal routes are more dense ... so are the cops'
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

842. TexDraw Manual Translation Done

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 03:15:59 UTC
From: phiscock@ee.ryerson.ca
Message-ID: <2jet9f$10q4@hermes.acs.ryerson.ca>
Source record: 34375

A friend of mine was kind enough to generate a translation of the TexDraw manual (original program by Jens Pirnay). I would appreciate suggestions of which FTP site to post this to.
(TexDraw is a program for producing drawings for incorporation in TeX documents and related tasks.)
Cheers -
Peter

--
Peter Hiscocks Phone: (416) 979-5000 Ext 6109
Department of Electrical Engineering Fax: (416) 979-5280
Ryerson Polytechnical University, Toronto, Canada

843. Demo screens!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 10:53:41 UTC
From: se1ap@dmu.ac.uk
Message-ID: <1994Feb11.105341.27544@dmu.ac.uk>
Source record: 34376

Hi,

I'll keep this short... I have a demo shell (intro, 2 loaders, decruncher and main menu) If ANYONE wants to have a screen on this demo then e-mail me. The only rule is that it is coded in 68000..... My excuse for not finishing this demo is that I'm too busy at Uni and coding an STe game, but really I'm just a lazy G*T.....

Anyway it would be a shame to waste all that code, and who knows it may bring you fame(!) and fortune(????(yeah sure!))........

Alan (se1ap@dmu.ac.uk)

844. Sparcles while booting ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 11:12:18 UTC
From: a99524@pbhrzx.uni-paderborn.de
Message-ID: <a99524.760965138@pbhrzx.uni-paderborn.de>
Source record: 34377

Hello.

I've got a 1040 STF with a TOS-Card 2.06 and a IMEX II Memoryexpansioncard.
Since now everything worked fine, but now while booting, when I see the
ATARI-Logo there are some sprcles on the right side of the screen. When more
text comes there are more sparcles on the right side. But the Bootmenu will
never come.
While using the old TOS, the desktop comes, but also do not look very fine.

How can help me ?

Thanx, Tichel.

--
| a99524@pbhrzx.uni-paderborn.de is Dirk Stichling (Tichel) ||| |
| Wilhelm-Busch-Str.7 Geroldstr.32 ||| |

845. Help with Falcon sound bits

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 12:30:26 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2jftp2$bq0@percy.cs.bham.ac.uk>
Source record: 34378

As part of my Final year project I have been trying to write an oscilloscpe/spectrum analyser on my Falcon. The basic plan is to use devconnect to send the audio signal from ADC to both DSP and DAC. Use the DSP to do teh calcualtions and then send that to the 68030 program. I want to use interrupts within my C code to work out when the DSP has sent some new stuff and then display it. I used Dsp_SetVectors(receiver,0L) to do this. However it don't work and to be honest I don't really think I have enough info about it... (I kept getting stack exhausted message from Lattice)

So can anyone out there tell me how Dsp_SetVectors works, or a better way of going about it ?

Cheers

Ian Rae | Falcon030 4/120
Software Engineering | Current Project: DSP sound effects + spectrum
University of Birmingham, UK | analyser.

846. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 12:35:11 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb11.123511.3515@unix.brighton.ac.uk>
Source record: 34379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

On the subject, has Gemini been englishised. I used it once and was very impressed, but could not work alot of the menus,dials,etc out.

Maybe you could translate this for us?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

847. Re: COMA AUTHOR..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 12:51:00 UTC
From: Oliver_Stettner@la.maus.de
Message-ID: <A7796@LA.maus.de>
Source record: 34380

RS>Hi I would like to get hold of the COMA Author..
RS>
RS> E-Mail(Maus-Netz): Siegfried Hartmann @ B

For you, that's Siegfried_Hartmann@b.maus.de

Oliver.

848. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 12:57:00 UTC
From: Oliver_Stettner@la.maus.de
Message-ID: <A7797@LA.maus.de>
Source record: 34381

On 08.02.94, villeh@cs.joensuu.fi wrote:

VH>Correct me if I'am wrong; Turbo ST is an rewritten TOS FileSystem
VH>since Warp 9 and NVDI are rewritten VDI. Its a very different consept.

I guess you mix up Turbo ST and TurboDOS. TurboDOS was a rewritten GEMDOS,
while Turbo ST was a screen accelerator.

Oliver.

849. Re: DSP memory <-> CPU memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 13:31:12 UTC
From: erlingh@idt.unit.no
Message-ID: <2jg1b0$fuo@ugle.unit.no>
Source record: 34382

In article <2jdi93$i3k@fbi-news.informatik.uni-dortmund.de>,
wissing@banach.informatik.uni-dortmund.de (Christoph Wissing) writes:
|> >I did some testing over the host port yesterday, and I got throughput at
|> >1-1.5 Mbyte / sec. That is I sent data to the DSP, stored it in a (circular)
|> >buffer in the DSP, and sent it back to main memory. It didn't take more than
|> >ca. 1 sec to send and receive 1 Mbyte of data.
|>
|> Using devconnect, you could transfer 1 MB in _and_ out simultaneously to the
|> DSP, and the 68030 is even not involved. With direct IO using the 68030 memory
|> port of the DSP transfer rates should be higher, I dunno know exact results, but
|> could you post _how_ you got your results?
|> Using both, the DMA and the 68030, the perfomance should be highest.

I used DSP_IOStream(), which connects over the host port. I installed
interrupt routines in the dsp for handling the IOstream. The results
varied with how big blocks I sent (naturally). Bigger blocks -> less overhead
= better throughput. I measured the result by checking the 200 Hz counter
systemvariable. I don`t remember exactly what the best results was, but I think
it was around 1.5 Mb/s (in AND out). If you - as you suggest - in addition
simultaniously use devconnect to transfer data via DMA, you could get as high
as 2.5 Mb/s. As long as the bus don't get saturated...
However, to safely transfer data by DMA, one must enable hand-shaking, which
will probably get less than 1 Mb/sec throughput. I haven't tested this myself,
so I don't know exactly what the result will be.

Hope this clears things up a little.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

850. Moving Power Switch and Reset Button

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 14:25:46 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb11.142546.8954@unix.brighton.ac.uk>
Source record: 34383

I have no warranty on my Falcon030 and so I was thinking of moving the power switch and reset button because I need to inflict numerous scratches on my hand or contort to turn the beast on and off (I have it embedded in a computer desk with too much on it!).

I have to slide the thing forward to access the reset switch which is not something I enjoy when the hard drive is bust whirring away.

Has anyone else done this and if so is it easy, where did you move them to.

Cheers

Here's wishing for a tower case with separate keyboard!

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

851. Re: ST keeps turning off

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 15:41:41 UTC
From: hallvart@ifi.uio.no
Message-ID: <2jg8vl$el4@mimir.ifi.uio.no>
Source record: 34384

In article <1994Jan28.151539.47878@hursley.ibm.com>, sam_garforth@hursley.ibm.com (Sam Garforth) writes:
> My Atari ST keeps turning itself off. When I wiggle the power supply
> it comes back and then goes off again but the connection seems quite
> solid. It seems to be more to do with where on the ST I put pressure.
> If I press the case in the middle it comes on but after a minute I
> suppose it bends back and goes off. I tried taking the case off and I
> couldn't see anything wrong but I couldn't get too far into it as a
> screw was broken and I'm not very good at that sort of thing anyway.
> Does anyone have any advice?
>
> Cheers,
>
> Sam
>

I had problems with the machine resetting itself after a while (usually in the midst of typing lots of stuff into my database for hours....). I found out that it was a bad connection from the transformer etc. in the power supply. What I did was to re-heat and put some more solder on/remove old solder on the various points of the power supply. It's been OK ever since.

Hallvard

852. Re: How to connect an IDE HD on STf???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 16:08:00 UTC
From: hallvart@ifi.uio.no
Message-ID: <2jgah0$h0e@mimir.ifi.uio.no>
Source record: 34385

In article <kunzmann.10.2D50CD24@iacrs1.unibe.ch>, kunzmann@iacrs1.unibe.ch (Andreas Kunzmann) writes:
> In article <2iodte$sek@vishnu.jussieu.fr> salah@ufr-info-p7.ibp.fr (Salah Farid) writes:
> >From: salah@ufr-info-p7.ibp.fr (Salah Farid)
> >Subject: How to connect an IDE HD on STf???
> >Date: 2 Feb 1994 14:38:38 GMT
>
> >Hello everybody !!
>
>
> >I want to know how to connect an IDE Hard Disk Drive on
> >a STF?
>
> >Is it possible ? If so what do I need ? (Board, cables ....)
>
>
> >Thanx in advance.
>
> You get a small IDE-Adapter-Board (without the chips) from eMedia GmbH 30601
> Hannover, Germany (fax: (0511) 53 52 147) for 26 DM. You need also the GAL (19
> DM) , a copy of the report how to make the board and how to install it (5 DM)
> and all the electronical parts. You also can install TOS 2.06 in this board.
> TOS 2.06 is needed if you want boot from the HD.
> I installed this IDE-Adapter in my 1040STF and it works fine. The only problem
> was, that there is to less space for the board in the 1040STF, because of the
> floppy-disk-drive. Instead of removing the 68K-CPU, I soldered short cables
> (3 cm length) directly on the pins of the CPU. The other ends I soldered into
> the IDE-Adapter-Board. This way I can move the board around and am able to
> install the Floppy-Disk-Drive. The only backtrack is, that I couldn't install
> the keyboard in a proper way and so I couldn't close the housing. I installed
> some plastic pieces to fix the keyboard. The advantage of the improvised
> installation of the keyboard is, that I could put my 105MB 3.5"-Quantum HD
> into the ST1040 housing (between the power-supply and the Floppy-Disk-Drive).
> I didn't install the upper part of the housing. This makes cooling of the
> power-supply better. The power for the HD I took from the cables, that
> support the Floppy-Disk_driver with current.
>
> Hope I helped you.
>
==========
can this also be installed in my 520 STE? I heard from someone that it could only be used in the ST and STF.
If I don't have space for the 2.5" hard disk, could I just take the cable out of the STE and have an external "normal sized" IDE hard disk instead- do I then need an external

power supply also, or does it have enough power?
Thanks.

Hallvard Tangeraas, Oslo, Norway
> Andy
>

853. GCC blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 16:20:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1626@usdtsg.DaytonOH.NCR.COM>
Source record: 34386

Hi. I'm having a little problem using GCC 2.5.8. I realize this
may be extremely neophytical (is that a word?) but if anyone could
clue me as to what I'm doing wrong, I'd appreciate it.

I'm starting to teach myself some programming for the Atari (using
MWC "C" book, as well as the AES/VDi Compute! books) on GCC.
So I thought I'd start something pathetically simply - just a
appl_init() and appl_exit() - pretty straightforward, I'd say.
It compiled fine, but when it goes to link, I get a message along the
lines of "undeclared function _appl_init and _appl_exit."

I have a "#include <aesbind.h>" in the code, and I thought I had
the necessary environmental variables set up (this may be part of it -
is it GCCINC and GCCLIB or GNUINC and GNULIB to be set? The binaries
are set up fine with GCCEXEC). I have the mntolb39 and mntinc39 files
in place. Which library actually has the definition for appl_init(),
etc? (I was "nm"-ing some of the library files, but apparently
missed it).

For those that may be asking "well, if he can successfully compile
MiNT sources, what's his problem?" I managed to munge up my
unix/Mint partition earlier, and had to reinstall some stuff, so I'm
not sure if everything's back in place correctly...

Anyways, any help would be appreciated...

Rob

"I'm never sure whether it's really the light at the end of the tunnel,
or a train heading right for me..."

854. Re: Why only 14 MB instead of 16 MB in the Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 18:04:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d5bc90d@p2.stacken.ct.se>
Source record: 34387

> From: int877w@lindblat.cc.monash.edu.au (William Fang)
>
> Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:
>
> : But then, you waste 2MB if you install 16MB on a PC too, since they
> use 9-bit : SIMM's for parity. (It's really 18MB worth of memory in
> there!)
> Huh? The parity bit is used for something all the time. It checks
> for stray bits getting stuck, or mysteriously changing. Stops your
> data from being corrupted. These check aren't 100% accurate, but
> better than nothing.

Why is it then that Mac's and ST's don't use parity check? Might it be for the same reason they stick to real CPU's like the ones from Motorola? <g>

> Have you checked the prices of 9bit vs 8bit SIMMs? The difference is,
> if you can find 8bit SIMMs, less than 1/8th. You can use 8bit SIMMs
> in PCs, but don't have parity checking.

And you can use 9bit SIMM's in the STE/Falcon but the fact remains that you can't use 1/9th of existing memory, parity or not. The only reason 9bit SIMM's are cheaper is because they are being manufactured in higher volumes. Makes it an even bigger waste, doesn't it?

__ __ __ /o o\ _ _ _/ _ . /.
FALCON / / _// / DON'T |___/| PANIC! /_)(_\ / / / /\
/_/__//_/ SX ___/ / ==========

E-Mail: Patrik_Sanfridsson@p2.stacken.ct.se, 2:204/419.2, 90:1100/110.2

855. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 18:08:40 UTC
From: michal@phys.ualberta.ca
Message-ID: <1994Feb11.180840.11223@kakwa.ucs.ualberta.ca>
Source record: 34388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

[describing problems with a code relocaton and illustrating it with
the following]

```
: The example used was
:
: union u {
: long value;
: void (*func)(void);
: }
:
: If an object of type u is being used as a function pointer, it needs
: relocation. If it's being used as a long value, it doesn't. (Leaving aside
: the question of *why* you'd want to do this...)
:
```

The current version of regex from FSF keeps some information on "fail_stack".
All kind of things are pushed and poped there. Some pointers, register
numbers, identifiers. An original code does not even bother with casts,
not mentioning use of unions, as above, assuming that a pointer to
unsigned char is good for everything.

I do not advocate to write an obnoxious stuff like that, but this is
a life.

Michal Jaegermann
michal@gortel.phys.ualberta.ca

856. SM124 screen shrinking!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-11 19:05:48 UTC
From: lancer@planet10.WPI.EDU
Message-ID: <LANCER.94Feb11140548@planet10.WPI.EDU>
Source record: 34389

When I turn on my MSTE and SM124, the picture on the screen seems shifted (scrunched) to the left. The leftmost column of characters is squished to about half it's normal width and looks brighter. After a while everything goes back to normal...

The same happens with my 1040STf, so it's not a computer problem...

And if I start the STf and the monitor at EXACTLY the same time (using a power bar) the problem NEVER happens! The MSTE has a boot delay, though, so I cant do this with my new computer...

Could this be a sync problem? I have a homemade monitor switch box on the thing... Maybe it's a shielding problem?

I'd bet it's just not getting the right sync at first and takes some time to adjust...

Can anyone offer any suggestions?

thanks,
.s.
--
- lancer@wpi.wpi.edu - - A poem by Aileen Cho: Lemur, Ring tailed eyes wide in-
- surprise as the cow moos/Lemur drinks Mountain Dew and when he's through -
- asks the cow for booze/Lemur unwraps a Twinkie feeling so frink-y as the cow-
- chews/Lemur yawns in the sun and when he's done takes the cow on a cruise -

857. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 00:16:23 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2jh74n$6dp@usenet.INS.CWRU.Edu>
Source record: 34390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>MiNT does allow code sharing, for processes which are specially written to
>>
>> and how is that done?
>
>The code is specifically written to avoid absolute address accesses. All
>accesses are done relative to a register (then, to relocate your program,
>all you have to do is change the value of the register).
>

ok, but how do i get mint to code share? is there a call that does this?

>>I guess it's back to the drawing board... i tried to implement my program
>>with two actual execuatbles and interprocess communication (using mail boxes)
>>but I didn't get it to work properly... (mainly because MiNT crashes and
>>the debugging of it is pretty difficult)... so i thought fork()!?! but...
>>
>>does anyone have some source code for interprocess communication (pipes
>>or mail boxes or whatever you hacked up)? i'd like to see it!
>
>Why not use named pipes?

i'd really like the programs to share memory. pexec mode 104 should do this
properly, but i get crashes (when i try it)... i guess i should: open a pipe,
pexec the other process, have it allocate its memory and pass the address
through the pipe....

has anyone done anything similar to this and is willing to share the code?

858. Re: Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 03:21:22 UTC
From: miff@apanix.apana.org.au
Message-ID: <2jhhvi$d0c@olivaw.apanix.apana.org.au>
Source record: 34291

8918927y@levels.unisa.edu.au writes:

>In article <1994Feb5.135921.20104@inca.comlab.ox.ac.uk>,
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
>> I've read many articles in this newsgroup that say the Falcon has a
>> 16bit data bus. This is not what it says in the manual and is not
>> what was said in the recent thread on memory upgrading (both give
>> a 32bit data bus size.)
>> Has anyone got any hard info on the subject? (e.g. anyone who has
>> upgraded the memory themselves should know.)

>I have the Falcon hardware schematic and it IS DEFINATELY a
>16bit data bus BETWEEN THE CPU AND EVERY THING ELSE. the video data bus
>width is either 32 or 64(can't remember) ie the top 16 data lines
>D16-D31 are floating free ....not used ... unconnected... etc

Kym, kym, kym 8) You're not helping here.

Okay guys, a rundown :

The Falcon, like most modern computers, doesn't have a 'data bus' per se.

There are a number of data busses connecting various devices, some are
8 bits wide, some are 16, and some are 32. (no kym, only the TT has the
64-bit STram databus).

For example, the SCSI controller has an 8-bit databus to the SCSI DMA
controller, which in on a 32-bit databus connected to the memory.

Physically, memory in the F030 is organised 32 bits wide.

The CPU is connected via a 16-bit databus to COMBEL (? fairly sure here),
which has a 32-bit connection to memory. Most of the time, the prefetch
in the CPU is ahead of the instruction unit, so whilst opcode/operand
fetches only come in 16 bits at a time, they're well ahead of time, and
the CPU isn't slowed by this at all.

On those occasions when the CPU needs a 32-bit value, and the cache misses,
there is a small performance hit on the second memory read cycle (about 5
clocks from memory) to get the other 16 bits. This hits things like fast
screen blits, but not much else.

I hope that clears things a bit - making any broad statement like
'Computer X is a nn-bit machine' is pretty silly these days...

>Kym

```
--
# mike smith : miff@apanix.apana.org.au - Silicon grease monkey #
# "The question 'why are the fundamental laws of nature mathematical' #
# then invites the trivial response 'because we define as fundamental #
# those laws which are mathematical'". Paul Davies, _The_Mind_of_God_. #
```

859. Internal IDE in Falcon/problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 04:10:23 UTC
From: lexicor@cs.bu.edu
Message-ID: <2jhkrf$j6r@news.bu.edu>
Source record: 34292

Hi!

I have come up with a problem, my Falcon Harddrive IDE refuses to be recognized for whatever reason, it is unknown to me. When I use ICS boot it identifies that a 65 Meg HD in my Falcon, however I still cannot access any drive or partition. I can't even format it as it won't give my Harddrive a drive recog.

ANy ideas?

Yat

860. Advanced-Music-Formats10.doc [FAQ]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 05:35:53 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <2jhprp$fg4@bronze.lcs.mit.edu>
Source record: 34293
Cross-posted to: alt.binaries.sounds.music,comp.sys.amiga.audio,comp.sys.mac.programmer,rec.games.programmer,comp.sys.atari.st.tech,comp.msdos.programmer,comp.sys.ibm.pc.soundcard,comp.sys.ibm.pc.programmer

```
Advanced Music Formats - Document version 1.0, By Jamal Hannah 2/11/94
----------------------------------------------------------------------

Lately, a number of different programmers have entertained the idea
of newer, advanced "Module" formats, for music storage and playback.. these
formats take into account most of the following things:
(or at least they should)

* 16, 32, or an infinate number of sound channels.

* 16bit, 44kHz sound samples (CD quality sound for the respective
instruments)

* The file format can be easily enhanced, updated, and expanded, while
still remaining backward-compatible with older software intended to play
modules of the same type. (albiet an erlier version). The "IFF FORM" or
"chunky" style of file structure from Commodore/Electronic Arts seems to
be well suited for this purpose.

* The file format should be able to handle a large number of musical
effects. (Including, but not limited to: all ProTracker and OctaMED Pro
effects, and others, like "wa-wa", "flange", "fade", "attack", "decay"
various type of distortion, etc.)

* Format should handle a large octave range (at least C0 to C6, with all sharp
and flat notes.)

* The format should be versitile enough for use in traditional
"Compositional" software applications.. that is, where the music is
entered via a musical staff, complete with notes and other units of
traditional musical notation, as well as equaly useful in Sequencing
or "Tracker" style software, where the musical notes are entered
via the computer keyboard, or an electronic synthesizer connected via
a MIDI (or other) interface.

* The format should be as flexible as MIDI with respect to timing. (more
about this later)

* The format should have a "Compact" (but not compressed) version of itself,
where the musical information is stored in such a way that no space is wasted.
There wont be much reason for programmers to use the new format if songs
stored in it tend to take up 30% more disk space than, say, traditional
ProTracker format! A song should never be, by default, compressed.
Compression technology changes all the time, as well as adds a new level of
complexity to the format specification and to programmer's efforts to
```

implement a format. Compression should *always* be up to the user.
Some modems transfer uncompressed files better than compressed ones,
and some systems play uncompressed files faster than compressed ones.
Obviously, this does not apply to songs stored inside games or demos,
which might be compressed for security or space-saving reasons, but remember
that it's still sometimes better that the user of the program gets to decide
to compress a program or not.

* There should be some indication of the "Compatibility level" of the song.
That is, certain features, effects, and numbers of sound channels should
be limited if it is indicated that the song was origionaly created on
a Commodore-64, a Macintosh Classic, an Amiga 1000, an IBM 286 with an
AdLib card, etc. In this case, the song may only have 3 or 4 sound channels,
8-bit/11kHz sampled musical instruments, and a limited number of effects,
(if it has any at all) so it will always play on these systems.
It's possible there should be a set of "Levels" of compatibility, indicated
in the file: Level I = 1-4 channel song with limited effects, Level 2 =
1-6 channel song, Level 3 = 1-8 channel song, Level 4 = 1-16 channel song
with CD-quality Sampled Instruments, and so on. It should be remembered
that what makes a song "good" is not neccesarily the hardware involved,
but the skill, imagination, and inspiration of the composer. Also, the more
systems a song can be played back on, the more people who can enjoy the music
around the world.

* The format should be structured in such a way that it is reletivly easy
to translate from other module formats to this one.. and back. Thus it
should be perfectly possible to translate a 15-instrument 4-voice Amiga Sound
Tracker file to a "Level 1" version of this new format, and then back
again, with no change in quality or file size. Not only that, but it
should be possible to take a simple 1-4 track song and then "upgrade" it
to "Level 5" and add new effects and such, as well as "degrade" a Level
5 song to Level 1, where the composer can decide what effects and
music tracks to leave out... this of course depends on the music
composition software, and not the format exclusivly.

* Adiquite space should be given for the Author name, version of the song,
date the song was written, copyright/shareware/Public Domain message, and
some general information about the song. This should be seperate from
the "Instrument Name" strings section, though it might also be optional
that such a "Comment" section exist at all, as it may add unwanted overhead
to the file size.

* It might be possible for the Module to be stored as a "Song".. that is,
the note information, but not the instrument samples. (Only their
respective names.)

* It might be possible to have more than one song stored in a single
module file at a time. Each song should be able to have it's own speed and
overall volume associated with it, if different from the others.

There are a few issues that may need to be resolved. For one thing, is
a "track" actualy representative of a seperate instrument, or a seperate

sequence of musical notes? A single piano can, in theory, have more than one sequence of notes associated with it, since the player can use two hands, or two people can be playing the same piano at once, thus giving up to 4 seperate sequences of simultanious musical notes to the same physical instrument!

And timing.. while timing in video game and techno music is naturaly very exact and presice (electronic drum machines and such), "Real" music that the human ear is used to does not have such exact timing. This "exact" timing can sound mechanical and repeditive. Serious attention should be given to this issue.

Often, music origionaly composed with one program and played with another, (possibly a different hardware platform) will tend to sound different. Several differences include the speed of the overal song, the pitches of the respective notes, the timbre of the notes, and the length of the individual notes, as well as the absence of certain effects on the notes. There should be some "objective" or "hard-coded" reference points to make it easy for programmers to get very exact results from the same musical data but on different systems. Music from a C-64 or Amiga 500 always has it's own destinctive overall tone to it, because of the specific sound hardware. The user should have the choice of playing a tune back exactly the same origional way, or in a way most optimal for the advanced sound hardware they might posess.

The musical format should be flexible enough so that on one hand, people with a minimal understanding of music can use it to write and play songs, while on the other hand, people with a full understanding and expertise in music can be unrestrained and fully satesfied with the capabilities of the file format. The Amiga's IFF FORM SMUS, for example, is a relatively simple music format.. compared to the MIDI (.MID) file format, which is more complicated, arbitrary, and harder to understand, except by a musical expert. This is both a strength and a weakness.

It's very important that the musical format is as flexible and favorable to the user as possible. The user should not be forced to upgrade their hardware, or envy another platform altogether, in order to enjoy some music. It benefits everyone that as many systems and configurations as possible can support a musical format, so that the business of getting the music to play is trivial, and the business of producing and sharing the best music possible with everyone is the main activity. Over the last decade there have been hundreds of different musical applications producing thousands of imaginative and inspiring songs for video games, graphics & sound demos, and personal projects. It's time we started going back and "digging up" these hidden treasures out of our old piles of computer disks. I wouldnt be suprised if some of the most impressive computer songs were produced by a skilled musician in 1985 on an Apple II or Commodore-64 with Electronic Arts music software, just waiting to be enjoyed once more!

Jamal Hannah <jamal@gnu.ai.mit.edu>

Please contact me if you have comments, additions, or are working on a "universal" music file format yourself.

Appendix A: Some People Working on Advanced Music Formats

As of early 1994, There are several advanced module format projects in existance that I know of. This is likely to change.

Anyway, here are the projects/formats that I know of:

"IFF FORM TRKR" - Darren Schebek <dschebek@outb.wimsey.bc.ca> is working on this format which he has submitted to Commodore. Currently, I've seen the 1st version of his proposal, but not the second. This is still only in the proposal stage, and has not been fully implimented or completed yet. If you get no response from Darren, send Email to his sysop, Roger Earl <rog@outb.wimsey.bc.ca>.

"IFF FORM MODL" - Tom "OutLand" Bech of the Amiga group "CryptoBurners" <db62@hp825.bih.no> outlined a proposed "chunky" version of the ProTracker format in the archive for the Amiga's "ProTracker" version 3.01 beta. It still seems to be in the proposal stage, though ProTracker seems to be up to version 3.15 by now. Martin "Leviticus" Blom <lcs@lysator.liu.se> has submitted his own, enhanced version of IFF FORM MODL to Tom.

"IFF FORM EMOD" - Calle Englund <c92caren@und.ida.liu.se> and Bo Lincoln created this "chunky" version of the Amiga NoiseTracker format for their Amiga program "QuadraComposer" version 2.0. It's complete and described in the Manual for QC 2.0.

"IFF FORM STrk" - Frank Seide <seide@pfa.philips.de>, author of the excellent Macintosh program "Sound Trecker" version 2.0 would like to produce this format for his program. I dont have any information on this format yet.

"AMF" - Otto Chrons <c142092@cc.tut.fi> author of the IBM program "DMP" and "DSMI" has created the "Advanced Module Format" for his program. It handles 16 channels (at least) and is supposed to be very versitile. Otto is very hard to reach, and busy in the military in his country, but you might try contacting Andrew James Bromage <bromage@mundil.cs.mu.oz.au> for information about the format, as well as, possibly, a newer format supersceeding AMF. I dont have any structural information about the AMF format yet.

"UltraTracker" - Marc A. Schallehn <mas@doit.fido.de>, author of "Ultra-Tracker" version 1.50 for IBM's with GUS (Gravis UltraSound) cards has developed this 32-voice format. Michael J. Sutter <freejack@shell.portal.com> has documented the format well, and translated the German documentation.

"S3M" - The S3M format is from the IBM's "ScreamTracker" version 3.0, though I dont know if versions of the program are available beyond 2.0 (which produced "STM" and "STS" files). This format supports up to 32 voices, works best with a SoundBlaster Pro card in an IBM, and was made most popular by a Demo group called "Future Crew", who produced some really

wonderful pieces of (techno) music in their demos. A little more information
on this format may be needed to write an adiquite player, but I have
included some documentation on the format in this file.
(The best IBM player for S3M files seems to be DMP version 2.82)

"QuickTime" - I just recently read an announcement from Apple that
the new QuickTime multimedia specification (version 2) which will be
available in mid-1994, will include a compact music format. I dont have
any more information about this format at this time.

Some Relevant Individuals:

Antoine Rosset <rosset@cultnet.ch> is interested in producing his own
advanced music file format for his Macintosh program "The Player Pro",
currently at version 4.10. The Player Pro is pretty much the only
music module _editor_ for the Macintosh to date. I don't have any info
about Antoine's special format yet.

Harald Zappe <zappe@gaea.sietec.de> is interested in all music module
formats and (when he has time) helping people on all platforms get
information about computer music. He posts frequently on
alt.binaries.sounds.music (a very good newsgroup. comp.sys.amiga.audio
is another good USENET newsgroup to subscribe to.)

Bryan Ford <baford@schirf.cs.utah.edu> wrote Amiga MultiPlayer, interested
in supporting many module formats in his program.

Peter Kunath <kunath@informatik.tu-muenchen.de> wrote Amiga "DeliTracker",
a very versitile program that plays many, many Amiga music module
formats.. even some really obscure ones meant only for certain games.

Marco van den Hout <M.f.C.vDnHoUt@kub.nl> is very interested in advanced
module formats and is collecting information on them.

Appendix B: Some Advanced Music Format Specifications

I'm including information relating to 6 different file specifications:

IFF FORM TRKR
IFF FORM MODL (Tom Bech proposal)
IFF FORM MODL (Martin Blom Proposal)
IFF FORM EMOD
UltraTracker 1.5
ScreamTracker 3.0

Each section ends with a 78-character-long row of "=" (equal sign) symbols.

IFF FORM TRKR

<Thanks to Harald Zappe for this email message -JH>

>From: rog@outb.wimsey.bc.ca (Roger Earl)
>Subject: IFF TRKR info part-2

>Date: 20 May 93 00:52:41 PDT

Recently some rather brilliant posts by Darren Schebek have popped up on my BBS and the material was just so good and informative that I felt it needed to be shared with the rest of the world. I have Darren's permission, so I am cross-posting some of his messages here and elsewhere.

I'll try to forward any responses to Darren, or you can send Internet E-Mail to him at dschebek@wiz.wimsey.bc.ca.

..

>From: dschebek@outb.wimsey.bc.ca (Darren Schebek)
>Newsgroups: comp.sys.amiga.audio
>Subject: IFF FORM TRKR - a brief explanation...
>Distribution: world
>Message-ID: <dschebek.0el0@outb.wimsey.bc.ca>
>Date: 21 May 93 01:45:56 PDT
>Organization: Wizard Online

Hi. I'm the one whose been working on the IFF FORM TRKR document. Since I'll be losing my usenet access for an underterminate period of time, I'd thought the last thing I could do here is explain myself. :)
..

I have been working on this IFF FORM TRKR for almost a year now. I have sent the original draft proposal to Commodore, and they have included it in their latest IFF_FORMS document as a proposal. The current technical specification is in excess of 180K, and is about 70% complete as of this time.

I have also written player code that supports the format fully. This code is about 90% written, and still requires debugging and honing. All of the code has been written completely from scratch in assembly language (I even recalculated all lookup tables). I will also be writing load & save routines to go with the player code. All of this code is meant to accompany the IFF FORM TRKR document, and it will be public domain.

The player code is very organized, and very well commented. It is also optimized to a point that sustains readability and comprehension. I'm sorry, but I'm just a little tired of seeing player code accompanying some new release of a tracker editor that has the excuse "This code is not optimized in any way" at the top. Such player code is very badly written and completely convoluted. Code that is not optimized is one thing, but code in this state is inexcusable.

The player code will support n-octave 8SVX instruments, and will (hopefully, it all looks good on paper) support playing instruments from fast memory as well as chip memory.

I have redesigned the structure of a note event. It is still a longword, but now supports 127 note range, up to 63 commands, up to 63 instruments, and contains a 13-bit operand field. This has allowed me to enhance many commands.

I will list the commands that FORM TRKR supports here. Upward compatibilty with older tracker file formats is maintained. An existing tracker file that is converted to FORM TRKR can always be converted back to that format. Here are the commands (be aware that this list is unofficial and may change):

Arpeggio ([basenote] [,secondnote] [,thirdnote] [,rate] [,direction])
Arpeggio II (same as Arpeggio, but restarts the sample.
Pitch Slide ([,signedamount], mode) mode=0 once only, 1=every tick
Tone Portamento (destnote [,rate])
Tone Portemento II (destnote, progessionmode [,time])
progressionmode: 0=exponential pitch, 1=linear pitch
Tone Portamento + Volume Slide (destnote [,rate] [,signedvolamount])
Vibrato ([frequency] [,amplitude] [,wavetype])
wavetype: 1 = sine wave
2 = ramp up
3 = ramp down
4 = triangle
5 = square wave
6 = noise wave (pseudo-random)
Vibrato+Vol. Slide ([freq] [,wavetype] [signedvolamount])
Volume Slide ([signedamount])
Volume Portamento (destvolume [,time])
Tremolo ([freq] [,amp] [,wavetype]) wavetype same as vibrato.
Set Channel Volume (volume)
Set Parameters I ([glissando] [,filter] [,tremoloamp] [,vibratoamp])
Restart Note ([initialdelay] [,restartrate])
Cut-off Note ([cutoffdelay])
Set Fine Tune (finetuneval)
Sample Offset (offset)
Pause Voice (time)
Pause Music (time)
Set Marker (markerID)
Repeat From Marker (markerID, numiterations)
Set Ticks Per Minute (numticks) Replaces meaningless "BPM"
Set Ticks Per Note (numticks) Replaces SET SPEED command
Set Time Signature (numerator, denominator)
Set Beats Per Minute (numbeats) This is REAL beats per minute.
Set Notes Per Beat (numnotes) Used with Set Beats Per Minute.
Signal Task(s) (signalcode)

Those, very very briefly are the commands supported so far. I have included commands for defining a beat as well as a time signature so that it may be possible to render FORM TRKR music in sheet music format using standard music notation.

FORM TRKR supports n-voice (aka channel) songs. It can be used for songs with any number of voices, from 1 to ??.

I would like to state my ambitions here. After completing the technical specification and player code, I intend to write a conversion program for Protracker/Noisetracker and Soundtracker v2.6. Following that, I intend to develop (with a colleague of mine) a FORM TRKR datatype, as well as a fully

window-oriented music editor.

..

Any comments on this format are welcome. I am losing my usenet access, so
please direct comments to Roger (he cross-posted the nine messages). he will
make sure I get them. Thank you for reading this.

I would lastly like to add that one of the cross-posted messages talks about
the problems inherent with portamento the way it's traditionally handled by
most (if not all) tracker players. It offers an example of the time taken to
complete portamento operations in different octaves using the same notes.
Yes, the example given has an incorrect result, but you get the general idea.
:)

- Darren Schebek

---
passages not relating the format dropped [...] (HZ).
==

IFF FORM MODL (Tom Bech proposal)

<From "PT-Fileformat.doc" in the ProTracker 3.01b archive. -JH>

Introduction.
=============

The text below was intended to be the documentation on the fileformat used
in this release of ProTracker. However, we decided to wait with the actual
implementation of the format until having released a couple of versions,
because we'd like to hear some comments, suggestions etc. upon it first.
So read it lightly, and feel free to post your opinion to one of the authors
(see the ReadMe.doc file elsewhere on the disk). Note that since this is only
a suggestion, don't start programming a revolutionary new piece of code based
on this info yet; we may change the format :)... Here we go...

- Signed Tom "Outland" Bech of CryptoBurners.

-**-

Protracker release 3.01 Beta. Fileformat documentation.
===

This document includes the complete documentation of the fileformat used in
Protracker 3.01�, and instructions on how to use it. Fields marked "*Reserved*"
are reserved for future use and are guarantied to cause hangup if messed with.

General

With this release of Protracker we have decided to change the filestructure
of the musicfiles produced with the program. We felt the old format was
too obsolete, messy and out of date for us to use any further. So we invented
this new format. The format is based upon Interchanged File Format (IFF)

chunks, originally developed by Electronic Arts, but now in widely use on the Amiga. The format allows considerable flexibility and does not suffer too severly from changes and updates, and is therefore perfect for our use.

The Format

We will in this section introduce and describe each chunk type appearing in a Protracker music file. Look in the next section for the sequencial description.

** Contents of Chunk "VERS":

OFFSET Length Contents Meaning
---
0 4 "VERS" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 2 ???????? Version number (word).
10 6 "PT3.01" Version ID string.

This chunk is used by Protracker to identify the producer of the module, and if necessary perform upgrade-conversion if the file was made with a previous version of Protracker. There can be at maximum one "VERS" chunk in a Protracker music file. This chunk is not critical; it may be obmitted, but be aware of the possible incompatibility problems that may arise if it's left out.

** Contents of Chunk "INFO":

OFFSET Length Contents Meaning
---
0 4 "INFO" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 32 [..??..] Song name (string).
40 2 ???????? Number of instruments (word).
42 2 ???????? Number of positions (word).
44 2 ???????? Number of patterns (word).
46 2 ???????? Overall volume factor (word).
48 2 0006h Default speed (#VB) (word).
50 2 ???????? Packed field. See below.

Protracker uses this chunk to set different internal variables, and to store vital information used in replay and processing of the file. The song name is a maximum 32 Chars long ASCII string. It need not be NULL-terminated. Number of instruments indicates the number of instruments used in the song, it may range from 0 to 65535. At present version number, however, there may be maximum 255 instruments in one song. Number of positions reflects the actual length of the song, that is; how many patterns that will be played during a complete cycle. This number may vary from 0 to 65535. Number of patterns, on the other side, reflects how many _different_ patterns that will be played during the song. This number is used to calculate the total length (in bytes) of the song. The Overall Volume factor is used to compute the final volume

of all channels after the individual channel-volumes have been figured out.
In this way it is easy to control the loudness of the music from the program/
song itself. Default speed is the number of VBlank frames between each pattern
position change, and is as default set to 0006h. The packed field consists
of these bits (right to left order):

Bit Meaning 0 1 Default
---
0 Filter flag. Filter off. Filter on. 0
1 Timing method. VBlank. CIA timing (BPM). 0
2 File type. Module. Song (no instruments). 0
3 Packstatus. Packed patterns. Raw patterns. 1
4 Length flag. Equal pattern length. Variable pattern length. 0
5 Voices flag. 4 voices. 8 voices. 0
6 Sample res. 8 bit. 16 bit. 0
7 *Reserved* x
8 *Reserved* x
9 *Reserved* x
10 *Reserved* x
11 *Reserved* x
12 *Reserved* x
13 *Reserved* x
14 *Reserved* x
15 *Reserved* x

There can be at most one "INFO" chunk in a Protracker musicfile. This chunk is
vital; it _must_ be present for the replay routine to function properly.

** Contents of Chunk "INST":

OFFSET Length Contents Meaning
---
0 4 "INST" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 32 [..??..] Instrument name (string).
40 2 ???????? Length of instrument (word).
42 2 ???????? Instrument loop start (word).
44 2 ???????? Instrument loop length (word).
46 2 ???????? Instrument volume (word).
48 2 ???????? Instrument finetuning (integer).

The "INST" chunk is used to store information about an instruments properties,
such as length and volume. The instrument name is a maximum 32 Chars long ASCII
string. It need not be NULL-terminated. The Length field describes the length
of the instrument (in words) and thus ranges from 0 to 128Kb (65535 words).
Instrument Loop Start sets the offset from which to start playing after the
first replay. This value may vary from 0 to the instrument length. Instrument
Loop End sets the length of the loop to play after the first replay, relative
to the loop start value. It may thus vary from 0 to [Ins_len-Loop_start].
Instrument volume indicates which volume to use in the replay of the sample,

if the song doesn't say differently. This value varies between 0 and 40h.
Instrument finetuning sets the sample-rate correction difference and varies
from -7 to 7 (0fff9 to 0007h).
There may be any number of "INST" chunks in a Protracker music file,
limited to the number of instruments actually used in the song. This
chunk is not vital; it may be left out if the song-only bit of the control
word in the "INFO" chunk is set. Otherwise, it should result in an error.

** Contents of Chunk "PPOS":

OFFSET Length Contents Meaning
---
0 4 "PPOS" Chunk identifier.
4 4 0ffh Chunk length (in bytes).
8 256 [..??..] Pattern position table.

This chunk contains the table defining which pattern to play in a given song-
position. Each entry in the table is a byte indicating which out of 256
possible patterns to play. There may be at maximum one "PPOS" chunk in a
Protracker musicfile. This chunk is vital; it _must_ be present to play the
song.

** Contents of Chunk "PTRN":

OFFSET Length Contents Meaning
---
0 4 "PTRN" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 32 [..??..] Pattern name.
40 ? [..??..] Pattern data.

This chunk is used in a module of variable pattern length. The chunk must thus
appear as many times as there are patterns in the song. The chunk length divided
by 8 (>>3) will show the pattern length (default 64). Pattern name is a 32
byte long ASCII string, describing the pattern, eg. "Intro part 3". It need not
be NULL-terminated. This chunk is critical; it must be present in the file, or
it will be regarded invalid. NOTE: This chunk is not in use in the present
version (3.01B), and will be ignored if found.

** Contents of Chunk "SMPL":

OFFSET Length Contents Meaning
---
0 4 "SMPL" Chunk identifier.
4 4 ???????? Chunk length (!in bytes!).
8 ? [..??..] Raw sample data.

The "SMPL" chunk contains the raw sample data of an instrument. This chunk is
not critical; if the song-only bit of the "INFO" chunk is set, it may be
obmitted. If, however, the file is a module, then the number of "SMPL" chunks in

the file must be equal to or greater than the number of instruments used in the song. If not, the file will be regarded incomplete.

** Contents of Chunk "CMNT":

OFFSET Length Contents Meaning
---
0 4 "CMNT" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 ? [..??..] Raw ASCII text.

The "CMNT" chunk is used for a signature, comments, greetings, date of completion or whatever information the composer wishes to include with his or hers creation. This chunks is not critical; it may be left out and will typically be ignored by most applications.

These are the chunks that may appear in a Protracker musicfile. If other chunks are encountered, they will be ignored. Any program dealing with this fileformat should perform tests to determine the validity of the file in consideration. Using the Protracker.library will guarantee correct handling of musicfiles, and we strongly encourage the use of this runtime shared library instead of hacking away on your own. Look elsewhere on this disk for the library documentation, the library can be found in the "LIBS/" directory.

The sequential format

In this section we will describe how the various chunks are expected to be located within the file. These rules _must_ be followed or it will wreak havoc when tried manipulated with inside Protracker. Here comes the header in table form:

OFFSET Length Contents Meaning
---
0 4 "FORM" Indicate start of IFF file.
4 4 ???????? File length.
8 4 "MODL" IFF type identifier.

This header must be found in the start of the file, or it will be rejected as not being a Protracker musicfile. From offset 12 in the file, things may vary somewhat. The only rules are these: After a "INST" chunk a "SMPL" or a new "INST" chunk _must_ follow. This "SMPL" chunk will be regarded as the sample data of the instrument(s) preceding it. If after a "INST" chunk another "INST" chunk follows, and the module-flag in the "INFO" chunk is set, then all "INST" chunks following each other will share the same sampledata found in the first "SMPL" chunk after them. Also, all "INST" and "SMPL" chunks must be found in sequence. That is, when a "INST" chunk is found for the first time in a file, all other "INST" and "SMPL" chunks must follow. If this is not so, an error message should be given, and processing terminated. Note that in a song-only file, no "SMPL" chunks should be included. If any "SMPL" chunks are encountered in such a file, they should be ignored and a warning given. All other chunks

used in a musicfile may be located anywhere in the file, usually in the beginning of it, but no assumptions of their locations should be taken. Note that all used chunks _must_ be found _before_ the "BODY" chunk, which is the last chunk to be found in the file. Searching for chunks should stop when encountering a "BODY" chunk. The "BODY" chunk is constructed like this:

```
OFFSET Length Contents Meaning
------------------------------------------------------------------------------
0 4 "BODY" Chunk identifier.
4 4 ???????? Chunk length (in bytes).
8 ? [..??..] Raw pattern data.
------------------------------------------------------------------------------
```

Chunk summary

Now follows a list of the chunks that have meaning in a Protracker musicfile:

```
Chunk Function Critical?
------------------------------------------------------------------------------
"VERS" Contains information about the producer of the file. No
"INFO" Contains vital information and standard settings. Yes
"INST" Information about instruments; such as length, volume etc. Yes
"SMPL" Raw sample data associated with one or more instruments. No
"PPOS" Position table. Information about patternsequence. Yes
"CMNT" Comments, greetings etc. Contains information in ASCII code. No
"PTRN" Pattern data. Used only in modules of varying patternlengths. Yes
"BODY" Pattern data. Used in modules of equal patternlengths (default). Yes
------------------------------------------------------------------------------

/* End Of File */
==============================================================================
```

IFF FORM MODL (Martin Blom Proposal)

<From an email message I recieved from Martin Blom -JH>

```
Date: Thu, 10 Feb 1994 12:27:05 +0100
From: lcs@lysator.liu.se
Message-Id: <199402101127.MAA26288@robin.lysator.liu.se>
To: jamal@bronze.lcs.mit.edu
Subject: Re: IFF FORM MODL, (IFF MODULE FORMATS)
Newsgroups: comp.sys.amiga.audio
References: <2j3ojs$h2k@bronze.lcs.mit.edu>
Status: RO

In comp.sys.amiga.audio you write:

>Is the specification for "IFF FORM MODL" which was described in PT301b's
>documentation still being worked on? Does anyone know? And if so,
>who would I contact for information about it?
```

>There are a couple IFF "chunk" Module file Formats being worked on
>right now, one being "IFF FORM TRKR", and it would be nice to
>coordinate all efforts towards a single, versitile IFF mod format.
>(or at least make the different ones somehow compatible.)

> - Jamal Hannah (jamal@gnu.ai.mit.edu)

Hi! A couple of days ago, I sent my suggestion of the IFF-MODL format to
Tom "Outland" Bech, however I have not got an answear yet. In order to
coordinate all work, I think it is important that everyone with an interest
in the IFF-MODL standard should have regular contact. Anyway, here follows
my proposition. Comment it, please!

/Martin

This is my version of the new IFF MODL format. I love the idea of using IFF for
modules in the future. However, the format you have proposed is, IMHO, far too
hardware and Protracker specific. Please comment everyting you don't like (and
everything you do like, too!). Ok:

IFF MODL format.

A IFF file can contain these chunks:

Name # Desc

FORM MODL 1-n A file can contain many modules.
CSET 0/1 Character set. See RKRM-Devices.
NAME 0/1 Module name. See RKRM-Devices.
AUTH 0/1 Author of module. See RKRM-Devices.
(C) 0/1 Copyright notice. See RKRM-Devices.
ANNO any Annotations. See RKRM-Devices.
FVER 0/1 Version string. See RKRM-Devices.
MHDR 1 Module header. Info about the mod.
CAMG 0/1 Amiga specific info.
TPOS # of sound channels Track sequence info.
NTRK # of note tracks Note track. (Pattern, 1/channel).
ETRK # of effect tracks Effect track.
FORM 8SVX # of samples Sample data.
GPID 1 Group ID.
....and any other 8SVX chunks.
FORM INST # of instruments Instrument info.
CSET 0/1
NAME 0/1
AUTH 0/1
(C) 0/1
ANNO any
FVER 0/1
IHDR 1 Instrument header. Simular to VHDR.
ATAK 0/1 Attack. See RKRM-Devices.
RLSE 0/1 Release. See RKRM-Devices.
PAN 0/1 Panning. See RKRM-Devices.

... More effect information.
... More module information.

Description of nonstandard chunks. (C-format (I think. I only know asm..)).

FORM MODL - music MODuLe
~~~~~~~~~
A module can contain the chunks lised above. The MHDR, TPOS, NTRK, ETRK and
FORM INST chunks are vital, they must exist. The MHDR contains various info
about the module, TPOS contains the actual track sequence for each channel
(that is, the notes are stored in tracks, NOT patterns.), NTRK and ETRK is the
actual tracks, containing notes and effects. This was split up because
a) the format allows only one note/track, but many effects.
b) Often, you have more notes than effects, and since effects needs more space
to store, the overall size will (hopefully) be smaller.
A FORM MODL chunk also contain other FORMs, for now FORM 8SVX and FORM INST.
This makes the FORM MODL a bit more complex, but a lot more flexible.

All includes FORM 8SVX shuld contain a GPID chunk. A field in the IHDR chunk
inside FORM INST is refering to a sample number, and the GPID contains the
sample number. Because of this, the order that the sample and instrument FORMs
come in is not important. This also allows futures enhanchmens such as 16 bit
samples or MIDI sounds. Even if a player don't support 16 bit samples the
player will be able to locate the number of all samples it DOES support.

FORM INST - INSTrument
~~~~~~~~~
A instrument FORM contains information for a instrument. Only one chunk is
vital, the IHDR chunk, but one will probably include at least a NAME chunk too.
In this FORM, a lot of effect chunks can be saved. All effect chunks that a
8SVX can contain can be used here to. All information in this FORM has priority
over the same info in (f.ex.) a 8SVX FORM. The actual instrument is split up in
two chunks (FORM INST and FORM 8SVX for now) because you may want to use the
same sample (8SVX), but with different effects and volume, for many
instruments.

GPID - GrouP IDentification number
~~~~
typedef struct {
UWORD id ID number.
} GroupID

MHDR - Module HeaDeR
~~~~
typedef struct {
Fixed volume Overall volume. 0-65536 (0-1.0)
UWORD tempo tempo in 1/128 BPM.
UWORD ctInst # of instruments.
UWORD ctSamp # of samples.
UWORD ctTrack # of tracks.
UBYTE ctChannel # of voices/channels. (4 on Amiga.)
UBYTE speed ST/PT/NT speed, VBL delay.

} ModuleHeader
*** 'Fixed' is defined as ULONG in the IFF includes.

CAMG - Commodore AMiGa info
~~~~
ULONG flags bit 0: 0=filter off, 1=on
bit 1: 0=VBL timing, 1=CIA

TPOS - Track POSitions
~~~~
typedef struct {
UWORD channel play this track which channel?
UWORD track[] sequence of track numbers.
} TrackPos

NTRK - Note TRacK
~~~~
typedef struct {
structure Noteinfo[] Sequence of Noteinfo structures.
} NoteTrack

typedef struct {
UBYTE nEv Note Event.
1-126: MIDI note
128: Pause
UBYTE data1 Length in 1/128 notes, high byte
UBYTE data2 low byte
} Noteinfo

ETRK - Effect track
~~~~
typedef struct {
structure Effectinfo[] Sequence of Effectinfo structures
} EffectTrack

typedef struct {
UWORD effect Effect number.
UWORD data Data for effect.
UWORD length Length in 1/128 notes.
} EffectInfo

IHDR - Instrument HeaDeR
~~~~
typedef struct {
Fixed volume Instrument volume, 0-65536 (0-1.0)
UWORD instrument The number of this instrument
UWORD sample Use sampledata from which sample?
BYTE finetune Finetune data, -8 - 7
UBYTE tune Sample is tuned as..? MIDI tone.
} InstrumentHeader
*** 'Fixed' is defined as ULONG in the IFF includes.

That's it! Hope to hear from you soon.
~~~~

/ Martin 'Leviticus' Blom

,---.
| |
| Standard mail |
| Martin Blom |
| Alsattersgatan 15A.24 |
| 58251 Linkoping |
| |
| E-Mail |
| d93marbl@und.ida.liu.se |
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| Voice, Data and Fax |
| Int +46-13-260044 |
| Nat 013-260044 |
| |
`---'

Some things is missing, like the trackname, and the effect IDs.
But, like I said. Please comment!

/Martin ...again.

--

+- Martin Blom - Linkoping institute -+ Proud owner of ABC 80, Commodore 64
| of technology, Sweden | Amiga 500, Amiga 4000'040
+---- Email to lcs@lysator.liu.se ----+ NOTHING beats SID & VIC-II
==========

IFF FORM EMOD

<From the text-file manual from QuadraComposer 2.0. Two of the effects in
this format are said to differ from the standard NoiseTracker format's
effects. These are the "SET SAMPLE OFFSET" and "POSITION JUMP"
effects commands. The Manual lists all commands, im just including the
format outline from the very end of the file. -JH>

The standard EMOD fileformat is using the standard IFF (not
SMUS!) format. It was necessary to create a new fileformat, to be able
to include all the new features (compared to the NT-fileformat), like:

* 255x128 kb samples.

* 256x256 rows named patterns.

* 255 positions.

* Better internal format for pattern data - 4 bits left per note
for future expansion.

The patterndata is put in the file row by row, 4 bytes for each
note, and 16 bytes for each row:

```
SampleNr NoteNr Empty Effect
cmd.
-------- -------- ---- -------------
00000000 00000000 0000 0000-00000000 <--- Bits
-------- -------- ---------- --------
Byte 0 Byte 1 Byte 2 Byte 3
```

The notenumber is a number from 0 to 35 which corresponds to a
note (C 1 to B 3). To get the period you'll have to use a list. The following
are the IFF chunks of the EMOD fileformat. If you want to add something
new to the module like a long comment or a text, please make a new
chunk. A properly made program should just ignore the unknown chunks.

```
Type Size Description
~~~~~~~~~~~~~~~~~~~~~~~~~
char 4 "FORM"
long 4 Size of file from offset 8

********** Infochunk ************

char 4 "EMOD" ;Extended Module
char 4 "EMIC" ;Extended Module Info Chunk
long 4 Size of chunk
word 2 Version of IFF EMIC-chunk
char 20 Name of song
char 20 Composer
byte 1 Tempo
byte 1 Number of samples
byte 1 Sample nr
byte 1 Volume
word 2 Samplelength in words
char 20 Name of sample
byte 1 Controlbyte bit 0=loop on/off
byte 1 First 4 bits finetune
word 2 Repeat in words ;Length to loop repeatpoint
word 2 Replen in words ;Length of loop
long 4 Offset to the sample from the very beginning of the
file

byte 1 Pad
byte 1 Nr of patterns
byte 1 Pattern nr
byte 1 Length of pattern in rows - 1
char 20 Name of pattern
long 4 Offset to the pattern from the beginning of the file

byte 1 Pad
byte 1 Nr of positions
byte 1 Patternnumber

byte 0 or 1 Extra byte to wordalign if necessary.
```

```
******** Pattern data chunk **********

char 4 "PATT" ;Patterndata
long 4 Size of chunk
byte 16 row 1
byte 16 row 2
byte 16 row 3...

******** Sample data chunk *********

char 4 "8SMP" ;8 - bit SaMPle
long 4 Size of chunk
byte ? Sampledata
================================================================================

UltraTracker 1.5
----------------
<From the IBM "ultra150.zip" archive by Marc Schallehn, text file by
Muchael J. Sutter and update comments added by Marc Schallehn. -JH>

Mysterious's ULTRA TRACKER File Format
by FreeJack of The Elven Nation
(some additional infos on the new format (V1.4/5) by MAS -> * marked)

I've done my best to document the file format of Ultra Tracker (UT).
If you find any errors please contact me.
The file format has stayed consistent through the first four public releases.
At the time of this writting, Ultra Tracker is up to version 1.3
(* With version V1.4/5 there are some changes done in the format. *)

Thanks go to :
SoJa of YLYSY for help translating stuff.
```

Marc Andr Schallehn
Thanks for putting out this GREAT program.
Also thanks for the info on 16bit samples.

```
With all this crap out of the way lets get to the format.

Sample Structure :

--------------------------------------------------------------------------------
Samplename : 32 bytes (Sample name)
DosName : 12 bytes (when you load a sample into UT,
it records the file name here)
LoopStart : dbl word (loop start point)
LoopEnd : dbl word (loop end point)
SizeStart : dbl word (see below)
SizeEnd : dbl word (see below)
volume : byte (UT uses a logarithmic volume setting, ranging from 0-255)
(* V1.4: uses linear Volume ranging from 0-255 *)
Bidi Loop : byte (see below)
FineTune : word (Fine tune setting, uses full word value)
--------------------------------------------------------------------------------

8 Bit Samples :
```

SizeStart :
The SizeStart is the starting offset of the sample.
This seems to tell UT how to load the sample into the Gus's onboard memory.
All the files I have worked with start with a value of 32 for the first sample,
and the previous SizeEnd value for all sample after that. (See Example below)
If the previous sample was 16bit, then SizeStart = (Last SizeEnd * 2)
SizeEnd :
Like the SizeStart, SizeEnd seems to tell UT where to load the sample into the
Gus's onboard memory. SizeEnd equal SizeStart + the length of the sample.

Example :
If a UT file had 3 samples, 1st 12000 bytes, 2nd 5600 bytes, 3rd 8000 byte.
The SizeStart and SizeEnd would look like this:

Sample SizeStart SizeEnd
1st 32 12032
2nd 12032 17632
3rd 17632 25632

Note
Samples may NOT cross 256k boundaries. If a sample is too large to fit into the
remaining space, its Sizestart will equal the start of the next 256k boundary.
UT does keep track of the free space at the top of the 256k boundaries, and
will load a sample in there if it will fit.
Example : EndSize = 252144
If the next sample was 12000 bytes, its SizeStart would be 262144, not 252144.
Note that this leaves 10000 bytes unused. If any of the following sample could
fit between 252144 and 262144, its Sizestart would be 252144.
Say that 2 samples after the 12000 byte sample we had a sample that was only
5000 bytes long. Its SizeStart would be 252144 and its SizeEnd would be 257144.
This also applies to 16 Bit Samples.

16 Bit Samples :
16 bit samples are handled a little different then 8 bit samples.
The SizeStart variable is calculated by dividing offset (last SizeEnd)
by 2. The SizeEnd variable equals SizeStart + (SampleLength / 2).
If the first sample is 16bit, then SizeStart = 16.
Example :
sample1 = 8bit, 1000 bytes
sample2 = 16bit, 5000 bytes

sample1 SizeStart = 32
SizeEnd = 1032 (32 + 1000)

sample2 SizeStart = 516 (offset (1032) / 2)
SizeEnd = 3016 (516 + (5000/2))

Note
If a 16bit sample is loaded into banks 2,3, or 4
the SizeStart variable will be
(offset / 2) + 262144 (bank 2)
(offset / 2) + 524288 (bank 3)
(offset / 2) + 786432 (bank 4)

The SizeEnd variable will be
SizeStart + (SampleLength / 2) + 262144 (bank 2)
SizeStart + (SampleLength / 2) + 524288 (bank 3)
SizeStart + (SampleLength / 2) + 786432 (bank 4)

BiDi Loop : (Bidirectional Loop)
UT takes advantage of the Gus's ability to loop a sample in several different ways. By setting the Bidi Loop, the sample can be played forward or backwards, looped or not looped. The Bidi variable also tracks the sample resolution (8 or 16 bit).

The following table shows the possible values of the Bidi Loop.
Bidi = 0 : No looping, forward playback, 8bit sample
Bidi = 4 : No Looping, forward playback, 16bit sample
Bidi = 8 : Loop Sample, forward playback, 8bit sample
Bidi = 12 : Loop Sample, forward playback, 16bit sample
Bidi = 24 : Loop Sample, reverse playback 8bit sample
Bidi = 28 : Loop Sample, reverse playback, 16bit sample

Event Structure:

Note : byte (See note table below)
SampleNumber : byte (Sample Number)
Effect1 : nib (Effect1)
Effect2 : nib (Effect2)
EffectVar : word (Effect variables)

The High order byte of EffectVar is the Effect variable for Effect1.
The Low order byte of EffectVar is the Effect variable for Effect2.
(Note)
UT uses a form of compression on repetitive events. Say we read in the first byte, if it = $FC then this signifies a repeat block. The next byte is the repeat count. followed by the event structure to repeat.
If the first byte read does NOT = $FC then this is the note of the event.
So repeat blocks will be 7 bytes long : RepFlag : byte ($FC)
RepCount : byte
note : byte
samplenumber : byte
effect1 : nib
effect2 : nib
effectVar : word

Repeat blocks do NOT bridge patterns.

Note Table:

---
note value of 0 = pause
C-0 to B-0 1 to 12
C-1 to B-1 13 to 24
C-2 to B-2 26 to 36
C-3 to B-3 39 to 48

C-4 to B-4 52 to 60

Offset Bytes Type Description

---

0 15 byte ID block : should contain
'MAS_UTrack_V001'

(* V1.4: 'MAS_UTrack_V002')

(* V1.5: 'MAS_UTrack_V003')

15 32 AsciiZ Song Title
47 1 reserved This byte is reserved and
always contain 0;

(* V1.4: jump-value: reserved * 32;
space between is used for song
text;
[reserved * 32] = RES !)

48+RES 1 byte Number of Samples (NOS)
49+RES NOS * 64 SampleStruct Sample Struct (see Sample Structure)

Patt_Seq = 48 + (NOS * 64) + RES

Patt_Seq 256 byte Pattern Sequence
Patt_Seq+256 1 byte Number Of Channels (NOC) Base 0
Patt_Seq+257 1 byte Number Of patterns (NOP) Base 0

(* V1.5: PAN-Position Table
Length: NOC * 1byte
[0 left] - [0F right])

NOC+Patt_Seq+258 varies EventStruct Pattern Data (See Event
Structure)

The remainder of the file is the raw sample data. (signed)

That should about cover it. If you have any questions, feel free to e-mail
me at freejack@shell.portal.com

I can also be contacted on The UltraSound Connection (813) 787-8644
The UltraSound Connection is a BBS dedicated to the Gravis Ultrasound Card.

Also I'm the author of Ripper and Gvoc. If anyone has any questions or
problems, please contact me.

==========

ScreamTracker 3.0

<This is from the "s3mform.txt" file, from the "s3mrip.zip" archive by
Patch/Avalanche <hamell@cs.pdx.edu> on 11/10/93. "KnightOrc" supplied
this doc. Be sure to view or print this section with a PC-ANSI character

set font if you can. -JH>

Scream Tracker 3.0 file formats
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Song/Module header
0 1 2 3 4 5 6 7 8 9 A B C D E F
0000: Song name, max 28 chars (incl. NUL)
0010: 1Ah Typ x x
0020: OrdNum InsNum PatNum Flags Cwt/v Ffv 'S'C'R'M'
0030: m.v i.s i.t m.m x x x x x x x x x x x x x x
0040: Channel settings for 32 channels, 255=unused,+128=disabled
0050:
0060: Orders; length=OrdNum (must be even)
xxxx: Parapointers to instruments; length=InsNum*2
xxxx: Parapointers to patterns; length=PatNum*2

Typ = File type: 16=module,17=song
Ordnum = Number of orders in file
Insnum = Number of instruments in file
Patnum = Number of patterns in file
Cwt/v = Created with tracker / version: &0xfff=version, >>12=tracker
ST30:0x1300
Ffv = File format version;
1=original
2=original BUT samples unsigned
Parapointers are OFFSET/16 relative to the beginning of the header.

PLAYING AFFECTORS / INITIALIZERS:
Flags = +1:st2vibrato
+2:st2tempo
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

```
+4:amigaslides
+8:0vol optimizations
+16:amiga limits
+32:enable filter/sfx
m.v = master volume
m.m = master multiplier (&15) + stereo(=+16)
i.s = initial speed (command A)
i.t = initial tempo (command T)

Channel types:
&128=on, &127=type: (127=unused)
8 - L-Adlib-Melody 1 (A1) 0 - L-Sample 1 (S1)
9 - L-Adlib-Melody 2 (A2) 1 - L-Sample 2 (S2)
10 - L-Adlib-Melody 3 (A3) 2 - L-Sample 3 (S3)
11 - L-Adlib-Melody 4 (A4) 3 - L-Sample 4 (S4)
12 - L-Adlib-Melody 5 (A5) 4 - R-Sample 5 (S5)
13 - L-Adlib-Melody 6 (A6) 5 - R-Sample 6 (S6)
14 - L-Adlib-Melody 7 (A7) 6 - R-Sample 7 (S7)
15 - L-Adlib-Melody 8 (A8) 7 - R-Sample 8 (S8)
16 - L-Adlib-Melody 9 (A9)
26 - L-Adlib-Bassdrum (AB)
17 - R-Adlib-Melody 1 (B1) 27 - L-Adlib-Snare (AS)
18 - R-Adlib-Melody 2 (B2) 28 - L-Adlib-Tom (AT)
19 - R-Adlib-Melody 3 (B3) 29 - L-Adlib-Cymbal (AC)
20 - R-Adlib-Melody 4 (B4) 30 - L-Adlib-Hihat (AH)
21 - R-Adlib-Melody 5 (B5) 31 - R-Adlib-Bassdrum (BB)
22 - R-Adlib-Melody 6 (B6) 32 - R-Adlib-Snare (BS)
23 - R-Adlib-Melody 7 (B7) 33 - R-Adlib-Tom (BT)
24 - R-Adlib-Melody 8 (B8) 34 - R-Adlib-Cymbal (BC)
25 - R-Adlib-Melody 9 (B9) 35 - R-Adlib-Hihat (BH)

Digiplayer/ST3.0 samplefileformat
0 1 2 3 4 5 6 7 8 9 A B C D E F
������������������������������������������������������
0000: [T] Dos filename (12345678.ABC)  MemSeg 
0010: Length HI:leng LoopBeg HI:LBeg LoopEnd HI:Lend Vol Dsk [P] [F]
0020: C2Spd HI:C2sp x  x  x  x GVSPOS Int:512 Int:lastused 
0030:  Sample name, 28 characters max... (incl. NUL) 
0040:  ...sample name... 'S''C''R''S'
```

xxxx: sampledata

```
NOTES:
Inside module, MemSeg tells the paragraph position of
the actual sampledata (offset/16). In separate insfile the same,
in memory segment of data relative to beginning of module.
GVSPOS=Position in gravis memory /32 (used inside player only)
[T]ype, 1=Sample
[F]lags, +1=loop on
+2=stereo (after Length bytes for LEFT channel,
another Length bytes for RIGHT channel)
+4=16-bit samples (intel LO-HI byteorder)
{ [P]ack, 0=8 bit normal (1=DP30ADPCM1 for holland project) }
```

ST3.0 adlib instrument format
0 1 2 3 4 5 6 7 8 9 A B C D E F
0000: [T] Dos filename (12345678.123) 00h00h00h
0010: D00D01D02D03D04D05D06D07D08D09D0AD0BVolDsk x x
0020: C2Spd HI:C2sp x x x x x x x x x x x x x x x x
0030: Sample name, 28 characters max... (incl. NUL)
0040: ...sample name... 'S'C'R'I'

```
NOTES:
[T]ype, 2..7=amel,abd,asnare,atom,acym,ahihat
modulator: carrier:
D00=[freq.muliplier]+[?scale env.]*16+[?sustain]*32+
[?pitch vib]*64+[?vol.vib]*128 =D01
D02=[63-volume]+[levelscale&1]*128+[l.s.&2]*64 =D03
D04=[Attack]*16+[decay] =D05
D06=[15-sustain]*16+[release] =D07
D08=[wave select] =D09
D0A=[modulation feedback]*2+[?additive synthesis]
D0B=unused

Unpacked Internal memoryformat for patterns:

REMARK: each channel takes 320 bytes, rows for each channel
are sequential.
byte:
```

0 - Note; hi=oct, lo=note, 255=empty note,254=key off (used with adlib)
1 - Instrument ;255=..
2 - Volume ;255=..
3 - Special command ;255=..
4 - Command info

Packed Internal memoryformat for patterns:

Pattern length fixed for 64 rows.

BYTE:flag, 0=end of row
&31=channel
&32=follows; BYTE:note, BYTE:instrument
&64=follows; BYTE:volume
&128=follows; BYTE:command, BYTE:info

****
NOTES on [memseg].
In memory, the memseg's highest byte (3) is always zero
(thus also the ASCIIZ terminator). For the actual 16 bit
memseg the following storage method is used:
0..EFFF = Segment to memory
F000... = EMS page ####-F000

And here is info for STM:

Song/Module file structure:
Offset: Info:
0 Song/File name, max 20 chars, ASCIIZ, except if 20 chars long
20 Tracker name, max 8 chars, NO NUL
28 0x1A
29 File type: 1=song, 2=module
30 Version major (eg. 2)
31 Version minor (eg. 2)
32 byte; tempo
33 byte; num of patterns saved
34 byte; global volume
36 reserved, 13 bytes

48 Instruments (31 kpl) (see below) Instrument structure:
Offset Info
0 Inst. Filename, 12 bytes max, ASCIIZ
12 0x00
13 byte; instrument disk
14 word; reserved (used as internal segment while playing)
16 word; length in bytes
18 word; loop start
20 word; loop end
22 byte; volume
23 byte; reserved
24 word; speed for mid-C (in Hz)
26 reserved, 4 bytes

30 word; internal segment address/(in modules:)length in
paragraphs

XXXX Music pattern orders (64 bytes/orders)

XXXX Patterns (number in header, each pattern 1KB)
Patterns consist of 64 rows, each 4 channels. Each channel
is 4 bytes in length, and the channels are stored from left
to right, row by row.
Special [BYTE0] contents:
251=last 3 bytes NOT in file, all bytes 0
252=last 3 bytes NOT in file, note: -0-
253=last 3 bytes NOT in file, note: ...
254=(in memory), -0-
255=(in memory), ...
otherwise:
note=[BYTE0] and 15 (C=0,C#=1,D=2...)
octave=[BYTE0] / 16
instrument=[BYTE1]/8
volume=([BYTE1] and 7)+[BYTE2]/2
command=[BYTE2] and 15
command info=[BYTE3]

[XXXX] In modules: Samples, padded to 16 byte limits. Sample lengths
in paragraphs (and as saved) are storen in instruments
internal segment address.
==========
End of file "Advanced-Music-Formats10.doc" by Jamal Hannah

861. HELP! Pascal problems! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 08:09:18 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <2ji2re$d07@canopus.cc.umanitoba.ca>
Source record: 34294

Hi! I'm getting very frustrated with HighSpeed Pascal! I was wondering
if someone could recommend a better solution to my problem:

I have an array of records (56 bytes per record). The array is 2000
records long. Anyways, I want to be able to save/load the whole array. I
could always go thru saving each record one at a time (using write), but
this is SLOW. I want to write the whole sheebang in one go...

So, you say, why not just write the whole array with one write(my_array)
statement on a "file of my_array_type"? Well, that worked when I had an
array length of 1000...and it was very quick. BUT, now that I need 2000
records, it WON'T work. The reason (I figure) is because 2000 records *
56 bytes each = 112000 bytes (previously I was using 1000*56=56000 bytes).
Read and write seem (undocumentedly) to only be able to handle up to 65500
(whatever MaxWord is) bytes! Anything above MaxWord and the file is
happily written, except it turns out truncated!

Ditto with BlockWrite. It's parameters can only be integers.

So, I figure, why not save one half with one write statement and the other
half with another? Here's how I tried it:

```
size:=SizeOf(RcComp)*1000; # Get the byte size of a half
Rewrite (fcomp,datapath);
BlockWrite(fcomp,Addr(comp[1]),size,r1); # write half #1
BlockWrite(fcomp,Addr(comp[1001]),size,r2); # write half #2
Close (fcomp);
```

The compiler informs me blockwrite can't handle the "Addr(comp[1])" part
as I guess it doesn't like pointers (why?)!

So, I've tried everything I can think of. Anyone know a way that would
work, and would be faster than writing each individual record?

Thanks a ZILLION to whoever helps! :-D
--
<Trevor_Cordes@umanitoba.ca> @ University Of Manitoba, Canada
"Thank you for that great round of indifference" -- Bill Needle, SCTV
*** FOR SALE: Drum set, CDs, tapes, software, misc stuff - Email for info ***
==

862. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 15:21:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ZH41x6vP8jA@semprini.waterloo-rdp.on.ca>
Source record: 34295
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

In <2j8kq9$op4@cc.tut.fi>, Kniivil{ Jarkko writes:
> Suppose I wanted to cross-develop MiNT/Atari applications on my Amiga 1200
> with 6 meg RAM, 260 meg harddisk and gcc (v. < 2.5.6). Would it be possible?
> From what I gather, I think Gas object files are the same on both machines.
> Would I have to recompile the linker (ld?) to produce MiNT/Atari executables?
>
> No flames about me being involved with both machines as they'll go directly to
> /dev/null ;-)

Presumably, if the Amiga's got fairly standard (ie, UNIX) libraries,
you'd follow the same procedures that someone on a Sun or other
big-endian host would do.

I'm going to be writing up a cross-compiler how-to as soon as I get a
chance; keep an eye on comp.sys.atari.st.tech for the actual article.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

863. Re: Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 15:23:36 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wvv1_vUQquA@semprini.waterloo-rdp.on.ca>
Source record: 34296

In <1994Feb5.135921.20104@inca.comlab.ox.ac.uk>, Karl S Wilkinson writes:
> I've read many articles in this newsgroup that say the Falcon has a
> 16bit data bus. This is not what it says in the manual and is not
> what was said in the recent thread on memory upgrading (both give
> a 32bit data bus size.)
> Has anyone got any hard info on the subject? (e.g. anyone who has
> upgraded the memory themselves should know.)

The CPU <=> RAM bus is 16-bits, the video <=> RAM bus is 32-bits.

I think.

The 16-bit bus is the main reason why a Falcon with a 33Mhz accelarator
is still a fair bit slower than a TT.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

864. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 16:29:25 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb12.162925.1054@isle.waterloo-rdp.on.ca>
Source record: 34297
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:

[stuff deleted]
: When I hooked up the 213 as well, ID 2, resistors removed, it all worked fine.
: I then copied my important stuff of the 105 and 85, repartitioned, etc and
: set up the 85 for my friend. I then took out the 85 and left the 105 (ID 0)
: and 213 (ID 2) with 105 on end of cable and terminated. The computer no
: longer recognizes the fact that there is a host adapter. I put the
: advatage+ back in and it works fine!. I changed the ID of the 213 to 1
: and it works fine with the Advantage+ but the link does not seem to be
: there.

The Link takes it's power from the SCSI bus termination power.. Not all drives supply this, as having a cable plugged in upside-down will usually fry something... Look in the manual for either drive, and see if there is a jumper block to enable termination power.. Things should be fine then.

: Thanks for any help,
: Sam

No problem... I've helped many people with SCSI problems...

865. Serial speed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 16:32:27 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <8hLEGPe00YUo0E81YO@andrew.cmu.edu>
Source record: 34298

I'm tied into our University network via a direct serial connection. I've been using Storm because it has the DOS graphical characters used by programs to simulate windows. When I try to run at 9600 or 19.2 baud, I start to loose characters on the screen. I tried running this fast in Connect, and there wasn't a problem, but as far as I know, Connect doesn't have the right character set to provide the nicer interface. Is there some way I can increase the buffer size in Storm (if that's the problem), or some way to set up Connect to use the right character set?
I have tried using the serial patches, but they didn't do anything. I don't think that's the problem, simply because Connect didn't have any problems receiving all the data. Also, there's no possibility of problems with a modem, because there is no modem, I'm basically using a null-modem cable.

Thanks,
David

866. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 19:21:07 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CL4Lr7.86K@cix.compulink.co.uk>
Source record: 34299

In message <CKxrF4.40@rahul.net>, wilsont@rahul.net said:

>How many tracks and sectors are there on a HD floppy? 160 tracks and
>9 sectors/trk or 80 tracks and 18 sectors/trk?

80/18

>What Protobt() type do I use for 1.44 megs?

type 4

ATB

Barry wilsontjb@compulink.co.uk

867. Re: Internal IDE in Falcon/problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 19:21:09 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CL4Lr9.875@cix.compulink.co.uk>
Source record: 34300

In message <2jhkrf$j6r@news.bu.edu>, lexicor@cs.bu.edu said:

>I have come up with a problem, my Falcon Harddrive IDE refuses to be
>recognized for whatever reason, it is unknown to me. When I use ICS boot
>it identifies that a 65 Meg HD in my Falcon, however I still cannot access
>any drive or partition. I can't even format it as it won't give my
>Harddrive a drive recog.
>
>ANy ideas?

I had something like this when I was installing a 3 1/2 in. IDE drive on my
Falcon, IIRC I ran hinstall.prg and recopied ahdi.prg to auto folder in
drive C.

ATB
Barry wilsontjb@compulink.co.uk

868. Re: Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 20:00:19 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb12.200019.16397@t.hfb.se>
Source record: 34301

In article 21645@levels.unisa.edu.au, 8918927y@levels.unisa.edu.au () writes:

>I have the Falcon hardware schematic and it IS DEFINATELY a
>16bit data bus BETWEEN THE CPU AND EVERY THING ELSE. the video data bus
>width is either 32 or 64(can't remember) ie the top 16 data lines
>D16-D31 are floating free ....not used ... unconnected... etc
>

Where did you get the schematics over the Falcon from???

I really would like one of those, that should solve all questions for me
about the HW in it...

>Kym

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

869. The Falcon, DJ550C and DSP modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-12 23:46:32 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CL4y1v.Lzr@pacifier.rain.com>
Source record: 34302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari Falcon which I use mainly for MIDI purposes but I have been thinking about getting th HP DeskJet 550C printer. I would lie to use it for tape cassette covers..... Does anyone have experience using the combination of the Falcon and the 550C? If so what are you opinions of drivers for best color quality? Opinions about best paper choices for rich colors? How is the banding problem when printing solid color, say, no bigger than 3"X5"?

Second, does anyone have any info regarding a DSP modem for the Falcon?

Thank you in advance,

Michael

870. TurboDOS not TurboST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 07:55:19 UTC
From: cummins@osuunx.ucc.okstate.edu
Message-ID: <1994Feb13.075519.3765@osuunx.ucc.okstate.edu>
Source record: 34303

I seem to recall a disk speedup called TurboDOS, which I used briefly.
I switched to FATSPEED and PinHead to speed things up until os 1.4 became
available. Is this TurboDOS what you folks were thinking of?

jc
--
--
Test signature! Hope this works.
John Cummins
--

871. Re: Serial speed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 09:47:53 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CL5pvt.B7s@dscomsa.desy.de>
Source record: 34304

In article <8hLEGPe00YUo0E81YO@andrew.cmu.edu> David L Watson <dw4g+@andrew.cmu.edu>
writes:
> I'm tied into our University network via a direct serial connection.
> I've been using Storm because it has the DOS graphical characters used
>by programs to simulate windows. When I try to run at 9600 or 19.2
>baud, I start to loose characters on the screen. I tried running this
>fast in Connect, and there wasn't a problem, but as far as I know,
>Connect doesn't have the right character set to provide the nicer
>interface. Is there some way I can increase the buffer size in Storm
>(if that's the problem), or some way to set up Connect to use the right
>character set?

Hallo David,

Connect does have the right character set. You did not tell me,
what kind of host you are accessing.

- Assuming it is a unix host with vt100 you shoud enter the
'CHARACTER SET' dialog and make the following changes:
- Character Set to vtxxx(ISO)
- Bank 0 American
- Bank 1 Graphics
- Keyboard 7Bit ISO
- Scantable : empty (no entry)
- Assuming it is a DOS host with PC-Ansi:
- Character Set : ATARI
- Keyboard IBM

In both cases you have to use another font (either connligh.fnt or
connect.fnt which are included in the archive). There are two ways
of installing them:

CoNnect uses GDOS fonts, but even without GDOS
you may use these fonts by putting them into a
directory named GEMSYS in your CoNnect directory.
CoNnect will load these fonts at start-up time if
no GDOS is installed.

To select this alternate font enter the DISPLAY dialog and
switch to CONNECT or CONNECT LIGHT.

Wolfgang

872. Uniterm Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 18:17:26 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CL6DH3.3Go@brunel.ac.uk>
Source record: 34305

Does anyone know how to load fonts within Uniterm (*.uft)?

.Ian.

873. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 20:50:09 UTC
From: saj@chinet.chinet.com
Message-ID: <CL6KJM.Czv@chinet.chinet.com>
Source record: 34306

In article <SCHWAB.94Feb8145314@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>In article <SCHWAB.94Feb8114444@issan.informatik.uni-dortmund.de>, i write:
>
>|> Please try GDB 3.6 PL 4 from
>|> /ftp.germany.eu.net:pub/comp/atari-st/gdb36p4[sb].zoo
>Sorry, this should have been
>/ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[sb].zoo
>

I fetched it. It works. Unfortunately, under at least some circumstances,
a bad program being debugged is able to bring down the whole system. Also,
if there's a way to examine protected low memory locations I haven't found
it.

More a sign of my ignorance than a failing in the program, I'm sure: I
haven't found a way to divert the disassembly of a single function to the
printer, which would be useful.

Steve

874. Re: RS232-Programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 20:53:28 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb13.205328.3898@isle.waterloo-rdp.on.ca>
Source record: 34307

```
Helmut Schumacher (zdv145@zam067.zam.kfa-juelich.de) wrote:
: Can any body tellme, what I'm doing wrong or where to find information on
: correctly handling the serial port of a ST?

: I've tried to use

: Rsconf( ... );
: for ( *str; ++str ) while (1) if ( Cauxis() ) Cauxout( *str );
: while (1) {
: while ( ! Cauxos() );
: a = Cauxin();
: swith (a)
: ...
: }

Actually, you'd be better off with Bconxxxxx functions.. Single character,
but more efficient...
```

875. Forth & the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 21:34:26 UTC
From: dsevee@CAM.ORG
Message-ID: <2jm6d2$d26@Tandem.CAM.ORG>
Source record: 34308

Does anyone know of a version of Forth for the Atari Falcon?
That is, a Forth that has been optimized for the 68030
processor.
Thanks,
dsevee@cam.org

876. Re: Help with Falcon sound bits

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-13 22:02:17 UTC
From: djs@jet.uk
Message-ID: <1994Feb13.220217.29495@jet.uk>
Source record: 34309

In <2jftp2$bq0@percy.cs.bham.ac.uk> I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:

>As part of my Final year project I have been trying to write an
>oscilloscpe/spectrum analyser on my Falcon. The basic plan is to use devconnect
>to send the audio signal from ADC to both DSP and DAC. Use the DSP to do teh
>calcualtions and then send that to the 68030 program. I want to use interrupts
>within my C code to work out when the DSP has sent some new stuff and then
>display it. I used Dsp_SetVectors(receiver,0L) to do this. However it don't work
>and to be honest I don't really think I have enough info about it... (I kept
>getting stack exhausted message from Lattice)
I don't understand why you would get stack exhaustion failure; surely you
turned off stack checking in your interrupt service routines?! (And don't
keep calling me Shirley). The checker just compares the current SP with the
limit for the USP, in your interrupt routine it would be comparing the SSP,
and would likely fail).
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

877. Help! Need ST-fixer in OH!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 03:48:46 UTC
From: 00drcarroll@leo.bsuvc.bsu.edu
Message-ID: <1994Feb13.224846.27049@bsu-ucs>
Source record: 34310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for someone in the Central Ohio (Columbus) area to fix my bum Mega ST4. Please send E-mail, or call Matt McCabe@(614)235-1477.

Thanks in advance!

878. Composite Video from HSync and VSync

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 04:22:35 UTC
From: phand@soleri.arch.adelaide.edu.au
Message-ID: <2jmuab$hcn@huon.itd.adelaide.edu.au>
Source record: 34311

Hi all,
A small technical question. I have a Mega ST4, and Atari, in their wisdom decided it did not need a composite video line. It does have HSync and VSync, (pins 9 nad 12). ST Internals says the composite line (2) is just the connection between HSync and VSync. Is this true, or do I need someting more to get a composite video signal. Replies here or by email.

Thanks in advance,
Peter.

879. Falcon030 and internal drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 06:32:31 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2jn5tv$n55@cxc1.cl.msu.edu>
Source record: 34312

Does anybody know what magic words have to be canted to get a Falcon
to boot from an external hard drive when the internal drive has
been removed? ICD's Pro Utilities keep telling me that none of
my hard drives (Maxtor 130meg and Syquest 44) support auto-booting
even tho they auto-booted just fine when I was using Pro Utils with
an ICD host...

The system boots only from floppy which, as you might guess, doesn't
cut it! About 80% of the time, ICD's bootup screen shows no drive
on device 16, but about 20% of the time it reports UNKNOWN DEVICE
after polling the non-existent drive.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

880. Re: Falcon030 and internal drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 07:07:56 UTC
From: kfason@csn.org
Message-ID: <CL7D59.BA7@csn.org>
Source record: 34313

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: Does anybody know what magic words have to be canted to get a Falcon
: to boot from an external hard drive when the internal drive has
: been removed? ICD's Pro Utilities keep telling me that none of
: my hard drives (Maxtor 130meg and Syquest 44) support auto-booting
: even tho they auto-booted just fine when I was using Pro Utils with
: an ICD host...

I had this problem when I originally had a 1/0 Falcon030. get the new Pro utils, its at like 6.4.2 (or so, later then 6.2.4) and it fixes that autoboot problem. Use the Atari booter that came with the machine, it will work fine, just takes a while. Though sometiems teh IDE shows up as unknown too...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030 4/1.052gig	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Atari Jaguar	Higher Educations Computer Source
Multi-Game Hunter ASIC	Proudly Supporting Atari!
---

881. Re: Falcon030 and internal drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 08:56:16 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CL7I5s.GAL@cix.compulink.co.uk>
Source record: 34314

In message <2jn5tv$n55@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu said:
>
>Does anybody know what magic words have to be canted to get a Falcon
>to boot from an external hard drive when the internal drive has
>been removed? ICD's Pro Utilities keep telling me that none of
>my hard drives (Maxtor 130meg and Syquest 44) support auto-booting
>even tho they auto-booted just fine when I was using Pro Utils with
>an ICD host...
>
>The system boots only from floppy which, as you might guess, doesn't
>cut it! About 80% of the time, ICD's bootup screen shows no drive
>on device 16, but about 20% of the time it reports UNKNOWN DEVICE
>after polling the non-existent drive.

The magic words are AHDI v6.06

Ofir ogal@cix.compulink.co.uk

882. HiColour and TrueColour forms

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 09:00:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jnejc$qb8@percy.cs.bham.ac.uk>
Source record: 34315

Does anyone know what the format of HiColour (15 and 16 bits) and
TrueColour (24 bits) VDI device-independent forms (MFDBs) is? The
Compendium describes the planar ones, up to 8 bits... and then stops!

Cheers,
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

883. SpeedoGDOS character set maps

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 09:05:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jnesv$qca@percy.cs.bham.ac.uk>
Source record: 34316

Has anyone managed to do anything useful with the values returned from vqt_get_tables()? The docs blurble on about 7 arrays of 224 words, but all I get back is a single pointer... Is this 'short *' pointer really 'short [224][7]', or 'short [7][224]' (I suspect the latter)?

The pointer I get back is also font-independent. The entries in it do not seem to tally with any Bitstream indexes either...

Help, I'm confused!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

884. Re: TurboDOS not TurboST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 10:53:25 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2jnl75$17lh@info2.rus.uni-stuttgart.de>
Source record: 34317

In <1994Feb13.075519.3765@osuunx.ucc.okstate.edu> cummins@osuunx.ucc.okstate.edu writes:

> I seem to recall a disk speedup called TurboDOS, which I used briefly.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^ That's ok
> I switched to FATSPEED and PinHead to speed things up until os 1.4 became
> available. Is this TurboDOS what you folks were thinking of?
TurboST was a VDI accelerator that isn't supported any more. See GDOS FAQ.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

885. A little GCC question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 11:21:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2jnmra$k3l@ccpnws.in2p3.fr>
Source record: 34318
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

Hello folks,
Avery simple question (well I hope so...) :

What do I ned to have a stable working Gnu C compiler (and assembler
+ debugger) ?
My hardware: MEGA ST4, TOS 2.06 French, 85Meg harddisk, AHDI 5.00,
monochrome monitor.

Many thanks.

PS: this include a godd shell like TCSH.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +---+
| Email: acounis@lpnhp3.in2p3.fr |
| acounis@lpnaxp.in2p3.fr |
+---+

886. Overscan on Falcon desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 11:54:23 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2jnopf$8i@clover.csv.warwick.ac.uk>
Source record: 34319

Here's an easy question:
How do I get overscan on the Falcon's desktop? I know you change one
of the lines in NEWDESK.INF, but I don't know how.

Thanks,
Paul
csulw@csv.warwick.ac.uk

887. Re: The Falcon, DJ550C and DSP modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 12:37:22 UTC
From: djs@jet.uk
Message-ID: <1994Feb14.123722.7195@jet.uk>
Source record: 34320
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CL4y1v.Lzr@pacifier.rain.com> michaelk@pacifier.rain.com (Michael Kelsey) writes:

>I have an Atari Falcon which I use mainly for MIDI purposes but I have been
>thinking about getting th HP DeskJet 550C printer. I would lie to use it for
>tape cassette covers..... Does anyone have experience using the combination
>of the Falcon and the 550C? If so what are you opinions of drivers for best
>color quality? Opinions about best paper choices for rich colors? How is the
>banding problem when printing solid color, say, no bigger than 3"X5"?
Well, my experience is ST + 550c, rather than Falcon + 550c, but the
following should still apply:

DRIVERS:
. The PageStream driver for the 550c driver is not very good (in line with
the rest of PageStream!). You get a 500c driver with v2.2, but need
2.2b for the 550c. (Of course, a 500c driver can run the 500c, but
doesn't use the black cartridge, giving a big loss in output quality).
. GhostScript v2.6.1 has an *excellent* 500c driver. From PageStream, I
do quick prints direct to the printer, or better quality prints by
using the PostScript driver and GhostScript. The main difference
between the PageStream and GhostScript drivers is in the dithering
techniques; the latter gives MUCH better output in every printout that
I have compared.
. IMGCOPY2 has an OK driver, somewhere between GhostScript and PageStream
for quality.
. GDOS drivers for the 500 work fine, but in mono of course.

PAPER:
. I do normal printouts on 100gsm photocopier paper, and it works well.
Some absorbent papers give problems with colours soaking and spreading
before they dry (unlike the HP 1200c, the 550 does not have a heater to
dry the ink). Large areas of ink can cause this paper to crinkle a little
as it dries.
. Colour output on special HP glossy paper is absolutely stunning! But,
the paper costs a pound a sheet, so don't use it all the time!
. Given half-decent paper, there is practically no banding in the output.

Possibly st only, not sure about the Falcon:
Get a printer output patch program (FPRNT, if I remember correctly). It's
only a couple of hundred bytes long, and *greatly* speeds up printing.

Conclusion: It's a good buy! Some people would recommdend that you
also look at the Canon BJC600.
--
David Stevenson, JET Joint Undertaking.
DWC, SF1L: Bromsgrove 1, Yeovil 2

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

888. Re: Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 12:42:52 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2jnrkc$qau@ina.zfn.uni-bremen.de>
Source record: 34321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:
:> Hi,

:> 1.) Does all 16-bit graphics hardware represent a pixel as a single word
:> (i.e. 16 consecutive bits) of rgb information (rrrrrgggggbbbbb) and use
:> no lookup table. It seems that the 32K mode of the Crazy Dots board does
:> something different, but WHAT? Does it use some interleaved format? The
:> Crazy Dots vdi reports that there is a lookup table in this mode. Is
:> there some way to find out from the vdi what format is used?

The Crazy Dots does NOT have a CLUT in HiColor, but as the VDI cannot handle
more than 256 colors, it emulates one.
For the RGB informationn, there are two possibilities: MSB first or LSB
first. Check the Gemview docs for that.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

889. Re: Falcon data bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 12:47:20 UTC
From: monnier@di.epfl.ch
Message-ID: <2jnrso$3o6@disun41.epfl.ch>
Source record: 34322

In article <2jhhvi$d0c@olivaw.apanix.apana.org.au>,
Michael Smith <miff@apanix.apana.org.au> wrote:
> The CPU is connected via a 16-bit databus to COMBEL (? fairly sure here),
> which has a 32-bit connection to memory. Most of the time, the prefetch
> in the CPU is ahead of the instruction unit, so whilst opcode/operand
> fetches only come in 16 bits at a time, they're well ahead of time, and
> the CPU isn't slowed by this at all.

Hahahaha !

Don't forget that the 030 only has 256 bytes of cache for instr and
same for data (total 512 bytes). It's ridiculous (but not useless,
don't get me wrong). Cache misses are much more frequent than you
imagine and given there isn't a second level cache, a cache miss will
take a long time (probably around 8 cycles, maybe more) which means
that even prefetching may not happen soon enough (I don't even
consider interesting situations such as prefetching after a jsr ?).
(actually the 030 doesn't do much prefetching at all)

And all the data cache misses will also take a long time. Of course ST
programs tend to use 16bits ints more than on other machines because
32bits were expensive on the ST, but still: your falcon is likely to
be much slower than any other 16Mhz 030 with 32bits bus. "much" will
probably be something like 1.8 times

Oh well, it wasn't designed for number crunching anyway and the rest
of the system is not that bad.

Stefan
--

-- On the average, people seem to be acting normal --
---

890. Re: Adding/Replacing HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 12:54:23 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2jns9v$qau@ina.zfn.uni-bremen.de>
Source record: 34323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
:> All you need to do is to remove the hard drive in the box and fit a Quatum
:> LPS type drive, but you will have to get ICD's Pro software to make this drive
:> work, Supra does not support these drives..

Or AHDI 5.0. That works quite well with Quantum.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

891. M0/M1 Connection for Falcon (S)VGA Lead

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 20:37:32 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CL8EML.K93@brunel.ac.uk>
Source record: 34324

Do pins M0/M1 have to be tied to ground when connecting a VGA monitor to the Falcon? I am making my own cable, since 15 UKP is a little excessive for such a simple cable :-)

.Ian.

892. WANTED: Info on BAREFOOT(Hybrid Arts) ATARI Support STATUS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-14 21:01:29 UTC
From: rwn@cbnewsd.cb.att.com
Message-ID: <CL8Fqo.D0E@cbnewsd.cb.att.com>
Source record: 34325
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth,comp.sys.atari.advocacy,comp.sys.atari.st.tech

I am looking for information on the current status of the BAREFOOT
SOFTWARE Company, who marketed Music Sequencing and Editing software
previously developed by HYBRID ARTS. The current phone numbers
for BAREFOOT are:

Voice: 818-727-7143
Midi BBS: 818-996-7659
FAX: 818-727-0632

For the past few years I have been using Stefan Daystrom's
"SMPTETRACK" professional music sequencing software with
SMPTE lock-up. I've finished moving and re-building my
studio and am looking to upgrade and add components to this
system. (Possibly upgrading my 1040 ST to a Falcon or ??, etc).

I have tried contacting the above three phone numbers and have received
"no answer", including no answering machine for the voice hotline.

What's the scoop ? Hopefully they have only suffered temporary
problems due to the recent earthquakes and will be back soon.

Any information would be appreciated.

Thanks,

Bob Neumann
ihlpf!rwn
708-257-6289

893. Re: Composite Video from HSync and VSync

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 04:36:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2jpjh2$5q5@mailer.fsu.edu>
Source record: 34326

Peter Hand (phand@soleri.arch.adelaide.edu.au) wrote:
> Hi all,
> A small technical question. I have a Mega ST4, and Atari, in their
> wisdom decided it did not need a composite video line. It does have HSync and
> VSync, (pins 9 nad 12). ST Internals says the composite line (2) is just the
> connection between HSync and VSync. Is this true, or do I need someting more to get
> a composite video signal. Replies here or by email.

I'm not sure what the answer to your question is, but I know that you
can find doc files describing how to build that which is needed to display
to a TV. I believe ftp.tu-clausthal.de and ftp.uni-kl.de both have doc
directories. One of them has the file I am thinking of.

Also, purchasing a Vidi-ST will do it. These were made by the same folks
that produced the Monitor Master and Mouse Master. I have seen them pop up
on the used market from time to time. I have seen one, and it appeared to
function just fine.

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

894. Re: Composite Video from HSync and VSync

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 05:42:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2jpnd0$f67@golem.wcc.govt.nz>
Source record: 34327

In article <2jmuab$hcn@huon.itd.adelaide.edu.au>, phand@soleri.arch.adelaide.edu.au (Peter Hand) writes:
>
>Hi all,
> A small technical question. I have a Mega ST4, and Atari, in their
>wisdom decided it did not need a composite video line. It does have HSync and
>VSync, (pins 9 nad 12). ST Internals says the composite line (2) is just the
>connection between HSync and VSync. Is this true, or do I need someting more to get
>a composite video signal. Replies here or by email.
>
> Thanks in advance,
> Peter.

From what I can remember I used a XOR Gate to get a true composite sync, this
was used with a Amiga 500 modulator, all the parts from memory,
5 v Regulator etc, fitted inside the 23 Pin D Type connector case...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

895. vro_cpyfm() - any fd_stand==1 implementations?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 06:17:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jppe6$63u@uqcspe.cs.uq.oz.au>
Source record: 34328

Okay, provided I haven't scared everyone away with that cryptic subject...

As we all know, vro_cpyfm() doesn't support anything except device-dependent (fd_stand==0) copying. It doesn't translate. It doesn't do device-independent.

Of course, we can use vr_trnfm() to get from device-dependent (0) to device-independent (1), and hence:

```
SRC DEST
a 0 0 vro_cpyfm(SRC,DEST)
b 0 1 vr_trnfm(DEST,tmp); vro_cpyfm(SRC,tmp); vr_trnfm(tmp,DEST)
c 1 0 vr_trnfm(SRC,tmp); vro_cpyfm(tmp,DEST)
d 1 1 vr_trnfm(SRC,tmp1); vr_trnfm(DEST,tmp2); vro_cpyfm(tmp1,tmp2);
vr_trnfm(tmp1,SRC); vr_trnfm(tmp2,DEST);
```

But only (a) and (c) are palatable.

It should be pretty simple to write a "vro_cpystdfm()", since standard form is not VDI-specific [footnote: I suspect this is why they left it out in the first place]. Thus giving us:

```
SRC DEST
a 0 0 vro_cpyfm(SRC,DEST)
b 0 1 vr_trnfm(SRC,tmp); vro_cpystdfm(tmp,DEST)
c 1 0 vr_trnfm(SRC,tmp); vro_cpyfm(tmp,DEST)
d 1 1 vro_cpystdfm(SRC,DEST)
```

Much nicer.

Now, I'll probably start work on this pretty soon anyway (I'm desparately in need of it, because I have a (d) case with small SRC).

My primary concerns are:

- should I use the blitter if available?
- could I use the VDI's vro_cpyfm() to copy single-bitplanes (this would trivialize the code)

So. Anyone got some good ideas, or better yet, existing implementations?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

896. Re: Is portable 16-bit color possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 08:49:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jq2ap$det@percy.cs.bham.ac.uk>
Source record: 34329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

g02o@zfn.uni-bremen.de (Mark-Oliver Wolter) writes:
>The Crazy Dots does NOT have a CLUT in HiColor, but as the VDI cannot handle
>more than 256 colors, it emulates one.

Why? The VDI can only handle the concept of up to 256 *pens* (Ok, it
is a horrible kludge), but that's no reason to emulate a LUT in
HiColour ("HiColor" if you're American :-) or higher modes.

Is that Crazy Dots behaviour with NVDI-ET4000, or out-of-the-box?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

897. Pure C Helpfiles - Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 10:36:01 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1994Feb15.103601.24771@siemens.co.at>
Source record: 34330

The delivery of Pure C includes HC, a help file compiler,
which allows to create helpfiles. The only problem is, that
there is no description how to introduce new helpfiles to
the "interactive developement environment" (or however it
is called).

Can anyone help?

It would also be interested in the structure of such a helpfile.
How can it be used by a program?

Thanks a lot in advance,
Rainer

#include <std.disclaimer>

898. Re: GCC blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 11:17:11 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb15121711@issan.informatik.uni-dortmund.de>
Source record: 34331

In article <1626@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

|> I'm starting to teach myself some programming for the Atari (using
|> MWC "C" book, as well as the AES/VDi Compute! books) on GCC.
|> So I thought I'd start something pathetically simply - just a
|> appl_init() and appl_exit() - pretty straightforward, I'd say.
|> It compiled fine, but when it goes to link, I get a message along the
|> lines of "undeclared function _appl_init and _appl_exit."

Add -lgem (or -lgem16 if -mshort) to the command line (*after* the .o
files).

gem.olb (and the sources) should be available from where you got gcc.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

899. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 11:26:04 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb15122604@issan.informatik.uni-dortmund.de>
Source record: 34332

In article <CL6KJM.Czv@chinet.chinet.com>, saj@chinet.chinet.com (Stephen Jacobs) writes:

|> In article <SCHWAB.94Feb8145314@issan.informatik.uni-dortmund.de>,
|> Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
|>> In article <SCHWAB.94Feb8114444@issan.informatik.uni-dortmund.de>, i write:
|>>
|>> |> Please try GDB 3.6 PL 4 from
|>> |> /ftp.germany.eu.net:pub/comp/atari-st/gdb36p4[sb].zoo
|>> Sorry, this should have been
|>> /ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[sb].zoo
|>>

|> I fetched it. It works. Unfortunately, under at least some circumstances,
|> a bad program being debugged is able to bring down the whole system. Also,
|> if there's a way to examine protected low memory locations I haven't found
|> it.

This isn't possible, because MiNT only allows to read the memory
attached to a process through the /proc filesystem (this could be
called a feature :-})

|> More a sign of my ignorance than a failing in the program, I'm sure: I
|> haven't found a way to divert the disassembly of a single function to the
|> printer, which would be useful.

AFAIK, this is not possible, too. Sorry. (Under Unix we have Emacs ...)

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

900. Re: GCC blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 11:29:17 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb15.112917.4201@unix.brighton.ac.uk>
Source record: 34333

To compiler gem progs you need the gem.olb libs. When you compile anything
which uses the AES or VDI you must include then gem.olb using the -l switch.

eg. gcc foo.c -lgem.olb -o foo.prg

Hope that helps.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

901. How to globally alter Logbase() under MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 11:47:18 UTC
From: prissi@lise.physik.tu-berlin.de
Message-ID: <prissi.761312838@lise>
Source record: 34334

Hello,

The subject says it all: When i alter the logical screenbase under MiNT, than only the base of the process is altered. How to make it global for all?

Ciao, Markus
--
+--+
| Markus Pristovsek Dunkel, Genossen, ist der Weltraum |
| prissi@marie.physik.tu-berlin.de (A. Einstein) |
+--+

902. Re: Pure C Helpfiles - Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 11:55:32 UTC
From: dobi@cent.gud.siemens.co.at
Message-ID: <1994Feb15.115532.27430@siemens.co.at>
Source record: 34335

Sorry, my signature got lost when sending the previous
article. Well, here it is:

#include <std.disclaimer>

Rainer Dobiasch | Internet: dobi@cent.gud.siemens.co.at
Siemens AG Austria | Phone: (+43-1) 601 71 - 5988
Gudrunstrasse 11 | Fax: (+43-1) 601 71 - 6399
A-1100 Wien |
---

903. Terminate and stay resident progs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 14:38:19 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CL9snw.5yG@festival.ed.ac.uk>
Source record: 34336

I was wondering whether Terminate and Stay Resident programs
like FPrint.prg, stefix.prg and all the others replace the normal system
in memory by overwriting the original codes or just putting in a
command to make the execution goto a different section of memory.

Alan.

"Instant fish Alan Swanson Email : emdu02@castle.ed.ac.uk
By Phideas, Snail : Brewster House
Add water Pollock Halls Of Residence
And they swim." 18 Holyrood Park
Edinburgh
EH16 5AP

904. Re: Terminate and stay resident progs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 15:06:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CL9tyx.pC@barclays.co.uk>
Source record: 34337

In article <CL9snw.5yG@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk (Alan Swanson) writes:
|> I was wondering whether Terminate and Stay Resident programs
|> like FPrint.prg, stefix.prg and all the others replace the normal system
|> in memory by overwriting the original codes or just putting in a
|> command to make the execution goto a different section of memory.
The original code is in ROM so it can't be overwritten. These sort of patches
hook into the system traps. There are vectors held in RAM that normally point
to the ROM OS functions. You can hijack these to point to your own routines
which can either duplicate the function or do something else and then continue
with the ROM routines.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

905. Reading audio CD with CD-ROM player

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 16:49:11 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Feb15.174911.131772@mswe.dnet.ms.philips.nl>
Source record: 34338

Hello,

Does anyone know if it is possible to read information from a audio CD
with a CD-ROM player.

How should this be done?

I would like to read the tracks, index and there times for automatic
storing in my CD archiving programm.

Is there anybody out there which can help me?

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

906. Re: Terminate and stay resident progs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 18:33:19 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CLA3JK.K0u@brunel.ac.uk>
Source record: 34339

Alan Swanson (emdu02@castle.ed.ac.uk) wrote:
: I was wondering whether Terminate and Stay Resident programs
: like FPrint.prg, stefix.prg and all the others replace the normal system
: in memory by overwriting the original codes or just putting in a
: command to make the execution goto a different section of memory.

TSRs can do whatever they like! Programs that replace/enhance system calls generally change a TRAP x vector (they're held in low RAM) to point to a new handler (somewhere in your TSR).

: Alan.
.Ian.

907. Mint library update

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 18:55:12 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Feb15185512@mole.gnu.ai.mit.edu>
Source record: 34255
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Patchlevel 43 of the MiNT library is now available on
atari.archive.umich.edu in atari/Mint/Lib.

mntlib43.zoo ...the library source
mntinc43.zoo ...the includes
mlib40d.zoo, mlib41d.zoo, mlib42d.zoo, mlib43d.zoo ...patches since
the last release

The compiled .olb library (mntolb43.zoo) will be available soon if
there are no major problems with this release.

As usual, mail about the mint library goes to
entropy@terminator.rs.itd.umich.edu. Mail sent to the address from
which this message was posted will be ignored. Or flamed. Or
something. Just don't do it. Really. Thanks.

Cheers,
entropy
--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

908. Looking for Info on the STs Yamaha PSG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 19:15:36 UTC
From: oracle@iastate.edu
Message-ID: <oracle.761339736@pv6624.vincent.iastate.edu>
Source record: 34340

Does anyone have any information on the sound chip used in the ST? I am working on a design project and would like to use the chip for sound generation. I would greatful for any information regarding where I could get the chips and data sheets/technical references for them.

Thanks in advance.

Jason

--
==========
= Electrical Engineers do it with Power,= oracle@iastate.edu =
= Computer Engineers do it with Logic! = I.S.U. Computer Engineering =
==========

909. Re: Problem with ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 20:57:17 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLAA7I.CG8@watserv2.uwaterloo.ca>
Source record: 34241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to everyone who replied on this. The problem is solved.
The LINK requires termination power, the Advantage+ doesn't.
BOTH require disabled parity (this was not my problem).
It seems that the 85meg drive was the only one supplying the TERM POWER
(although it had no jumper to select this). Both the 105 and 213 weren't
supplying it. I didn't have jumper specs for either drive, so I just
tried all the jumpers that I didn't know on the 213 (non SCSI-ID, parity,
or spin-up) until I found the one that worked. This solved the problem,
the Link works fine.

Thanks again to everyone for the suggestions,
Sam

+--+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+--+
| Is anybody there? Oh, I need somebody tonight. To care, I'm feeling alone |
| and it just don't seem right. Is anybody there? Oh, I need somebody to be. |
| To know that I'm good enough for love to walk beside me. |
| - John Hiatt, _Is Anybody There?_ |
+--+

910. Re: GIF description needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-15 23:29:25 UTC
From: NT253B02@MARS.SENECAC.ON.CA
Message-ID: <1994Feb15.182926.100@venus.senecac.on.ca>
Source record: 34242

In <1994Feb7.121941.2981@siemens.co.at> forg@cent.gud.siemens.co.at writes:

> [Article crossposted from comp.sys.atari.st]
> [Author was Gerald Forthuber]
> [Posted on Mon, 7 Feb 1994 12:17:51 GMT]
>
>
>
> --
>
> **
> Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
> Siemens AG Austria phone: (+43-1) 601 71 - 6326
> Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
> A-1100 Wien
> **
>
> --
>
> **
> Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
> Siemens AG Austria phone: (+43-1) 601 71 - 6326
> Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
> A-1100 Wien
> **

I think there is a GIF description on wuarchive [128.252.135.4] on
pub/graphic.formats

```
=====================================================================
= " Competence, like truth, beauty and - Carlos Varela =
= a contact lens, is in the eye of the - (416) 531-4602 =
= beholder." - NT253B02@mars.senecac.on.ca =
=====================================================================
```

911. Re: vro_cpyfm() - any fd_stand==1 implementations?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 01:10:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2jrrqn$ms6@uqcspe.cs.uq.oz.au>
Source record: 34243

warwick@cs.uq.oz.au (Warwick Allison) writes:

> could I use the VDI's vro_cpyfm() to copy single [standard form] bitplanes?

I tried this option last night, and it worked perfectly. Of course, I still
don't think it's 100% correct, and it's not hard to imagine a bitplane layout
for which it fails (eg. old Apple]['s format).

It's 10 lines of code (why the hell didn't Atari implement it!).

Does anyone know of a graphics card which DOESN'T use the following
bitplane layout for monochrome:

```
Leftmost pixel
v
xxxx...xxxx <- Top line
MSB LSB
: :
xxxx...xxxx <- Bottom line
MSB LSB
```

?

```
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

912. Re: cli with cat for atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 01:19:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.fS2G2YjmwTs@semprini.waterloo-rdp.on.ca>
Source record: 34244
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2jdfpr$799@karhu.Helsinki.FI>, Markku Luoto writes:
> hello,
> anybody know a "cli" (command line interpreter) for atari st/TT
> that would have a "cat" (catenation of files) in it...
>
> other unix type thingies wouldn't hurt either...
>
> hurry...
>
> pd/sw/fw ofcourse... preferably obtainable via FTP or just uuencode it
> and mail it to me !!!

Mupfel (part of the Gemini 1.x desktop replacement; it's also a separate
shell in that package) has a cat, but it's very (VERY!) slow for
concatenating files.

The venerable gulam has a cat (and a MicroEMACS built-in), but I don't
know anything about that, since I don't use it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

913. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 01:23:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3Of42eotgEI@semprini.waterloo-rdp.on.ca>
Source record: 34245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Feb8.200907.5455@news.csuohio.edu>, Jason Baker writes:
> There is a function in mintlibs called tfork. It takes a
> pointer to a function and a long as arguments. It will start another
> process using the same code and data. The child will start at the
> function you provide and be given the long argument you provide.
> There are just two problems. Files opened by the parent won't be
> opened for the child. And, the mintlib readme file says that some
> library calls such as malloc need to be wrapped in semaphores.

I thought the tfork() call didn't actually do anything... Am I wrong,
and MiNT has actual, working threads? If so, I've got some interesting
playing to do... I was thinking of a really groovey way of implementing
PBM-Plus using named pipes or sockets and threads...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

914. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 01:27:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Mxd2PB1qWdg@semprini.waterloo-rdp.on.ca>
Source record: 34246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2jh74n$6dp@usenet.INS.CWRU.Edu>, jaszcz writes:
> ok, but how do i get mint to code share? is there a call that does this?

If you're using GNU C, -mbaserel will make your code sharable... ex:

gcc -mbaserel -O -o hello.tos hello.c

will create a sharable hello.tos; multiple copies in memory at the same
time will use the same code and have separate data areas.

> i'd really like the programs to share memory. pexec mode 104 should do this
> properly, but i get crashes (when i try it)... i guess i should: open a pipe,
> pexec the other process, have it allocate its memory and pass the address
> through the pipe....
>
> has anyone done anything similar to this and is willing to share the code?

Hmm, sounds like you want to use shared memory then... ;-) Check the
shared memory docs in the MiNT distribution. (I'd give you an example,
but I haven't used it yet...)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

915. Re: Building a gcc cross-compiler???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:35:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.P0MkS44KZ7I@semprini.waterloo-rdp.on.ca>
Source record: 34247

In <2j5tmv$og1@boson.epita.fr>, Stephane Boisson (Nucleus writes:
> I use gcc 2.5.7 on my Falcon under MiNT and there is not problems!
> I compiled MiNT 1.09 for 030 Only and it seems more bug-free!

gcc 2.5.x, x <= 7 can't build _68000_ binaries, thanks to a bug in the optimiser. The programs will work fine on a 68020 or up, since the problem is 680x0 (x >= 2) instructions stuck in the 68000 code!

> by the way, I'd like to make a cross-compiler on a Data General m88k machine..
> And I cannot found any file in the gcc-2.5.8 source distribution about the
> Atari port... even for a non-cross atari gcc!
> Heeeeelllp!

Grab "gcc258s.zoo" (or whatever) from atari.archive.umich.edu down in Gnustuff/Tos/Gcc... it has the diffs from bammi needed to build the cross-compiler.

You might also want to wait a week or so... I'm going to write a How-To document detailing my recent adventures installing a cross-compiler on an NCR System 3000 UNIX box (with a bunch of '486/50 CPUs, so it's pretty alien... builds ST binaries real nice though, and FAST).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

916. Re: Cross-developing MiNT apps on an Amiga with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:37:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dfVyR8ngOwI@semprini.waterloo-rdp.on.ca>
Source record: 34248
Cross-posted to: comp.sys.atari.st.tech,comp.sys.amiga.programmer

In <CKzx6A.3oo@cygnus.com>, Fred Fish writes:
> In article <2jc6il$r3m@elroy.jpl.nasa.gov>,
> Howard Chu <hyc@hanauma.jpl.nasa.gov> wrote:
> >Yes, but apparently you need GCC >= 2.5.8 to produce working 68000 code. If
> >you're only targeting 68030s, no problem ...
>
> Where did you get this idea? If the gcc's on my CD-ROM's (2.4.5 on
> Oct93 and 2.3.3 & 2.5.7 on Dec93) didn't produce working 68000 code I
> would have thought at least one customer in the last 5 months would
> have complained about the dozens of GNU C compiled executables that
> did run, including the compilers themselves.

It may only affect the Atari port then (and, I suppose any 68000-based
Suns, but I doubt they exist!). 2.5.x versions below 2.5.8 wouldn't
even compile hello.c for me with -O. 2.5.8 works fine.

2.4.5 worked fine... I think it's also the only 2.4.x that worked
properly on the ST... ;-)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

917. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:39:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MZh_gHe_Xyc@semprini.waterloo-rdp.on.ca>
Source record: 34249

In <1994Feb7.233438.24150@t.hfb.se>, Robert Krenn writes:
> And what about Windoze NT (They call it a operating system... I don't know what to
> call it (Virus ;^D)) if you have a 4MB machine it takes 20 min to Boot it....
> ("640kb is enough for all aplications" Bill Gates early eighties...)

I thought NT wouldn't boot on a machine with less than 12M of RAM? I
wouldn't run OS/2 in 4M, let alone something as monolithic as NT...

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

918. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:43:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.linCHaHHnJg@semprini.waterloo-rdp.on.ca>
Source record: 34250

In <SCHWAB.94Feb9125602@issan.informatik.uni-dortmund.de>, Andreas Schwab writes:
> In article <CKxrF4.40@rahul.net>, wilsont@rahul.net (Timothy Wilson) writes:
>
> |> How many tracks and sectors are there on a HD floppy? 160 tracks and
> |> 9 sectors/trk or 80 tracks and 18 sectors/trk?
>
> It's 80 tracks and 18 sectors (actually, there is enough place for 20
> sectors, giving you 160k more).

I prefer to format mine 82 tracks x 20 sectors x 2 sides... I think you
could get away with 22 sectors/track if you were insane... ;-)

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

919. Re: GEM queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:47:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iLZXoOc9Brs@semprini.waterloo-rdp.on.ca>
Source record: 34251

In <2jekcv$5nf@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> The whole POINT of VDI's is to allow you to open more than one. Otherwise
> you spend all your time reseting VDI attributes because you don't know what
> some other part of you application has done to them.

AMEN brother!

> I open one per window and the ABSOLUTE minimum. All complex PROGDEF objects
> also have there own VDI. A maximal program would have say 4 + 4 * #windows
> VDI's open at once (ie. around 20 for a typical use). The NVDI limit of
> 64 seems like enough. Maybe even if it was system-wide (although it is
> awefully CLOSE to the minimum!).
>
> Anyway, I'm not going to use less VDI's for ANYONEs benefit.

Damn right! The VDI is there to make things easier for the
programmer; that's why the Atari can do a full-featured word processor
with scalable fonts, graphics, etc in ~2-3 megs while on a PC, where you
have to do literally everything "by hand" it takes 20-30 megs,
_even_under_Windows_, which _should_ do the same things as the VDI/AES
combo.

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

920. Re: Lattice C++ ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:50:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Qs9LCqWeI4A@semprini.waterloo-rdp.on.ca>
Source record: 34252

In <2j61ri$dq2@percy.cs.bham.ac.uk>, Ian M Rae writes:
> Still wouldn't it be nice if we could get C++ for the Atari's...

You can, GNU C++. But you'll need _at_least_ 4M of RAM (I don't think you can compile "hello.cc" with only 2M; it _might_ be possible in 2.5M).

A commercial product would be welcome, especially if it went a little easier on the memory. Dunno if it would sell enough copies to be viable though... there must be at least a dozen of us using GNU C++... :-\

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

921. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:52:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.q988cOgaTBk@semprini.waterloo-rdp.on.ca>
Source record: 34253

In <2ja8o2$nh2@percy.cs.bham.ac.uk>, Chris Ridd writes:
> I've never seen that in the TOS 1.04 AES, which probably just crashes
> when you make an illegal AES call :-(

Nope, it pops up the "illegal function call" alert box, just as it should; I've only seen it while playing with some neat MultiTOS-specific applications that didn't bother to check for a proper TOS version before trying to use their features (they were just little demo thingys hacked together in a little while).

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

922. Re: TexDraw Manual Translation Done

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:53:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.u6dTV4GFn9I@semprini.waterloo-rdp.on.ca>
Source record: 34254

In <2jet9f$10q4@hermes.acs.ryerson.ca>, Peter Hiscocks writes:
> A friend of mine was kind enough to generate a translation of the TexDraw
> manual (original program by Jens Pirnay). I would appreciate suggestions
> of which FTP site to post this to.
> (TexDraw is a program for producing drawings for incorporation in TeX
> documents and related tasks.)

Send it to atari.archive.umich.edu; you can log onto
msdos.archive.umich.edu and get into the archive (that usually works
better).

Many thanks to your friend!

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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

923. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 02:56:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FK_fzWgBnMw@semprini.waterloo-rdp.on.ca>
Source record: 34256

In <1994Feb7.200856.18507@esca.com>, Steven Woodford writes:
> Since I'm not the only one with this problem, perhaps someone who
> does have a working gdb can post their configuration/version info, as
> there's little or no documentation that I can find which is relevant
> to setting up on an ST.

The version on ftp.germany.eu.net:/pub/comp/atari-st/mint/gdb36p4b.zoo
works great; the sources are on there too... as a further test of my
cross-compiler, I rebuilt that gdb 3.6 and it works flawlessly.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

924. Re: Looking for German software authors!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 08:17:53 UTC
From: biot004@wrzx13.rz.uni-wuerzburg.de
Message-ID: <2jskrh$4a9@winx03.informatik.uni-wuerzburg.de>
Source record: 34257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys.atari.software

Stephe Lewis Foskett (lancer@wpi.WPI.EDU) wrote:
: I love the utilities I have downloaded from tu-berlin and paderborn
: and clausthal, but sadly, much of the docs (indeed the programs
: themselves) are in german!

: Please let me know if you know of these authors or how I can get in
: touch with them!

: Danke!

: Stephen Foskett
: lancer@wpi.wpi.edu

Hi Stephen,

I'll look for a list of the german software authors. Most of them
are reachable on Internet! They participate on the MAUS-Net.

I will post the list inhere.

bye

Joachim

925. Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 10:22:26 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Feb16.102227.10851@dct.ac.uk>
Source record: 34258

Sometimes when I double click on a .PRG file the OS doesn't always run the program, sometimes it displays the 'Show', 'Print', 'Cancel' alert box. When I click on 'Show' it actually displays the file. I thought this executable file would be made up of binary numbers. Instead what I found was just normal ASCII characters and some extended characters.

Does anyone know why this is?

926. Got Falcon: What else do I need?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 13:22:18 UTC
From: djs@jet.uk
Message-ID: <1994Feb16.132218.18807@jet.uk>
Source record: 34259

I got my Falcon yesterday. It came with a few fairly useless things such as AFM, SAM and landmines. I am seeking opinions on what I will find essential (by which I mean things like TOS patches, rather than 'You need Cubase Audio and Gigabytes of disk').

It came with FPATCH2, I already have NVDI. I already know about, and intend to get, BACKWARD. Anything else I should look out for?

Anyone got a version of TapeBIOS that supports the Falcon SCSI port? (The version I have requires ACSI).

Finally, screen expanders: I will be using my SM125 for a while, getting SVGA later. Are there any versions of ScreenBlaster/BlowUp etc that will improve my SM125 display now, and improve my SVGA display later?

Thanks in advance for any help.
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

927. Re: Reading audio CD with CD-ROM player

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 13:37:11 UTC
From: reschke@uni-muenster.de
Message-ID: <2jt7i7$1psq@obelix.uni-muenster.de>
Source record: 34260

In article 131772@mswe.dnet.ms.philips.nl, mboom@mswe.dnet.ms.philips.nl (Marcel Boom, doing Galileo) writes:
> Hello,
>
>
> Does anyone know if it is possible to read information from a audio CD
> with a CD-ROM player.
>
> How should this be done?
>
> I would like to read the tracks, index and there times for automatic
> storing in my CD archiving programm.
>
> Is there anybody out there which can help me?
>
> Marcel.

Just use the MetaDOS calls for that (there are commands for reading the TOC etc).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

928. Re: vro_cpyfm() - any fd_stand==1 implement

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 15:03:07 UTC
From: gutschk@uni-muenster.de
Message-ID: <2jtcjb$1jkt@obelix.uni-muenster.de>
Source record: 34261

warwick@cs.uq.oz.au (Warwick Allison) writes:
> warwick@cs.uq.oz.au (Warwick Allison) writes:
>
> > could I use the VDI's vro_cpyfm() to copy single [standard form] bitplanes?
>
> I tried this option last night, and it worked perfectly. Of course, I still
> don't think it's 100% correct, and it's not hard to imagine a bitplane layout
> for which it fails (eg. old Apple][s format).

As far as I understand you, you are trying to do bitblits *into* a buffer in standard format. From memory, I would say that this is bound to fail. Even though, I cannot test it right now, I think I remember, that this will only work in "usual" graphics modes. It will not do in e.g. TrueColor on the F030 (both with and without NVDI) or on Matrix graphics cards (at least with the old driver software that came with my card). It does not make any difference, if the destination is just a single bitplane or multiple bit planes.

So long,

Markus

929. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 18:13:51 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2jtnov$c8i@geraldo.cc.utexas.edu>
Source record: 34262

Hi,

>>|> Please try GDB 3.6 PL 4 from
>>/ftp.germany.eu.net:pub/comp/atari-st/mint/gdb36p4[sb].zoo

>I fetched it. It works. Unfortunately, under at least some circumstances,
>a bad program being debugged is able to bring down the whole system. Also,
>if there's a way to examine protected low memory locations I haven't found
>it.

I have a long-standing problem accessing global variables from gdb.
(including 3.6 patch level 4). It seems that gdb is just confused about
their addresses (it either accesses garbage or an illegal address, which
causes a crash). Has anyone else seen this problem? I sent email to A.
Schwab about it, but got no response.

Besides this problem I have found gdb 3.6 to be splendid and extremely
useful. When it takes 15-20 minutes just to link an executable
(Ghostscript), debugging with print statements is a major pain.

-Tim Gallivan
timg@landau.ph.utexas.edu

930. ATARI ST FTP LIST ()==========() // ____/__ __/ ____/ //\\ // / / / _/ // () // __/ / ____/ // // // / / / // // // _/ _/ _/ Archives // // // // // ()==========() // \\ \\// ()==========()

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 18:35:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2jtp0q$3r5@kolsaas.ifi.uio.no>
Source record: 34263

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/
f.ms.uky.edu..............(128.163.128.6)..../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

NETHERLANDS:
----
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

GERMANY:
----
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
athene.uni-paderborn.de...(131.234.2.32) ...../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/ (GEM view 2.48)
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
ftp.informatik.tu-muenchen.de......(131.159.0.198)........./pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.112.172)....../pub/atari/ (latest "Before
dawn")

wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/platforms/atari/
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or (128.193.4.2) or
(128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/ (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/ (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn (uni-paderborn,
GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR] OR use the number address,
NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once. i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having to reply "y" for each
file
when asked "get {filename}?".
12) close [CR] to end (go back to ftp and
13) quit [CR] to go back to UNIX or.......
14 bye [CR] to end and go back to UNIX (or 'close' if you only want to quit the FTP site
you're
on for the moment)

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs
were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate uncompress program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...)
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an
other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer.
i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no) 16-Feb-1994
Keywords:

931. Re: SpeedoGDOS character set maps

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 18:56:51 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CLBzAs.EC9@cix.compulink.co.uk>
Source record: 34264

```
>Is this 'short *' pointer really 'short [224][7]', or 'short [7][224]' (I
>suspect the latter)?
From the LC5 docs I suspect it is [7][224] ie 7 tables of 224.
void vqt_get_table(int handle, short **map);

As an aside, HiSoft call it vqt_get_table in v5.60 whereas it was called
vqt_get_tables in v5.5!
^

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *
```

932. MiNT Summary

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 19:49:13 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CLC1q5.2x3K@austin.ibm.com>
Source record: 34265

I would like to know if a MiNT summary exists.

I want to know how to get it running on any Atari 680x0 machine.

I have a SST030 which I can't get the MiNT Distribution Kit to work on.
I can't get to the point where I want to compile the newer 030 enabled
MiNT kernal. MiNT version 0.95 and 0.99 just crash before I can get the
desktop or any other program working.

I don't mind paying for MiNT, but I want a working version for the 68030.
I have a MegaST 2 with the SST030 running TOS 2.06. Can anyone offer me
a solution. Could someone compile a version, and let me borrow, not copy
their version so that I can compile my own version and IMMEDIATELY destroy
the borrowed MiNT. Or can I buy it somewhere?

Thanks
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

933. Re: Pure Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 21:21:41 UTC
From: thopman@uoguelph.ca
Message-ID: <2ju2p5$nf3@nermal.cs.uoguelph.ca>
Source record: 34266

Spelt (v932459@brouwers.si.hhs.nl) wrote:

: Hi,

: Has anyone a sample source or experience in including files in Pure Pascal,
: including procedures and global variables and header files.....
: I'd appriciate a source.....

I'm almost 100% certain the Pure Pascal is a virtual clone of Turbo Pascal
7 on the PC, so you should be able to use any Turbo Pascal book, and take
routines/code straight out of it.

THeo

934. 68030 info???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-16 23:19:58 UTC
From: dsevee@CAM.ORG
Message-ID: <2ju9mu$khp@Tandem.CAM.ORG>
Source record: 34267

I'm looking for an inexpensive book that summarizes the 68030 commands. I just want a summary of the instructions, the addressing modes, etc.

Thanks, Denis Sevee <dsevee@cam.org>

935. Re: TexDraw Manual Translation Done

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 00:23:08 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Feb16.202308.20847@dal1>
Source record: 34268

In article <2jet9f$10q4@hermes.acs.ryerson.ca>, phiscock@ee.ryerson.ca (Peter Hiscocks) writes:
> A friend of mine was kind enough to generate a translation of the TexDraw
> manual (original program by Jens Pirnay). I would appreciate suggestions
> of which FTP site to post this to.
> (TexDraw is a program for producing drawings for incorporation in TeX
> documents and related tasks.)
> Cheers -
> Peter
>
> --
> Peter Hiscocks Phone: (416) 979-5000 Ext 6109
> Department of Electrical Engineering Fax: (416) 979-5280
> Ryerson Polytechnical University, Toronto, Canada

The file has now been posted (under the name txdrwdoc.zip) to a.a. and ftp.uni-kl.de.

John Cordes
email: cordes@ac.dal.ca

936. Re: SpeedoGDOS character set maps

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 09:09:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2jvc84$dfe@percy.cs.bham.ac.uk>
Source record: 34269

msbaines@cix.compulink.co.uk ("Mark Baines") writes:
>>Is this 'short *' pointer really 'short [224][7]', or 'short [7][224]' (I
>>suspect the latter)?
>From the LC5 docs I suspect it is [7][224] ie 7 tables of 224.
>void vqt_get_table(int handle, short **map);

You're probably right, that seems the most sensible arrangement. But
how then do you actually use the returned array?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

937. Re: 68030 info???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 09:47:42 UTC
From: dba@jet.uk
Message-ID: <1994Feb17.094742.28024@jet.uk>
Source record: 34270

In <2ju9mu$khp@Tandem.CAM.ORG> dsevee@CAM.ORG (Denis Sevee) writes:

> I'm looking for an inexpensive book that summarizes the 68030
>commands. I just want a summary of the instructions, the
>addressing modes, etc.

> Thanks, Denis Sevee <dsevee@cam.org>

Get the RealThing(tm) from motorola its called:
Programmers Reference Manual
M68000PM/AD Rev 1

covers the 68000,68008,68010,68020,68030,68040,68881,68882 and 68851
from Motorola Literature Distribution
PO Box 20912
Phoenix
Arizona 85036
USA

or from HiSoft in the UK

--


```
_. .________________________. ._____________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

938. Re: Falcon (Buy or not?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 11:13:16 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb17.111316.23545@unix.brighton.ac.uk>
Source record: 34271

I also heard that NT wants at least 12 MB.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

939. Re: Pure Pascal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 11:54:15 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CLDAEG.2MB@newcastle.ac.uk>
Source record: 34272

In article <2ju2p5$nf3@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:
>Spelt (v932459@brouwers.si.hhs.nl) wrote:
>
>
>: Hi,
>
>: Has anyone a sample source or experience in including files in Pure Pascal,
>: including procedures and global variables and header files.....
>: I'd appriciate a source.....
>
>I'm almost 100% certain the Pure Pascal is a virtual clone of Turbo Pascal
>7 on the PC, so you should be able to use any Turbo Pascal book, and take
>routines/code straight out of it.

It's enough of a clone that the PD demo version can compile the Turbo Pascal 6.0 demo files (non-windows stuff) without modification (including all the OOP stuff). I tryed it on the IBM source files - no trouble.

Interesting note: the BGI vector fonts that ship with Kandinsky can be used with the Pure Pascal demo ....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

940. SYQUEST 44Mb Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 13:07:09 UTC
From: mluoto@karhu.Helsinki.FI
Message-ID: <2jvq5t$da0@karhu.Helsinki.FI>
Source record: 34273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
does anyone know for sure wether 44Mb syquest disks (removable
hard diks cartridges) that are formatted in PC (MSDOS) are readable in
atari ST or TT nad if so wich AHDI have you used ?

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-0-426114 or -5091656(home) # beginning of acceptance...

941. Re: 68030 info???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 13:51:12 UTC
From: walra@moacs11
Message-ID: <_msjknji8se@moacs11>
Source record: 34274

In <2ju9mu$khp@Tandem.CAM.ORG>, Denis Sevee writes:

> I'm looking for an inexpensive book that summarizes the 68030
> commands. I just want a summary of the instructions, the
> addressing modes, etc.

You can order the "M68000 Family Programmer's Reference Manual" from
Motorola. It contains information about MC68000..MC68040, CPU32, MC68851,
and MC68881/MC68882. Don't know about the price.

Regards,
Waldi (walra%moacs11@nl.net)
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

942. Questions!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 14:45:00 UTC
From: michal.kowalski@troed.ct.se
Message-ID: <2d638308@troed.ct.se>
Source record: 34275

Some questions of new AES, MiNT releases and Atari system's programs.

WINDOWS.
I know that with new AES version (4.00 and greater) there is posibility to use some new window feature. I mean there is extended set of constans WF_xxxx to create a window. It is possible to declare the window that even inactive is always on the top ? Please send me info of wind_get() and wind_set() functions using this constans.
Is it endless possible to find out about current settings of colours of window's elements (sliders, title, etc.) ?

SUBMENUS.
In Falcon desktop I saw submenus (for example to change video resolution). I look for description of functions to use them.

DIALOGS.
In multitasking system dialogs should be done via real window without using wind_update(). Is there a function(s) in new AES to replace form_do() ?

OBJECTS.
Falcon uses color icons. I think these are new GEM objects. Could you told me about new objects implemented in AES and their specifications?

RASTER OPERATIONS.
Is there a function(s) in VDI to copy color raster (for example with 4 bitplanes) to the screen, which currently uses 256 colours (8 bitplanes). I use vr_trnfm() and then vrt_cpyfm() to copy monochrome raster to colour screen. But I am not sure if I have to write my own functions to solve problem with colour rasters described above.
Both VDI functions to copy rasters use structure called MFDB which allows to specify different numbers of color bit planes. Does it work in (true)color systems how I expect ? (the problem is how to convert raster with 16 colours to another with biger number of colours; of course after conversion colours should remain the same).

ATARI HD DRIVER.
With Falcon is supplied AHDI version 6.06. What's new in this version in comparison to AHDI ver 3.0 ? Is there something new in the structure pointed by system variable pun_ptr ($516) ?

EVENTS.
I use function evnt_multi to wait for mouse buttons event. The problem is to ask about pressing left OR right mouse button. I know that to do so I should set second evnt_multi() parameter to $102 but it's not officially documented. Does it work correctly under new AES ?

Next important question: may I use several calling of appl_write() ?
I would like to inform my process of some different events, so it should be nice to execute appl_write(). I don't know if internal buffer is big enough to store some messages (of course beetwen appl_write calling there is no evnt_mesag()).

MULTITASKING.
I would like to find out if there is a way to set an application working exclusive (I mean no one else can work simultanously) ? Is it possible by changing the program's header ? What is the meaning of long word called ph_prgflags (offset $16) in program header while working under MiNT ?
In TOS version on ATARI TT there are functions to lock files (in GEMDOS). Can I lock whole partition ? (problem for disk editors, etc.)

MEMORY.
In old TOS versions there are problems with memory allocations. Is there still limitations in amount of calling GEMDOS function Malloc() in new TOS versions ?

FILE SYSTEMS.
Will Atari implement new file system in future versions of TOS ?
How does it looks under MiNT (I mean installing new file system) ?

MC68060.
I know nothing about
Can I lock whole partition ? (problem for disk editors, etc.)

MEMORY.
In old TOS versions there are problems with memory allocations. Is there still limitations in amount of calling GEMDOS function Malloc() in new TOS versions ?

FILE SYSTEMS.
Will Atari implement new file system in future versions of TOS ?
How does it looks under MiNT (I mean installing new file system) ?

MC68060.
I know only some facts about MOTOROLA 68060. But where is MC68050 ?

Sorry, but my English isn't good enough. I hope you understand me and all I can do is politely ask you to replay my questions.
Thanks.

Michal Kowalski
POLAND
michal_kowalski@troed.ct.se

(Please use Email since I do not read any newsgroups)

943. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 15:32:49 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1633@usdtsg.DaytonOH.NCR.COM>
Source record: 34276

In article <H.eg.linCHaHHnJg@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>
>I prefer to format mine 82 tracks x 20 sectors x 2 sides... I think you
>could get away with 22 sectors/track if you were insane... ;-)

Most of my disks (PC-formatted, via FDFormat) are 82x21x2, which
if my math is right (probably not) is about 1.72megs each (and
except for having to change the disks' serial numbers - which
is the pain when formatting on the PC) the disks have worked fine for
me. I just wish I could find a formatter on the ST to allow 21sectors...

Rob

...no, I'm not insane, but at times am a reasonable facsimile of such :-)

944. Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 16:52:42 UTC
From: pagan@meiko.co.uk
Message-ID: <2k07cq$nq@bart.meiko.com>
Source record: 34277

Does anyone know if you can hook a Falcon030 to the ethernet..? My guess
is there s probably someone, somewhere writing a wee proggy that will do this
and maybe using the LAN port to the interface. It would be great if I could
hook my 030 into an ethernet network and I'm sure lots of other people
would like to too...There may even be a way to do it with an ST I suppose -
it's been about for long enough.

Anyways, if anyone has any thoughts...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

945. HD-Recording ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 17:50:41 UTC
From: c3028@rrzc6
Message-ID: <2k0aphINNn65@rrzs3.uni-regensburg.de>
Source record: 34278

Hi,
I'm owning a F030 and programmed some Sampling
and Synthesizing App's, but now the space I need becomes
bigger and bigger. So can anyone tell me how to get the
DMA to play and record from and to HD??? Just the Outline
and the basic OS Calls.
Thanx,
Sascha Djuric'
Regensburg, Germany

946. Re: SYQUEST 44Mb Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 20:13:04 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.761515984@acp5>
Source record: 34279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mluoto@karhu.Helsinki.FI (Markku Luoto) writes:

> does anyone know for sure wether 44Mb syquest disks (removable
>hard diks cartridges) that are formatted in PC (MSDOS) are readable in
>atari ST or TT nad if so wich AHDI have you used ?

They should be readable but only if the partition size doesn`t exceed 32
MByte.

****
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

947. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 20:14:12 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.761516052@acp5>
Source record: 34280

pagan@meiko.co.uk (Stephen Payne) writes:

>Does anyone know if you can hook a Falcon030 to the ethernet..? My guess

PAM software in Germany sells an Ethernet adapter called FlexLink which
allows to connect the Falcon to the Ethernet. But it's not very fast (about
50 KB/s) and costs more than 1000 DM.

>would like to too...There may even be a way to do it with an ST I suppose -
>it's been about for long enough.

There are VME bus cards for MegaSTEs and TTs. Their price is about 900 DM.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

948. Re: HELP! Pascal problems! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 21:49:45 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <EL4LBO9H@heaven7.in-berlin.de>
Source record: 34281

```
In <2ji2re$d07@canopus.cc.umanitoba.ca>, you write:
:
: So, you say, why not just write the whole array with one write(my_array)
: statement on a "file of my_array_type"? Well, that worked when I had an
: array length of 1000...and it was very quick. BUT, now that I need 2000
: records, it WON'T work. The reason (I figure) is because 2000 records *
: 56 bytes each = 112000 bytes (previously I was using 1000*56=56000 bytes).
: Read and write seem (undocumentedly) to only be able to handle up to 65500
: (whatever MaxWord is) bytes! Anything above MaxWord and the file is
: happily written, except it turns out truncated!

I tried to reproduce your problem with Pure Pascal 1.1, but I couldn't.
It just works ...

: So, I figure, why not save one half with one write statement and the other
: half with another? Here's how I tried it:
:
: size:=SizeOf(RcComp)*1000; # Get the byte size of a half
: Rewrite (fcomp,datapath);
: BlockWrite(fcomp,Addr(comp[1]),size,r1); # write half #1
: BlockWrite(fcomp,Addr(comp[1001]),size,r2); # write half #2
: Close (fcomp);

This cannot possibly work, since you got the type of the second
BlockWrite parameter wrong (maybe you DID do a bit of C programming
lately, eh? :-) ). BlockWrite expects an unnamed var parameter
(like Addr (!)), something it can take the address of (you don't
need to do that!).

Here is a litte program I wrote in Pure Pascal to reproduce your
problem. It writes to identical files to disk.

---------------------------- MUNCH -------------------------------------
type
DummyR = record
Data: array[1..56]of Byte;
end;
DummyA = array[1..2000] of DummyR;
DummyF = file of DummyA;

var
I: Integer;
DA: DummyA;
DF: DummyF;
F: file;
```

```
begin
for I:=1 to 2000 do begin
FillChar(DA[i], 54, 32+Byte(I mod 64));
DA[i].Data[55]:=$0D;
DA[i].Data[56]:=$0A;
end;

Assign(DF, 'DUMMY.FL1');
Rewrite(DF);
Write(DF, DA);
Close(DF);

Assign(F, 'DUMMY.FL2');
Rewrite(F, Sizeof(DummyR));
BlockWrite(F, DA, 1000);
BlockWrite(F, DA[1001], 1000);
Close(F);
end.
---------------------------- MUNCH -------------------------------------

Hope this helps, especially the second part. (You could as easily
write BlockWrite(F, DA[1], 1000) if you like that better.)
--
__| |__ Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau, Germany, Terra
__ __ +-------------------------------------------------------------------+
| | | Jede Glorifizierung eines Menschen, der im Kriege getï¿½tet worden |
| | | ist, bedeutet drei Tote im nï¿½chsten Krieg. (Kurt Tucholsky 1932) |
```

949. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 22:23:56 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb17.222356.20725@bradford.ac.uk>
Source record: 34282

Stephen Payne writes:
: Does anyone know if you can hook a Falcon030 to the ethernet..? My guess
: is there s probably someone, somewhere writing a wee proggy that will do this
: and maybe using the LAN port to the interface. It would be great if I could
: hook my 030 into an ethernet network and I'm sure lots of other people
: would like to too...There may even be a way to do it with an ST I suppose -
: it's been about for long enough.

Funnily enough I just asked the same question on c.s.a.s. If anybody knows
one way or the other whether a Falcon can be connected into an Ethernet,
please E-mail me.

Thanks,

Steve Taylor.

950. Re: vro_cpyfm() - any fd_stand==1 implement

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-17 22:26:38 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2k0quu$lto@charm.magnus.acs.ohio-state.edu>
Source record: 34283

I'm not sure I understand what you are saying. I do vro_cpyfm under
hicolor on my falcon all the time without a hitch. I am using Lattice C.

Of course I could be completely misunderstanding you.

Dan Ackerman
ackerman.29@osu.edu

951. AlberTT and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 01:44:03 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1635@usdtsg.DaytonOH.NCR.COM>
Source record: 34284

I've just purchased an AlberTT graphics card for my MegaSTe, but alas,
I've found that it doesn't quite work with my monitor. The card requires
a monitor that supports 48khz horizontal sync - my ACER 7015 on the other hand
supports 15~36 khz horizontal, hence my problem.

Does anyone know of a way around this? Is there a way to change
the frequency to something lower? If not, what kind of monitors
do actually support this rate? standard VGAs? One thing I've learned
tonight (and should've know better) is that most folks working at
computer stores have no idea what they're doing. I figure someone
out here on the net might be more knowledgable...

Thanks in advance...

Rob

952. Re: More Lattice 5.6 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 01:53:23 UTC
From: tom@basil.icce.rug.nl
Message-ID: <CLED90.1L5@basil.icce.rug.nl>
Source record: 34285

In article <H.eg.q988cOgaTBk@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <2ja8o2$nh2@percy.cs.bham.ac.uk>, Chris Ridd writes:
> > I've never seen that in the TOS 1.04 AES, which probably just crashes
> > when you make an illegal AES call :-(
>
> Nope, it pops up the "illegal function call" alert box, just as it
> should; I've only seen it while playing with some neat MultiTOS-specific
> applications that didn't bother to check for a proper TOS version before
> trying to use their features (they were just little demo thingys hacked
> together in a little while).

While we're on the subject of what the AES _should_ do: return an error code
(so that a program can check for unsupported AES features and take appropriate
evasive action), instead of popping up that silly alert box... Sigh.

--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/ "...to baldly go where no man has gone before."
__/ _/_/ -- star trek TNG

953. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 04:37:10 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <NoeXHc1w165w@sys6626.bison.mb.ca>
Source record: 34286

mcssesw@dct.ac.uk writes:

> Sometimes when I double click on a .PRG file the OS doesn't always run the
> program, sometimes it displays the 'Show', 'Print', 'Cancel' alert box. When
> click on 'Show' it actually displays the file. I thought this executable file
> would be made up of binary numbers. Instead what I found was just normal ASCI
> characters and some extended characters.
> Does anyone know why this is?

Actually, ALL computer files, including text and program files, are made
up of binary numbers. The SHOW/PRINT/CANCEL function simply "Shows" those
binary numbers as their ASCII equivilant. Because a text file is written
in ASCII it "Shows" like it should. The program, however, is not written
in ASCII and when the OS tries to "Show" it, all you get is the ASCII
equivilant to a bunch of binary numbers which have no connection to the
ASCII code.

954. Re: HELP! Pascal problems! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 06:03:24 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Feb18.060324.18611@gumby.cc.wmich.edu>
Source record: 34287

In a previous article, Trevor Cordes relates:
(He wants to be able to save/load an entire array (not 1 at a time).)

> Well, that worked when I had an
> array length of 1000...and it was very quick. BUT, now that I need 2000
> records, it WON'T work. The reason (I figure) is because 2000 records *
> 56 bytes each = 112000 bytes (previously I was using 1000*56=56000 bytes).

Your analysis is correct.

> Read and write seem (undocumentedly) to only be able to handle up to
> 65500 (whatever MaxWord is) bytes! Anything above MaxWord and the
> file is happily written, except it turns out truncated!

Actually, if you look at the Help info for the System2 unit, you will
see HighSpeed's definition of the FileRec data type:

```
{HighSpeed Pascal-1.5/1.6}
FileRec = Record
fInpFlag : Boolean;
fOutFlag : Boolean;
fHandle : Integer;
fBufSize : Integer; {<<<} {Record size (treated as Word)}
fPrivate : Array[1..6] of Integer;
fUser : Longint; {Unused, free to use}
fName : Array[1..64] of Char; {File name (ASCIIZ format)}
end;
```

Note that even though the record size is defined as an integer, it is
really treated internally as a Word (i.e., unsigned). Also, the file
isn't simply truncated at 65,536 bytes... what you get is the true size
modulo 64k, in your case 46,464 bytes.

I confirmed this limitation in both version 1.5 and 1.6 of HighSpeed.
It didn't arise in v1.1, because such large structures were not possible.

> Ditto with BlockWrite. It's parameters can only be integers.

This is correct. Originally, LongInts were allowed (back in v1.1), but
they changed it to be more "compatible" with Turbo Pascal. IMO, this was
a mistake.

The large writes work fine in Pure Pascal, due to the following record
definitions for the FileRec type, which is very close to true Turbo:

```
{Pure Pascal (almost Turbo)} {deviation}
FileRec = record
Handle : Word;
```

```
Mode : Word;
RecSize : LongInt; {Word in TP5 (extended!)}
Private : array[1..25] of Byte; {1..26 in TP5}
UserData : array[1..16] of Byte;
Name : array[1..119] of Char; {0..79 in TP5}
Reserved : Word; {not in TP5}
end;
```

Note one final deviation in the implementation of HighSpeed is that the fName field occupies 64 _words_, not 64 bytes as you would expect. Unlike Turbo, HighSpeed doesn't automatically pack byte arrays unless you specify "packed" explicitly. You can easily get burned on this if you try to map equivalent structures.

> The compiler informs me blockwrite can't handle the "Addr(comp[1])"
> part as I guess it doesn't like pointers (why?)!

This is because the parameter to the Block I/O routines must be a buffer variable, not the Addr of one. Lookup BlockWrite in the online Help:

```
def: Procedure BlockWrite (var F:File; var Buf; ...);
```

All you need to do is just drop the Addr() off. It will work fine then. Your solution to break the output into 2 BlockWrites is probably the best choice. That way, you preserve Turbo compatibility (if you want it). The other option would be to write your own binding function to the GemDos Fwrite routine, which has no problem writing megabytes with a single call.

I hope this was of some help.

- Mark

P.S. I'll pass your problem report on to the people at HiSoft and D-House via GEnie. At the very least, the compiler should tell you that it can't write structures of that size, not silently truncate your output.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

955. Re: HELP! Pascal problems! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 06:15:51 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Feb18.061551.18825@gumby.cc.wmich.edu>
Source record: 34288

Martin Ibert's informative reply reminds me that I should also alert you to another HighSpeed deviation (documented) from Turbo Pascal in its BlockRead/Write routines, the size parameter is a _byte_ count, not a record count as it is in Turbo (and Pure) Pascal.

While there are some cases in which this variation can be useful, I think it was rather silly of them to reduce the Block I/O capability in the name of compatibility, then destroy compatibility in the same routines by deviating from the parameter semantics.

IMO, they would have been better served by providing true Turbo compatibility for the Block routines (possibly extended, as in Pure Pascal), and providing arbitrary byte count I/O via a separate binding routine to the GemDos Fwrite.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

956. Re: fork() in MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 06:18:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2k1mjl$2gp@elroy.jpl.nasa.gov>
Source record: 34289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.3Of42eotgEI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>I thought the tfork() call didn't actually do anything... Am I wrong,
>and MiNT has actual, working threads? If so, I've got some interesting
>playing to do... I was thinking of a really groovey way of implementing
>PBM-Plus using named pipes or sockets and threads...

tfork works just fine... I guess you could consider them threads, although
they really are full-blown processes. They get their own basepage, but just
execute in the same code and data space as their parent. You definitely need
to be careful about library routines like malloc, though...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

957. Re: Composite Video from HSync and VSync

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 06:23:34 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Feb18.062334.18967@gumby.cc.wmich.edu>
Source record: 34290

In article <2jmuab$hcn@huon.itd.adelaide.edu.au> phand@soleri.arch.adelaide.edu.au (Peter Hand) writes:
>
> A small technical question. I have a Mega ST4, and Atari, in their
> wisdom decided it did not need a composite video line. It does have HSync and
> VSync, (pins 9 nad 12). ST Internals says the composite line (2) is just the
> connection between HSync and VSync. Is this true, or do I need someting more to get
> a composite video signal. Replies here or by email.

Well, one thing more that you'll need is a video signal! I.e., when you
combine HSync and VSync you'll get a composite _sync_, but that's only
part of what you'll need for composite _video_.

You'll need a circuit, incorporating a Motorola MC1889(?) or compatible
IC to combine the R-G-B signals and convert them to basebase video, with
the required sync.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

958. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 06:53:17 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2k1okt$4e1@elroy.jpl.nasa.gov>
Source record: 34391

In article <2k07cq$nq@bart.meiko.com>, Stephen Payne <pagan@meiko.co.uk> wrote:
>Does anyone know if you can hook a Falcon030 to the ethernet..? My guess
>is there s probably someone, somewhere writing a wee proggy that will do this
>and maybe using the LAN port to the interface. It would be great if I could
>hook my 030 into an ethernet network and I'm sure lots of other people
>would like to too...There may even be a way to do it with an ST I suppose -
>it's been about for long enough.

The Falcon's parallel port is a little closer to the PC standard than the ST's,
maybe one of those Xircom parallel-port ethernet boxes would work. I've been
thinking about getting one to try myself. (It has acknowledge and select...)
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

959. Re: cli with cat for atari ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 10:50:31 UTC
From: reschke@uni-muenster.de
Message-ID: <2k26hn$17vi@obelix.uni-muenster.de>
Source record: 34392

In article fS2G2YjmwTs@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <2jdfpr$799@karhu.Helsinki.FI>, Markku Luoto writes:
> > hello,
> > anybody know a "cli" (command line interpreter) for atari st/TT
> > that would have a "cat" (catenation of files) in it...
> >
> > other unix type thingies wouldn't hurt either...
> >
> > hurry...
> >
> > pd/sw/fw ofcourse... preferably obtainable via FTP or just uuencode it
> > and mail it to me !!!
>
> Mupfel (part of the Gemini 1.x desktop replacement; it's also a separate
> shell in that package) has a cat, but it's very (VERY!) slow for
> concatenating files.
>
> The venerable gulam has a cat (and a MicroEMACS built-in), but I don't
> know anything about that, since I don't use it.

This was the old Mupfel. Mupfel 1.99 (from gmni2.tos) doesn't have a cat at all, but you can use the cat.ttp from mupftl02.tos (a command line tool collection).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

960. Re: MiNT Summary

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 10:52:20 UTC
From: reschke@uni-muenster.de
Message-ID: <2k26l4$17vi@obelix.uni-muenster.de>
Source record: 34393

```
---
-----------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
-----------------------------------------------------
```

961. Re: MiNT Summary

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 10:54:09 UTC
From: reschke@uni-muenster.de
Message-ID: <2k26oh$17vi@obelix.uni-muenster.de>
Source record: 34394

In article 2x3K@austin.ibm.com, mlehmann@austin.ibm.com (Mark Lehmann) writes:
> I would like to know if a MiNT summary exists.
>
> I want to know how to get it running on any Atari 680x0 machine.
>
> I have a SST030 which I can't get the MiNT Distribution Kit to work on.
> I can't get to the point where I want to compile the newer 030 enabled
> MiNT kernal. MiNT version 0.95 and 0.99 just crash before I can get the
> desktop or any other program working.
>
> I don't mind paying for MiNT, but I want a working version for the 68030.
> I have a MegaST 2 with the SST030 running TOS 2.06. Can anyone offer me
> a solution. Could someone compile a version, and let me borrow, not copy
> their version so that I can compile my own version and IMMEDIATELY destroy
> the borrowed MiNT. Or can I buy it somewhere?

If you don't use MTOS' AES, you'll have to turn off memory protection (rename
mint.prg to mintnp.prg).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
----

962. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 12:00:53 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <2k2all$lqc@sol.ctr.columbia.edu>
Source record: 34395

In article <2k1okt$4e1@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
} In article <2k07cq$nq@bart.meiko.com>, Stephen Payne <pagan@meiko.co.uk> wrote:
} >Does anyone know if you can hook a Falcon030 to the ethernet..? My guess
} >is there s probably someone, somewhere writing a wee proggy that will do this
} >and maybe using the LAN port to the interface. It would be great if I could
} >hook my 030 into an ethernet network and I'm sure lots of other people
} >would like to too...There may even be a way to do it with an ST I suppose -
} >it's been about for long enough.
}
} The Falcon's parallel port is a little closer to the PC standard than the ST's,
} maybe one of those Xircom parallel-port ethernet boxes would work. I've been
} thinking about getting one to try myself. (It has acknowledge and select...)

The below was posted to the MiNT list on 25th November last year. I
don't know if it was ever realised. If you want the name of the
author, I could forward the entire message.

:Some time ago, a friend and I started work on an ethernet interface
:unit for the ST, as much as a learning experience as anything else.
:Since then, it's come along slowly, and developed into a somewhat
:more diverse device, however it's roots as a SCSI/ACSI <--> ethernet
:adapter remain.(cause the first)
:
:For a while now I've been working on a neat and portable way of
:adding a set of Berkley-compatible socket calls to MiNT - possibly
:drawing heavily on the net-2 code (it is a little elaborate in some
:places, but I can certainly vouch for its effectiveness).
:
:The obvious way to do this is via the loadable filesystem interface,
:unfortunately there is no pleasant way to map the rather large number
:of calls that actually need to be handled by the kernel onto that
:semantic.(Especially as the kernel likes to preprocess quite a few
:of them before the filesystem finds out)

Simon.
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

963. Error in compendium (was More Lattice 5.6 problems)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 13:11:52 UTC
From: djs@jet.uk
Message-ID: <1994Feb18.131152.544@jet.uk>
Source record: 34396

In <H.eg.q988cOgaTBk@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2ja8o2$nh2@percy.cs.bham.ac.uk>, Chris Ridd writes:
>> I've never seen that in the TOS 1.04 AES, which probably just crashes
>> when you make an illegal AES call :-(

>Nope, it pops up the "illegal function call" alert box, just as it
>should; I've only seen it while playing with some neat MultiTOS-specific
>applications that didn't bother to check for a proper TOS version before
>trying to use their features (they were just little demo thingys hacked
>together in a little while).
I can't remember what started this thread (and the article has expired here by now), but:

When I got my Falcon, I tested out some of my own programs. Those that I wrote some time ago worked fine. Those that I wrote recently, and had tested under TOS 1.6 and MultiTOS, failed with the "Illegal AES call" alert. Investigation revealed the culprit to be the appl_getinfo calls that I used to determine the AES funcationality. Although the Atari Compendium documents this call as being available from AES 3.4, running it on that AES (in TOS 4.04) failed. The HiSoft MASS book says that the function became available in AES 4.0 (as in MultiTOS); this seems to be borne out by experimentation.
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

964. Falcon booting into OVERSCAN.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 13:27:48 UTC
From: avsec@westminster.ac.uk
Message-ID: <CLF9H3.HEs@westminster.ac.uk>
Source record: 34397

This is off the top of my head so I'll have to check for certain......

find the line #E in you newdesk.inf file and change the 11th number to a 6.

eg #E 00 55 63 83 34 34 82 64
^
this is the 11th, change it to a 6.

if it doesn't work let me know and I'll look it up.
The 11th number and a '6' is definately right, it's just the line
I'm not sure about right now.

It does work, I've got it on my Falcon. You have to boot with this though,
not just using 'read inf file'. And don't save your desktop, it overwrites
this modification.

Nice one,
Phil.

965. Falcon resolution problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 13:28:34 UTC
From: avsec@westminster.ac.uk
Message-ID: <CLF9IB.HJw@westminster.ac.uk>
Source record: 34398

I seem to have come across a little bug in the Falcon.

I've got TOS4.04 blah blah blah....and when using a TV

if you do a Getrez, there's no way it will return '3' (a Falcon res).
I seems to ignore the amount of colours and use the res as an ST mode.

Eg 256 colours, 640x400 returns 2 ! ST high res.

Is this a bug, or is it correct and 3 is when you are using a VGA monitor ?

God Damn you Atari,

Phil.

966. Re: Falcon resolution problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 14:34:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLFCGz.7xE@barclays.co.uk>
Source record: 34399

In article <CLF9IB.HJw@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
|> I seem to have come across a little bug in the Falcon.
|>
|> if you do a Getrez, there's no way it will return '3' (a Falcon res).
|> I seems to ignore the amount of colours and use the res as an ST mode.
Montype() will return a 3 for TV.
VsetMode with -1 will return the current mode details. The Falcon has very flexible modes so I would expect getrez only returns meaningful numbers if using ST modes. You should really use the VDI to enquire about the current screen.

|> God Damn you Atari,
:-)
|> Phil.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

967. Re: vro_cpyfm() - any fd_stand==1 implement

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 15:14:25 UTC
From: gutschk@uni-muenster.de
Message-ID: <2k2m0h$1jom@obelix.uni-muenster.de>
Source record: 34400

> I'm not sure I understand what you are saying. I do vro_cpyfm under
> hicolor on my falcon all the time without a hitch. I am using Lattice C.
>
> Of course I could be completely misunderstanding you.
>
> Dan Ackerman
> ackerman.29@osu.edu

I assume, you use vro_cpyfm to copy a hicolor bit block onto another hicolor bitblock. This is perfectly fine. You can also use vrt_cpyfm to copy a single plane bitblock onto a hicolor bitblock. In any case, you will have to convert the bitblocks to device-dependant format before copying them.

If I understand what Warwick said, he was trying to copy a single plane bitblock onto another single plane bitblock (possibly even without prior transformation to device-dependant format). This will work only if side-effects in the VDI routines support single plane bitblocks as a destination. As a general rule this is true if you do not use graphics cards and run your program in one of the standard ST or TT resolutions. Thus, your program should not require this feature (? bug?) to exist. Nevertheless, if you need this behavior for optional code, you could ask the user, if the display looks fine and then use this "shortcut" for doing what you want; on the other hand, if the user reports that the display looks somehow distorted, use your own routines for doing the bitblit operation.

Happy hacking,

Markus

968. Re: Falcon resolution problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-18 20:34:18 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.761603658@acp5>
Source record: 34401

avsec@westminster.ac.uk (Philip Shore) writes:

>if you do a Getrez, there's no way it will return '3' (a Falcon res).
>I seems to ignore the amount of colours and use the res as an ST mode.

Getrez() shouldn't not be used at all. The VDI has to be used to get
information about the current resolution.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

969. Advanced-Music-Formats [FOLLOWUP]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 00:20:37 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <2k3m0l$d84@bronze.lcs.mit.edu>
Source record: 34402
Cross-posted to: alt.binaries.sounds.music,comp.sys.amiga.audio,comp.sys.mac.programmer,rec.games.programmer,comp.sys.atari.st.tech,comp.msdos.programmer,comp.sys.ibm.pc.soundcard,comp.sys.ibm.pc.programmer

Wouldn't you know it.. I lost all my email from Feb 12 forward.
Anyone who sent a response to my Advanced Music Format FAQ file
will have to resend a message.. I cant remember your names/addresses,
but I would like to keep contact!

I'll update thoon, with still more module format specs added.

- Jamal Hannah
jamal@gnu.ai.mit.edu

970. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 00:30:20 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBTCBHUZ@zaphot.abg.sub.org>
Source record: 34403

In <NoeXHc1w165w@sys6626.bison.mb.ca> John Perry wrote :

>mcssesw@dct.ac.uk writes:
>
>> Sometimes when I double click on a .PRG file the OS doesn't always run the
>> program, sometimes it displays the 'Show', 'Print', 'Cancel' alert box. When
>> click on 'Show' it actually displays the file. I thought this executable file
>> would be made up of binary numbers. Instead what I found was just normal ASCI
>> characters and some extended characters.
>> Does anyone know why this is?
>
>Actually, ALL computer files, including text and program files, are made
>up of binary numbers. The SHOW/PRINT/CANCEL function simply "Shows" those
>binary numbers as their ASCII equivilant. Because a text file is written
>in ASCII it "Shows" like it should. The program, however, is not written
>in ASCII and when the OS tries to "Show" it, all you get is the ASCII
>equivilant to a bunch of binary numbers which have no connection to the
>ASCII code.

I guess the question was _not_ about the _meaning_ of the ASCII-codes.
I also wondered about this: Why does TOS sometimes SHOWS *.PRG-files
instead of RUNNING them ??? I never had this problem with Mag!X.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

971. Falcon SCSI Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 00:52:41 UTC
From: jeff@leda.Arizona.EDU
Message-ID: <2k3nsp$28v@auggie.CCIT.Arizona.EDU>
Source record: 34404

Hi gang! I'm deperate to get a large SCSI II drive for my Falcon. The
catch is that drives that I can buy from Atari dealers who guarantee Falcon
combatibility are, at the absolute best, $1.31/Meg, and you only get a few
choices in size.

What I need to find out is how hard it is to get a mainstream SCSI
drive to work with a Falcon. I've heard the biggest problem is with D2D.
(Sampling to/playback from the drive) Supposedly, the drive needs very specific
timing for this to work, and few drives match up. I've also heard some horror
stories about Atari/ICD drivers not working the best.

If anyone out there has succeeded in connecting an inductry standard
drive to their Falcon, could you let me know about it? Especially the D2D info.

Thanks a lot!
jeff

972. Lattice on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 01:02:15 UTC
From: jeff@jupiter.ame.Arizona.EDU
Message-ID: <2k3oen$28v@auggie.CCIT.Arizona.EDU>
Source record: 34405

Hello again!

I am FINALLY making the transition from GFA 3.6 to Lattice C 5.6 on a Falcon, and I am finding the process excruciating. The VDI calls are somewhat cludgey and slow. I can find no good examples of doing things like sampling sound or even copying memory blocks to and from the disk. I'm at the point where I don't expect any command to work 100%.... if I get things that work a little, I'm thrilled.

So, I was wondering... anyone out there using Lattice on a Falcon must have developed their own libraries to do some basic things. I would be very grateful for any examples/sample routines that do the Falcon basics. (E.g., I'd like to figure out how to use the outline fonts, but right now I can't even get the old raster text effects to work.) I have all the Atari OS calls all right, but there seems to be a whole lot more to this stuff then to just execute a command and expect it to work.

(BTW, I'm not against non-Lattice C, non_Falcon advice... its just that I feel there'd be a real low probability I'd get any library calls to work, as even the Falcon Examples from Lattice just bomb out on my Falcon.)

Thanks for helping me get on my feet! :)
Jeff

973. Re: Composite Video from HSync and VSync

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 01:07:50 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb19.010750.3879@isle.waterloo-rdp.on.ca>
Source record: 34406

Peter Hand (phand@soleri.arch.adelaide.edu.au) wrote:

: Hi all,
: A small technical question. I have a Mega ST4, and Atari, in their
: wisdom decided it did not need a composite video line. It does have HSync and
: VSync, (pins 9 nad 12). ST Internals says the composite line (2) is just the
: connection between HSync and VSync. Is this true, or do I need someting more to get
: a composite video signal. Replies here or by email.

: Thanks in advance,
: Peter.

No! Just having the two syncs will give you a lovely, perfectly synched, black screen! You need to have some kind of video signal... Motorola has a chip that works for this purpose, just wonderfully... It's (I think) MC1377.. Used in many things.. (Also - if you know someone with an Amiga, with their RGB -> composite converter, it works as well.. Just have to mangle a connector on to it...)

974. Connecting an Atari ST -> to a Linux Box

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 06:07:56 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <1994Feb19.060756.3819@kynes.bison.mb.ca>
Source record: 34407

I've got a null-modem cable connecting my Atari 1040STE to a 486 running
Linux. This is nice, but it's a 'dumb' connection. I'd like to get a
more intelligent connection between the two so I could:

- share hard drives (e.g. NFS)
- share a printer between both machines

Now, this kind of stuff can be done using TCP/IP and probably other software
exists to do this. I haven't posted this to the Linux groups since I need
the same software on both machines. Hence, it's going to depend on what's
out there for the Atari.

I have MiNT, but don't actively run it (just waiting for a good enough reason).
I probably will get Geneva in a few months. I have 4meg RAM.

Any ideas to suggest?

Russell Ochocki rdo@kynes.bison.mb.ca

975. Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 15:03:58 UTC
From: kosmatoo@JSP.UMontreal.CA
Message-ID: <CLH8Io.2Iv@cc.umontreal.ca>
Source record: 34408

posted for brunos@mafalda.math.mcgill.ca

I just bought a new SCSI-2 drive for my Falcon, plugged it in
with a huge SCSI-2 cable, etc. This half gig drive is configured to
SCSI I.D. 7. At present it is impossible for me to change it's ID to 0.

My Falcon won't recognize it: It boots up and says "Couldn't find device 0".

When I try and run any of the Hard Disk Utilities (HDX, HDutils, etc) they
just print to the screen something really fast and exit. We don't have a CLI.

The Big Question:

How do I get ANY of this software included with my Falcon to recognize a
hard disk with ID 7?

We've tried everything. The manual says nothing. Comp.sys.atari.st.tech
must say something?

Thanks, friends. Email to brunos@mafalda.math.mcgill.ca

976. SM124 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 16:00:51 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CLHB5F.5G5@freenet.carleton.ca>
Source record: 34409

Well Im pretty sure my SM124 is dead !

This is what happened....I was working on Calamus and the screen started going *wobbly* is that a good word, then the screen started to shrink and there was this terrible humming sound! Anyone know if it can be repaired easily? Or is it the tube? I really need to get this working or get another by next friday so your prompt reply would be appreciated!

Thanks in Advance!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

977. Re: GCC blues...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 16:34:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Oe1oSRoEnMs@semprini.waterloo-rdp.on.ca>
Source record: 34410

In <1626@usdtsg.DaytonOH.NCR.COM>, anisko writes:
>
> Hi. I'm having a little problem using GCC 2.5.8. I realize this
> may be extremely neophytical (is that a word?) but if anyone could
> clue me as to what I'm doing wrong, I'd appreciate it.
>
> I'm starting to teach myself some programming for the Atari (using
> MWC "C" book, as well as the AES/VDi Compute! books) on GCC.
> So I thought I'd start something pathetically simply - just a
> appl_init() and appl_exit() - pretty straightforward, I'd say.
> It compiled fine, but when it goes to link, I get a message along the
> lines of "undeclared function _appl_init and _appl_exit."

Ah, you simply forgot to include the GEM/VDI library... Add -lgem to
your command-line, and it should work (assuming you've added the GEM
libs from atari.archive.umich.edu to your setup).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

978. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 18:48:38 UTC
From: walra@moacs11
Message-ID: <76tmqged5wq@moacs11>
Source record: 34411

In <Up-EBTCBHUZ@zaphot.abg.sub.org>, Arno Welzel wrote:

> I guess the question was _not_ about the _meaning_ of the ASCII-codes.
> I also wondered about this: Why does TOS sometimes SHOWS *.PRG-files
> instead of RUNNING them ??? I never had this problem with Mag!X.

TOS doesn't show anything at all. It is the desktop that decides whether a
double-clicked-file should be run as a program, displayed as a text, or
some other action. I never had problems with the default Atari desktop.
What TOS ersion are you using?

Regards,
Waldi
--
Kijk niet te vaak achterom
Wat achter ons ligt werd te licht,
soms te zwaar gewogen
is in en buiten ons om voorbij gegaan -- Hannie Rouweler

979. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 18:52:06 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb19.185206.6702@t.hfb.se>
Source record: 34412

In article 2Iv@cc.umontreal.ca, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>posted for brunos@mafalda.math.mcgill.ca
>
>I just bought a new SCSI-2 drive for my Falcon, plugged it in
>with a huge SCSI-2 cable, etc. This half gig drive is configured to
>SCSI I.D. 7. At present it is impossible for me to change it's ID to 0.
>
>My Falcon won't recognize it: It boots up and says "Couldn't find device 0".
>
You use the AHDI driver wich came with your Falcon, Right??

AHDI Only recognice SCSI devices if the first is set to ID 0, the second to ID 1
anb so on, (STUPID!!!) So you must change the ID on your drive... OR You can
get ICD's software, were you can set the boot partiton/device to whatever you
wish!!...

Or you can try to Patch the AHDI driver, I read about a PRG wich would do this,
BUT I havn't sean or tested it... I don't even know the name of it... But you can propably
find it at: atari.archive.umich.edu

>When I try and run any of the Hard Disk Utilities (HDX, HDutils, etc) they
>just print to the screen something really fast and exit. We don't have a CLI.
>
Sure they write something... They can't find any devices... AHDI couldn't find
any so TOS don't think you have any!!!

We have CLI's, Just start MiNT and use tcsh or whatever...
(But find some HDutils wich uses CLI is another thing...)

>The Big Question:
>
(The answer is 42!!)

>How do I get ANY of this software included with my Falcon to recognize a
>hard disk with ID 7?
>
You don't.... Try changing the ID!!! (You must be able to do that!!!)

>We've tried everything. The manual says nothing. Comp.sys.atari.st.tech
>must say something?
>
Yep...

>Thanks, friends. Email to brunos@mafalda.math.mcgill.ca

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX

_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

980. Re: Connecting an Atari ST -> to a Linux Box

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-19 19:58:24 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2k5r10$p0u@mailer.fsu.edu>
Source record: 34413

rdo@kynes.bison.mb.ca wrote:
> I've got a null-modem cable connecting my Atari 1040STE to a 486 running
> Linux. This is nice, but it's a 'dumb' connection. I'd like to get a
> more intelligent connection between the two so I could:
>
> - share hard drives (e.g. NFS)
> - share a printer between both machines
>
> Now, this kind of stuff can be done using TCP/IP and probably other software
> exists to do this. I haven't posted this to the Linux groups since I need
> the same software on both machines. Hence, it's going to depend on what's
> out there for the Atari.
>
> I have MiNT, but don't actively run it (just waiting for a good enough reason).
> I probably will get Geneva in a few months. I have 4meg RAM.
>
> Any ideas to suggest?

I'm not sure what the capabilities are, but there does exist a SLIP for the
ST, and some TCP/IP stuff. Check out ftp.uni-kl.de and ftp.tu-clausthal.de.
This might give you a start.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

981. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 01:07:00 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <1994Feb20.010700.10012@kynes.bison.mb.ca>
Source record: 34414

In article <76tmqged5wq@moacs11> walra%moacs11@NL.net writes:
>In <Up-EBTCBHUZ@zaphot.abg.sub.org>, Arno Welzel wrote:
>
>> I also wondered about this: Why does TOS sometimes SHOWS *.PRG-files
>> instead of RUNNING them ??? I never had this problem with Mag!X.
>
>TOS doesn't show anything at all. It is the desktop that decides whether a
>double-clicked-file should be run as a program, displayed as a text, or
>some other action. I never had problems with the default Atari desktop.

I also have experienced this from the Atari desktop.
Running on a 1040STe with TOS 1.6 and 4meg.

982. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 02:02:25 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb20.020225.454@isle.waterloo-rdp.on.ca>
Source record: 34415

> Sometimes when I double click on a .PRG file the OS doesn't always run the
> program, sometimes it displays the 'Show', 'Print', 'Cancel' alert box. When I
> click on 'Show' it actually displays the file. I thought this executable file
> would be made up of binary numbers. Instead what I found was just normal ASCII
> characters and some extended characters.

This is because bytes is bytes is bytes. A text file is just a collection of bytes restricted (well not really RESTRICTED, but by convention) to the alpha numeric characters and some simple control characters. A program is machine code or binary, but the ST has a character in its set for all 256 possible combinations of a byte, so viewing the machine code can't help but come up with characters, most of which will be recognizable. Programs contain all sorts of text too, for prompts and file creation etc, so somewhere in the midst of most .PRG/.TOS/.TTP/.GTP files, you'll find all sorts of messages and such.

| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

983. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 03:27:56 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2k6lbs$7ab@cxc1.cl.msu.edu>
Source record: 34416

kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

>posted for brunos@mafalda.math.mcgill.ca

>I just bought a new SCSI-2 drive for my Falcon, plugged it in
>with a huge SCSI-2 cable, etc. This half gig drive is configured to
>SCSI I.D. 7. At present it is impossible for me to change it's ID to 0.

The problem may well be with the Atari hard drive booter software,
since it wants to see the hard drive device numbers starting at
the lowest number, and incrementing in order. Try getting ICD's
SCSI Pro Utilities, that should do it for you. (Note: if you don't
have an INTERNAL hard drive on the Falcon, you're gonna hafta have
ICD's booter v6.4.3 or higher...)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

984. For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 04:39:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2k6pi6$kgj@golem.wcc.govt.nz>
Source record: 34417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Spectre GCR + Mac 128K installed ROM's.

Everything that comes with the package is included plus lots of extra software versions and hints & tips manuals. Version 3.0 of emulation software.

$200US - Postage/Shipping Included!

985. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 12:08:46 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBUNEDVE@zaphot.abg.sub.org>
Source record: 34418

In <76tmqged5wq@moacs11> Waldi Ravens wrote :

>In <Up-EBTCBHUZ@zaphot.abg.sub.org>, Arno Welzel wrote:
>
>> I guess the question was _not_ about the _meaning_ of the ASCII-codes.
>> I also wondered about this: Why does TOS sometimes SHOWS *.PRG-files
>> instead of RUNNING them ??? I never had this problem with Mag!X.
>
>TOS doesn't show anything at all. It is the desktop that decides whether a
>double-clicked-file should be run as a program, displayed as a text, or
>some other action. I never had problems with the default Atari desktop.
>What TOS ersion are you using?

I had this problem (Desktop does not run a program) with 1.06, 1.62 and
2.06 !

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

986. Re: Looking for German softwar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 12:32:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A3020@M4.maus.de>
Source record: 34419

GK>I'll look for a list of the german software authors. Most of them are
GK>reachable on Internet! They participate on the MAUS-Net.
GK> I will post the list inhere.

I'll write it once again:

I compiled a list of programmers and companies supporting ATARI. All the people and companies have an eMail-address. Because I'm german, most of the authors and companies are german. But I'd like to complete with all authors. It doesn't matter from witch country they come from. So: Get this list, and if you have any addition or correction, write to me.

You can get this list from ftp.cs.tu-berlin.de as pub/atari/Doc/emaillst.zip. The IP-number is 130.149.17.7. You can contact the mail-server as mail-server@cs.tu-berlin.de.

regards, Jimmy

987. Re: TexDraw Manual Translation Done

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 15:14:29 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Feb20.111429.21019@dal1>
Source record: 34420

In article <H.eg.u6dTV4GFn9I@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <2jet9f$10q4@hermes.acs.ryerson.ca>, Peter Hiscocks writes:
>> A friend of mine was kind enough to generate a translation of the TexDraw
>> manual (original program by Jens Pirnay). I would appreciate suggestions
>> of which FTP site to post this to.
>> (TexDraw is a program for producing drawings for incorporation in TeX
>> documents and related tasks.)
>
> Send it to atari.archive.umich.edu; you can log onto
> msdos.archive.umich.edu and get into the archive (that usually works
> better).
>
> Many thanks to your friend!
>
> --
> ------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Just to follow up on this item once more: Peter Hiscocks sent me the file and I have uploaded it to a.a. (it seems not to have become available yet) and to ftp.uni-kl.de (where it _is_ available in pub/atari/incoming). Unfortunately the file, named txdrwdoc.zip, does not include the translator's name; Peter Hiscocks has since informed me that the translator is Robert Tarjan. Thanks very much to Robert for a fine translation.

John Cordes
email: cordes@ac.dal.ca

988. Re: Connecting an Atari ST -> to a Linux Box

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 16:57:19 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Feb20.165719.18382@news.csuohio.edu>
Source record: 34421

In article <1994Feb19.060756.3819@kynes.bison.mb.ca> rdo@kynes.bison.mb.ca writes:
>I've got a null-modem cable connecting my Atari 1040STE to a 486 running
>Linux. This is nice, but it's a 'dumb' connection. I'd like to get a
>more intelligent connection between the two so I could:
>
> - share hard drives (e.g. NFS)

I was just wondering if something like this would be possible
with a netbsd pc. Doing NFS over a 19200 baud serial line sounds
painful though. It seems like it would be better if the thing could
be made to work over a parrellel port (then get a second parrellel
port for the pc, and attach the printer there). As I understand it (a
gross overstatement) you would first have to write a centronics
datagram driver for both systems, then get linux nfs to use it, then
port nfs to mint. I don't think you could get nfs or anything else
linux would understand working under plain tos. But then I really
don't know. If and when I get a dirt cheap 386, this is exactly what
I will try, so I would aprecciate any feedback, or perhaps, any
explanations of how deeply confused I really am.

Jason

989. Hard Drives and the Falcon! (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-20 23:18:22 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <cs93294.761786302@wolfcreek.cs.ualberta.ca>
Source record: 34422

Hello, I have just purchased an 80 meg external SCSI hard drive (shoe-box style), and I do not have an internal IDE drive. Is it possible to get the computer to auto-boot (Falcon computer) from the SCSI?? Without waiting a gazillion years? Do I need special software? How do I do this? Please send help in Email to this account. thanks.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

990. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 02:19:17 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb21.021917.19755@bradford.ac.uk>
Source record: 34423

Robert Krenn writes:
: In article 2Iv@cc.umontreal.ca, kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
: >posted for brunos@mafalda.math.mcgill.ca
: >
: >My Falcon won't recognize it: It boots up and says "Couldn't find device 0".
: >
: You use the AHDI driver wich came with your Falcon, Right??

: AHDI Only recognice SCSI devices if the first is set to ID 0, the second to ID 1
: anb so on, (STUPID!!!) So you must change the ID on your drive... OR You can
: get ICD's software, were you can set the boot partiton/device to whatever you
: wish!!...

ICD's pro driver software is definitely worth buying. (an opinion).
BUT, I am almost sure that you don't need to do this. I do not own a Falc
so I have go by what I hear, but I think I have heard that you just need a
text file which tells AHDI which SCSI devices to check, and this you can
have the drive set to any ID you wish. Surely these programs came with
instructions???
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

991. above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 05:38:01 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Feb21.053801.10888@kn.PacBell.COM>
Source record: 34424

Is it possible to exceed 19200 baud without the use of hardware
modification on a stock 1040 Ste? i want my 5600 cps with text files!! =]
thanks in advance!

marco

992. Re: SM124 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 06:02:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2k9ioo$seq@golem.wcc.govt.nz>
Source record: 34425

In article <CLHB5F.5G5@freenet.carleton.ca>, ai187@FreeNet.Carleton.CA (Andrew Cochran) writes:
>
>
>Well Im pretty sure my SM124 is dead !
>
>This is what happened....I was working on Calamus and the screen started going
>*wobbly* is that a good word, then the screen started to shrink and there was
>this terrible humming sound! Anyone know if it can be repaired easily? Or
>is it the tube? I really need to get this working or get another by next
>friday so your prompt reply would be appreciated!
>
>Thanks in Advance!
>
>
>--
>Andrew Cochran |'And on the Devils Road we walked

Try replacing C714 2.2 UF B.P. 50V from memory and R721 820K 1/2 W and D709, you will probably have to replace a few fuses..

Please use the correct ones....

C714 is not a normal Electrolytic its a bi-polar one, often used in speaker systems, I used a mylar 2.2uF...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

993. HELP! MegTT and Nova VME+

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 10:48:42 UTC
From: schweitz@informatik.uni-koblenz
Message-ID: <2ka3iaINN9qa@mailhost.uni-koblenz.de>
Source record: 34426

Hi folks,

since saturday I'm the (happy?) owner of a MegTT, which is a fastram card.
Currently it has got 8MB RAM and it works really nice (TeX is almost twice as
fast).
Now my problem: Since I plugged in this card, my NOVA VME plus doesn't work
anymore. Sometimes it displays nothing at all,sometimes only the menu and the
best it did was 640*480*2.

So, is it a hardware problem?
Doesn't the driver (Version 2.01) support TT-Ram?
Is the TT powersupply (64 W) to weak for 13 Mb (4ST+8TT+1Nova) ?

I'm dispaired, please help me!

Thanks in advance,
Thomas.

email: schweitz@informatik.uni-koblenz.de

994. Gemini 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 11:11:32 UTC
From: HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <2ka4t4$2pk@elna.ethz.ch>
Source record: 34427

Hi

Is Gemini 2 now available?

Please answer to: frog@stud.ee.ethz.ch

Thanks in advance Martin

e-Mail: frog@stud.ee.ethz.ch
or martinh@ifr.ethz.ch

995. Re: Flopfmt(), what settings for 1.44 floppies?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 13:03:58 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Feb21.130358.24229@cen.ex.ac.uk>
Source record: 34428

In article <1633@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:

> Most of my disks (PC-formatted, via FDFormat) are 82x21x2, which
> if my math is right (probably not) is about 1.72megs each (and
> except for having to change the disks' serial numbers - which
> is the pain when formatting on the PC) the disks have worked fine for
> me. I just wish I could find a formatter on the ST to allow 21sectors...

FcopyPro formats my disks to 84x21x2 (1.8Mb) quite happily.

--
{{{ Dan }}}
+---+
| Disclaimer: "It's not my fault." |
| C++ - The language in which only your friends can access |
| your private members... |
+---+

996. LAN specs ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 14:06:08 UTC
From: c2sgy@dmu.ac.uk
Message-ID: <1994Feb21.140608.5108@dmu.ac.uk>
Source record: 34429

Does anyone have any info on the LAN ports in the Falcon ?
Are they identical to the Mega STE and TT ports for transfer rates etc.

An email of any info would be appreciated if you want to save everyones bandwidth :-)

Simon
c2sgy@dmu.ac.uk

The above text and actions have no reflection
on my employer as stacking shelves has nothing
to do with computers whatsoever.
---

997. Re: Machine Code?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 14:11:07 UTC
From: silvera@cs.man.ac.uk
Message-ID: <1994Feb21.141107@cs.man.ac.uk>
Source record: 34430

> Arno Welzel (aw@zaphot.abg.sub.org) writes:
>
> I guess the question was _not_ about the _meaning_ of the ASCII-codes.
> I also wondered about this: Why does TOS sometimes SHOWS *.PRG-files
> instead of RUNNING them ??? I never had this problem with Mag!X.
>

It's just a very slight bug in the Desktop, it doesn't happen very often.
I have TOS 1.4 and it has happened to me a few times. All you need to do
is double click on the file again and it will work. Also sometimes a *.PRG
file will appear looking like a normal file (the icon) rather than an
executable, just renew the directory. Goodness knows why it happens (anyway
I use Mupfel all the time now so I don't see the bug!!)

Andy.

--

Andrew Silver <silvera@cs.man.ac.uk>
3rd Yr Computer Science Univ. of Manchester, UK

Signature fault (core dumped)

998. Re: SM124 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 15:19:40 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <2kajecINNieb@dns1.NMSU.Edu>
Source record: 34431

Andrew Cochran (ai187@FreeNet.Carleton.CA) wrote:

: Well Im pretty sure my SM124 is dead !

: This is what happened....I was working on Calamus and the screen
started going
: *wobbly* is that a good word, then the screen started to shrink
and there was
: this terrible humming sound! Anyone know if it can be repaired
easily? Or
: is it the tube? I really need to get this working or get another

by next
: friday so your prompt reply would be appreciated!

: Thanks in Advance!

I had a simalar problem recently. The following file was posted
on GEnie and tells how the problem can be fixed. Hope this helps!
By the way, I didn't write this file. The credit line is at
the bottom.

Walt Lamar

If you have an ATARI SM124 Mono monitor that has recently
gone belly up, read on. In particular, this pertains to those of
you who have tweaked the coils and trim pots in your monitor to
get a full raster display, although it's quite possible that
unmodified monitors have been affected as well. Also, if do have
a modified monitor that's behaving fine, you still may want to
consider the suggestions described in this article, as it could
save you a surprise monitor failure that (you _KNOW_) will
definitely happen at the worst possible time.

Finally, this text describes a problem particular to the
monitor manufactured by "Gold Star Co", which has the Brightness,
Contrast, and Off/On Volume controls recessed on the right side-
panel. There may have been other manufacturers of SM-124's with
completely different electronics, so if ANY of the physical
component layout descriptions written here do not seem to jive,
then all bets are off and the information given here may or may
not have any practical value. In addition, the monitor 'fix' I'm
going to describe should only be done by a trained electronic
technician, or at the very least a knowledgable electronics hacker
with good soldering AND de-soldering skills!

Disclaimer: You can easily get knocked squarely on your butt by the voltages present in your monitor. Weather or not it kills you probably depends on just what you fall on, your present health, and where the resulting flying monitor lands. In any case, your decision to implement the changes described herein is completely your own. I disclaim all responsibility for your health, safety, or any damage to equipment or property caused by fires, implosions or explosions, earthquakes, global flooding, or galactic imbalance resulting from your use of any information in this writing. I think that about covers it ;)

So... once upon a time, we all got our nifty HI-RES mono monitors, powered them up, and the very first thing we all said was, "Ah.. MAN!!... This monitor is screwed up". Perhaps stronger language was used, but the fact was that we all thought something had to be wrong. Alas though, the tiny picture on that screen was exactly what the ATARI mystics had intended! Of course, it wasn't long before many daring hackers boldly removed the monitor's covers, cast their warrantees aside, and discovered a way to expand the tiny picture to full size. The information spread quickly through the worldwide internets, spider-nets, and fish nets, and soon all mere mortals had full screen displays and could actually read that 6 X 6 font! And so, the all lived happily ever after. But then one day years later, a curse fell upon the land, and darkness fell upon the faces of many of these monitors.

Ok, enough with the story narrative. By now, you're beginning to get the picture (no pun intended). The modification to fill the screen does indeed place an additional stress on a portion of the monitors circuitry, which coupled with a design error quite common to many types of computer monitors, ultimately caused the failure. The good news is that I've now seen quite a few monitors with this identical failure which is 100% repairable, and should leave you with 'good as new' results. The bad news is that you do need some technical skills, but even if you don't, finding a techie friend to help will be abundantly easier having a possible procedure for repair.

page 1

Brief technical summary. Right near the coil you adjusted to spread the horizontal width of your display, there's a 2.2 uF capacitor. More specifically, it is a non-polarized electrolytic capacitor, which is actually 2 polarized capacitors wired 'back to back' in a single enclosure. As the screen is widened, the peak voltage level across this part increases, thereby causing more internal stress. This situation is further aggravated by the type of part as well. All capacitor types have certain advantages and disadvantages and when it comes to electrolytic types, the advantage is smaller size. It's disadvantage however is that at higher frequencies, it has high 'leakage' current and acts more

like a resistor. The Horizontal frequency passing through this capacitor is in fact quite high, and the resistive qualities at these frequencies cause the capacitors to generate significant heat. Over time, that heat will cause the part to fail even in un-modified monitors, but the modification certainly speeds up the process.

If your monitor has fallen victim to this failure, in a way your lucky. There's a fair chance that the problem (as said earlier) would happen one way or another anyway, and at least now you have a possible fix. First, you need to disconnect the monitor and open it up. If you have the chassis I'm describing there will be two screws on the upper sides, visable from the back; two more screws on the bottom; and a single screw on the back above the power plug, which is a removable 'spade' type AC connector. After removing the screws, you can remove the back cover, but be sure to be careful of the speaker connections. The speaker is mounted to the inside of the cover, and connects to the monitor's main PC board via a small removable plug. It's a bit tough to get to, but trust me, it IS removable.

Once the cover is free, there are 2 fuses to check first. From now on, all references to right and left will assume you are behind the monitor, with the screen pointing away from you. There is a small PC board mounted vertically on the right side of the chassis which contains a 0.75 amp fuse. There's also a 2 amp fuse immediately to the right of the speaker plug you removed on the main board. Check both fuses with a DVM or other suitable instrument. Most likely, you'll find that it's the 2 amp on that is gone, but either one blown is possible. You can buy these tiny fuses at Radio Shack, and while your there, you can pick up a much more modern replacement for the capacitor we mentioned earlier. There's also a resistor that often cooks when this failure occurs, so you might as well get all this stuff at once. If the problem turns out to be something else, at least you'll be prepared for the eventuality. In any case, read on to do a 'walk through' before buying, to make absolutely sure your chassis physically matches the one we're discussing.

At your local Radio Shack, pick up the following items:

fuse (pkg of 4) 3/4 amp 270-1048
fuse (pkg of 4) 2.0 amp 270-1052
fuse (pkg of 4) 5.0 amp* 270-1056
capacitor buy 2! 1 uF, 200v metal 272-1055
resistor (pkg of 2) 680 ohm, 1/2 watt 271-021

* optional purchase, see text.

Since we have plenty of extra fuses now, start by just changing them, and setting up the monitor (still uncovered) with your ST. If the display comes up normally, leave everything powered up and wait a few hours. If all goes well, you can either make the fix were going to describe anyway to save future grief, or put the other parts away, along with this text, in case the problem returns.

Assuming the problem did not go away (no display and/or fuse blown again), there are two paths you can take from here. You _can_ just go ahead and change the suspected components without really knowing if they are at fault, since they'll probably need replacement eventually anyhow. The other possibility is that you don't want to to this until you're a bit more sure it's necessary. If that's the case, read the next few paragraphs. Otherwise, just skip over to "Making the Repair".

If you do want to do some checking, here is a possible (but not foolproof) procedure to see if the suspected capacitor is indeed the culprit. If the 0.75 amp fuse on the vertical board was blown, temporarily replace it with a 2 amp. If the 2 amp fuse on the main board has blown, temporarily replace it with one of the 5 amp fuses. Set up the monitor, still open, near your ATARI, and connect the monitor cable to your machine. Boot the ATARI with the monitor still off. We want to keep our 'powered up' time with the larger (wrong) fuses to a minimum. Now, hook up the power cord and turn on the monitor, being ready to instantly kill power at the first sign of any unsafe condition such as smoke or electrical arcing.

With the higher current fuses installed, the display will probably still be out, but the green pilot light on the front panel _should_ light. If it doesn't, then either the new fuses have blown, or a problem exists somewhere else in the circuit. Of course, the pilot light could just be shot, but if the higher current fuses do actually blow, then forget about the remainder of this discussion and just try implementing the suggested repair. Also, if the screen display _does_ appear with the larger fuses, don't be to happy yet! Twice now I've seen the 'crippled' capacitor seem to work fine for awhile before the final breakdown. So weather the screen display comes up or not, proceed to the next step as long as the fuses are not blowing.

page 3

Locate Capacitor C714. It will be the round cylinder on the left side of the main board (from the back), in-between the coil you adjusted when you increased the width and the flyback transformer. The coil is the only adjustable coil on the board, so you can't miss it, and hopefully you know that the flyback transformer is the thing-y with the wire that goes into the top of the picture tube! Locate the capacitor... but don't touch it yet! The flyback puts out thousands of volts, and if there is a flaw in

it's insulation, it could arc right into you hand. Just leave the unit powered up for a few minutes, and then turn it off. Now, with your finger, move close to, and finally touch the capacitor from the top. What you're looking for is a _HOT_ part, so be careful! If in fact the part is really hot, it probably has shorted and needs to be replaced.

Also, immediately to the right of the coil, also on the main board is a diode (D-709) and a resistor (R-221). Take a good look at the resistor to see if it looks stressed or burnt. If you want, you can do an in-circuit check with a DVM to see if it has opened. You can make this measurement from the bottom of the board if you want since it's pretty cramped on top. Even if it has not died, you should consider replacement if it appears stressed, or the underside of the board appears burned and discolored at the location of the resistor.

Making the Repair

Making the repair is simply a matter of changing the parts, BUT... there's some special considerations here. You may or may not be aware that radio shack does have 2.2uF, 50 volt non-polarized electrolytic capacitor in stock! But using that part would be dumb since the conditions that caused it to die in the first place have not changed AND, the part was a poor design choice to begin with! We're going to use the two 1.0 uF metalized film capacitors which are NOT electrolytic, AND have a working voltage 4 times that of the original part! We will have to parallel both capacitors to get 2.0uF, which is reasonably close to 2.2 and in fact works just fine. First though, you'll have to de-solder the existing C-714, which will probably be a bit of a chore. Do that, and also get rid of the existing R-221 if it shows the signs of heat stress (or is open) as we discussed earlier. You can just cut it out if you want, since we'll be soldering the new parts to the underside of the board.

Now, take the two 1.0uF capacitors, and solder them together in a neat parallel arrangement, that has a pair of leads bent to accommodate the spacing of the leads on the original capacitor. Look at the underside of the board and observe the original C-714 solder pads, as well as the clearance to the bottom when the cover is replaced. Give it a little thought and come up with a mechanically sound and visually sensible combination. The capacitors again, are not polarized so direction does not matter. And remember... parallel, NOT series!!! Solder the parallel combination to the C-714 pads under the board. Try to push the leads right into the holes left by the removal of the old capacitor.

R-221 should also be replaced from the bottom side of the board unless you're really patient, and have some small tools. It's much easier to just trim the leads and tack solder it in place under the board. If the board looks a bit burned in this area, you may want to clean it up a bit prior to installing the new resistor.

Finally, don't forget to put the proper fuse values back into BOTH locations. The original fuse values are important protection and do not normally blow unless there is a real problem. I definitely do not recommend leaving the larger fuses values in place. Do a bench check on the ST again, still with the cover off. You may need to re-adjust the horizontal width, or the position tabs on the neck of the picture tube to center and set up the display. Once this is done, you can put the cover back on, and you're back in business. If the fix does NOT help, just double check your soldering and connections to make sure you didn't wire something wrong.

Hope this fix was helpful. If so, I'd like you to drop me an EMAIL, since I'm curious as to just how many fried monitors out there had this problem. Also, if you're not able to make the repairs yourself and live anywhere in Islip, Long Island, NY area, send me E.Mail and maybe I can help you out. My GE mail address is R.CONSTAN, or Internet: rconstan@maestro.com.

-Randy Constan, Elfin Magic Co.

A

999. Atari Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 15:34:24 UTC
From: trumpet-user@csi.uottawa.edu
Message-ID: <trumpet-user.9.761844864@csi.uottawa.edu>
Source record: 34432

Greetings
I am wondering is there is a software version of TOS 2.06? If so
could someone tell me where I could find it.

I am also interested in a CAD package that specializes in printed
circuit board design and electronic schematics. PD prefered but I'm not
opposed to a commercial package that is robust.

Also is there a CAD package specializing in model railroad
layouts?

TIA
Chris

1000. Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 16:25:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kanan$1ri@mailer.fsu.edu>
Source record: 34433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I post this once again. I have found someone that can sell me back issues of various ST euro publications (Steves Atari Store in CA). I just need to know the month and year of the issue I am looking for (though I would not turn down an offer for a Xerox for some cash, of course). If you remember seeing this or any other good discussion of the MegaSTE model, please let me know what magazine and issue it was in. Thanks in advance.

Wanted: back issue of ST Format that had a review of the MegaSTE. Included was a schematic of the motherboard. I am looking for:

1. What the exact issue of the magazine is (i.e. July 92).
2. A Xerox copy of the article.
3. The article.

Thus, I am willing to purchase this magazine (or even a copy of this particular article). Alternately, we could work out some other favor/trade (pints of my blood?).

Also, can anyone point me to other MegaSTE articles (preferably with lots of technical info, like what chips are where on the motherboard)? I am interested in any and all I can get, excluding those in Current Notes (I have all of them). I presume some of the other Euro ST magazines also had reviews when the machine came out.

Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1001. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 16:44:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kaod7$1ri@mailer.fsu.edu>
Source record: 34434

Marco Boldt (mboldt@kn.pacbell.com) wrote:
> Is it possible to exceed 19200 baud without the use of hardware
> modification on a stock 1040 Ste? i want my 5600 cps with text files!! =]
> thanks in advance!

I believe the answer is no. However, I just got an interesting ad for a product called TurboRS, which is a small board and some software that will yield 115kbaud on STs (and presumably STEs). I'll put the text file up for anonymous ftp on ftp.math.fsu.edu (192.12.122.28) in /pub/atari/turbors.zip. It is only about $40, well worth it given that it does what it claims. The authors are on the Internet if you have questions.

There are numerous hardware hacks that one can do to up the serial speed, but virtually all of them are

a) at the "chips and little components" level, and
b) in German :-)

Given that I understand the advertisement file, TurboRS is a little board, not separate components, and is produced by a couple of Canadian folks so all the docs are in English.

I don't own the product, I have nothing to do with it, etc. It does sound interesting, though. If it can smoothly interface with Connect (like RSVF), I'll be _really_ interested. Ftp the file and check it out (others are welcome as well).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1002. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 17:27:54 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBVTAHUU@zaphot.abg.sub.org>
Source record: 34435

In <1994Feb21.053801.10888@kn.PacBell.COM> Marco Boldt wrote :

>Is it possible to exceed 19200 baud without the use of hardware
>modification on a stock 1040 Ste? i want my 5600 cps with text files!! =]
>thanks in advance!
>
>marco

No - you need a higher clock frequency at the TC/RC-input of the MFP,
because the frequency wich is used for the 1040STE MFP allows 19200bps
maximum.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

1003. Also problems with SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 17:37:32 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBVTAHUX@zaphot.abg.sub.org>
Source record: 34436

Hi All,

I've got an used SM124 (manufactured 1989). Does anyone know, how i
can modify the "hardware" to get a lower "sub bright"-level ? I tried
to adjust it to the lowest level (internal - not external by using
the "bright" and "contrast" controls !) - the "black" background is
still very bright and only gets dark, when i also adjust the "B+"-value to
a low level ... but then the visible picture is really "tiny" - only
a quarter of the screen :-(.

Maybe i only have to replace some resistors or condensators ? Any idea ?

Thanks - Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

1004. Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 20:11:38 UTC
From: bill.jones@f370.n231.z1.fidonet.org
Message-ID: <99d_9402222005@dswhq.omahug.org>
Source record: 34437

KO> From: kosmatoo@JSP.UMontreal.CA (Kosmatos Odisseas)
KO> How do I get ANY of this software included with my Falcon to recognize a
KO> hard disk with ID 7?

None of the software included with your Falcon will. HDX stops polling for drives at the first "empty" ID it finds, so in order to have a drive with ID #7, you'd also have to have #0-6 plugged in.

The only obvious solution to me is buy the ICD Pro series software - it can be set to look for certain IDs and polls for all.

1005. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-21 22:06:57 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.220657.509@isle.waterloo-rdp.on.ca>
Source record: 34438

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

: I believe the answer is no. However, I just got an interesting ad for a
: product called TurboRS, which is a small board and some software that will
: yield 115kbaud on STs (and presumably STEs). I'll put the text file up for
: anonymous ftp on ftp.math.fsu.edu (192.12.122.28) in /pub/atari/turbors.zip.
: It is only about $40, well worth it given that it does what it claims. The
: authors are on the Internet if you have questions.

: There are numerous hardware hacks that one can do to up the serial speed, but
: virtually all of them are

: a) at the "chips and little components" level, and
: b) in German :-)

: Given that I understand the advertisement file, TurboRS is a little board,
: not separate components, and is produced by a couple of Canadian folks so
: all the docs are in English.

: I don't own the product, I have nothing to do with it, etc. It does sound
: interesting, though. If it can smoothly interface with Connect (like RSVF),
: I'll be _really_ interested. Ftp the file and check it out (others are
: welcome as well).

I believe I should be able to provide you with whatever information you need.

The board is small (about 1.5" square) and requires 6 wires to be soldered
to your motherboard, as well as one pin cut (on the MFP). It allows all the
standard baud rates, and adds 38.4K, 57.6K, and 115.2K.. The faster rates are
accessible via the standard Rsconf call, as rates 16-18. It also allows
remapping any other rate to one of the new rates..

I'll have to look into this RSVF thing, if it's some standard way of
implementing non-standard rates/hardware..

1006. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 02:56:57 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb22.025657.1813@isle.waterloo-rdp.on.ca>
Source record: 34439

> It is only about $40, well worth it given that it does what it claims. The
> authors are on the Internet if you have questions.

That would be me and Daryl (drichards@isle.waterloo-rdp.on.ca). The board does do what it claims, but not 100% reliably. Due to the fact that TOS disables interrupts on a whim at every conceivable opportunity, the ST's serial routines lose characters at 38400+ baud. The hardware reliably provides the baud rates, the ROMS cannot reliably receive the characters. The only program that supports it well is our own program TAZ, and even it drops about one character in every 10k or so. More if you're typing (thank you TOS). We could write ridiculously militant code to prevent this, by-passing TOS 100%, but that would be unethical. As it is we bypass it for serial, to make TAZ RTS/CTS reliable under all conditions, but that killed any hope of its running on the Falcon, which does not appear to use the MFP chip for serial (Modem1) as does every other Atari machine including the TT. As of this weekend our internal code for Zmodem is about 50% complete, this will bring decent 38400 baud transfer CPS rates to TAZ. Its slow going because Zmodem is so complex a protocol, at least when all of your code is hand written and optimized assembly.

* Machines with accelerators as low as 12MHz work happily with 38400 baud *

I have *NOT* tested TAZ with HSMODEM (mainly 'cause its docs are all in German and I can't figure out anything about it). With TOS2.06 and XYZ, the highest CPS rate I've gotten is 1600 CPS, regardless of what speed TurboRS has set my machine too. This was very disheartening...

--- Blatantly pleading mode on ---

If anyone can tell me anything about hsmodem, namely what is does and how it works so I can start testing it with TurboRS, it would be greatly appreciate.

--- Blatantly pleading mode off / Descriptive mode on ---

TurboRS is a small hardware upgrade for the Atari ST that generates new timing signals to the MFP chip for 38400, 57600 and 115200 baud. It also works as a 'feed through' for the existing timing signal so that lower baud rates work fine. It is controlled by the unused RTS outputs of the keyboard and MIDI ACIA chips, so you don't have to worry about YAUFFSCBS (Yet Another Upgrade Fighting For Sound Chip Bit Six). The software driver allows you to boost the TOS send receive buffer sizes, lock flow control and baud rates, and remap any of the ST baud rates to any ST or TurboRS rate allowing full compatibility with existing software. For software that bypasses the tos serial routines, there is also a hardware lock rate mode, which can only be over-ridden by particularly nasty software that reprograms the ACIAs.

--- Descriptive mode off ---

> Given that I understand the advertisement file, TurboRS is a little board,
> not separate components, and is produced by a couple of Canadian folks so
> all the docs are in English.

If somebody doesn't mind translating them to German in their spare time, it
would be greatly appreciated ;-)

> interesting, though. If it can smoothly interface with Connect (like RSVF),
> I'll be _really_ interested. Ftp the file and check it out (others are

If Connect goes through the TOS serial routines, it should work just fine. If
not the hardware lock option should *make* it work. Bwahahahahhahaaha...

Thanks for posting it, it is *GREATLY* appreciated. I've been meaning to
post it to comp.binaries.atari.st, but haven't hunted down a copy of zoo yet.
That and my feed is mail/news only, no ftp... Sigh.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1007. Re: Got Falcon: What else do I need?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 10:56:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLMH1D.E52@barclays.co.uk>
Source record: 34440

In article <1994Feb16.132218.18807@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> I got my Falcon yesterday.
You wont regret it. It won't feel like the major upgrade it is until you get an SVGA or better yet a multisync & blowup for it. When I first got mine, I was running on my old monitors (sm124/Philips color) and was a bit dissapointed by the screen. Now I'm running with a Multisync/Blowup/NVDI and it's wonderful!

|> Anything else I should look out for?
Yes, the GEMd version of Nethack. Almost worth buying a Falcon for :-) Winrec is a nice D2D program which is worth checking out. If you use Lattice C, upgrade to 5.6. It works on lower revisions but only 5.6 includes the newer libs. What do you intend doing with your Falcon? What you should get depends on that a little!

|> Finally, screen expanders: I will be using my SM125 for a while, getting
|> SVGA later. Are there any versions of ScreenBlaster/BlowUp etc that will
|> improve my SM125 display now, and improve my SVGA display later?
There is a PD program called Falcon Screen which is a software only screen expander. I haven't used it since I got BlowUp so I can't recall if it will help with an SM124. It's normally called fs.lzh or similar.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1008. Defragger software?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 11:49:54 UTC
From: hunen@brc.medtronic.com
Message-ID: <hunen.79.0@brc.medtronic.com>
Source record: 34191

Greetings!

I'm looking for a defragger program for my Atari ST (TOS 1.4). The program must be able to handle logical sectors > 512 bytes. Any suggestions (program name & FTP site would be perfect)?

Thanks in advance,
-Roger

1009. ANY PROGRAMS FOR 520ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 11:53:20 UTC
From: xspes02@vse.cz
Message-ID: <xspes02.1@vse.cz>
Source record: 34089

Please, send me some E-mail adresses where can I get some
programs to my old, but good Atari 520ST

I hope there will be some guys, that know
someone who has programms for that computer.

Thanx 4 all those who will response.

1010. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 12:02:10 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.761918530@echo>
Source record: 34192

ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes:

>That would be me and Daryl (drichards@isle.waterloo-rdp.on.ca). The board
>does do what it claims, but not 100% reliably. Due to the fact that TOS
>disables interrupts on a whim at every conceivable opportunity, the ST's
>serial routines lose characters at 38400+ baud.
NO! You have the wrong driver. With HSMODEM it is possible to get
3500 cps with 38400 and absolutely no lost char on a stock 8 MHz ST,
with RSVE-board or other MFP clock modification (with CoNnect internal
Z-Modem).

>* Machines with accelerators as low as 12MHz work happily with 38400 baud *
see above! Accelerated can work with 115k, 8 Mhz with 57600 and 38400 bps
without problems.

>I have *NOT* tested TAZ with HSMODEM (mainly 'cause its docs are all in German
>and I can't figure out anything about it). With TOS2.06 and XYZ, the highest
>CPS rate I've gotten is 1600 CPS, regardless of what speed TurboRS has set
>my machine too. This was very disheartening...
hmm bad..

>If anyone can tell me anything about hsmodem, namely what is does and how it
>works so I can start testing it with TurboRS, it would be greatly appreciate.
Hsmodem can run with it. You even dont need a hardware modification to use
HSMODEM. For plain ST I recomend HSMODEM1 for all other's (Mega STE, TT and
Falcon the newer HSMODA versions).
Simply put it in your AUTO folder. The 'new' version can be set up by the
SETTER.TTP program. If you don't have that setter.programm put a small
file in your AUTO-folder (togehter with HSMODEM1.PRG) called HSMODEM1.INF
This file is plain text. Otions are NO GEMDOS, NO FASTINT or
SPEED MODEM1 baud1:baud2
On all 'normal' situations you will not need this INF-file. Only with
MiNT or MAG!X you may need NO FASTINT (which means no fast interrupts).

If you want maximum throughput don't use
any screen-acceleratos like Warp9 or so.

>If somebody doesn't mind translating them to German in their spare time, it
>would be greatly appreciated ;-)

>If Connect goes through the TOS serial routines, it should work just fine. If
>not the hardware lock option should *make* it work. Bwahahahahhahaaha...
CoNnect test's how it can get the data. If there are GEMDOS routines
present (like with HSMODEM or MiNT) it uses them. If not, CoNnect uses the
BIOS routines.

Bye Wolfgang

1011. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 13:14:22 UTC
From: hoosier@rider.cactus.org
Message-ID: <6788@rider.UUCP>
Source record: 34193
Cross-posted to: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech

From: Gregg Mack <gmack@paceline.sps.mot.com>
To: hoosier@rider.cactus.org
Date: Mon, 21 Feb 94 21:13:38 CST

Jerry,

Well, he does have a few valid points, but in general I think he's
just blowing his horn. I'm not a programming expert, but I've read
the PowerPC instruction set and architectural definition. I know and
understand the hardware interfaces of the 603 and 604 enough to be
considered an expert, and I spent nearly 3 months studying the 620's
bus. I'll try and respond to Mr. Maple's comments by interleaving
mine with his. You may post this to the Atari newsgroup if you'd
like, but be sure and preface it with this paragraph. The views that
I express are my own and are not the official views of anyone other
than myself! ;-)

BTW, I will not be available to respond to any follow-ups to what I
say here as I am leaving at noon on Tuesday to fly to San Fransisco
to attend the WinHEC '94 at the Musconi Center.

Gregg Mack

> Subject: 'Powder' PC (fwd)
> To: gmack@paceline (Gregg Mack)
> Date: Mon, 21 Feb 94 12:43:01 CST
> From: hoosier@rider.cactus.org (Jerry Dunham)
>
> Is this guy full of prunes, or does he have a valid point? I've been
> looking forward to the day when I could finally afford a used MIPS or
> PowerPC machine as the next logical step beyond my 68000-based Ataris,
> but this doesn't sound exactly wonderful. What's the REAL scoop? Let
> me know whether your rebuttal is private or may be posted back to the
> Atari newsgroup.
>
> --Jerry
>
>
> Forwarded message:
>
>]From: donm@ucon.gun.de (Don Maple)
>]Newsgroups: comp.sys.atari.st
>]Subject: 'Powder' PC
>]Date: 20 Feb 94 21:19:17 GMT
>]Organization: Unlimited Communication and Networking, Duesseldorf, FRG. (pvt)

>]
>]I'm slowly getting a tad furious ;-) with all these PowerPC groupies.
>]I wonder how many have actually bothered to check this processor out
>]before drooling. So, here's a reality check.

I saw the very first 603 run on a printed circuit board. I saw the very first 604 run on a printed circuit board. (No, that's not a typo.) I think I have a pretty good idea of what kind of performance these chips are capable of. I'm drooling all the way to the stock broker to buy as much Motorola stock as I can. (Of course, Motorola stock prices are mainly dominated by the Communications Sector. That's my reality check!)

>]First of all, we have to remember that in spite of being made by
>]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
>]definition, particularly in the areas of software and hardware.
>]Other than that, it's OK... :-)

Thanks for the vote of confidence for Uncle Mo! The 601 instruction set was defined by IBM. The 601 is a one-chip implementation of the 9 (?) chip implementation in the original Power processor found in the RS/6000 workstation. I believe that the 601 did not implement ALL of the Power instructions.

The PowerPC architecture and instruction set was co-developed by IBM, Apple, and Motorola here in Austin. The PowerPC instruction set is a subset of even the 601 instruction set. Therefore, the 601 has several instructions that are not part of the official PowerPC instruction set. I guess the architects deemed that they weren't necessary at all or were used so seldom in systems that emulating them with a handful of alternate instructions wouldn't hurt overall performance any noticeable amount. Also, some of the instructions were tossed out because they used microcode or could not be "sped-up" by utilizing super-pipelining and/or super-scaler techniques.

So maybe some of the "garbage" was tossed out. I would think that the savvy software writers would avoid the "601-only" instructions so that it will also run on the "real" PowerPC implementations without any tweaking.

>]When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
>]my local box recently, there are three types of problem instructions
>]on the PPC :
>]
>]1. 38 unimplemented Power 6000 instructions which must be software
>] emulated by 601/3/4 and 620+

See "garbage tossing" mentioned above.

>]2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
>] PPCs such as 620 will not have and would therefore have to emulate

Also see above. BTW, what's a 602?

>]3. 47 instructions which 620 will have but 601/3/4 do not and some
>] instructions must, again, be software emulated.

I must confess that I didn't read all of the 620 Book IV document (which
describes the instructions that that processor implements in addition to
the PowerPC required instructions), but I would tend to think that Don
is referring to the 64-bit instructions.

>]And, of course, only a bozoid the magnitude of IBM can call a processor
>]with 200+ instructions a "risc".

At first reading the PowerPC instruction set looks awfully big, but then
you realize that the "Load 16-bits" instruction is listed separately from
the "Load 16-bits and Zero the upper 16-bits while you're at it" instruc-
tion! There must be well over a dozen "Load" instructions and well over a
dozen "Store" instructions! Anyone familiar with the 68000 assembly
language mnemonics would find this rather strange (the 68k User's Manual
described the MOV instruction as a single instruction).

>]On the hardware side the PPC looks impressive for about an attosecond.
>]True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
>]up) have a different bus. In "true blue" tradition the processor is
>]incompatible with itself which means you can forget any easy processor
>]upgrades. (Don't bother telling me 620 is 64-bit, I know.)

You are correct about the bus on the 60X devices. It is a "split" bus
where in a multiprocessor environment it is entirely possible to have a
seperate master of the address bus than the data bus at any given time.
The 60X bus is a 64-bit data bus that is "flow controlled" by the memory
subsystem. The 620 bus has a 128-bit wide data bus that is "flow controlled"
by the data provider (620 on a write, memory on a read). Furthermore,
the 620 bus is a "split transaction" bus where the processor puts out
a "tag" during the address phase, and when data is returned on a read
that has that same "tag", the processor knows that that data is what
it asked for earlier. Several bus cycles may be "outstanding" on the
bus at any one time. No, this 620 won't be an "overdrive" for a 60X,
but BFD. Sometimes to make a quantum leap in performance, you have to
break from the past. Anyway, the end user and programmers will never
know. (Which 68k devices would work on the same bus?)

>]Hopefully this will help cut down on PPC salivation. Please send flames
>]to advocacy (I don't read it) otherwise they will be gleefully ignored.

Maybe, maybe not! It's going to be a VERY interesting year. ;-)

--
Gregg Mack -------- __o
gmack@paceline.sps.mot.com ------- _`\<,_
Motorola RISC - Austin, TX ------- (*)/ (*)

1012. Alfa-Data Mouse Behaving Weirdly

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 13:14:44 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CLMnGK.4KM@festival.ed.ac.uk>
Source record: 34194

I recently bought a new alfa-data mega-mouse 2 to replace the now knackered 4 year old Atari mouse. The mouse is generally fine, but when I move it fast it seems to jerk and bounce back the way it came. Other than that it seems fine. Could anyone tell me if this is normal one a STe before I send it back.

Help appreciated.

Alan Swanson Email: emdu02@castle.ed.ac.uk

"Under the most rigorously controlled conditions of pressure, temperature, volume, humidity and other variables, the computer will do as it damn well pleases."

1013. Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 13:52:15 UTC
From: dsevee@CAM.ORG
Message-ID: <2kd2mf$q28@Tandem.CAM.ORG>
Source record: 34195

I want to install a 68881 math coprocessor in my Falcon. Can anyone
give me info about:
(a) the current price for this processor
(b) the installation procedure for the Falcon

Thanks, Denis Sevee

1014. AlberTT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 14:11:34 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1638@usdtsg.DaytonOH.NCR.COM>
Source record: 34196

I've just bought a used AlberTT for my MegaSTe, and I find that
my multisync/scan monitor doesn't seem to sync up with the card.
(the card has a horizontal frequency of 48khz (or hz, I forget) whereas
my monitor only goes up to 35 horizontal). Is there an easy way
to get around this? i.e. some kind of circuit to take the horizontal
freq pin of the VGA plug and convert it to 35 or less?

Or will the 800x600 kit for this card use a lower freq? Post,
or leave email, and thanks in advance...

Rob

1015. 3D windows on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 14:12:15 UTC
From: avsec@westminster.ac.uk
Message-ID: <CLMq70.7Fv@westminster.ac.uk>
Source record: 34197

Is there anyway to boot up the desktop with the 3D windows without using the
CPX control panel ?

Like modifing the .inf file or having a program in the auto folder ?
If so what do you do ?

Nice one,
Phil.

1016. Re: 3D windows on Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 14:34:50 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <2kd56aEpk2@uni-erlangen.de>
Source record: 34198

avsec@westminster.ac.uk (Philip Shore) writes:

>Is there anyway to boot up the desktop with the 3D windows without using the
>CPX control panel ?
Well, the Falcon always uses the 3D windows. Do you mean the colors of
the windows? If so, they are set up with a cpx (window color?).
There is no way to modify this with an auto folder programm.
This programm would have to use aes calls so AES have to be present.
But why not rename Xcontrol as *.app and install it as an auto run
application? After your system is present you close the window and
all memory should be freed. Is that you want?

Regards
Thomas
---
tskuenne@cip.informatik.uni-erlangen.de

1017. Re: Defragger software?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 15:45:20 UTC
From: walra@moacs11
Message-ID: <1btkq2zhk6c@moacs11>
Source record: 34199

In <hunen.79.0@brc.medtronic.com>, Roger Hunen wrote:

> I'm looking for a defragger program for my Atari ST (TOS 1.4). The program
> must be able to handle logical sectors > 512 bytes. Any suggestions (program
> name & FTP site would be perfect)?

For TOS filesystems the most reliable (not the fastest) one is CHKDISK3.
You'll probably find it at atari.archive.umich.edu, ask archie for an
exact location.

For Minix filesystems you need MFSDEFRG, which can be found at:
ftp.uni-muenster.de:/pub/atari/Mint/Filesystems/mfsdefrg.zoo

Regards,
Waldi (walra%moacs11@nl.net)

PS. Can someone who owns a Falcon confirm/deny that CHKDISK3 can also
handle TOS filesystems with only one FAT ?
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1018. Re: Moving Power Switch and Reset Button

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 15:49:30 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb22.154930.21493@bradford.ac.uk>
Source record: 34200

Allanon writes:
: I have no warranty on my Falcon030 and so I was thinking of moving the
: power switch and reset button because I need to inflict numerous scratches on
: my hand or contort to turn the beast on and off (I have it embedded in a
: computer desk with too much on it!).

Just use any switch on the live line of the mains for the power switch!
(also if you are paranoid, put one on the neutral) Than you can put it
where you want...

As for resetting, would not the keyboard resets do the job for you?
(CTRL-ALT-DELETE)
Also, you could make a physical switch involving a piece of string which
goes under the computer, and pulls a lever to activate the reset button.
Dodgy, but effective!

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1019. Re: Uniterm Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 15:51:47 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb22.155147.22780@bradford.ac.uk>
Source record: 34201

Ian J Ray writes:
: Does anyone know how to load fonts within Uniterm (*.uft)?

I have never heard of this idea. If it is possible, let me know.

In the meantime, use NVDI or a PD accessory to change the system font.

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1020. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 16:44:39 UTC
From: monnier@di.epfl.ch
Message-ID: <2kdcpn$f7p@disun41.epfl.ch>
Source record: 34202
Cross-posted to: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech

In article <6788@rider.uucp>, Jerry Dunham <hoosier@rider.cactus.org> wrote:
> I saw the very first 603 run on a printed circuit board. I saw the
> very first 604 run on a printed circuit board. (No, that's not a typo.)
> I think I have a pretty good idea of what kind of performance these
> chips are capable of. I'm drooling all the way to the stock broker
> to buy as much Motorola stock as I can. (Of course, Motorola stock
> prices are mainly dominated by the Communications Sector. That's my
> reality check!)

Well, other RISC processors exist and they are also impressive.
As far as I know (I don't know much about 60x, x>1), except for
marketing reasons, the PowerPC doesn't have much more potential than
POWER or MIPS or ALPHA or HPPA or SPARC or ...
Especially given that the architectures are basically very close (same
number of registers same kind of addressing modes, ...)

> >]First of all, we have to remember that in spite of being made by
> >]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
> >]definition, particularly in the areas of software and hardware.

Hahaha !! good start !
What exactly do you know about IBM's prestations except being the
originator of the big PC-mess industry (I know IBM should be ashamed
of that, but he's not the main reason of the mess: he never intended
to used the ISA-bus with a 386, for example)

> >]When it comes to instructions PPC (PowerPC) is a mess! As I wrote in
> >]my local box recently, there are three types of problem instructions
> >]on the PPC :
> >]
> >]1. 38 unimplemented Power 6000 instructions which must be software
> >] emulated by 601/3/4 and 620+

Well, given the PowerPC is supposed to be another architecture (though
partly compatible), it's not that bad: MIPS code is much harder to
run on a SPARC station, for example.

> >]2. 20 Power 6000 instructions implemented on 602/3/4 which subsequent
> >] PPCs such as 620 will not have and would therefore have to emulate

see above

> >]3. 47 instructions which 620 will have but 601/3/4 do not and some
> >] instructions must, again, be software emulated.

Is upward compatibility a bad choice ?
Do you mean the PowerPC should be totally frozen and never evolve ?

> >]And, of course, only a bozoid the magnitude of IBM can call a processor
> >]with 200+ instructions a "risc".

Hahahaha !!!!!
One more "sentence of the week" !
Only an total ignorant of computer architecture could say that !

- First: how do you define the number of instructions ? don't forget the
68030 has about 50 opcodes and 50 addressing modes, so that it's
number of instructions is of the order of 2500 (well, some
instructions don't allow all addressing modes, but others can combine
two of those addressing modes so I think my estimate isn't so far from
reality). That's 10 times more !!
- risc isn't about the number of instructions but about the kind of
instructions (especially the addressing modes). Most other RISC
architectures also have between 100 and 200 instructions.

> >]On the hardware side the PPC looks impressive for about an attosecond.
> >]True, 601/3/4 have the 88110 bus (Moto's own Risc) but 620 (and presumably
> >]up) have a different bus. In "true blue" tradition the processor is
> >]incompatible with itself which means you can forget any easy processor
> >]upgrades. (Don't bother telling me 620 is 64-bit, I know.)

So blue tradition is "incompatible with itself".
Of course, that's why the 360 architecture is more than 30years old
and still selling.

Oh well, he probably believes that pentium is a CISC processor with a
RISC implementation !

Stefan
--

-- On the average, people seem to be acting normal --

1021. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 16:54:30 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kddc6INN15l4@rs1.rrz.Uni-Koeln.DE>
Source record: 34203

I like gdb a lot -- many thanx to Andreas Schwab for the port.
There's one problem I frequently run into, though, for which gdb
cannot be held responsible: The problem occurs when I debug a GEM
program. The program may have the top window and do a
wind_update(BEG_UPDATE) . If gdb writes a lot of output (to the
shell window), it is halted temporarily when some buffers are
full. Now, if gdb is waiting for a keypress (e.g. because of its
pager), I cannot top the shell window to give it that return
keypress -- the system is caught in a deadlock, I have to reboot.
Likewise, the system hangs if gdb cannot continue to run the
inferior program when the output routine waits for the buffers to
be cleared, but this cannot happen because of a
wind_update(BEG_UPDATE) executed by the inferior process.

Questions: (1) Is there, by any chance, an undocumented keypress
that unlocks the screen?
(2) Or any other method of working around this problem?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1022. Inproved IKBD HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 17:30:21 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2kdffd$8an@laurel.phil.ruu.nl>
Source record: 34204

AZZ
B
B
B

D
D
D
Hi, I'm programming on a Falcon 030 without reference mauals (They're on the way Atari dev. guides for ST-TT-Falcon, and Modern Atari System Software & Atari Compendium, but I can't wait). I am currently working on a game in assembler for the Falcon with 8 bit sprites and background as a test for somethin bigger and secret. I will release this game (a 2-player shoot each other tank game) as sharewhare when it's finished, but I have a problem with the improved IKBD controller i.e. my joystick handler routin

e won't work. I have sprite set up and background screens, and have now a keyboard control over the sprites. I also have used get IKBD system vectors, patched in my new vector with lea 24(a0),a0, move.l #joy_handler,a0, but the sytems

only seems to fill my joystick buffer when I use the keys (After the second strike). Doe anybody out there knows the correct Joystick call for the Falcon 030? If so please help me out.

1023. Re: Alfa-Data Mouse Behaving Weirdly

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 17:40:49 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kdg31INN1mk6@rs1.rrz.Uni-Koeln.DE>
Source record: 34205

In <CLMnGK.4KM@festival.ed.ac.uk> emdu02@castle.ed.ac.uk (Alan Swanson) writes:

>I recently bought a new alfa-data mega-mouse 2 to replace the now
>knackered 4 year old Atari mouse. The mouse is generally fine, but
>when I move it fast it seems to jerk and bounce back the way it
>came. Other than that it seems fine. Could anyone tell me if this
>is normal one a STe before I send it back.

The Alfa Data mouse has a switch underneath it that can be wet to
an Amiga and an Atari position. Your problems may result from
your mouse being operated in "Amiga mode". I seem to remember
that some odd phenomena resulted when I tried my Alfa Data
trackball in Amiga mode on my TT.
Other than that, it should be noted that it is normal that the
mouse pointer moves in the opposite direction when the mouse is
moved too fast. This is true for the standard Atari mouse as well
as for all others I came across, but it happens at slower speeds
with higher resolution mice. The Alfa Data mouse is a 290 dpi
mouse as far as I recall, so the effect may very well set in at
speeds you're used to from your old mouse. In this case, just
take it easy -- youll get used to the higher resolution in a few
days or weeks.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1024. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 17:42:25 UTC
From: pagan@meiko.co.uk
Message-ID: <2kdg61$he3@bart.meiko.com>
Source record: 34206

AAAaaaaaaaarrrrgggggghhhhhhhh! OOoooooo I REALLY hate that. I hate that oh sooo soo much. I just cannot stand it. It drives me completely bananas! Argh! Ugh! Eek!

Use the Queen's English and say mathS - that's with an S, a bloody S!

```
* *
(-: | :-)
\_/
```

```
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods
```

1025. Help!!! XIMG format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 18:19:38 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2kdibq$3g3@charm.magnus.acs.ohio-state.edu>
Source record: 34207

I am using Lattice C on a Falcon. There's the background.

I am trying to write an XIMG save routine. I have serious problem though.
When I create images with my routine GemView doesn't recognize them. If I try
it in a mono format, it reads the header fine but then during loading it goes
wrong XIMG format and dumps my img out as a plain Hex dump.

I am using the Atari sanctioned method of compression (i.e. each scanline
throughout the planes before the next scanline).

Since this is my first version I am also trying to do it uncompressed.
I.e I am setting the first byte of the scanline info to 0x80.

I have the Atari Compendium and am using its info.

Any ideas? This is getting frustrating.

Dan Ackerman
ackerman.29@osu.edu

1026. Re: Falcon SCSI Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 19:09:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3352@M4.maus.de>
Source record: 34208

>What I need to find out is how hard it is to get a mainstream SCSI drive
>to work with a Falcon. I've heard the biggest problem is with
>D2D. (Sampling to/playback from the drive) Supposedly, the drive needs
>very specific timing for this to work, and few drives match up. I've
>also heard some horror stories about Atari/ICD drivers not working the
>best.

You'll just need a standard, 8-bit single-ended interface, passively (or not at all) bus-terminating, 512 bytes per sector SCSI (I,II,III) drive.

I couldn't find ONE drive with these specs that didn't work on Falcon030 machines, from old 20 meg Conner drives to high-performance gigabyte bricks.

For HD recording, get the fastest one you can afford. Drives like the Quantum LPS540 (540 MB, 9ms access time, 1800 KB/s throughput) or Fujitsu M2694ESA (1.08 GB, 8,5 ms, 1900 KB/s) are absolutely required for full eight-track operation.

Atari driver AHDI 6.061 is not as fast as can be in WRITING data - third party drivers (e.g. HuSHI from Hard&Soft, Germany) are a lot faster on some drives, while not being faster on others. I've noticed it being about 30% faster on a Seagate 3655N drive, and no faster on the above Fujitsu drive.
Anyway, the tools coming with this driver make it a "buy", faster or not.

bye, Peter

1027. Re: Defragger software?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 19:25:18 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2kdm6u$to@nasim.sta.sub.org>
Source record: 34209

Roger Hunen (hunen@brc.medtronic.com) wrote:

> I'm looking for a defragger program for my Atari ST (TOS 1.4). The program
> must be able to handle logical sectors > 512 bytes. Any suggestions (program
> name & FTP site would be perfect)?

CHKDISK3 from ATARI is free and does its job slow but good.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1028. Re: Internal IDE in Falcon/problems?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 19:32:23 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2kdmk7$tv@nasim.sta.sub.org>
Source record: 34210

BARRY WILSON (wilsontjb@cix.compulink.co.uk) wrote:

> I had something like this when I was installing a 3 1/2 in. IDE drive on my
> Falcon, IIRC I ran hinstall.prg and recopied ahdi.prg to auto folder in
> drive C.

It makes no sense copying AHDI.PRG in the AUTO folder of drive C:. How
do you think is this the AUTO folder found without an installed
harddisc-driver? The harddisc-driver is called C:\SHDRIVER.SYS and
gets executed by a program in the rootsector of the harddisc.

Just delete it.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1029. PC Speed CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 19:44:51 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb22.194451.26306@unix.brighton.ac.uk>
Source record: 34211

I have Compo's PC Speed IBM emulator fitted to my Atari STe, unfortunaly
it looks as if I have managed to blow the CPU on the board (the IBM
one, not the 68000). The booklet I received with the board is unfortunaly
back home in Norfolk (I'm at the moment in Brighton!) so I don't actualy
know what CPU the PC Speed emulator actualy uses.

Does anybody know? It isn't that hard to find out, it should say in
the booklet.

Your help would be gladly received as I could do with it running again
very soon!!!

MAny thanks in advance.
--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
==== Editor of PDP Magazine - finger for details ====================

1030. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 20:19:10 UTC
From: monnier@di.epfl.ch
Message-ID: <2kdpbu$fit@disun41.epfl.ch>
Source record: 34212

In article <2kddc6INN15l4@rs1.rrz.uni-koeln.de>,
Jan T. Kim <kim@vax.mpiz-koeln.mpg.d400.de> wrote:
[gdb is blocked by the GEM because of the debugged program]

> (2) Or any other method of working around this problem?

There's one alternative. If you're lucky enough to own a second
screen, you can use a second ST (ST's prices are low enough so that
only the monitor is a problem), connect it to the first one and use it
as a terminal: you can then start emacs and gdb on that second ST and
in there launch your GEM program that will display on the first
screen.
That may sound over kill, but it's way cool !!
Of course, you need MiNT to make it work.

Stefan
--

-- On the average, people seem to be acting normal --

1031. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 21:03:00 UTC
From: Dieter_Lorteye@bi.maus.de
Message-ID: <A18540@BI.maus.de>
Source record: 34213

Especially our british friends may proove or give a comment to following possibility to put an ATARI into an ethernet network:

There is a Low-Cost-Ethernet-Card to put on the ROM-Port which can be bought at:

Ladbroke Computing
33 Ormfkirk Road
Preston, LANCF, PR1 2QP
Tel.: GB 0772/56 10 71
Fax.: GB 0772/20 31 66

This card costs 70,- british Pounds and includes the PowerNet Software.

Please tell me, if this is correct. I'm not able to proove these statements.

Dl'O

1032. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-22 21:34:58 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb22.213458.282@isle.waterloo-rdp.on.ca>
Source record: 34214

Arno Welzel (aw@zaphot.abg.sub.org) was heard to mutter:

> No - you need a higher clock frequency at the TC/RC-input of the MFP,
> because the frequency wich is used for the 1040STE MFP allows 19200bps
> maximum.

There is sort of a way. If you turn off the /16 bit (bit #7) of the UCR
parameter to an RSCONF call, you can get 38400 through software by asking
for 2400. The problem is that the receiver only samples once per bit, instead
of the usual 16, so it drifts in and out of sync. Its great for transmitting
at higher speeds, but not so great for receiving. Its been known to work well
with Zmodem and Ymodem null transfers, but is really really not so great for
receiving (ie: Sometimes the receiver even locks up. Not sure why).

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1033. Re: Got Falcon: What else do I need?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 01:56:27 UTC
From: scotty@verdix.com
Message-ID: <scotty.761968587@sarge>
Source record: 34215

djs@jet.uk (David Stevenson) writes:

>I got my Falcon yesterday. ....

>It came with FPATCH2, I already have NVDI. I already know about, and
>intend to get, BACKWARD. Anything else I should look out for?
> ...
>Thanks in advance for any help.
>--
>David Stevenson, JET Joint Undertaking.
>- Disclaimer: Please note that the above is a personal view and should not
> be construed as an official comment from the JET project.

There are some useful things for getting your Falcon underway. Look for the German program NVRAM, which lets you adjust your Falcon's non-volatile RAM parameters (it's a CPX). If you have a fast modem, the shareware program CONNECT (ver. 2.45 is out in English) will give you high-speed serial access. Everest (the editor) is a shareware program that lets you use speedo GDOS fonts and large screen areas. Master Browse 3.5 does too, for a replacement file lister.

I can recommend True Paint if you want to use True Color and view JPEG images. I've had the best luck with the demo of BlowUp for graphics expansion, but I'm currently using a multiscanning monitor. I understand you can tweak the Atari Monitor some, but read the documentation thoroughly before trying that. Some frequencies can be very unhealthy for monitors that aren't designed for them.

In the fun department, look at Graphical NetHack -- very addictive and great at VGA resolutions. There's also TERMFIN, another DSP sound program like FALCD2D only more elaborate. LaserDemo can be downloaded in pre-release form; it's good fun. For some interesting demos, check out PENTAGON and CHROMEDR, they show off some of the bird's abilities. Oh, and you might not want to dispense with SAM so quickly; it has a lot of interesting capabilities if you have the RAM to spare. Did you know that it can use MS-Windows compatible .WAV files? Handy.

Good luck getting things going. Oh, one more word to the wise; if you want to do much with different hard disks, get the ICD Pro version of their hard disk utilities, and get rid of AHDI. You'll be much better off.

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote

scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

1034. MMU pinout?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 05:12:48 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CLnvtD.E7r@freenet.carleton.ca>
Source record: 34216

Anyone got a pinout for the MMU for a 1040 ST would be appreciated!

Thanks!

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

1035. lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 05:31:28 UTC
From: boyd@tait.math.fsu.edu
Message-ID: <2kepng$em1@mailer.fsu.edu>
Source record: 34217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I have yet to see anyone mention it . . .

Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
similar to ST Zip's (it has lots more options though). I particularly
like the estimates of compression/decompression time, and the bar graph
style progress display. The shell is installable as an application. This
appears to be a must-have program.

Oh, the only weird thing was that this new version is contained in a
Zip file?!?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1036. gemeni 2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 05:48:08 UTC
From: mboldt@kn.pacbell.com
Message-ID: <1994Feb23.054808.21825@kn.PacBell.COM>
Source record: 34218

any hopes of an english translation for the rsc or whatever?

1037. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 06:48:29 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Feb23.064829.17355@news.unige.ch>
Source record: 34219

I hook my TT into the ethernet at work by using it as a terminal to
a Sun (on the serial port). It's primitive, but it works.
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1038. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 08:40:34 UTC
From: Lexicor@world.std.com
Message-ID: <CLo5Fn.HDH@world.std.com>
Source record: 34220

In article <A18540@bi.maus.de>,
Dieter Lorteye <Dieter_Lorteye@bi.maus.de> wrote:
>Especially our british friends may proove or give a comment to following
>possibility to put an ATARI into an ethernet network:
>
>There is a Low-Cost-Ethernet-Card to put on the ROM-Port which can be
>bought at:
>
>Ladbroke Computing
>33 Ormfkirk Road
>Preston, LANCF, PR1 2QP
>Tel.: GB 0772/56 10 71
>Fax.: GB 0772/20 31 66
>
>This card costs 70,- british Pounds and includes the PowerNet Software.
>
>Please tell me, if this is correct. I'm not able to proove these
>statements.

Concerning the legality of Ladbroke and Powernet and their prices you might want to email dragonware@cis.nmclites.edu for information.

Thanks

yat

1039. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 08:54:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2kf5kh$ere@percy.cs.bham.ac.uk>
Source record: 34221

dsevee@CAM.ORG (Denis Sevee) writes:
>
> I want to install a 68881 math coprocessor in my Falcon. Can anyone
>give me info about:
> (a) the current price for this processor
> (b) the installation procedure for the Falcon
>

1) Buy a chip for about 70 GBPs (probably less)
2) Open the Falcon casing
3) Plug the chip in, the right way around
4) Er,
5) That's it...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1040. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 09:17:43 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2kf6vn$nk@sus.edu.eur.nl>
Source record: 34222

dsevee@CAM.ORG (Denis Sevee) writes:

> I want to install a 68881 math coprocessor in my Falcon. Can anyone
>give me info about:
> (a) the current price for this processor
> (b) the installation procedure for the Falcon
>Thanks, Denis Sevee

Last month (end of january) there was a computershow, where they sold 68881
and 68882, their prices were $10 US dollars for a 68881 and $40 for a 68882.
But these are the prices in The Netherlands (Europe).

I bought a 68882 there.

Installation is really no problem, open up your falcon, remove harddisk, and
you will see a maths coprocessor socket. Just plug it in, and the thing is
installed.

****
* "Well it's not just me, and it's not just you. This is all *
* all around the world." Paul (Is that guy still alive?) Simon *
* cspas050@sus.edu.eur.nl - in real life: cspas050 *
****

1041. Re: Alfa-Data Mouse Behaving Weirdly

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 10:20:54 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CLoA2u.J4H@festival.ed.ac.uk>
Source record: 34223

In article <2kdg31INN1mk6@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
|> In <CLMnGK.4KM@festival.ed.ac.uk> emdu02@castle.ed.ac.uk (Alan Swanson) writes:

|> >I recently bought a new alfa-data mega-mouse 2 to replace the now
|> >knackered 4 year old Atari mouse. The mouse is generally fine, but
|> >when I move it fast it seems to jerk and bounce back the way it
|> >came. Other than that it seems fine. Could anyone tell me if this
|> >is normal one a STe before I send it back.
|> The Alfa Data mouse has a switch underneath it that can be wet to
|> an Amiga and an Atari position. Your problems may result from
|> your mouse being operated in "Amiga mode". I seem to remember
|> that some odd phenomena resulted when I tried my Alfa Data
|> trackball in Amiga mode on my TT.

Yes, the switch is in the correct position and when changed to the
Ameoba position it just sort of moved randomly!

|> Other than that, it should be noted that it is normal that the
|> mouse pointer moves in the opposite direction when the mouse is
|> moved too fast. This is true for the standard Atari mouse as well
|> as for all others I came across, but it happens at slower speeds
|> with higher resolution mice. The Alfa Data mouse is a 290 dpi
|> mouse as far as I recall, so the effect may very well set in at
|> speeds you're used to from your old mouse. In this case, just
|> take it easy -- youll get used to the higher resolution in a few
|> days or weeks.
|>
|> Greetinx, Jan

Thanks for that.

Alan Swanson Email: emdu02@castle.ed.ac.uk

"Under the most rigorously controlled conditions of pressure,
temperature, volume, humidity and other variables, the computer
will do as it damn well pleases."

1042. Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 10:23:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kfaqg$fdj@golem.wcc.govt.nz>
Source record: 34224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well this is a report of Terminal programs that have built in Auto Zmodem
and if they work with Omens Complimentary version of Zmodem 4.7 dated 29-11-93,
that is on this VAX/VMS Sytem here....

This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
others.....

The Programs tested were FLASH 2.2, THE STORM 1.02, STALKER 3.02 and
CONNECT 245E..

A small 10k Zip file was used for all the tests, the first test was to see if
they all worked with the Older Zmodem that is on here 1987, but don't have the
version number at present...

All dnloded that file OK...

I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
to dnload that files and gave timeouts, this was done after testing the 1987
version and deleting the dnloaded file at my end, each time..

The only one to work 100%, each time was THE STORM 1.02..???

So don't we have any Real Comms Programers out there...:-)....????

I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
please let me know.....

NOTE: A lot of people that use this Public Site have had lots of problems with
this New Zmodem, These are PC Clones user I might add, but it does work with
Omen products on PC Clones....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1043. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 10:46:22 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Feb23114622@issan.informatik.uni-dortmund.de>
Source record: 34225

In article <2kddc6INN15l4@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

|> I like gdb a lot -- many thanx to Andreas Schwab for the port.
|> There's one problem I frequently run into, though, for which gdb
|> cannot be held responsible: The problem occurs when I debug a GEM
|> program. The program may have the top window and do a
|> wind_update(BEG_UPDATE) . If gdb writes a lot of output (to the
|> shell window), it is halted temporarily when some buffers are
|> full. Now, if gdb is waiting for a keypress (e.g. because of its
|> pager), I cannot top the shell window to give it that return
|> keypress -- the system is caught in a deadlock, I have to reboot.
|> Likewise, the system hangs if gdb cannot continue to run the
|> inferior program when the output routine waits for the buffers to
|> be cleared, but this cannot happen because of a
|> wind_update(BEG_UPDATE) executed by the inferior process.

|> Questions: (1) Is there, by any chance, an undocumented keypress
|> that unlocks the screen?
|> (2) Or any other method of working around this problem?

Try placing a breakpoint on wind_update and set up some commands for it to bypass this call (with `jump', IIRC), so that this will never execute.

Another option would be to redirect the i/o of gdb to the serial port and use another computer as a terminal.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1044. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 11:38:39 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.762003519@acp5>
Source record: 34226

dsevee@CAM.ORG (Denis Sevee) writes:

> I want to install a 68881 math coprocessor in my Falcon. Can anyone
>give me info about:

Take a 68882, it's faster.

> (b) the installation procedure for the Falcon

Simply plug it in. The socket is under the power supply. But be aware that
only very few programs support a floating point processor. Programs have to
be compiled with special compiler switches otherwise they won't profit from
it.

****
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1045. Re: Atari Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 12:13:11 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLoFA1.264@barclays.co.uk>
Source record: 34227

In article <trumpet-user.9.761844864@csi.uottawa.edu>, trumpet-user@csi.uottawa.edu (Default Trumpet User) writes:
|> Greetings
|> I am wondering is there is a software version of TOS 2.06? If so
|> could someone tell me where I could find it.
Most definetly not, only developers get software versions of TOS updates.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1046. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 12:21:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2kfhnm$221@nasim.sta.sub.org>
Source record: 34228

Denis Sevee (dsevee@CAM.ORG) wrote:

> I want to install a 68881 math coprocessor in my Falcon. Can anyone
> give me info about:

You should not get a 68881 for your FALCON. Get a 68882 instead. They're instruction compatible but the 68882 is much more integrated (faster!) and not much more expensive.

> (a) the current price for this processor

I got a 68882/25MHz for DM 100 (US$60). That's really cheap. I got the 25MHz version because if I would buy an accelerator, it should make no problems using it with 32MHz. If you don't intend to buy an accelerator for your FALCON, you should get the 16MHz version (cheaper).

> (b) the installation procedure for the Falcon

It's easy. Just open the FALCON case and remove the mains adaptor. Under the mains adaptor is the socket for the FPU. Find out the right orientation and press until you hear a 'klick'. After closing your FALCON you should check if the _FPU Cookie is set correctly. That's it!

> Thanks, Denis Sevee

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1047. Keyboard and Joystick reading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 12:35:14 UTC
From: 92pjr1@eng.cam.ac.uk
Message-ID: <1994Feb23.123514.23958@infodev.cam.ac.uk>
Source record: 34229

I suspect that a lot of people have come across this question while using the ST with assembly. -

I would like to know how to obtain an interrupt+package when a key is pressed, or releaded with the key and status. Also a packet describing the joystick, either on demand, or an interrupt when a change occurs.

This would be ideal, but I would appreciate any advice.

Thanks .. Pete

1048. Assembler-only programs with gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 12:59:57 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kfk0dINN23ts@rs1.rrz.Uni-Koeln.DE>
Source record: 34230

Hello folks,

I'm trying to figure out how to compile programs written in
assembler exclusively with gcc. I get an object without errors,
but I cannot seem to come up with any method to convert that into
an executable. I know that this is normally done by the linker,
but

gcc-ld foo.o -o foo.prg

gives me a "bad string table size in foo.o" error message from
ld. The same happens if I try

gcc foo.s -o foo.prg

My test program looks like this:

```
.text
.even
clr.w -(sp)
trap #1
```

What am I missing?

Greetinx & thanx in advance, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1049. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 14:00:41 UTC
From: haegar@korsika.uni-paderborn.de
Message-ID: <2kfni9$1ln@korsika.uni-paderborn.de>
Source record: 34231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

>I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
>please let me know.....

You can install GSZRZ in Connect (as ACC or PRG) and still have the
auto-Zmodem option enabled.

Greetings
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

1050. Need floppy drive jumper settings for a 1040stF

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 14:49:36 UTC
From: moskowif@dunx1.ocs.drexel.edu
Message-ID: <CLoMIo.A7G@Dunx1.OCS.Drexel.Edu>
Source record: 34232

I am attempting to change the floppy drive in my 1040. I removed the factory installed, CHINON F-354EAT, (double sided, 720k) drive.

I have here to install into my ST a TEAC FD-235HF, which is a 1.4 meg drive, taken out of a PC clone. This drive does not work in my ST when I plug it in, and I also noticed a set of jumpers on the TEAC. Do any jumpers on the drive need to be moved for it to work properly on the ST?

This is how the jumpers appear:

```
E . .
D X .
C X .
B . X
A . X
-------------
2 1
```

The jumpered pins are:
(C2,D2) and (A1,B1)

Thank you in advance for all your help..

Fred Moskowitz
moskowif@dunx1.ocs.drexel.edu

1051. Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 15:07:50 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2kfrg7$lo1@percy.cs.bham.ac.uk>
Source record: 34233

Hi, I have a Falcon030 and use an SVGA monitor with an Overscan screenblaster...

Now the problem is that this little gadget (the screenblaster) claims in it's manual to do such things as 800x608x16 on an SVGA monitor... not on mine it doesn't... Also some of the other resolutions that the manuals mention and that have SVGA compatible scan rates don't work on my monitor either.

By not work I mean don't appear in the selection list at bootup/res change time.

So can anyone clear this up ? Perhaps I need a newer version of the software bit (mine is I think v1.01). The monitor I use can handle 31,35,38 horizontal incase that makes the difference...

If I can't get 800x600 (a nice aspect ratio you see) then I'll probably have to sell the screenblaster and get a BlowUp030 thingy...

Cheers

Ian Rae | Falcon030 4/120
Software Engineering | Current project: realtime DSP sound effects
University of Birmingham, UK | imr@uk.ac.bham.cs

1052. Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 15:16:01 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb23.151601.16954@unix.brighton.ac.uk>
Source record: 34234

Thank you to all who mailed me with the name of the CPU on Compo's
PC Speedn board.

Unfortunaly, as well as killing my PC board, I also seemed to have done
some damage to the ST. This morning the ST ran for about 2 mins until
it bombed out and Protext reported a 68000 exeption error. I took the
lid off and gave each pin in the 68000 socket a wiggle. The ST then
worked, for about 2 hours when it bombed again for the same reason. Now
it is bombing out after about 2 mins again, this time it reports a
bus error sometimes.

As well as this, the floppy disk (internal) light is flashing on and off
fast (kind of strobe effect) - is this some sort of signal trying to
tell me something?

Any help would make me very happy! I plan to have another go at giving
each connector in the socket a wiggle, is this wise?

This all means that if you were expecting issue 18 of PDP Magazine to be
out by the end of next week, you may have to wait a little longer!
Fortunaly our Amiga is still working! But because of this, a number of
articles are on my Atari waiting to be DTPed and now it looks as if the
Amiga will have to have a go! Sorry for this!

Anyway, any suggestions/help etc....

--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
==== Editor of PDP Magazine - finger for details ====================

1053. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 18:23:20 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb23.182320.11025@bradford.ac.uk>
Source record: 34235

y.siu@lexicor.com writes:
: In article <A18540@bi.maus.de>,

: >There is a Low-Cost-Ethernet-Card to put on the ROM-Port which can be
: >bought at:
: >
: >Ladbroke Computing

: Concerning the legality of Ladbroke and Powernet and their prices you might
: want to email dragonware@cis.nmclites.edu for information.

Could you please explain what you mean? I will Email that address, but
what do I ask?
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1054. Re: Also problems with SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-23 19:52:02 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBXVBBVC@zaphot.abg.sub.org>
Source record: 34236

In <Up-EBVTAHUX@zaphot.abg.sub.org> Arno Welzel wrote :

>Hi All,
>
>I've got an used SM124 (manufactured 1989). Does anyone know, how i
>can modify the "hardware" to get a lower "sub bright"-level ? I tried
>to adjust it to the lowest level (internal - not external by using
[...]

I fixed this problem on my own ... you do not need to answer this article.
Thank you.

--
Arno Welzel (aw@zaphot.abg.sub.org)

1055. Re: Need floppy drive jumper settings for a 1040stF

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 00:43:28 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb24.004328.2002@isle.waterloo-rdp.on.ca>
Source record: 34237

Fred Moskowitz (moskowif@dunx1.ocs.drexel.edu) wrote:

: I am attempting to change the floppy drive in my 1040. I removed the
: factory installed, CHINON F-354EAT, (double sided, 720k) drive.

: I have here to install into my ST a TEAC FD-235HF, which is a 1.4 meg
: drive, taken out of a PC clone. This drive does not work in my ST when
: I plug it in, and I also noticed a set of jumpers on the TEAC. Do any
: jumpers on the drive need to be moved for it to work properly on the ST?

: This is how the jumpers appear:
:
: E . .
: D X .
: C X .
: B . X
: A . X
: -------------
: 2 1

: The jumpered pins are:
: (C2,D2) and (A1,B1)

: Thank you in advance for all your help..

: Fred Moskowitz
: moskowif@dunx1.ocs.drexel.edu

The only thing I can say, is that the most common cause of the drive not
working, is the ID... IBMs put both on 1, and twist the cable.. The ST puts
it on ID 0... Some drives have a switch.. Otherwise, play with the jumpers..

1056. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 02:51:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLpJxu.Bt9@cix.compulink.co.uk>
Source record: 34238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
>
>Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
>It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
>similar to ST Zip's (it has lots more options though). I particularly
>like the estimates of compression/decompression time, and the bar graph
>style progress display. The shell is installable as an application. This
>appears to be a must-have program.

I have been using it for the last few weeks and the user interface is very
good. However, I found that it doesn't like to compress very large files,
or a large number of smaller files. It simply aborts halfway.

Ofir ogal@cix.compulink.co.uk

1057. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 04:41:07 UTC
From: Lexicor@world.std.com
Message-ID: <CLpp0K.4Iz@world.std.com>
Source record: 34239

Steve T.,

This is continued via private email.

Yat

1058. KA9Q (STICP) and 19200 Baud?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 07:23:34 UTC
From: kai@kub.escape.de
Message-ID: <940224314@kub.escape.de>
Source record: 34240

Somehow i failed getting ka9q (sticp version from pe1hcl) to work at
19.2 kbd on my plain st. 9600 is no problem. I already had a quick look
at the source, and suspected that disable()/restore() blocks interrupts
too long at the higher baud rate. I patched the binary (recompiling
would take me hours) and removed all occurences of that, to no avail.

Does anyone knows what's going on here? Why is ka9q constantly dropping
bytes at 19.2 kbd (i can't get a single packet without errors!)? I tried
other ka9q ports as well, same problem.
BTW, plain zmodem file transfer works fine for me at 19200, so i
suppose it can't be a general problem with my setup.

I'm kind of stuck here without a very close and timeconsuming investigation.
Has anyone already solved this particular problem?

1059. Re: Assembler-only programs with gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 08:34:48 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2khor8INNakp@tarsky.uni-muenster.de>
Source record: 34041

In article <2kfk0dINN23ts@rs1.rrz.Uni-Koeln.DE>, aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

```
|>
|> I'm trying to figure out how to compile programs written in
|> assembler exclusively with gcc. I get an object without errors,
|> but I cannot seem to come up with any method to convert that into
|> an executable. I know that this is normally done by the linker,
|> but
|>
|> gcc-ld foo.o -o foo.prg
|>
|> gives me a "bad string table size in foo.o" error message from
|> ld. The same happens if I try
|>
|> gcc foo.s -o foo.prg
|>
|> My test program looks like this:
|>
|> .text
|> .even
|> clr.w -(sp)
|> trap #1
|>
|> What am I missing?
|>
```

Well, there are two ways to do what you want. First of all, you can do everything yourself (install your own stack, check for args etc), then you just link with the option -nostdlib to avoid linking the standard startup code.
The second way is to use the startup code from the library, then you have to name your entry point accrodingly (main), but be aware of the "_" the c compiler puts before every name, so you have to name it _main
Maybe take a look into the source of the lib to determine which other name could be best for your purpose.

Regards
Ulrich

1060. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 08:45:17 UTC
From: partingt@fwi.uva.nl
Message-ID: <2khpet$62j@hermes.fwi.uva.nl>
Source record: 34042

st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

>As well as this, the floppy disk (internal) light is flashing on and off
>fast (kind of strobe effect) - is this some sort of signal trying to
>tell me something?

The floppy disk lights always flash on and off. It does that because TOS checks
for any newly inserted disks every 50th, 60th or 70th of a second and has to
activate every connected disk drive to do this.
Normally you can't see this because it flashes very quickly but if you pay
really close attention (or when it's dark) you can see.

Vincent.
--
VI is better than Emacs. | Let's | Internet : partingt@fwi.uva.nl
MacOS is better than Windows. | start the | vincent@tnc.nl
Unix is better than VMS. | religious | FidoNet : 2:281/202.15
Eiffel is better than C++. | war!! | NeST : 90:500/202.15

1061. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 09:17:28 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2khrb8$6fh@sus.edu.eur.nl>
Source record: 34043

cspas050@sus.edu.eur.nl (M.A. Onstwedder) writes:

>dsevee@CAM.ORG (Denis Sevee) writes:

>> I want to install a 68881 math coprocessor in my Falcon. Can anyone
>>give me info about:
>> (a) the current price for this processor
>> (b) the installation procedure for the Falcon
>>Thanks, Denis Sevee

>Installation is really no problem, open up your falcon, remove harddisk, and
>you will see a maths coprocessor socket. Just plug it in, and the thing is
>installed.

wooops, did i say harddisk? it was _of course_ the power supplie.
I just examined the HD, because i thought about replacing it for a bigger one.
(i have 65 or something MB - and i need about 250 MB :)

```
*****************************************************************
* "Well it's not just me, and it's not just you. This is all *
* all around the world." Paul (Is that guy still alive?) Simon *
* cspas050@sus.edu.eur.nl - in real life: cspas050 *
*****************************************************************
```

1062. STe/PC link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 09:43:28 UTC
From: ted2@Ra.MsState.Edu
Message-ID: <2khss0$agi@Tut.MsState.Edu>
Source record: 34044

Does anyone here know of a program that would allow
me to connect my 1040 STe to a PC. My roommate has
a program called EBOX that allows him to access the
drives on one machine on the other as if these drives
were installed in his machine. I would like to do this
so I can use his 14.4K modem to download files and then
copy the files from his drive to mine (720K floppies and
2Meg files don't mix). Another option would be to connect
the serial ports (NULL-MODEM?) and use comms program to
transfer using Z-modem. If this is possiple , what
comms progs do we need and describe the connection.

The EBOX type connection would be prefered if possible.

-Thomas

--
TTTTTTTTT H H OOOOOOO M M AAAAAAA SSSSSSS
T H H O O MM MM A A S
T H H O O M M M M A A S
T HHHHHH O O M M M AAAAAAA SSSSSSS
T H H O O M M A A S
T H H O O M M A A S
T H H OOOOOOO M M A A SSSSSSS

SSSSSSS t DDDDDDD
S t D D
S ttttttttt D D
SSSSSSS t D D oooooo gggggg
S t D D o o g g
S t D D o o g g
SSSSSSS t DDDDDDD oooooo gggggg
g
g g
gggggg

--
TTTTTTTTT H H OOOOOOO M M AAAAAAA SSSSSSS
T H H O O MM MM A A S
T H H O O M M M M A A S
T HHHHHH O O M M M AAAAAAA SSSSSSS
T H H O O M M A A S
T H H O O M M A A S
T H H OOOOOOO M M A A SSSSSSS

```
SSSSSSS t DDDDDDD
S t D D
S ttttttttt D D
SSSSSSS t D D oooooo gggggg
S t D D o o g g
S t D D o o g g
SSSSSSS t DDDDDDD oooooo gggggg
g
g g
gggggg
```

1063. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 09:48:19 UTC
From: robing@galadriel.bt.co.uk
Message-ID: <CLq38J.10w@galadriel.bt.co.uk>
Source record: 34045

From article <2kfrg7$lo1@percy.cs.bham.ac.uk>, by I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae):
> Hi, I have a Falcon030 and use an SVGA monitor with an Overscan screenblaster...
>
> Now the problem is that this little gadget (the screenblaster) claims in it's
> manual to do such things as 800x608x16 on an SVGA monitor... not on mine it
> doesn't... Also some of the other resolutions that the manuals mention and that
> have SVGA compatible scan rates don't work on my monitor either.
>
> By not work I mean don't appear in the selection list at bootup/res change time.
>
> So can anyone clear this up ? Perhaps I need a newer version of the software bit
> (mine is I think v1.01). The monitor I use can handle 31,35,38 horizontal incase
> that makes the difference...
>
> If I can't get 800x600 (a nice aspect ratio you see) then I'll probably have to
> sell the screenblaster and get a BlowUp030 thingy...
>
> Cheers
>
> Ian Rae | Falcon030 4/120
> Software Engineering | Current project: realtime DSP sound effects
> University of Birmingham, UK | imr@uk.ac.bham.cs
Ian,

you've answered your own question. To a first approximation, a 60Hz
field and 800 lines is a 48kHz line rate. At 70Hz (rather better on the
eyes) it's 56kHz.

Unless you're heavily into eye damage and headaches then it's far better
to beg (not steal) buy or borrow a multi synch monitor that goes up to
serious line rates! Try it, you'll be amazed... then, of
course, you'll start to think about 15" or 17" or larger screen sizes to
fit all the pixels in comfortably!

Good luck

Robin Gape
robing@galadriel.bt.co.uk

1064. Re: gemeni 2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 09:58:38 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb24.095838.287@unix.brighton.ac.uk>
Source record: 34046

I sure would like to get an English version.

I remember someone saying they had translated a few programs from German to English recently...maybe they could have a try...?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1065. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 10:01:44 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khtu8$3st@nasim.sta.sub.org>
Source record: 34047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey Boyd (boyd@tait.math.fsu.edu) wrote:

> Oh, the only weird thing was that this new version is contained in a
> Zip file?!?

The original file is a selfextracting archive called lharc299.tos with
244860 Bytes. Don't spread repacked archives.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1066. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 10:09:11 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2khuc7$3t9@nasim.sta.sub.org>
Source record: 34048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:

> This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
> others.....

Why?

> I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
> to dnload that files and gave timeouts, this was done after testing the 1987
> version and deleting the dnloaded file at my end, each time..

The 'old' rzsz is much better. Why don't you use it if it works?

> I don't know if its posible to test GSZRZ 3.4 in ay way, if any one has a way
> please let me know.....

GSZRZ 4.1 is released as Shareware. Take a look at German ftp-Servers.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1067. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 10:10:34 UTC
From: v902123@si.hhs.nl
Message-ID: <CLq49n.AE4@si.hhs.nl>
Source record: 34049

In article lo1@percy.cs.bham.ac.uk, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:

>Now the problem is that this little gadget (the screenblaster) claims in it's
>manual to do such things as 800x608x16 on an SVGA monitor... not on mine it
>doesn't... Also some of the other resolutions that the manuals mention and that
>have SVGA compatible scan rates don't work on my monitor either.
>
>By not work I mean don't appear in the selection list at bootup/res change time.

You have to install the right monitor type in the sblaster.inf file. There is a program for but I don't remeber what it's called. If there is a normal VGA type installed then you will indeed not get all the resolutions available.

CU
Ronald

1068. Re: M0/M1 Connection for Falcon (S)VGA Lead

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 10:43:46 UTC
From: djs@jet.uk
Message-ID: <1994Feb24.104346.600@jet.uk>
Source record: 34050

In <CL8EML.K93@brunel.ac.uk> cs90ijr@brunel.ac.uk (Ian J Ray) writes:

>Do pins M0/M1 have to be tied to ground when connecting a VGA monitor
>to the Falcon? I am making my own cable, since 15 UKP is a little
>excessive for such a simple cable :-)
Full info on the video subsystem, and cabling, is available in a recent
ST Applications magazine (from ST Club).
--
David Stevenson, JET Joint Undertaking.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1069. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 11:01:30 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.762087690@acp5>
Source record: 34051

bill.jones@f370.n231.z1.fidonet.org (Bill Jones) writes:

>None of the software included with your Falcon will. HDX stops polling for
>drives at the first "empty" ID it finds, so in order to have a drive with ID
>#7, you'd also have to have #0-6 plugged in.

>The only obvious solution to me is buy the ICD Pro series software - it can be
>set to look for certain IDs and polls for all.

Wrong. AHDI can be configured to scan only certain drives. More information
you can find in the AHDI Release Notes.
BTW, there are several other drivers that have obvious solutions for that,
e.g. HuSHI and HDDRIVER.

****
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

1070. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 13:11:17 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2ki91l$bu8@percy.cs.bham.ac.uk>
Source record: 34052

In article <CLq49n.AE4@si.hhs.nl>, v902123@si.hhs.nl (Roest, R.) writes:
> In article lo1@percy.cs.bham.ac.uk, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
>
> >Now the problem is that this little gadget (the screenblaster) claims in it's
> >manual to do such things as 800x608x16 on an SVGA monitor... not on mine it
> >doesn't... Also some of the other resolutions that the manuals mention and that
> >have SVGA compatible scan rates don't work on my monitor either.
> >
> >By not work I mean don't appear in the selection list at bootup/res change time.
>
> You have to install the right monitor type in the sblaster.inf file. There is a program
for but I don't remeber what it's called. If there is a normal VGA type installed then you
will indeed not get all the resolutions available.
>
> CU
> Ronald
>

Hey please I'm not _that_ stupid :)

Seriously though I have checked several times that the correct monitor is
installed... so it ain't that.

Cheers

Ian

1071. Re: Moving Power Switch and Reset Button

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 13:52:12 UTC
From: jvt@its.bt.co.uk
Message-ID: <CLqEJ1.84u@its.bt.co.uk>
Source record: 34053

In article <1994Feb22.154930.21493@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>Allanon writes:
>: I have no warranty on my Falcon030 and so I was thinking of moving the
>: power switch and reset button because I need to inflict numerous scratches on
>: my hand or contort to turn the beast on and off (I have it embedded in a
>: computer desk with too much on it!).
>
>Just use any switch on the live line of the mains for the power switch!
>(also if you are paranoid, put one on the neutral) Than you can put it
>where you want...

I don't know where "Allanon" is, and safe practice does depend on the
mains distribution system. What I really must comment on is Steve Taylors
irresponsible reference to the *safest* practice as being for the paranoid.
In the UK, the PME system means that it is possible for the neutral line
to reach the same potential as the live under certain fault conditions.
Double pole switches cost little more than single pole and are worth it,
especially where the equipment is left permanently attached to the outlet.

John
--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7LOB
+44 21 308 8892

1072. Re: TOS 2.06 differences

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 14:35:58 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb24.143558.7001@unix.brighton.ac.uk>
Source record: 34054

As I recall, fopen just returns 0 or NULL doesn't it? Why the typecast to
(FILE *). That looks like the root of your problem, IMHO ;)

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1073. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 15:14:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLqICp.JH9@barclays.co.uk>
Source record: 34055

In article <2kfrg7$lo1@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
|> If I can't get 800x600 (a nice aspect ratio you see) then I'll probably have to
|> sell the screenblaster and get a BlowUp030 thingy...
I'd say do this. BlowUp seems to be much more versatile. Try mailing
compo@cix.compulink.co.uk first though to see if you can get an updated
Screenblaster
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1074. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 15:50:52 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.155052.7574@bradford.ac.uk>
Source record: 34056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal writes:
: In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
: >
: >Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
: >It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
: >similar to ST Zip's (it has lots more options though). I particularly
: >like the estimates of compression/decompression time, and the bar graph
: >style progress display. The shell is installable as an application. This
: >appears to be a must-have program.

: I have been using it for the last few weeks and the user interface is
very : good. However, I found that it doesn't like to compress very large
files, : or a large number of smaller files. It simply aborts halfway.

I too have been using it for a few weeks, and have had different problems
with it. Trying to extract files from an LZH _always_ results in numerous
bombs, before returning to the desktop.

UNLESS that is, you view a text file from within an LZH first...
(once per session)

Wierd???
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1075. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 15:54:19 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.155419.8421@bradford.ac.uk>
Source record: 34057

y.siu@lexicor.com writes:
: Steve T.,

: This is continued via private email.

Why? I thought it was pretty General Interest, and two other people have
asked me for info. since my post.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1076. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 15:59:32 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb24.155932.9573@bradford.ac.uk>
Source record: 34058

Vincent Partington writes:

: The floppy disk lights always flash on and off. It does that because TOS checks
: for any newly inserted disks every 50th, 60th or 70th of a second and has to
: activate every connected disk drive to do this.
: Normally you can't see this because it flashes very quickly but if you pay
: really close attention (or when it's dark) you can see.

Are you absolutely sure about this? I have never noticed it, and after
close checking now, it just ain't happening.

--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1077. test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 17:53:12 UTC
From: treno@dist.dist.unige.it
Message-ID: <2kipi8$t97@sgi.iunet.it>
Source record: 34059

[No readable article body recovered]

1078. Math-coprocessor and partition size

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 18:13:17 UTC
From: treno@dist.dist.unige.it
Message-ID: <2kiqnt$td@sgi.iunet.it>
Source record: 34060

Hi all,
i have two questions about Falcon:

1) Maximum HD partition size with ahdi and with ICD
2) may i use a 68882/25MHz on my Falcon030?

Thanx,
Bertucci Roberto.

1079. Falcon Resolutions Infos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 18:14:32 UTC
From: bernard@claudia
Message-ID: <2kiqq8$755@graffiti.cribx1.u-bordeaux.fr>
Source record: 34061

I'm looking forward the hardware adresses used to set the RESOLUTION depth,
the SIZE of the screen and so on...

Thank in advance for infos...

1080. .SEQ project

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 18:57:04 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2kita0$erg@charm.magnus.acs.ohio-state.edu>
Source record: 34062

Some friends and I were talking and we cam up with a great project for someone (we are all unfortunately too busy). That is a program that would play .seq files and/or .avs files in a window on the desktop. This would be really nice if it ran under MTOS and on a Falcon or TT.

We know that there are programs that will do this that take up the whole screen, but this isn't what we were talking about it. It would be a great way to resurect those old avs and seq files. It just seems kind of a waste to have 1200x800 with 16 colors and not be able to play a litle 300x200 16 color animation in window under MTOS.

Well that's our idea. Anybody willing to take up the ball and run with it?

Dan Ackerman
ackerman.29@osu.edu

1081. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 21:21:49 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb24.212149.1389@isle.waterloo-rdp.on.ca>
Source record: 34063

Kosmatos Odisseas (kosmatoo@JSP.UMontreal.CA) wrote:
: posted for brunos@mafalda.math.mcgill.ca

: I just bought a new SCSI-2 drive for my Falcon, plugged it in
: with a huge SCSI-2 cable, etc. This half gig drive is configured to
: SCSI I.D. 7. At present it is impossible for me to change it's ID to 0.

: My Falcon won't recognize it: It boots up and says "Couldn't find device 0".

: When I try and run any of the Hard Disk Utilities (HDX, HDutils, etc) they
: just print to the screen something really fast and exit. We don't have a CLI.

: The Big Question:

: How do I get ANY of this software included with my Falcon to recognize a
: hard disk with ID 7?

: We've tried everything. The manual says nothing. Comp.sys.atari.st.tech
: must say something?

: Thanks, friends. Email to brunos@mafalda.math.mcgill.ca

This most likely won't work... You sure the drive is at ID 7? Most hosts live
at ID 7... Usually, only IDs 0-6 are available... So, until you change the ID
to something other than 7..... Too bad...

Also, as far as I know, Atari's software skips out at the first unused SCSI
ID.. Meaning, it'd have to be 0 to work...

1082. TT SCSI setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 21:47:33 UTC
From: fsctc@avelon.lerc.nasa.gov
Message-ID: <2kj79l$b3p@eagle.lerc.nasa.gov>
Source record: 34064

Okay, guys, I need your input here. I just received my parts and put together an external SCSI expansion to my TT via its external SCSI port (yeah, that DB25 thing). I bought an enclosure and put in a Quantum LPS 540S and an Archive 2150 tape drive. The two devices are set up as SCSI devices 5 & 3 respectively. The problem is, my TT doesn't recognize the presence of these devices. (The parity function of the LPS was disabled. Otherwise, the system won't even recognize drive C.)

I'd boot up and AHDI 6.0 would say device 0 (internal HD?) is on, but device 1 is not responding. It's always been this way since I got the machine. Of course, it also says that ACSI devices are not responding. The LPS is the first device in the enclosure, and the tape is the farthest one. As a result, the terminator resistors on the LPS is removed while that on the tape is left on. This should be correct, right?

I've tried the setup both with and without the ballast resistors on the internal HD. Didn't make a difference. Which should it be? Is there something else that I need to do? Such as flipping a dip switch?

This machine has 4MB ST RAM and 16 MB of TT RAM on a GE-Soft board.

Clarence

ps. Uwe, are you still monitoring this net?
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
-------------------------------------Aeronautics Directorate----------------

1083. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 21:50:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2kj7f1$7bj@mailer.fsu.edu>
Source record: 34065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Frank Bartels (knarf@nasim.sta.sub.org) wrote:
> Mickey Boyd (boyd@tait.math.fsu.edu) wrote:
>
> > Oh, the only weird thing was that this new version is contained in a
> > Zip file?!?
>
> The original file is a selfextracting archive called lharc299.tos with
> 244860 Bytes. Don't spread repacked archives.

If you send me the original .tos version (or put it in /atari/New on
atari.archive.umich.edu) I'll replace the current version with the
original one on atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1084. TT 19" monochrome QUESTIONS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 21:54:04 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLr0u4.452@watserv2.uwaterloo.ca>
Source record: 34066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I finally took the plunge, I am getting a TT (used) this weekend. I bought a 19" Moniterm VY1000 mono monitor for $100 at a surplus store (it also included an AT graphics card with 1meg of memory and cables).

Anyway, someone local here offered to help me try to get it working. I do have some questions (since I haven't talked to him in a while).

1. Is the monitor connector on a TT 9 or 15 pin?
2. Are the mono signals ECL or TTL (not sync, just video)
3. WIll i need to invert sync for a Moniterm monitor?
4. The monitor I have has a 9 pin input with the following pinout:
(the only manual I have is for the graphics card - and these are the specs)
1. Video1+ ECL
2. Video2- ECL
3. Video2+ ECL
4. -5 volt input
5. Horizontal sync TTL
6. Video1- ECL
7. GND
8. GND
9. Vertical Sync TTL

Anybody know what kind of problems I'll run into? Anyone know of any dip switch settings or jumpers in the monitor which may be useful? As i said, the above data is from the supplied graphics card manual (which is why there is a video1 and video2?)

I hope this works!

Thanks for any help,
Sam

1085. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 22:43:02 UTC
From: whitema@rtsg.mot.com
Message-ID: <2kjahm$ivg@delphinium.cig.mot.com>
Source record: 34067

In article <1994Feb24.155932.9573@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>Vincent Partington writes:
>
>: The floppy disk lights always flash on and off. It does that because TOS checks
>: for any newly inserted disks every 50th, 60th or 70th of a second and has to
>: activate every connected disk drive to do this.
>: Normally you can't see this because it flashes very quickly but if you pay
>: really close attention (or when it's dark) you can see.
>
>Are you absolutely sure about this? I have never noticed it, and after
>close checking now, it just ain't happening.
>
>--
>Steve Taylor.

It always has on both my floppy drives on my 1040 STe. Never had problems
with the internal, either.

Michael
whitema@rtsg.mot.com

1086. Re: TT SCSI setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-24 23:33:50 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CLr5GF.K77@cee.hw.ac.uk>
Source record: 34068

Clarence Chang (fsctc@avelon.lerc.nasa.gov) wrote:
: Okay, guys, I need your input here. I just received my parts and put together
: an external SCSI expansion to my TT via its external SCSI port (yeah, that
: DB25 thing). I bought an enclosure and put in a Quantum LPS 540S and an
: Archive 2150 tape drive. The two devices are set up as SCSI devices 5 & 3
: respectively. The problem is, my TT doesn't recognize the presence of these
: devices. (The parity function of the LPS was disabled. Otherwise, the system
: won't even recognize drive C.)

: I'd boot up and AHDI 6.0 would say device 0 (internal HD?) is on, but device 1
: is not responding. It's always been this way since I got the machine. Of
: course, it also says that ACSI devices are not responding. The LPS is
: the first device in the enclosure, and the tape is the farthest one. As a
: result, the terminator resistors on the LPS is removed while that on the tape
: is left on. This should be correct, right?

: I've tried the setup both with and without the ballast resistors on the
: internal HD. Didn't make a difference. Which should it be? Is there
: something else that I need to do? Such as flipping a dip switch?

: This machine has 4MB ST RAM and 16 MB of TT RAM on a GE-Soft board.

: Clarence

: ps. Uwe, are you still monitoring this net?
: --

Would ID 0 help?

: --
: Clarence T. Chang, Ph.D. NASA Lewis Research Center
: phone: 216-433-8561 Cleveland, OH 44135
: email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
: ------------------------------------Aeronautics Directorate----------------

1087. Extended GEM library - big gripe...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 00:02:01 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kjf5p$464@uqcspe.cs.uq.oz.au>
Source record: 34069

Last night I installed the new LHARC 2.99 which has LZHSHELL.APP with it.

LZHSHELL.APP looked a bit ugly as it was all monochrome, so I though I would edit the RSC file and make all the forms 3D.

But alas, when I changed then, there was no change in the forms within LZHSHELL.APP. The only reason I could suspect was that LZHSHELL.APP was using VDI for ALL the objects in the form (ie. they were all PROGDEFs). This is ridiculous.

Can anyone using "Extended GEM" confirm this?

Can anyone doing this, stop.

PROGDEFs should ONLY be used for object types not already provided by GEM.

If I've misunderstood the problem, let me know.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1088. SURVEY: GEM libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 00:10:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kjfm2$4c9@uqcspe.cs.uq.oz.au>
Source record: 34070

```
Simple survey for GEM programmers:

1. Do you use a GEM library?

YES/NO:

2a. NO? Do you want to be emailed the results of this survey?

YES/NO:

2b. YES? Which library, or "my own" if you have your own:

Library name:
Author:
email:
distribution: (commercial/shareware/freeware/pd)

3. What are the major features you like about the library?

4. What are the major problems you have with the library?

5. Any other comments?

Thanks for your time, please email replies and I will post
a summary.

I'm interested in the results for a number of reasons. Firstly,
I'd like find out what additional features are best to add to GEM++,
and secondly, I'm interested in redistributing this knowledge to
new GEM programmers.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

1089. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 00:56:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.l80XFVtR&uk@albemuth.equinox.gen.nz>
Source record: 34071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2kfaqg$fdj@golem.wcc.govt.nz>, Roger Sheppard writes:
>Well this is a report of Terminal programs that have built in Auto Zmodem
>and if they work with Omens Complimentary version of Zmodem 4.7 dated 29-11-93,
>that is on this VAX/VMS Sytem here....
>
>This Zmodem only works with built in Auto Zmodems, so FZT is out plus a few
>others.....

Why does it have to be builtin??? I can't imagine any circumstances
where the host computer can even tell whether you have a Zmodem built in
or not. Also why does it have to be an auto Zmodem??

>I then selected the Later Zmodem V4.7 Dated 29-11-93, all but one failed
>to dnload that files and gave timeouts, this was done after testing the 1987
>version and deleting the dnloaded file at my end, each time..
>
>The only one to work 100%, each time was THE STORM 1.02..???

Did you try varying the setups with CoNnect for instance??

>So don't we have any Real Comms Programers out there...:-)....????

Yes we do!! Just because a new implementation comes out and some of the
older software aren't compatible "out of the box" with it, doesn't mean
that there is any lack in the programming department. A lot of the comms
software for the Atari is of very good quality. At the _most_ all you
can say is that they may not have had the opportunity to catch up with
this particular implementation. It doen't really tell you a lot!

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1090. Re: Extended GEM library - big gripe...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 02:23:07 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLrDAJ.Gz0@cix.compulink.co.uk>
Source record: 34072

```
In message <2kjf5p$464@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
>
>PROGDEFs should ONLY be used for object types not already provided
>by GEM.
>
>If I've misunderstood the problem, let me know.

GEM does not provide underlined characters in objects...

Ofir ogal@cix.compulink.co.uk
```

1091. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 03:25:29 UTC
From: Lexicor@world.std.com
Message-ID: <CLrG6I.Dz6@world.std.com>
Source record: 34073

In article <1994Feb24.155419.8421@bradford.ac.uk>,
Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>y.siu@lexicor.com writes:
>: Steve T.,
>
>: This is continued via private email.
>
>Why? I thought it was pretty General Interest, and two other people have
>asked me for info. since my post.

Because it's highly flammable at this point and not appropriate. I say this
because dragonware is accusing Ladbroke of Software Piracy of Powernet.

Powernet in itself is cool software though :) email dragonware for that <g>

Yat

> --
>Steve Taylor.
>/\
>\ I thought it was about time I had a .Sig, so here goes... /
>| (Witty quotation coming up in next week's edition) |
>/Please do not include this .Sig when you are quoting me. It pisses me off.\
>\/

1092. Re: Falcon with SCSI-2 HD prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 04:05:32 UTC
From: kfason@csn.org
Message-ID: <CLrI19.C1F@csn.org>
Source record: 34074

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

: ICD's pro driver software is definitely worth buying. (an opinion).
: BUT, I am almost sure that you don't need to do this. I do not own a Falc
: so I have go by what I hear, but I think I have heard that you just need a
: text file which tells AHDI which SCSI devices to check, and this you can
: have the drive set to any ID you wish. Surely these programs came with
: instructions???

I prefer ICD's Pro myself, but get the AHDICONF program. It'll config it
to scan the devices you want it too... inlcuding the internal IDE of the
Falcon030.

its hould be on atari.arcive.umich.edu, if not I'm pretty positive its on
ftp.uni-kl.de.

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Atari Jaguar	Higher Educations Computer Source
Multi-Game Hunter ASIC	Proudly Supporting Atari!

1093. Re: TT SCSI setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 07:58:05 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2kkb2d$20r@elroy.jpl.nasa.gov>
Source record: 34075

In article <2kj79l$b3p@eagle.lerc.nasa.gov>,
Clarence Chang <fsctc@avelon.lerc.nasa.gov> wrote:
>Okay, guys, I need your input here. I just received my parts and put together
>an external SCSI expansion to my TT via its external SCSI port (yeah, that
>DB25 thing). I bought an enclosure and put in a Quantum LPS 540S and an
>Archive 2150 tape drive. The two devices are set up as SCSI devices 5 & 3
>respectively. The problem is, my TT doesn't recognize the presence of these
>devices. (The parity function of the LPS was disabled. Otherwise, the system
>won't even recognize drive C.)
>
>I'd boot up and AHDI 6.0 would say device 0 (internal HD?) is on, but device 1
>is not responding. It's always been this way since I got the machine. Of

My experience with AHDI has been that it gives up scanning for devices as soon
as it hits the first non-responding target number. So, if you reset your IDs
from 5 & 3 to 1 & 2, it should then see them properly.

Sometimes I'd prefer that it scans all target IDs, but I guess this saves time
in the nominal case...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1094. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 08:45:00 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Feb25.084500.27324@unix.brighton.ac.uk>
Source record: 34076

In article <2kjahm$ivg@delphinium.cig.mot.com> whitema@rtsg.mot.com (Michael A. White) writes:
>In article <1994Feb24.155932.9573@bradford.ac.uk>,
>Steve Taylor <S.P.Taylor@bradford.ac.uk> wrote:
>>Vincent Partington writes:
>>
>>: The floppy disk lights always flash on and off. It does that because TOS checks
>>: for any newly inserted disks every 50th, 60th or 70th of a second and has to
>>: activate every connected disk drive to do this.
>>: Normally you can't see this because it flashes very quickly but if you pay
>>: really close attention (or when it's dark) you can see.
>>
>>Are you absolutely sure about this? I have never noticed it, and after
>>close checking now, it just ain't happening.
>>
>>--
>>Steve Taylor.
>
>It always has on both my floppy drives on my 1040 STe. Never had problems
>with the internal, either.
>
>Michael
>whitema@rtsg.mot.com

Well now that I've put the case back on the computer you can't really
notice it - not even when it is dark.

BTW- I got the ST working again, for anyone who is interested if you mail
me I'll tell you how, it's not at all interesting so I didn't bother
posting it here! :)

Many thanks for all that helped!
--

INTERNET - st39@unix.bton.ac.uk JANET - st39@uk.ac.bton.vms
WisDom "BBS on a disk /ATARI ST/" - u0007 -=Stephen Ticehurst=-
==== Editor of PDP Magazine - finger for details ====================

1095. Re: Also problems with SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 11:11:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kkmdn$ed5@golem.wcc.govt.nz>
Source record: 34141

In article <Up-EBVTAHUX@zaphot.abg.sub.org>, aw@zaphot.abg.sub.org (Arno Welzel) writes:
>Hi All,
>
>I've got an used SM124 (manufactured 1989). Does anyone know, how i
>can modify the "hardware" to get a lower "sub bright"-level ? I tried

>
>
>Thanks - Arno

There is a Sub-Brightness Pot called VR702, this should be set were all the
other controls are set to full black, ie, backed off, and then you set VR702
so the scan lines can't be seen in a dark room....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1096. ST software supporting PPP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:10:11 UTC
From: rowdyb@dutiws.twi.tudelft.nl
Message-ID: <CLs4Gz.3M4@dutiws.twi.tudelft.nl>
Source record: 34090

Anybody ever turned his/her ST into a machine to telnet/ftp etc. from
directly, using the PPP protocol over your modemlink from
home to university?

If so, please tell me what software is available for just that;
the comp.protocols.ppp FAQ speaks of no Atari software for this.

Even bleed'n Amiga's have it!

Curious to any responses, lies or songlyrics wrt to this,
here or in my box,
Regards,
Rowdy Blokland (The Netherlands)

1097. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:22:06 UTC
From: v902123@si.hhs.nl
Message-ID: <CLs50v.7wA@si.hhs.nl>
Source record: 34145

In article bu8@percy.cs.bham.ac.uk, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
>> You have to install the right monitor type in the sblaster.inf file. There is a program for but I don't remeber what it's called. If there is a normal VGA type installed then you will indeed not get all the resolutions available.

>Seriously though I have checked several times that the correct monitor is
>installed... so it ain't that.
>

You didn't say that in your message :-)

Anyway, if I install the best monitor avail. (multisync) Then I get to choose from all the resolution that the screenblaster can do with that monitor. (Even if my monitor can't do that one) So if you don't then there must be something wrong with the program, try getting a new one from you dealer... (I've got version 1.0)

CU
Ronald

1098. 48 kHz Re: Falcon Screenblaster

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:28:29 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2kkqtd$4c0@elna.ethz.ch>
Source record: 34081

In <CLq38J.10w@galadriel.bt.co.uk> robing@galadriel.bt.co.uk writes:

> you've answered your own question. To a first approximation, a 60Hz
> field and 800 lines is a 48kHz line rate. At 70Hz (rather better on the
> eyes) it's 56kHz.

NO. He didn't ask for 800*800, but only for 800*600. For 600 lines (you
disapproved your own answer =) you need only 600*60Hz == 36kHz.
But you still need some extra time for Vertical Blank. (approx. 5%, normally
calculated as 10% to be sure...), what gives you about 38 kHz.

> Robin Gape
> robing@galadriel.bt.co.uk

gruss
Beat

1099. Re: gemeni 2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:45:53 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Feb25.124553.10050@unix.brighton.ac.uk>
Source record: 34077

I am going to have a try myself..but don't hold your breath!

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1100. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:51:44 UTC
From: troyc@bnr.ca
Message-ID: <1994Feb25.125144.10544@bnr.ca>
Source record: 34143

In article <1994Feb24.155932.9573@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>Vincent Partington writes:
>
>: The floppy disk lights always flash on and off. It does that because TOS checks
>: for any newly inserted disks every 50th, 60th or 70th of a second and has to
>: activate every connected disk drive to do this.
>: Normally you can't see this because it flashes very quickly but if you pay
>: really close attention (or when it's dark) you can see.
>
>Are you absolutely sure about this? I have never noticed it, and after
>close checking now, it just ain't happening.

Yes, it was one of the first things I noticed when I got my ST back in '87.
Since then I have gotten a MegaSTE and it does the same.

If you really want to see it, turn of the lights (and your monitor) and watch
the busy light.

If your REALLY REALLY want to see it, do the above, but with an external
floppy drive. Adding the second floppy exagerates the "feature", plus the
flashes on the external happen ever so slighty after the flash on the CPU.
(I know why this happens, I don't need anyone to explain it too me.)

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1101. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 12:53:11 UTC
From: wwc@dxhrb1.cern.ch
Message-ID: <CLs6Gn.I3v@dscomsa.desy.de>
Source record: 34144

In article writes:
>
>So 1993 software is old, I think the main problem is that Programers are
>working with very old Zmodem source code, if you need the latest code you will
>have to pay for it, thats Omens way....!!!!

Not you - the customer. This meant a price increase of 50% to connect and
I really don't see a reason to pay for a 1 to 3% increase in performance a
price like this. The problem with Omen is, they even don't allow you to
use the new protocol options even if you built the source for z-modem from
scratch. CoNnect would be capable of Zmodem90 but some forced #ifdef's
disable this feature right now. In fact this also applies to Storm and
if it really implements some Z90 features the author has to pay most of
the shareware fee to omen.

Nevertheless Z90 works fine with any Z87 implementation but you'll lose
some 1 - 3 % of throughput. As autostart is no special feature of the zmodem
specification the next version of Connect will also react on the new
start sequence and run in Z87 afterwards.

Wolfgang

1102. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 13:21:58 UTC
From: pagan@meiko.co.uk
Message-ID: <2kku1m$pmb@bart.meiko.com>
Source record: 34083

Well...As far as Ladbroke are aware their Powernet software won't allow you
to hook into ethernet. Heyho, such is life.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

1103. Re: Defragger software?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 13:42:43 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Feb25.084243.19382@nova.wright.edu>
Source record: 34088

Blitzschnell is available as shareware and is really fast. It does my 4 16 Meg partitions (ICD ADSCI+, TOS 1.02) in about 60 seconds. This includes a drive optimization feature as well. CLI and GEM versions available.

cse0947@nova.wright.edu

1104. Re: Assembler-only programs with gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 15:24:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2kl56kINN2g3q@rs1.rrz.Uni-Koeln.DE>
Source record: 34142

Hello again,

The problem that I posted a few days ago is solved:

> gcc-ld foo.o -o foo.prg

>gives me a "bad string table size in foo.o" error message from
>ld. The same happens if I try

> .text
> .even
> clr.w -(sp)
> trap #1

It turned out that it is necessary to attach a global label to
the first assembler statement. Apparently, this label can have
any name. The linker seems to use the first label in the text
segment as the entry point and barfs if it there's no label at
all. It seems to me that using the first instruction of the
object in this case would make much more sense...
Other than that, it is necessary to specify the -nostdlib flag,
as pointed out by Ulrich Kuehn. Otherwise, the C startup module
will be linked and the linker will cry about being unable to
resolve the symbol _main.
Btw, I figured out the thing about the label by jumping to
conclusions from looking at assembler sources created with 'gcc
-S' and found in the mintlib sources. Does anybody know about a
more appropriate document dealing with the linker and the
assembler? For instance, I saw a lot of .stabs instructions in
the code generated by gcc, and I'd linke to find out what they
do.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1105. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 16:26:31 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2kl8rn$8q0@percy.cs.bham.ac.uk>
Source record: 34078

In article <CLs50v.7wA@si.hhs.nl>, v902123@si.hhs.nl (Roest, R.) writes:
> In article bu8@percy.cs.bham.ac.uk, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
> >> You have to install the right monitor type in the sblaster.inf file. There is a program for but I don't remeber what it's called. If there is a normal VGA type installed then you will indeed not get all the resolutions available.
>
>
> >Seriously though I have checked several times that the correct monitor is
> >installed... so it ain't that.
> >
>
> You didn't say that in your message :-)
>
> Anyway, if I install the best monitor avail. (multisync) Then I get to choose from all the resolution that the screenblaster can do with that monitor. (Even if my monitor can't do that one) So if you don't then there must be something wrong with the progr> am, try getting a new one from you dealer... (I've got version 1.0)
>
> CU
> Ronald
>

Yeah my monitor has the following specs:

horiz scan : 31.5, 35, 38 (rough figures)
vert scan : 45-100Hz

Now the SVGA driver in screenblaster has the same horizontal scans but only 60 or 70 Hz vertical. Clearly my monitor is not being fully used. I tried pretending it was a MultiSync and selecting the resolution carefully. I got 800x608x256 _no_ problem. however I don't like this cos one wrong selection adn good buy 250 quid monitor.

What I need then is to get screenblaster to admit that my monitor can do more than just 60/70Hz refresh...

Oh well

Ian

1106. **Are you happy with Calamus?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 16:27:31 UTC
From: mora@sirius.mop.ibm.com
Message-ID: <2kl8tj$p04@monterosa.zurich.ibm.com>
Source record: 34087

I need a DTP package on my Mega/STE and I'm seriously
considering buying Calamus 1.09 because it's quite cheap.
I need to produce camera-ready pages for a technical manual.

If you own Calamus or any other DTP, can you please give
me your opinion?

Thanks,

Frederic Mora - IBM France, Montpellier - Software engineer
AIX Application Development - mora@vnet.ibm.com

1107. Re: Also problems with SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 18:04:32 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-EBZTEHUU@zaphot.abg.sub.org>
Source record: 34146

In <2kkmdn$ed5@golem.wcc.govt.nz> Roger Sheppard wrote :

>In article <Up-EBVTAHUX@zaphot.abg.sub.org>, aw@zaphot.abg.sub.org (Arno Welzel) writes:
>>Hi All,
>>
>>I've got an used SM124 (manufactured 1989). Does anyone know, how i
>>can modify the "hardware" to get a lower "sub bright"-level ? I tried
>
>>
>>
>>Thanks - Arno
>
>
>There is a Sub-Brightness Pot called VR702, this should be set were all the
>other controls are set to full black, ie, backed off, and then you set VR702
>so the scan lines can't be seen in a dark room....

The problem: Altough the sub-bright-level (yes - i used the pot VR702) was
adjusted to the minimum there where still very bright scan lines :-(.
I could only adjust the sub-bright from "bright" to "very bright" ...

But as i wrote in another article - i fixed this problem - thank you.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)

1108. Re: Assembler-only programs with gcc?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 18:50:51 UTC
From: woodford@esca.com
Message-ID: <1994Feb25.185051.26115@esca.com>
Source record: 34079

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

[snip]

>assembler? For instance, I saw a lot of .stabs instructions in
>the code generated by gcc, and I'd linke to find out what they
>do.

I believe 'stabs' stands for 'store absolute' which basically allows one to manually insert information into the symbol table of the object file (obvious really..... NOT! :) Its main use is for creating debugging information to be used by, for example, gdb. Another use is to give a C routine entry point multiple names. This is used to good effect in mintlibs when one function can be referred to by two different names to avoid duplicating code and hence wasting space.

Normally, you won't need to use stabs when hand-coding assembler anyway.

Cheers, Steve

1109. ICD SCSI Pro & Falcon: which version works?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 19:52:49 UTC
From: "TWARECKI,PIOTR,MR" <B7NS000@MUSICB.MCGILL.CA>
Message-ID: <25FEB94.16070956.0233@VM1.MCGILL.CA>
Source record: 34086

Hi everyone,

I would like to find out which version of ICD SCSI Pro utilities
works well with the Falcon. I need full support for the internal
IDE as well as external SCSI drive. I tried 6.0.8 which claims
support for the Falcon, but it was a no-go, hanging the machine.

Thank you in advance for any help,
Peter.

Peter Twarecki <b7ns@MUSICB.McGill.CA>

1110. Re: TT SCSI setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 20:23:50 UTC
From: bjgrier@bnr.ca
Message-ID: <CLsrBt.8C5@nrtpa22.bnr.ca>
Source record: 34082

In article <2kj79l$b3p@eagle.lerc.nasa.gov>, fsctc@avelon.lerc.nasa.gov (Clarence Chang) writes:
|> Okay, guys, I need your input here. I just received my parts and put together
|> an external SCSI expansion to my TT via its external SCSI port (yeah, that
|> DB25 thing). I bought an enclosure and put in a Quantum LPS 540S and an
|> Archive 2150 tape drive. The two devices are set up as SCSI devices 5 & 3
|> respectively. The problem is, my TT doesn't recognize the presence of these
|> devices. (The parity function of the LPS was disabled. Otherwise, the system
|> won't even recognize drive C.)
|>
|> I'd boot up and AHDI 6.0 would say device 0 (internal HD?) is on, but device 1
|> is not responding. It's always been this way since I got the machine. Of
|> course, it also says that ACSI devices are not responding. The LPS is
|> the first device in the enclosure, and the tape is the farthest one. As a
|> result, the terminator resistors on the LPS is removed while that on the tape
|> is left on. This should be correct, right?
|>
|> I've tried the setup both with and without the ballast resistors on the
|> internal HD. Didn't make a difference. Which should it be? Is there
|> something else that I need to do? Such as flipping a dip switch?
|>
|> This machine has 4MB ST RAM and 16 MB of TT RAM on a GE-Soft board.
|>
|> Clarence

Change the SCSI id of your external drive, lps540, to ID-1 then AHDI
should recognize it. I personally use ICD's Pro software, but that's
personal preference.

My TT is configured as follows:
2Mb ST Ram
8Mb TT Ram
85Mb Seagate 1096 (TT SCSI ID 0)
425Mb Quantum LPS-425 (TT SCSI ID 3)
525mb Tecmar tape (TT SCSI ID 1)
Chinon 431 CDROM(TT SCSI ID 5)
NEC-84 CDROM (TT SCSI ID 6)

Only the internal drive and the last one in the chain are terminated.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research | on I'd buy an Amiga. However I have	
Research Triangle Park, NC | real work to do. So please get lost!	

1111. Help any and all slip Source/Bin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-25 23:36:49 UTC
From: traynost@omnigate.clarkson.edu
Message-ID: <1994Feb25.233649.17412@news.clarkson.edu>
Source record: 34085

Hello all,
could you give me the addresses and names of all the slip source
and binaries floating around for the ST? thanks i would appriate it.

Thanks for your time!
Scott "I hate using and IBM PS/2!" Traynor

1112. Re: TT SCSI setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 00:18:07 UTC
From: d93rkr@t.hfb.se
Message-ID: <1994Feb26.001807.27611@t.hfb.se>
Source record: 34084

: DB25 thing). I bought an enclosure and put in a Quantum LPS 540S and an
>: Archive 2150 tape drive. The two devices are set up as SCSI devices 5 & 3
^^^^^

Try set those to ID 1 & 2 (Maybee ID 0 & 1, I don't know how AHDI recognice
the internal HD, propably the internal hd is at ID 0)

>: I'd boot up and AHDI 6.0 would say device 0 (internal HD?) is on, but device 1
>: is not responding. It's always been this way since I got the machine. Of

You Must set the first device ID to 0, the second to 1 the third to 2 and so on...

---
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
_/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ F-030

1113. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 04:40:14 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CLtEB3.25C@cix.compulink.co.uk>
Source record: 34080

In message <2kl8rn$8q0@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk said:
>
>Yeah my monitor has the following specs:
>
>horiz scan : 31.5, 35, 38 (rough figures)
>vert scan : 45-100Hz
>
>Now the SVGA driver in screenblaster has the same horizontal scans but only 60 or
>70 Hz vertical. Clearly my monitor is not being fully used. I tried pretending it
>was a MultiSync and selecting the resolution carefully. I got 800x608x256 _no_
>problem. however I don't like this cos one wrong selection adn good buy 250 quid
>monitor.
>
>What I need then is to get screenblaster to admit that my monitor can do more
>than just 60/70Hz refresh...
>
>Oh well

This monitor is not the best choice. Even so, with BlowUp030 you will be
able to get the best performance out of it. A new version of ScreenBlaster
is due whch will do the same.

Ofir ogal@cix.compulink.co.uk

1114. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 06:54:00 UTC
From: Andreas_Hoffmann@k.maus.de
Message-ID: <A18370@K.maus.de>
Source record: 34147

KT>I have *NOT* tested TAZ with HSMODEM (mainly 'cause its docs are all
KT>in German and I can't figure out anything about it).

There are english docs available for HSMODEM. Get release 02 (HSMODA02.LZH)
or higher.

KT>If anyone can tell me anything about hsmodem, namely what is does and
KT>how it works so I can start testing it with TurboRS, it would be
KT>greatly appreciate.

Here are some sentences from the docs:

----------snip----------

Modular (Serial) Device Drivers
==============================

(Translated from German to English on 1994-01-01 by Harun Scheutzow)

This package contains serial drivers. For every interface or every
interface integrated circuit exist an own driver. The user has to deal
with selecting the right drivers, but the advantage to load only the
drivers he needs. Because I use a clean modular design, a special program
(DRVIN.PRG) has to be loaded before the real drivers. This program adds
the functions for driver installations, which are absent in the operating
system (TOS, Mag!X, MiNT).
----------snap----------

Harun (Harun_Scheutzow@b.maus.de) is the author/developer of HSMODEM, RSVE
and ST_ESCC. The latter implements two additional serial ports, working at
115200 Baud simultaneously on a 8 MHz (!) ST and could be seen as a
successor to RSVE.

Unfortunately I don't have ftp-access, so I don't know if it's available on
a.a.u.e. or any other ftp-server. Maybe a person who has access to both
MAUSNet and Internet can help.

Andreas

1115. Help! Compiling MiNT 1.08

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 17:04:14 UTC
From: scotty@verdix.com
Message-ID: <1994Feb26.170414.22951@verdix.com>
Source record: 34148

I managed to compile 1.04 without much trouble, but now I'm stymied.
I get to the linking stage for mint.prg, and it fails because the symbol
_xbios is referenced in mem.o but there's no definition for it.

I searched incl94 and incl95, and it isn't mentioned. I also tried compiling
with the version 94 and 95 libraries. This was using gcc 2.5.8. No luck!

Can it be that I need the version 97 includes and libraries? This seems
unlikely, since MiNT 1.08 sources have been out for months, and the version
97 stuff only started showing up this morning. The includes were on a.a.u.e,
but the library hasn't been posted in compiled form yet.

THANKS for any help!

Scott

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

1116. Re: ICD SCSI Pro & Falcon: which version works?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 17:19:23 UTC
From: scotty@verdix.com
Message-ID: <scotty.762283163@sarge>
Source record: 34149

"TWARECKI,PIOTR,MR" <B7NS000@MUSICB.MCGILL.CA> writes:

>Hi everyone,

>I would like to find out which version of ICD SCSI Pro utilities
>works well with the Falcon. I need full support for the internal
>IDE as well as external SCSI drive. I tried 6.0.8 which claims
>support for the Falcon, but it was a no-go, hanging the machine.

>Thank you in advance for any help,
>Peter.

>Peter Twarecki <b7ns@MUSICB.McGill.CA>

I ordered ICD Pro from Toad a few months ago and got version 6.2.3; where
did you get one that old? The version I received works fine, once you figure
out how to install it.

The documentation for the Falcon is all on disk, and they use TT030 in a lot
of places where they mean "TT030 and Falcon". Other than that, it's a great
system and well worth the trouble!

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

1117. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 18:38:18 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d702204a6ea@anuurn.do.open.de>
Source record: 34150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Feb24.155052.7574@bradford.ac.uk>,
Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:

>Ofir Gal writes:
>: In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
>: >
>: >Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other sites.
>: >It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
>: >similar to ST Zip's (it has lots more options though). I particularly
>: >like the estimates of compression/decompression time, and the bar graph
>: >style progress display. The shell is installable as an application. This
>: >appears to be a must-have program.
>
>: I have been using it for the last few weeks and the user interface is
>very : good. However, I found that it doesn't like to compress very large
>files, : or a large number of smaller files. It simply aborts halfway.
>
>I too have been using it for a few weeks, and have had different problems
>with it. Trying to extract files from an LZH _always_ results in numerous
>bombs, before returning to the desktop.
>UNLESS that is, you view a text file from within an LZH first...
>(once per session)
>
>Wierd???

Are you using TOS 1.0 or TOS 1.02?
Apparently the Shell has some problems with these old TOS versions; it
works fine with TOS 1.04 and 2.06...
(I'll send a bug report to the author tomorrow, just in case he doesn't
read this group.)
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

1118. Re: 'Powder' PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-26 23:41:30 UTC
From: hoosier@rider.cactus.org
Message-ID: <7079@rider.UUCP>
Source record: 34151
Cross-posted to: local.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
]From: monnier@di.epfl.ch (Stefan Monnier)
]Newsgroups: comp.sys.atari.st,local.atari,comp.sys.atari.st.tech
]Subject: Re: 'Powder' PC
]Date: 22 Feb 94 16:44:39 GMT
]Organization: Ecole Polytechnique Federale de Lausanne
]
]In article <6788@rider.uucp>, Jerry Dunham <hoosier@rider.cactus.org> wrote:
]> I saw the very first 603 run on a printed circuit board. I saw the
]> very first 604 run on a printed circuit board. (No, that's not a typo.)
]> I think I have a pretty good idea of what kind of performance these
]> chips are capable of. I'm drooling all the way to the stock broker
]> to buy as much Motorola stock as I can. (Of course, Motorola stock
]> prices are mainly dominated by the Communications Sector. That's my
]> reality check!)
]
]Well, other RISC processors exist and they are also impressive.
]As far as I know (I don't know much about 60x, x>1), except for
]marketing reasons, the PowerPC doesn't have much more potential than
]POWER or MIPS or ALPHA or HPPA or SPARC or ...
]Especially given that the architectures are basically very close (same
]number of registers same kind of addressing modes, ...)

I agree. Note that what you quote as my words above are really Gregg
Mack's words. I just forwarded them for Gregg since he doesn't have
access to this newsgroup. I asked him to comment because he is part
of the PowerPC development team. In my own case, I work for a com-
pany (Tandem Computers) which converted all its products to RISC some
time ago (MIPS), and I've been seeing the advantage for some time.

]> > ]First of all, we have to remember that in spite of being made by
]> > ]Moto (traitor! ;-) the original design is IBM, ergo - garbage by
]> > ]definition, particularly in the areas of software and hardware.
]
]Hahaha !! good start !
]What exactly do you know about IBM's prestations except being the
]originator of the big PC-mess industry (I know IBM should be ashamed
]of that, but he's not the main reason of the mess: he never intended
]to used the ISA-bus with a 386, for example)

Yes, the Intel/Microsoft market is a mess, and IBM did contribute to
the creation of that mess, but the folks who created the RS/6000 from
which the PowerPC is derived are a different bunch altogether and
don't deserve to be blamed for what others in the IBM empire did.
```

]> >]3. 47 instructions which 620 will have but 601/3/4 do not and some
]> >] instructions must, again, be software emulated.
]
]Is upward compatibility a bad choice ?
]Do you mean the PowerPC should be totally frozen and never evolve ?

I think he just didn't want to see such a jump quite so soon. From
what I've heard from Gregg and others, I don't think it's going to
be a problem, but Don seems to be worried. I wonder if Don would
be so worried if the IBM name were not attached to this critter.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

1119. Re: ICD SCSI Pro & Falcon: which version works?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 01:05:34 UTC
From: kfason@csn.org
Message-ID: <CLuz1C.GCp@csn.org>
Source record: 34152

TWARECKI,PIOTR,MR (B7NS000@MUSICB.MCGILL.CA) wrote:

: Thank you in advance for any help,
: Peter.

If you send in your original PRO disks and $10, you'll get the latest which is 6.4.3 to my knoledge (least thats what I have), it REALLY supports the Falcon030 now, everything works on it. even RateHD has more realistic stats. before my SCSI gave like 800K/sec and 26ms, now it gives 1440k/sec and 10ms... the drive is supposed to be 8.6ms and theretically 10Mbyte/sec...

but the system is greatly sped up with the 6.4.3.. specially with verify off... on is still faster...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Representative Run PC Computers
US Robotics Dual Standard	The STore that ==Runs To You!
Atari Jaguar	Higher Educations Computer Source
Multi-Game Hunter ASIC	Proudly Supporting Atari!

1120. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 12:28:08 UTC
From: gjudd@siward.demon.co.uk
Message-ID: <762352088snz@siward.demon.co.uk>
Source record: 34153

In article <2d702204a6ea@anuurn.do.open.de>
mk@anuurn.do.open.de "Martin Koehling" writes:

> In <1994Feb24.155052.7574@bradford.ac.uk>,
> Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
>
> >Ofir Gal writes:
> >: In message <2kepng$em1@mailer.fsu.edu>, boyd@tait.math.fsu.edu said:
> >: >
> >: >Lharc 2.99 was recently uploaded to atari.archive.umich.edu and other
> sites.
> >: >It is great! The big upgrade over 2.32 is the inclusion of a GEM shell
> >: >similar to ST Zip's (it has lots more options though). I particularly
> >: >like the estimates of compression/decompression time, and the bar graph
> >: >style progress display. The shell is installable as an application. This
> >: >appears to be a must-have program.
> >
> >: I have been using it for the last few weeks and the user interface is
> >very : good. However, I found that it doesn't like to compress very large
> >files, : or a large number of smaller files. It simply aborts halfway.
> >
> >I too have been using it for a few weeks, and have had different problems
> >with it. Trying to extract files from an LZH _always_ results in numerous
> >bombs, before returning to the desktop.
> >UNLESS that is, you view a text file from within an LZH first...
> >(once per session)
> >
> >Wierd???
>
> Are you using TOS 1.0 or TOS 1.02?
> Apparently the Shell has some problems with these old TOS versions; it
> works fine with TOS 1.04 and 2.06...
> (I'll send a bug report to the author tomorrow, just in case he doesn't
> read this group.)
> --
> Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de
>

I've also been using it for some weeks now and I have never experienced any
of these problems. I've had it compress 400+ files as well as files > 1Mb
(although I've not had it compress 400 1Mb files ;-)).

I'm using at 1040STF/TOS1.0/neodesk3 so I'll keep my fingers crossed.

--
Graham (AT HOME, London, England)
gjudd@siward.demon.co.uk (Home: NO NeXTMAIL please)
gjudd@hackatg.demon.co.uk (Office: NeXTMAIL OK)

1121. NVDI v2.5 and Tabby Graphics Tablet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 14:33:49 UTC
From: djs@jet.uk
Message-ID: <1994Feb27.143349.16677@jet.uk>
Source record: 34154

Anyone got the above working together? I get bombs when moving the
pen, so have to disable NVDI when using Tabby.

--
David Stevenson, JET Joint Undertaking. No, it's nothing to do with petrol.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1122. TOS 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 16:34:33 UTC
From: vicb@clark.edu
Message-ID: <2kqi2p$18s@clark.edu>
Source record: 34155

I am in search of documentation or information that will tell me exactly what all of the differences are between TOS 2.06 and TOS 1.62.

The more gut-level the information, the better; programming compatibility is what I'm trying to achieve with a program of mine, and it doesn't seem to get along with 2.06 on one front.

Anybody know where I could get such info?

Thanks in advance,
Victor Bruhn
vicb@clark.edu

1123. I got a TT yesterday- Need suggestions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 17:27:16 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLw8HH.F35@watserv2.uwaterloo.ca>
Source record: 34156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am soooo happy, I got a TT yesterday used for $1100 (canadian). It seems to be fine. Now, the questions:

1. It has TOS 3.01. I am getting the 3.06 ROMs (I don't know how long that will take) so does anyone one know a complete list of Tos fixes I should install till then? (Besides serial port stuff, I have HSMODA02)

2. Does anyone know of any TSR's or accessories I should avoid at all costs. I have my accesories in a folder called ACCs and am using ACC v1.3 (when not using Geneva) to have the desktop find them. This runs perfect on my Mega STe (TOS 2.05) but doesn't work at all on the TT. Anyone know of a similar program that will?

3. I don't want to boot off the internal drive! It's too damn slow! For now I hook up my external drives which the TT will boot from because the internal drive hasn't spun up when it is ready to boot. On resets, I have the ICD pro 6.2.0 utils on both SCSI 0 and ACSI 0 set up to ignore the internal drive (ACSI ID 8 to ICD). I guess the best solution is to take my Quantum from my external case and put it in the TT case and take the Seagate 48meg from the TT case and put it external. I assume the TT SCSI stuff requires disabled parity as well? Does any forsee any trouble this might bring?

4. Spectre is really nice on the TT (I just thought I'd throw that in) I hope 3.1 comes out real soon.

5. It has a low density drive. I assume in needs an AJAX chip to support HD. Is there anything else it needs for this (besides TOS 3.06) like jumper changes, traces cut, etc?

6. Any wanna buy a Mega STe with 4meg and no shifter chip problems (It was fixed by Atari Canada - 1040Ste shifter installed)? TOS 2.05 and low density drive and NO Hard disk. Also an SM124 mono monitor (the old ones, really crisp) Make me an offer. I will consider trade+money for a 1040Ste with 4 meg and no DMA problems. (A friend of mine wants a 1040STe)

7. I'm gonna need TT RAM soon. Everyone seems to recommend GE-Soft board. Anyone have any recommendations/caveats?

Thank you in advance! Please e-mail or post, I read the news fairly frequently.

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |

```
+-------------------------------------------------------------------------+
| I never would have opened up but you seemed so real to me. After all the |
| bullshit I've heard, it's refreshing not to see. I don't have to pretend, |
| she doesn't expect it from me... Just let me try and I will be good to you |
| Just let me try and I will be there for you. I'll show you why you're so |
| much more than good enough. |
| - Sarah McLachlan, _Good Enough_ |
+-------------------------------------------------------------------------+
```

1124. Re: NVDI v2.5 and Tabby Graphics Tablet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 17:38:18 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.0wc9@outb.wimsey.bc.ca>
Source record: 34157

David:would you mind giving your impressions of Tabby? How well does it work, what you use it for, etc. Being a relatively new Atari product, I for one would like to hear more. Thanks in advance.

1125. Re: Updating gdb for Ataris?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 20:18:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.H5cdxWAd00A@semprini.waterloo-rdp.on.ca>
Source record: 34158

In <2kddc6INN15l4@rs1.rrz.Uni-Koeln.DE>, Jan T. Kim writes:

[...gdb overflows and deadlocks the system while debugging a GEM app
after a wind_update(BEG_UPDATE)...]

> Questions: (1) Is there, by any chance, an undocumented keypress
> that unlocks the screen?
> (2) Or any other method of working around this problem?

As a work-around, if you're not debugging something to do with drawing
the screen, you could just leave out the wind_update calls (with #ifndef
DEBUG or something around 'em) while debugging. Your screen will be
messed up somewhat, but at least you won't need to reboot.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1126. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 20:38:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A3989@M4.maus.de>
Source record: 34159

>I bought a 68882 there.
> Installation is really no problem, open up your falcon, remove
>harddisk, and you will see a maths coprocessor socket. Just plug it in,
>and the thing is installed.

...don't remove the harddrive - remove the power supply unit.

1127. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 21:40:55 UTC
From: klasmekj@ucunix.san.uc.edu
Message-ID: <2kr417$95c@ucunix.san.uc.edu>
Source record: 34160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

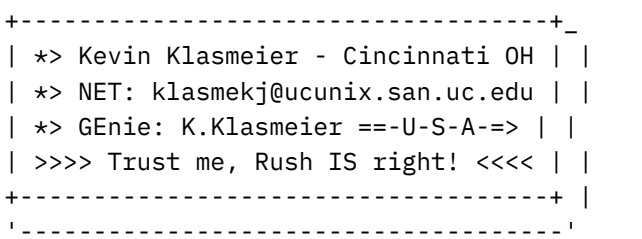
>>: I have been using it for the last few weeks and the user interface is
>>very : good. However, I found that it doesn't like to compress very large
>>files, : or a large number of smaller files. It simply aborts halfway.
>>
>>I too have been using it for a few weeks, and have had different problems
>>with it. Trying to extract files from an LZH _always_ results in numerous
>>bombs, before returning to the desktop.
>>UNLESS that is, you view a text file from within an LZH first...
>>(once per session)
>
>Are you using TOS 1.0 or TOS 1.02?
>Apparently the Shell has some problems with these old TOS versions; it
>works fine with TOS 1.04 and 2.06...
>(I'll send a bug report to the author tomorrow, just in case he doesn't
>read this group.)

I have TOS 1.2 and I have found several problems. I, however, have resolved
them.

1) On files that don't uncompress all of the way, Just uncompress them again.
LHarc is weird, about 80% of the time it works, 20%, it doesn't. If, one file
doesn't uncompress, delete all the others in the archive. Delete works great!

2) Bombs bombs bombs! When extracting a file, you MUST extract all of the
files. Don't select certain files. If you only want a couple, delete the others
in the archive.

I hope this helps.



1128. Re: TOS 2.06 differences

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 22:52:57 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb27.225257.3280@isle.waterloo-rdp.on.ca>
Source record: 34161

Allanon (mm68@unix.brighton.ac.uk) wrote:
: As I recall, fopen just returns 0 or NULL doesn't it? Why the typecast to
: (FILE *). That looks like the root of your problem, IMHO ;)

: Michael

Depends... Standard C's fopen using a FILE structure... Fopen (GemDos) will
return a file handle, which is an int...

1129. Re: SYQUEST 44Mb Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 23:54:22 UTC
From: abarbiero@delphi.com
Message-ID: <R6+oXMG.abarbiero@delphi.com>
Source record: 34162

The formats are compatable from what I have seen, although there are some ormats that could cause problems..

Andreas@AEO

1130. Re: Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-27 23:57:35 UTC
From: abarbiero@delphi.com
Message-ID: <ZY2pPMH.abarbiero@delphi.com>
Source record: 34163

See if you can contact B&C COmputervisions in Santa Clara California.

They SHOULD have the schematics

Schematics? where did I get THAT one from..... :-)

Andreas@AEO

1131. Re: lharc 2.99

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 01:20:40 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.012040.5155@bradford.ac.uk>
Source record: 34164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Koehling writes:

: Are you using TOS 1.0 or TOS 1.02?
Yes, 1.02.
: Apparently the Shell has some problems with these old TOS versions; it
: works fine with TOS 1.04 and 2.06...
Looks like this is my first real reason to upgrade!
: (I'll send a bug report to the author tomorrow, just in case he doesn't
: read this group.)
Right, that'll save me a job.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1132. New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 01:55:44 UTC
From: moskowif@dunx1.ocs.drexel.edu
Message-ID: <CLww0w.JIp@Dunx1.OCS.Drexel.Edu>
Source record: 34165

Hello there,

First off, I would like to thank all who sent me tips on getting my
new floppy drive to work. I was successful in setting the device ID to 0
and the drive now works like a champ.

I have Flash 1.6, and was wondering what the current version of it is at this
time, and where I could get the upgrade of the software.

Thanks
Fred

1133. Re: Never hit your computer! (Was Compo's PC Speed board)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 02:09:22 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Feb28.020922.7989@bradford.ac.uk>
Source record: 34166

Troy Carpenter writes:

: Yes, it was one of the first things I noticed when I got my ST back in '87.
: Since then I have gotten a MegaSTE and it does the same.

: If you really want to see it, turn of the lights (and your monitor) and watch
: the busy light.

: If your REALLY REALLY want to see it, do the above, but with an external
: floppy drive. Adding the second floppy exagerates the "feature", plus the
: flashes on the external happen ever so slighty after the flash on the CPU.
: (I know why this happens, I don't need anyone to explain it too me.)

I honestly have tried all this, and I honestly cannot see anything at all.
But I don't really care.
--
Steve Taylor.
/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/

1134. Re: Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 04:25:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2krrn2$k68@mailer.fsu.edu>
Source record: 34167

abarbiero@delphi.com wrote:
> See if you can contact B&C COmputervisions in Santa Clara California.
> They SHOULD have the schematics

I'm game. Anyone have the phone number?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1135. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 04:28:53 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2krru5$k68@mailer.fsu.edu>
Source record: 34168

Fred Moskowitz (moskowif@dunx1.ocs.drexel.edu) wrote:

> I have Flash 1.6, and was wondering what the current version of it is at this
> time, and where I could get the upgrade of the software.

Flash (as done by Antic and Alan Page) ended with 1.6. There is another
product out called "Flash" that is not from the same source, and was pretty
buggy the last time I looked. The successor to Flash is STorm, by Alan Page.
It is a shareware product available from atari.archive.umich.edu. It was
introduced relatively recently, and looks as though it will develop into a
very nice product (though it appears somewhat rough around the edges at the
moment). I suggest you also try Connect (from the same site). It is an
excellent telecommunications program from Germany, also shareware.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1136. Re: ICD SCSI Pro & Falcon: which version works?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 05:18:49 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2krurp$pc0@cxc1.cl.msu.edu>
Source record: 34169

"TWARECKI,PIOTR,MR" <B7NS000@MUSICB.MCGILL.CA> writes:

>I would like to find out which version of ICD SCSI Pro utilities
>works well with the Falcon. I need full support for the internal
>IDE as well as external SCSI drive. I tried 6.0.8 which claims
>support for the Falcon, but it was a no-go, hanging the machine.

If you don't have the Pro booter version 6.4.3, then you should get
it. It's the first version (to my knowledge) that allows a Falcon
to boot properly from _external_ hard drives.

There is also a newer version in the works, v6.5.0, that purports
to allow CD-ROM access without having to have MiNT installed.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1137. GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 05:39:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ks02u$8o1@golem.wcc.govt.nz>
Source record: 34170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

GSZRZ 4.1 Support...!!!!

Hi I have noticed that the Demo version of
Michael Ziegler Zmodem version 4.1, they list
a few German and Swiss BBS sites that you can dnload the
latest version (4.1) if you are a registered user..

Has any one used these sites and was it for the complete version
or parts that you have to dnload each time....

The English Doc's are not to clear about this, and do you have to wait to
get validated on these BBS's, ie, to access these BBS's....

Thanks........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1138. Re: Gemini 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 07:30:08 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <2ks6i0$mpb@elna.ethz.ch>
Source record: 34171

HAEHNEL,MARTIN (HAEHNELM@EZINFO.VMSMAIL.ETHZ.CH) wrote:
: Hi

: Is Gemini 2 now available?

: Please answer to: frog@stud.ee.ethz.ch

: Thanks in advance Martin

And please post it or send the answer to my address as well.

Bye Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/256'0823) |
| Signal and Information Processing Laboratory ISI ||| ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ / | \ |

1139. Re: **Are you happy with Calamus?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 07:42:55 UTC
From: psanders@cbnewsl.cb.att.com
Message-ID: <CLxC3M.H13@cbnewsl.cb.att.com>
Source record: 34172

From article <2kl8tj$p04@monterosa.zurich.ibm.com>, by mora@sirius.mop.ibm.com (Frederic Mora):
> I need a DTP package on my Mega/STE and I'm seriously
> considering buying Calamus 1.09 because it's quite cheap.
> I need to produce camera-ready pages for a technical manual.
>
> If you own Calamus or any other DTP, can you please give
> me your opinion?
>
> Thanks,
>
> Frederic Mora - IBM France, Montpellier - Software engineer
> AIX Application Development - mora@vnet.ibm.com

I am a Calamus SL user, have used Calamus 1.09 and Calamus 2.0.
There are some drawbacks on Calamus. The user interface is not
easy or straightforward. For text entry there are three ways to
do so.
However, if you use Calamus frequently this is not much of a
problem. For the rest, Calamus offers a lot of features for
a low price.

I use it almost every day.

Paul Sanders

1140. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 07:48:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d71a1ca@secom.ct.se>
Source record: 34173

In a message of 25 Feb 94 17:26:31, Ian M Rae wrote:

IM> Yeah my monitor has the following specs:
IM>
IM> horiz scan : 31.5, 35, 38 (rough figures)
IM> vert scan : 45-100Hz

And my VGA has 31.5kHz, 60Hz.

What are the REAL figures then? (Carefully experimenting with Blowup)

27kHz<->47kHz , 48Hz<->157Hz

!!!!!

I'm not saying you should select MS1/2 and do what you want, I'm just saying that I did. Many times the picture got screwed, the monitor hissed, but NOTHING has happened and it works 110%.

(Running in 1024*768i*16,88Hz mostly, 1280*960i*16,65Hz when I want the really high-rez, and 1024*768i*256,68Hz when viewing pictures.

IM> What I need then is to get screenblaster to admit that my monitor can do
IM> more
IM> than just 60/70Hz refresh...

Get BlowUp030 Hard-II, you won't regret it!

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1141. Re: NVDI v2.5 and Tabby Graphics Tablet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 07:48:44 UTC
From: djs@jet.uk
Message-ID: <1994Feb28.074844.20058@jet.uk>
Source record: 34174

In <dbyfield.0wc9@outb.wimsey.bc.ca> dbyfield@outb.wimsey.bc.ca (Douglas Byfield) writes:

>David:would you mind giving your impressions of Tabby? How well does it
>work, what you use it for, etc. Being a relatively new Atari product, I for
>one would like to hear more. Thanks in advance.
Apart from the aforementioned software incompatibility, it's fine. When
the shop suggested I look at a tablet for less than 50 quid, I was skeptical.
But, after a quick play, I decided that it works well for drawing apps
(I use it with DA's Vektor). You can still use your mouse at the same
time for jobs that are easier that way.

The left-click method is quite neat; the `nib' has a microswitch, and
pressing slightly harder on the pen simulates a mouse click. By default,
right clicks are simulated by using a shift or control key at the same
time; this is less convenient, as many programs use shift-left click, say,
for some purpose. I need to spend some time with the configuration program
to get the right-click method to suit.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1142. Looking for author of tapeBIOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 09:16:01 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CLxGEq.BtL@lincoln.gpsemi.com>
Source record: 34175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm trying to find the author of the TapeBIOS software, Alan Hourihane. The email address for him in the documentation is <alanh@logitek.co.uk> but this is no longer a valid address - anyone know where he is ?

Thanks for any info. - email prefered but it's up to you ...

Martin
--

```
========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ---------------------------------------------------------------- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

1143. Re: AlberTT and monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 11:09:13 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xg9lvkB.lmcclure@delphi.com>
Source record: 34176

"I've just purchased an AlberTT graphics card for my MegaSTe,
but alas, I've found that it doesn't quite work with my
monitor. The card requires a monitor that supports 48khz
horizontal sync - "

"If not, what kind of monitors do actually support this rate?"
Ask for a monitor capable of supporting 1024x768 NON-interlaced. Most
current SVGA monitors can handle this, but few low-range (i.e., capable
of handling ST low and medium res) can.

Given the scan limitations of your Acer monitor, if the card could be
modified to work with it, you would have to be satisfied with approximately
800x600 resolution. I have no knowledge as to whether such a modification
to the AlberTT card is possible, however.

1144. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 11:36:56 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xkwJPmA.lmcclure@delphi.com>
Source record: 34177

Stephen Payne said:

"Use the Queen's English and say mathS - that's with an S,
a bloody S!"
Not if you speak American english! <grin>

1145. Re: Modulator For ST ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 11:42:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2kslag$9uo@golem.wcc.govt.nz>
Source record: 34178

In article <2kjhnf$i1i@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>A while back there was some talk about using pin 2? of the Monitor plug for
>video to a TV. Then it was shown that the modulator from the Ameoba worked
>when connected up to the ST (it damn should!). Now I managed to acquire one
>from a friend who never has used it (still plastic bagged), and was wondering
>if the kind soul(s) who have done it before could post the pinouts of the
>modulator so that I can use my ST again .....
>
>Karl.
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |

If you are refering to the Amiga modulator, there is no simple hack..

I have modded one to work on a Mega ST, it was simply for me as I am a Tech..

You need Real Composite sync and you have to change the xtal osccillator
in the modulator to work...

It does not use pin 2 at all...

Most ST's , Mega's don't have any thing connected to Pin 2 at all...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1146. Re: PC Speed CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 11:43:26 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xm5ovGO.lmcclure@delphi.com>
Source record: 34179

Stephen Ticehurst said:

"so I don't actualy know what CPU the PC Speed emulator
actualy uses."

With the standard PC Speed emulator, that would be an NEC V30-8. (The -8 meaning rated for 8Mhz operation...you could always use one rated for a faster speed if you could not find the -8 version).

1147. Re: PC Speed CPU

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 14:00:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLxtKv.ELo@barclays.co.uk>
Source record: 34180

In article <1994Feb22.194451.26306@unix.brighton.ac.uk>, st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:
|> I have Compo's PC Speed IBM emulator fitted to my Atari STe, unfortunaly
|> it looks as if I have managed to blow the CPU on the board (the IBM
|> one, not the 68000). The booklet I received with the board is unfortunaly
|> back home in Norfolk (I'm at the moment in Brighton!) so I don't actualy
|> know what CPU the PC Speed emulator actualy uses.
Ask compo@cix.compulink.co.uk.
I thing the PC Speed was just an 8086 wasn't it?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1148. Re: Extended GEM library - big gripe...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 14:15:54 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ksuaq$1po@percy.cs.bham.ac.uk>
Source record: 34181

warwick@cs.uq.oz.au (Warwick Allison) writes:
>Last night I installed the new LHARC 2.99 which has LZHSHELL.APP with it.
>
>LZHSHELL.APP looked a bit ugly as it was all monochrome, so I though I
>would edit the RSC file and make all the forms 3D.
>
>But alas, when I changed then, there was no change in the forms
>within LZHSHELL.APP. The only reason I could suspect was that
>LZHSHELL.APP was using VDI for ALL the objects in the form (ie.
>they were all PROGDEFs). This is ridiculous.
>
>Can anyone using "Extended GEM" confirm this?
>

No, it doesn't do this (to the best of my knowledge). However, if I
understand the Enhanced GEM sources correctly, the AES 3D bits are
used for internal E_GEM purposes. There is some German documentation
which sort of suggests this, but my German isn't up to translating it
properly :-(

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1149. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 16:19:39 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2kt5ir$fj7@fbi-news.informatik.uni-dortmund.de>
Source record: 34182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

GSZRZ 4.1 is the latest version and it's shareware. With some little exeptions
you can run the full programm.
So why should you only be able to download the programm when you're a user?

By the way, which sites do you mean?
Sorry for unknowlodge but what's BBS?

--
Greetings from

...Patrick

--

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

1150. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 16:57:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CLy1s0.99o@barclays.co.uk>
Source record: 34183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2kt5ir$fj7@fbi-news.informatik.uni-dortmund.de>,
grsys168@gulliver.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> By the way, which sites do you mean?
|> Sorry for unknowlodge but what's BBS?
BBS = Bulletin Board System. A usually free system like a mini-Internet often
running on a single PC/ST/Amiga/etc.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1151. mntlibs 43

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 18:07:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1645@usdtsg.DaytonOH.NCR.COM>
Source record: 34184

I've noticed that MNTINC43 and MNTLIB43 (.ZOO?) are now at
atari.archive.umich.edu. Any idea when MNTOLB43 will join them?
Just wondering...

Rob

1152. Re: Looking for author of tapeBIOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 20:46:09 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.564709@cix.compulink.co.uk>
Source record: 34185

In article <CLxGEq.BtL@lincoln.gpsemi.com>, mkite@lincoln.gpsemi.com (Martin Kite) writes:
>Hi,
>
>I'm trying to find the author of the TapeBIOS software, Alan Hourihane. The
>email address for him in the documentation is <alanh@logitek.co.uk> but this is
>no longer a valid address - anyone know where he is ?
>
>Thanks for any info. - email prefered but it's up to you ...

alanh@metruk.uucp is the latest address i have for him.

1153. AES sending bogus update messages!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-02-28 21:05:56 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Feb28.210556.14115@beaver.cs.washington.edu>
Source record: 34186

I've written a GEM program that has 3 windows open. One has a resource tree that I draw in it and the others have VDI lines and text in them. The problem is that I get these weird messages from the AES telling me to redraw a small box (about 10 characters across and 2 lines high, right under the menu bar) after topping one window, drawing it,
and topping the window I was in before. (This is when I click on a different window). There are no windows around this spot, nor have I called form_dial() over that spot to tell the AES to update it. I just seem to get this weird message. This happens weather I'm running on a Falcon, TT, or STE. Also, if I move the window to the right, it doesn't send the message because now the small box does not intersect with any windows. This is an annoying message because the window takes a while to draw, and even with clipping, I still have to calculate and draw the whole window (even though part shows).

Any suggestions? Has anyone experienced this before?

Thanks!

1154. Re: programming slm605?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 00:02:54 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d72b1e864afec@anuurn.do.open.de>
Source record: 34187

In <16F57E4CFS86.BACKWE1@VM.AKH-Wien.AC.AT>,
Dr. Werner Backfrieder (BACKWE1@VM.AKH-Wien.AC.AT) wrote:

>Hi
>I try to write some assembler routines on my TT-030 to print some
>graphics on the atari laser-printer (SLM-605). But there occure
>big troubles when I start the dma-transfer to the printer. Has
>anybody an idea how to write code for stable dma-transfer or where
>I can get some manuals. Is there significant difference between
>dma-handling on atari-st and atari-tt (because my old literature
>refers to the st-model)?
>Many thanks in advance

Possibly you should try to use the Diablo Emulator's capability to
print bitmaps? This is easier and certainly "cleaner" than accessing
the DMA hardware directly - this way, your programs will even work
with the "Heatseeker" (a gagdet that allows you to use SLM laser
printers with the Falcon030 - the Heatseeker comes with a modified
Diablo630 emulator).

Martin

>werner
>
>Werner Backfrieder
>Dept. Biomedical Engineering & Physics
>University of Vienna
>Austria
>email: wback@atpibm6000.tuwien.ac.at
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

1155. Re: Falcon math coprocessor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 02:27:22 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar1.022722.14045@bradford.ac.uk>
Source record: 34188

```
Lonnie McClure writes:
:
: Stephen Payne said:
:
: "Use the Queen's English and say mathS - that's with an S,
: a bloody S!"
: Not if you speak American english! <grin>

'English' has a capital 'E'. If you want to use it at all, use it
properly. Followups somewhere else, please.

Steve Taylor.
/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
\ I thought it was about time I had a .Sig, so here goes... /
| (Witty quotation coming up in next week's edition) |
/Please do not include this .Sig when you are quoting me. It pisses me off.\
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/
```

1156. Re: **Are you happy with Calamus?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 03:48:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2kudtr$28s@uqcspe.cs.uq.oz.au>
Source record: 34189

From article <2kl8tj$p04@monterosa.zurich.ibm.com>, by mora@sirius.mop.ibm.com (Frederic Mora):

> I need a DTP package on my Mega/STE and I'm seriously
> considering buying Calamus 1.09 because it's quite cheap.
> I need to produce camera-ready pages for a technical manual.
>
> If you own Calamus or any other DTP, can you please give
> me your opinion?

You may be better off with something like LaTeX for a technical manual.

Calamus has excellent support for graphics, column layout, etc., etc.,
but for many simple, verbose applications, LaTeX is easier.

I find Calamus a great product. The display is very fast as it cleverly
caches bitmaps. And with the dozens of .CFN fonts from the GEMini CD-ROM,
it's even prettier!

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1157. First TT problem - ICD link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 04:37:23 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLyy6C.FEo@watserv2.uwaterloo.ca>
Source record: 34190
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after setting up my new old TT (TOS 3.01) and switching the internal
48 meg drive with a 105, things seem OK EXCEPT:

The TT refuses to read BIG files from any ASCI device with the ICD LINK
connected. The driver I use is ICD PRO 6.0.2. The hard drive light(s)
(there are two external drives) just blink when trying to read a big file.
This happened when the 105 was external too, but the same files are OK now
its internal. Bizarre!

One obvious (and cheap) solution I suppose could be to use TT SCSI for every-
thing. Which brings me to my question:
Since the SCSI external cable I have which hooks up to the link had a female
centronics connector and the TT SCSI connector has a female(?) DB50 connector
does that mean I can eliminate the LINK with simply a PRINTER cable?
That would be pretty neat!

Other than that, I'm having a blast with the TT - a truly wonderful machine!

Sam

+---+
| Samy Mesbah "Karma can only be apportioned by the cosmos" |
| EE Grad Student -Homer Simpson |
| University of Waterloo (sasmesba@kingcong.uwaterloo.ca) |
+---+
| A lie to say "Oh my mine gave a diamond big as a fist", but with every gem |
| in his pocket the jewels he has missed. A lie to say, "Oh my garden is |
| growing taller by the day", he only eats the best and tosses the rest away |
| Oh no never will he believe that his greed is a blinding ray... |
| - 10,000 Maniacs, _A Campfire Song_ |
+---+

1158. Re: AES sending bogus update messages!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 08:37:10 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2kuurmINNm9s@tarsky.uni-muenster.de>
Source record: 34091

In article <1994Feb28.210556.14115@beaver.cs.washington.edu>,
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
|> I've written a GEM program that has 3 windows open. One has a resource tree
|> that I draw in it and the others have VDI lines and text in them. The problem
|> is that I get these weird messages from the AES telling me to redraw a small
|> box (about 10 characters across and 2 lines high, right under the menu bar)
|> after topping one window, drawing it,
|> and topping the window I was in before. (This is when I click on
|> a different window). There are no windows around this spot, nor have I called
|> form_dial() over that spot to tell the AES to update it. I just seem to get
|> this weird message. This happens weather I'm running on a Falcon, TT, or STE.
|> Also, if I move the window to the right, it doesn't send the message because
|> now the small box does not intersect with any windows. This is an annoying
|> message because the window takes a while to draw, and even with clipping, I
|> still have to calculate and draw the whole window (even though part shows).
|>
Normally, when updating a window due to a redraw message, one is required to
get the rectangle list, then calculate the intersection with the area to be
redrawn, then intersect that with the screen area (yes, the AES dont do that),
and then draw the window contents in this intersection area. So: if there
is no window over that spot, that should not take too much cpu time....
But nevertheless, this seems to be really wierd!

Regards,
Ulrich

1159. Help: Connecting Mega ST2 to NEC 3D (instead of SM124)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 08:50:14 UTC
From: acp05@rrz.uni-koeln.de
Message-ID: <2kuvk6INN1qbg@rs1.rrz.Uni-Koeln.DE>
Source record: 34092

Hi there,
I've got a question that's probably been answered a thousand times, but I
am new in the Atari world (got an old Mega ST2 for free). The problem is:
the monitor (SM124) is worn out, not enough brightness anymore. Since I have
got a NEC 3D which isn't used for the moment I would like to connect it to
the ST instead, using it in high res as well as in medium res mode. Which
pins do I have to use?

Any help is appreciated. Thanks in advance,
Jan
--
Jan-H. Spilgies | Time flies like an arrow -
Universitaet zu Koeln | fruit flies like a banana.
Institut fuer Physikalische Chemie I |_____(Groucho Marx)
Luxemburger Str. 116 D - 50939 Koeln
phone: (+49) [0]221 470 4471 email:acp05@rs1.rrz.uni-koeln.de

1160. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 12:34:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2kvcon$a55@elroy.jpl.nasa.gov>
Source record: 34093

In article <2d71a1ca@secom.ct.se>,
Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>I'm not saying you should select MS1/2 and do what you want, I'm just saying
>that I did. Many times the picture got screwed, the monitor hissed, but NOTHING
>has happened and it works 110%.
>
>(Running in 1024*768i*16,88Hz mostly, 1280*960i*16,65Hz when I want the really
>high-rez, and 1024*768i*256,68Hz when viewing pictures.
>
>IM> What I need then is to get screenblaster to admit that my monitor can do
>IM> more
>IM> than just 60/70Hz refresh...
>
>Get BlowUp030 Hard-II, you won't regret it!

I got the Blowup030 demo, and was pretty well impressed by it, but it didn't
do anything when MiNT/multiTOS was active. I.e., I got the same old 640x480
screen (that I otherwise haven't seen for *months*!). Screenblaster doesn't
give me as flexible a way to select resolutions, but at least it still
performs while MultiTOS is active. Presumably the real version of the BlowUp030
doesn't have this limitation?

[Just another guy with a 1990-era multiscan monitor, 15-36khz. Right now I
use 1024x560x16,60hz with Screenblaster. The 1280x960i mode was cute, but
almost impossible to work in on a 14" screen. The monitor itself was
originally rated at 800x600 noninterlaced, 1024x768 interlaced, but for
whatever reason Screenblaster doesn't offer these resolutions for me to
choose. sigh...]
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1161. Re: Extended GEM library - big gripe...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 12:45:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zcjvasWRGYU@semprini.waterloo-rdp.on.ca>
Source record: 34094

In <CLrDAJ.Gz0@cix.compulink.co.uk>, "Ofir Gal" writes:
> In message <2kjf5p$464@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au said:
> >
> >PROGDEFs should ONLY be used for object types not already provided
> >by GEM.
> >
> >If I've misunderstood the problem, let me know.
>
> GEM does not provide underlined characters in objects...

Lharc's underlined objects don't draw properly on my system; the
"underlines" are actually through the middle of the character.

IMHO, this is one of THE ugliest "featuers" of MS Windows, OS/2, and
Motif... bleh.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1162. Re: First TT problem - ICD link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 13:24:29 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CLzMKu.1FL@watserv2.uwaterloo.ca>
Source record: 34095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ooops, one mistake in my original post about this - I am using ICD PRO 6.2.0 NOT 6.0.2. As well, the problem doesn't occur when GENEVA is running, so it seems that the computer is trying to access too fast with just the regular desktop (or just Neodesk). Anyone else have a similar problem? I can't use TT SCSI exclusively because Spectre doesn't support TT SCSI yet, (maybe when 3.1 comes out!)

Thanks again,
Sam

1163. Microkernels?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 14:35:37 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CLzpvE.74M@bbc.co.uk>
Source record: 34096

Thinking about the future. Assuming TOS based machines survive, would it be
to create a microkernel version to run on any hardware platform? What research
is being done into advanced versions of GEM and TOS?

-David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1164. Re: PPC (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 15:58:43 UTC
From: dunham@devnull.mpd.tandem.com
Message-ID: <7181@rider.UUCP>
Source record: 34097
Cross-posted to: local.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Forwarded message:
From: Gregg Mack <gmack@paceline.sps.mot.com>
To: donm@ucon.gun.de (Don Maple)
Date: Sun, 27 Feb 94 12:03:31 CST

> Date: Fri, 25 Feb 1994 21:32:41 -0100 (MET)
> From: Don Maple <donm@ucon.gun.de>
> To: Gregg Mack <gmack@paceline>
>
> (This response was xposted in the Atari conference)
>
> True, but even accounting for that it's 180+ and that's still on the
> bloated side for a *reduced* instruction set.

Don,
I agree with everything that you "countered" with in your very complete
reply, except the above statement. If I may paraphrase (as best I can
remember) Michael Slater, author of The Microprocessor Report (who I had
the pleasure (?) of listening to for nearly 5 hours last week), who said:
The "reduced" part of the RISC acronymn is referring to how much processing
is done by each instruction - not to how many instructions are in the
programmer's model. (But what do I know? - I'm a hardware jock!)

> But seriously, why bother with the corrupt past at all? Why not make
> a clean break and the same type of leap as when the 68000 was introduced?
> Why anchor yourself (Moto, I mean) to R6000 (a niche market at best) in the
> first place?

Because, unfortunately, technology is once again driven by "business reasons".

I agree completely with your assesment of the current lack of knowledge
about the realities of the PowerPC chips. As a matter of fact, I *USED* to
read the comp.sys.powerpc USENET group, but there is more misinformation
and emotion found there than facts.

What the hell, let 'em think what they want.... It's probably good for
business (and the price of Moto's stock)!

--
Gregg Mack -------- __o
gmack@paceline.sps.mot.com ------- _`\<,_
Motorola RISC - Austin, TX ------- (*)/ (*)

1165. Re: AES sending bogus update messages!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 16:29:45 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2kvqhp$s0g@tuegate.tue.nl>
Source record: 34098

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
: I've written a GEM program that has 3 windows open. One has a resource tree
: that I draw in it and the others have VDI lines and text in them. The problem
: is that I get these weird messages from the AES telling me to redraw a small
: box (about 10 characters across and 2 lines high, right under the menu bar)
: after topping one window, drawing it,
: and topping the window I was in before. (This is when I click on
: a different window). There are no windows around this spot, nor have I called
: form_dial() over that spot to tell the AES to update it. I just seem to get
: this weird message. This happens weather I'm running on a Falcon, TT, or STE.
: Also, if I move the window to the right, it doesn't send the message because
: now the small box does not intersect with any windows. This is an annoying
: message because the window takes a while to draw, and even with clipping, I
: still have to calculate and draw the whole window (even though part shows).

: Any suggestions? Has anyone experienced this before?

: Thanks!

This really sounds strange. But first, let me get one thing straight:
do you get a redraw-message for the desktop or for a window? I thought the
AES didn't send redraws for the desktop to applications (only when they
contain USERDEF objects and from your description I conlude that this isn't
the case), so this would really be weird. Therefore I think I
misunderstand you, and you get a redraw for a window in which you draw
your own menu-bar. Please de-mystify me and I'll try to think of some
usefull suggestions. I have some, but I need the above information first.
You can E-mail me or reply by post, whichever is the most convenient.

hoping to be able to help, I greet you,

--
--- Marcel van Loon
E-Mail: marcel@eb.ele.tue.nl

1166. real memory<->DSPmemory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 17:07:08 UTC
From: di3dah@monroe.adbutb.hks.se
Message-ID: <1994Mar1.170708.1386@gdunix.gd.chalmers.se>
Source record: 34099

Hello world!

I would have some asseblerhelp with the Falcon.

1) How do I transfer data to the DSP using DMA?
2) How to set the soundchip play from DSPmemory?

--
CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST

1167. Joysticj on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 17:22:18 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2kvtka$nbt@laurel.phil.ruu.nl>
Source record: 34100

Please help. I am about to finish a game for the Falcon written in asembler (two tanks shoot each other), but it only runs with key strokes. My joystick reading routine does not seem to work. I use the following: First whack it in supervisor mode, get ikBD vecors with the operating call, patch in mine own handler with lea 24(a0),a0 (ao being the vector from the IKBD). I have written 2 handlers both don't work. First a simple one which puts the Words in a0 in a buffer, the second a from the bullfrog tutoria

l a few years back. It looks like mine handler is not installed properly. Does anybody know how to do it? Please help, I like to finish the game and release it as sharewhare. (it's 640

1168. Linux on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 17:54:03 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2kvvgc$shv@ornews.intel.com>
Source record: 34101

A while back someone posted an article on Linux in use on an Atari ST, or asking if this was possible. I must've skipped over this so forgive me if I'm repeating the same question.

I've heard that Linux was originally compiled to work on Intel processors only. Does anyone know if Linux has been or could be re-compiled to work on the Atari?

Thanks,

Michael Smith

1169. Re: Ether030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 19:21:00 UTC
From: Dieter_Lorteye@bi.maus.de
Message-ID: <A18726@BI.maus.de>
Source record: 34102

Hello,

i do appreciate answers to questions like:

- To which standard like ArcNet or NE2000 is this adapter compatible?
- What are the features of it?
- How fast is the RomPort Ethernet-Card?
- What does it cost?
- Is there any software, that supports this Ethernet-Adapter?

Thanks

Dl'O

1170. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 20:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d73a364@secom.ct.se>
Source record: 34103

In a message of 01 Mar 94 13:34:31, Howard Chu wrote:

HC> give me as flexible a way to select resolutions, but at least it still
HC> performs while MultiTOS is active. Presumably the real version of the
HC> BlowUp030
HC> doesn't have this limitation?

I have never had any problems when using MultiTos, so I KNOW the real version hasn't got any limitations there ...

HC> almost impossible to work in on a 14" screen. The monitor itself was
HC> originally rated at 800x600 noninterlaced, 1024x768 interlaced, but for
HC> whatever reason Screenblaster doesn't offer these resolutions for me to
HC> choose. sigh...]

Well ... on a PC my monitor does 640*480 and 800*600 .. :-) .. NOT 1024*768i .... BlowUp030 + Falcon gives 1024*768i and 1280*960i .. :-)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1101/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1171. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 20:26:00 UTC
From: mikael.hermansson@p8.secom.ct.se
Message-ID: <2D73A544@p8.secom.ct.se>
Source record: 34104

In a message of <01 Mar 94 13:34:31>, Howard Chu (2:200/427.3) writes:

HC>
HC> In article <2d71a1ca@secom.ct.se>,
HC> Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
>> I'm not saying you should select MS1/2 and do what you want, I'm just
HC> saying
>> that I did. Many times the picture got screwed, the monitor hissed,
>> but
HC> NOTHING
>> has happened and it works 110%.
>>
>> (Running in 1024*768i*16,88Hz mostly, 1280*960i*16,65Hz when I want
>> the
HC> really
>> high-rez, and 1024*768i*256,68Hz when viewing pictures.
>>
>> IM> What I need then is to get screenblaster to admit that my monitor
>> can
HC> do
>> IM> more
>> IM> than just 60/70Hz refresh...
>>
>> Get BlowUp030 Hard-II, you won't regret it!
HC>
HC> I got the Blowup030 demo, and was pretty well impressed by it, but it
HC> didn't do anything when MiNT/multiTOS was active. I.e., I got the
HC> same old 640x480 screen (that I otherwise haven't seen for
HC> *months*!). Screenblaster doesn't give me as flexible a way to select
HC> resolutions, but at least it still performs while MultiTOS is active.
HC> Presumably the real version of the BlowUp030
HC> doesn't have this limitation?

BLOWBOOT.PRG has to be behind Mint and SpeedoGDOS in the AUTO-folder.

Mikael Hermansson

1172. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-01 20:58:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l0a8u$kq2@golem.wcc.govt.nz>
Source record: 34105

In article <CLww0w.JIp@Dunx1.OCS.Drexel.Edu>, moskowif@dunx1.ocs.drexel.edu (Fred Moskowitz) writes:
>Hello there,

>I have Flash 1.6, and was wondering what the current version of it is at this
>time, and where I could get the upgrade of the software.
>
>Fred

There is no upgrade to Flash 1.6, this was writen by Alan Page, he has brought out a New Program called THE STORM, this is PD/Shareware and is on A.A...

A OZZ firm took over the rights to the FLASH name and have come out with Flash 2, a bit of a look alike to Flash 1.6, but does not support the New Zmodem used here on this VAX site...

THE STORM does support this New Zmodem.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1173. Spectre Mac emulation: looking for SCSI drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 06:07:18 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar2060718@hal.cerfacs.fr>
Source record: 34112
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.hardware,comp.sys.mac.system,comp.sys.mac.wanted,fr.comp.sys.mac,comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

I am looking for two Mac SCSI drivers for the following devices.

Insite Floptical drive - I have Floptic404 from IOMega but it does
not recognize my drive.

Toshiba XM-3401B CD-ROM drive - with SCSI interface.

I am running System 6.0.[35] emulating a MacPlus. Are there PD
drivers or comercial ones? Where can I find them? I would also like
to hear from others that have suceeded or attempted to connect such
devices. Please reply by e-mail, if possible, and I will summarize to
the net.

Thanks in advance,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
The waves came in like arabian stallions gradually lapping into seahorses.
-- Pattie Smith

1174. GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 06:42:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l1che$ojl@golem.wcc.govt.nz>
Source record: 34106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can any one help...

were can I find a PD GDOS FONT EDITOR..

Its mainly needed for GDOS screen fonts....

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1175. Multimedia CD-ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 06:46:32 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Mar2.064632.3287@news.unige.ch>
Source record: 34107

Are there any programs for using multimedia CD-ROMs "for Mac and PC"?
If not, is this for any technical reason or just because nobody has
written anything?
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1176. Gopher Info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 09:29:22 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2l1m9i$pin@golem.wcc.govt.nz>
Source record: 34108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gopher Help.....!!!!

Can some one Help on Site Host names
for use by Gopher..

or were we can get full FAQ info on Gopher access to sites..

Some are simple but some are not..

i.e, what is the Host name for cs.tu-berlin.de

and any other good FTP sites....

We have managed to Gopher, A.A., tu-clausthal.de and uni-kl.de

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1177. Re: Linux on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 10:00:06 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Mar02.100006.1@gst-soft.demon.co.uk>
Source record: 34109

TITLE: Re: Linux on ST

> I've heard that Linux was originally compiled to work on Intel
> processors only. Does anyone know if Linux has been or could be re-compiled
> to work on the Atari?

The port for Linux to 680x0's is being worked on as we speak,
however it will only be available for 030's and above becuase
of the lack of an MMU in the lower 68K series. Hence it is
baised towards TT's and Falcons. The main effort is in the
Amiga direction but with sidelines for Ataris and Macs. The
Amiga port is coming along very well, unfortuantely the lack
of Mac/Atari developers means that these ports are somewhat
lacking.

There is a 680X0 mailing list that you can join to find out
how things are going. 99% of the posts are aimed at the Amiga
port though.

Chris.

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

1178. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 12:20:22 UTC
From: grsys168@gulliver.informatik.uni-dortmund.de
Message-ID: <2l20a6$lcu@fbi-news.informatik.uni-dortmund.de>
Source record: 34110
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry Folks

A friend of mine told me the following:

GSZRZ 4.1 ist not Shareware. You have to pay for it.
I just don't know if older versions of GSZRZ are just Shareware but I try to
find out if you're interested in.
If there're shareware versions I could upload this to a german FTP-Server.
For nearer details please contact me under
Patrick_Koehne@un.maus.ruhr.de

I could alternative post the e-mail-address of the author then you can
ask him yourself.

--
Greetings from

...Patrick

Patrick Koehne
Irisweg 9
59439 Holzwickede

e-mail: Patrick_Koehne@un.maus.ruhr.de
(z.Z.) ds375@eva.informatik.uni-dortmund.de

1179. New upload to ftp.uni-muenster.de

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 13:03:56 UTC
From: reschke@uni-muenster.de
Message-ID: <2l22rs$s55@obelix.uni-muenster.de>
Source record: 34111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
What: new releases of my command line utilities (texttl03.tos, mupftl03.tos).
Where: ftp.uni-muenster.de, pub/atari/Gemini

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
--------------------------------------------------
```

1180. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 14:16:47 UTC
From: djs@jet.uk
Message-ID: <1994Mar2.141647.1162@jet.uk>
Source record: 34113

In <2d71a1ca@secom.ct.se> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>And my VGA has 31.5kHz, 60Hz.

>What are the REAL figures then? (Carefully experimenting with Blowup)

>27kHz<->47kHz , 48Hz<->157Hz

>I'm not saying you should select MS1/2 and do what you want, I'm just saying
>that I did. Many times the picture got screwed, the monitor hissed, but NOTHING
>has happened and it works 110%.
>...
It would appear that a number of monitors that are being sold as SVGA are
actually multisyncs. I bought a Samsung monitor as an SVGA for 180 GBP.
The name of it (SyncMaster 3) suggested that it might actually sync to
a range of H and V rates, and a telephone conversation with Karl Brandt
(Systems Solutions) suggested the same thing (I was trying to get
BlowUp Hard 2, and he said that BlowUp Hard 1 was likely to be enough).

So I rang Samsung to get the specs, and sure enough it can handle
Vertical refresh rates of something like (I don't have the exact figures
on my desk now) of 35 to 90 Hz and a Horizontal scan rate of 33 to 87 KHz.
I got good resolutions out of the demo Blow Up Soft, but they were too
flickery (and the demo works in 16 colours only), so looks like BlowUp
Hard 1 will be a good investment.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1181. *** ANNOUNCEMENT : MEMDEBUG ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 14:30:31 UTC
From: rEnE Schmit <rene.schmit@crpht.lu>
Message-ID: <2l27u7$a3q@caladan.restena.lu>
Source record: 34114

```
Hi everybody

Memory management errors are notoriously hard to find.
That's why I have decided to make MEMDEBUG publicly available.

Feel free to contact me if you have any questions

rEnE

Here is the README file:
------------------------------------------------------------

MEMDEBUG version 1.5

Author: Rene Schmit
Email : rene.schmit@crpht.lu

**************************************************************************

Copyright (C) 1992-1994
Centre de Recherche Public Henri Tudor
6, rue Coudenhove-Kalergi
L1359 Luxembourg-Kirchberg

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object format as long as :

1) No distribution for commercial purposes is made.
2) No third-party copyrights (such as runtime licenses) are involved
3) This copyright notice is not removed or changed.

No responsibility is assumed for any damages that may result
from any defect in this software.

**************************************************************************

Package Description:

FEATURES:
---------
MEMDEBUG is a free utility for C programmers that provides,
among others, the following features:

* Memory management error detection:
Memory leaks
free()'s of unallocated memory blocks
...
```

```
* Memory usage error detection
Accesses to previously free()'ed memory
Off-by-one errors in memory blocks
...

* Memory usage profiling
All kind of memory usage statistics
Trace of memory function calls
...

* Error simulation
Low memory simulation
...

USAGE:
------
Using MEMDEBUG is very simple:

Compile the package once.

Add the following line to each of your sources:
#include "memdebug.h"

Recompile and link your program.

MEMDEBUG is activated by defining the MEMDEBUG
pre-processor symbol at compilation time

PLATFORMS:
----------
MEMDEBUG is written in ANSI C and should be completely portable.
It has been tested on the following platforms: ((?) == as far as I know)

MACINTOSH MPW C
GNU C
Think/Symantec C

PC Borland C
Microsoft C 7

HP Workstations (both 680x0 and RISC stations)
HP C
GNU C

DEC VAXC (feature subset, as VAXC not an ANSI
compiler)
GNU C (?)

SUN Sparc GNU C

Indigo GNU C

Atari TT GNU C

DISTRIBUTION:
-------------
```

The distribution kit contains all necessary sources and
documentation (PostScript file). NO object files are provided.

There is a simple test program. BEWARE: this program might crash
on your machine, as it does some really nasty stuff. Use it primarily
to check which features are supported on your machine! (comment out
source until it doesn't crash any longer).

A sample makefile for UNIX users is included (provided by
Wilfred Mollenvanger and John Borst)

memalpha.c
memalpha.h
memdebug.c
memdebug.h
memfree.c
memfree.h
memtypes.i
test.c
README
Quickstarter_Guide.txt
Memdebug.ps
makefile

MEMDEBUG is free! It is available by ftp on the following server:

```
+-----------------------------------------------+
| ftp.crpht.lu in directory /pub/sources/memdebug |
+-----------------------------------------------+
```

This server is brand new, so there might still be some
problems, and the directory structure might change in the near
future.

People in the US might also try:

ftp.netcom.com in directory /pub/gurgle/memdebug

Feel free to make MEMDEBUG available on other ftp sites!

Support:

There exist two mailing lists related to MEMDEBUG. For more
information, send an email to

majordomo@ftp.crpht.lu

with the following body

help
info memdebug
info memdebug-announce
end

You may also contact me by email if you
* have any problems
* detect any bugs
* have suggestions for improvements
* ported MEMDEBUG to a platform or compiler not mentionned above

And above all, email me if you

* like :-) (or dislike :-( ) MEMDEBUG

1182. Problem with GDB & SYM-LD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 15:27:18 UTC
From: cs90cpr@brunel.ac.uk
Message-ID: <CM1MxJ.GIz@brunel.ac.uk>
Source record: 34115

Hiya,

I'm trying to use gdb (2.6pl18) with the symbol-file output from
sym-ld (pl36), but gdb won't load in my symbol-file complaining about
ranges, and suggesting it gets invoked with '-mshort'. Problem is I
didn't compile with -mshort, and besides that doesn't work anyway...
Any one had success with this at all?

And also, why does xstrip looks for a file '/tmp/ST0000.....' and then
not strip my executable?

Thanks for any help,
Charlie...
--
_____ Charlie Rusbridger So many gerbils -
\ / Home phone: (0956) 298940 So little time.
\ / email: cs90cpr@brunel.ac.uk
\/ T6C1L2(w)hd+a-y++e++t+(1,6,8)kq-

1183. Re: Spectre Mac emulation: looking for SCSI drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 15:43:19 UTC
From: dal9c@Virginia.EDU
Message-ID: <1994Mar2.154319.2337@Virginia.EDU>
Source record: 34116
Cross-posted to: comp.sys.mac.misc,comp.sys.mac.hardware,comp.sys.mac.system,comp.sys.mac.wanted,fr.comp.sys.mac,comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

ralph@cerfacs.fr writes:
> I am looking for two Mac SCSI drivers for the following devices.
>
> Insite Floptical drive - I have Floptic404 from IOMega but it does
> not recognize my drive.
>
> Toshiba XM-3401B CD-ROM drive - with SCSI interface.
>
> I am running System 6.0.[35] emulating a MacPlus. Are there PD
> drivers or comercial ones? Where can I find them? I would also like
> to hear from others that have suceeded or attempted to connect such
> devices. Please reply by e-mail, if possible, and I will summarize to
> the net.
>
> Thanks in advance,
>
> --
> Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
> Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
> ralph@cerfacs.fr If all else fails, try:
> Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
> FAX: (+33) 61-19-30-00
> ==
> The waves came in like arabian stallions gradually lapping into seahorses.
> -- Pattie Smith
How are you emulating a mac plus? *pray tellllllllll*!
Dan.

1184. Re: First TT problem - ICD link

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 18:48:26 UTC
From: bjgrier@bnr.ca
Message-ID: <CM1w93.6tE@nrtpa22.bnr.ca>
Source record: 34117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CLyy6C.FEo@watserv2.uwaterloo.ca>, sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) writes:
|> Well after setting up my new old TT (TOS 3.01) and switching the internal
|> 48 meg drive with a 105, things seem OK EXCEPT:
|>
|> The TT refuses to read BIG files from any ASCI device with the ICD LINK
|> connected. The driver I use is ICD PRO 6.0.2. The hard drive light(s)
|> (there are two external drives) just blink when trying to read a big file.
|> This happened when the 105 was external too, but the same files are OK now
|> its internal. Bizarre!
|>
|> One obvious (and cheap) solution I suppose could be to use TT SCSI for every-
|> thing. Which brings me to my question:
|> Since the SCSI external cable I have which hooks up to the link had a female
|> centronics connector and the TT SCSI connector has a female(?) DB50 connector
|> does that mean I can eliminate the LINK with simply a PRINTER cable?
|> That would be pretty neat!
|>
|> Other than that, I'm having a blast with the TT - a truly wonderful machine!
|>
|> Sam

Well at least some one else is as out of date on ICDs Pro software as I am :)

But seriously were you using AHDI to boot the internal SCSI drive, and
ICD to handle the external drive? Basically did the system hang when you
were trying to copy the files to the drive on the SCSI bus?

A test would be to try and read one of those "big" files into a text editor
and write it out. If the system does not hang in this case but does hang when
copying the file then trash either the AHDI software or the ICD Pro software.

AHDI/HDX makes a rather rash assumption that it will be the only ACSI/SCSI
driver software. When this happened to me with ICD sw controlling an ADSCSI+
on the ACSI and AHDI controlling the HD on the SCSI I tossed AHDI and have
been happy ever since. I later moved all my drives to the TT SCSI port and
purchased ICDs Pro software.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

1185. Re: Connecting an Atari ST -> to a Linux Box

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 19:20:44 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d74ea50d0ff7@discworld.oche.de>
Source record: 34118

In <1994Feb20.165719.18382@news.csuohio.edu>,
Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:

JB> I was just wondering if something like this would be possible
JB>with a netbsd pc. Doing NFS over a 19200 baud serial line sounds
JB>painful though. It seems like it would be better if the thing could

I have been using 115200 baud between by Linux PC and my ST (RSVE serial mod.)
- this is quite usable. I have not tried NFS or TCP/IP, only login and rz/sz.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"One day, if he could master GCSE maths and reliably pick up a soldering iron
by the end that wasn't hot, he was going to be a Big Man in computers."
-- Terry Pratchett, Only you can save Mankind

1186. Re: SM124 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 19:31:48 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d74ea52d1194@discworld.oche.de>
Source record: 34119

In <2k9ioo$seq@golem.wcc.govt.nz>,
Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:

RS>Try replacing C714 2.2 UF B.P. 50V from memory and R721 820K 1/2 W and
RS>D709, you will probably have to replace a few fuses..
RS>
RS>Please use the correct ones....
RS>
RS>C714 is not a normal Electrolytic its a bi-polar one, often used in speaker
RS>systems, I used a mylar 2.2uF...

Don't try the 'speaker-type' bipolar electrolytic capacitors - most of those
will blow again after a short time, due to the high high frequency/high
current to which it is exposed. A film 2.2uF capacitor (MKP/MKT or similar) is
the best thing to use, and is not much more expensive.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"One day, if he could master GCSE maths and reliably pick up a soldering iron
by the end that wasn't hot, he was going to be a Big Man in computers."
-- Terry Pratchett, Only you can save Mankind

1187. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 21:15:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM231C.9pt@cix.compulink.co.uk>
Source record: 34120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2l1che$ojl@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>were can I find a PD GDOS FONT EDITOR..
>
>Its mainly needed for GDOS screen fonts....

I have one on the WamnutCreek CD. It's all German, but doesn't look too complex EDIT_GDF is te name. There are also ANSI fonts for medium res which you may find useful with programs like Connect or Storm. Mail me if you want it.

Ofir ogal@cix.compulink.co.uk

1188. Re: Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-02 22:31:26 UTC
From: dk3uz@isys-hh.hanse.de
Message-ID: <K3HMBO9T@isys-hh.hanse.de>
Source record: 34121

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>abarbiero@delphi.com wrote:
>> See if you can contact B&C COmputervisions in Santa Clara California.
>> They SHOULD have the schematics

>I'm game. Anyone have the phone number?

Not from me, unfortunately. But here is another source:

Schaltungsdienst Lange
Mohriner Allee 30
D-12347 Berlin
Germany

Tel.: +49 30 7036060
Fax: +49 30 7036077

rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

1189. Ink jet driver for WordPerfect and LaTeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 00:15:40 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Mar2.201541.21487@dal1>
Source record: 34122

I've been thinking about the possibility of getting an ink jet printer (Canon, or Epson, or ...). My major printing tools are TeX/LaTeX and WordPerfect. How's the situation with regard to printer drivers for these packages? Thanks very much.

John Cordes
email: cordes@ac.dal.ca

1190. Re: *** ANNOUNCEMENT : MEMDEBUG ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 02:42:36 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2l3iqsINN1hf1@rs1.rrz.Uni-Koeln.DE>
Source record: 34123

I checked this out, it's really a useful debugging tool. If you
use significant amounts of malloc() calls in your programs you
should look at this IMHO.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1191. Mega STE pinouts for HD connector ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 04:18:23 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2l3oef$1kv@news.dmpe.CSIRO.AU>
Source record: 34124

Hi Everyone ...

A friend of mine has a Mega STE and he is replacing the Hard Drive. Along with the drive, he wants to replace the internal SCSI adaptor with an ICD link or something. Now the ICD part is no problem, he just needs to know what the pin-outs are on the MOTHER BOARD so he can wire up an appropriate cable.

Many thanks,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1192. ST Mouse --> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 06:50:06 UTC
From: steveg@cseic.saic.com
Message-ID: <21075108@MVB.SAIC.COM>
Source record: 34125

I've seen numerous posts on how to convert a PC mouse to work with
an ST, but never paid much attention. What I'd like to know now is
the opposite possible as well - can an ST mouse be wired to work with
a PC?
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

1193. Re: Ink jet driver for WordPerfect and LaTeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 09:25:28 UTC
From: sanders@sci.kun.nl
Message-ID: <CM30uH.ECp@sci.kun.nl>
Source record: 34126

In <1994Mar2.201541.21487@dal1> cordes@ac.dal.ca (John Cordes) writes:

> I've been thinking about the possibility of getting an ink jet printer (Canon,
>or Epson, or ...). My major printing tools are TeX/LaTeX and WordPerfect. How's
>the situation with regard to printer drivers for these packages? Thanks very
>much.

The CS-TEX HP Laserjet driver works fine for my DeskJet. Even
landscape printing; and it's reasonably fast. Don't know about WP,
but who wants to use that if you know TeX?! Especially since the
latest Atari version is 4.2 (correct?)

>John Cordes
>email: cordes@ac.dal.ca

Sander STOks
sanders@sci.kun.nl

1194. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 09:35:26 UTC
From: djs@jet.uk
Message-ID: <1994Mar3.093526.8241@jet.uk>
Source record: 34127

In <2d73a364@secom.ct.se> rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>In a message of 01 Mar 94 13:34:31, Howard Chu wrote:

>HC> give me as flexible a way to select resolutions, but at least it still
>HC> performs while MultiTOS is active. Presumably the real version of the
>HC> BlowUp030
>HC> doesn't have this limitation?

>I have never had any problems when using MultiTos, so I KNOW the real version
>hasn't got any limitations there ...
I don't have the `real' version yet, but I can assure you that the
demo version of BlowUp Soft works fine with MultiTos; I tried it yesterday
evening. (MultiTos v1, with MiNT v1.09. BlowUp demo version unknown,
I got it from atari.archive).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1195. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 11:41:38 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2l4idj$2nh@nasim.sta.sub.org>
Source record: 34128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Patrick Koehne (grsys168@gulliver.informatik.uni-dortmund.de) wrote:
> Sorry Folks

> A friend of mine told me the following:

> GSZRZ 4.1 ist not Shareware. You have to pay for it.

There is a freely distributable shareware version. You have to pay
for the full version. GSZRZ 4.3 is out now and I'll upload it to a.a
as soon as I get it.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1196. Re: ST Mouse --> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 13:25:41 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Mar3.132541.6362@bradford.ac.uk>
Source record: 34129

Stephen Harold Goldstein writes:
: I've seen numerous posts on how to convert a PC mouse to work with
: an ST, but never paid much attention. What I'd like to know now is
: the opposite possible as well - can an ST mouse be wired to work with
: a PC?

I would not have thought this was worth it nowadays. In the UK, mice only cost around 15 pounds. Actually, I doubt it can be done, and I suspect when it is done the other way, ST users just plug a PC mouse into their serial port, and run software to drive it for the ST. This can be done with 'Mouse Tricks' (commercial) I believe. Also I think PC speed comes with a utility to allow you to do this.
-- Steve Taylor.

1197. Re: Problem with GDB & SYM-LD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 13:57:36 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2l4qcgINN1tps@rs1.rrz.Uni-Koeln.DE>
Source record: 34130

In <CM1MxJ.GIz@brunel.ac.uk> cs90cpr@brunel.ac.uk (Charles P Rusbridger) writes:

>Hiya,

>I'm trying to use gdb (2.6pl18) with the symbol-file output from
>sym-ld (pl36), but gdb won't load in my symbol-file complaining about
>ranges, and suggesting it gets invoked with '-mshort'. Problem is I
>didn't compile with -mshort, and besides that doesn't work anyway...
>Any one had success with this at all?

Your gdb version is outdated, I have gdb 3.6 pl4 here, and never
had any problem with its loading and recognizing of symbol files.
The gdb 3.6 port (by Andreas Schwab) is available from
ftp.germany.eu.net, and also from the standard atari ftp
archives, I think.
A year ago or so, another port was done by Joerg Hessdoerfer, but
this one is outdated, and the port has never gotten that far
anyway. If you have the Hessdoerfer port, you should get the one
done by Andreas Schwab.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1198. Re: Multimedia CD-ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 15:37:12 UTC
From: erlingh@idt.unit.no
Message-ID: <2l5078$9bf@ugle.unit.no>
Source record: 34132

In article <1994Mar2.064632.3287@news.unige.ch>, mike@divsun.unige.ch (Mike Morris) writes:
|> Are there any programs for using multimedia CD-ROMs "for Mac and PC"?
|> If not, is this for any technical reason or just because nobody has
|> written anything?

It is just because nobody has written anything. The Falcon/TT is able to fully use a CD-rom on their "real" SCSI port. The ACSI port on standard ST's can only send 6-byte SCSI commands, so some of the more specialised SCSI commands that deal with CD-roms won't work. (Like Play Audio - it is to my knowledge impossible to write a CD-Audio player for a CD-rom connected to the ACSI port).

|> Mike
|> **
|> Michael Morris PhD
|> Division of Medical Genetics tel (Switzerland) (22) 702.56.94
|> CMU, University of Geneva fax (Switzerland) (22) 702.57.06
|> Geneva, Switzerland email mike@medsun.unige.ch
|>

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1199. Help on Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 15:43:07 UTC
From: BACKWE1@VM.AKH-Wien.AC.AT
Message-ID: <16F6EDD0BS86.BACKWE1@VM.AKH-Wien.AC.AT>
Source record: 34131

I recently installed Mint.095 from the distribution-kit on my TT030.
I configured the system to run in multiuser-mode. But when i created
an user-account with bash, the shell didn't recognize the definition
of PATH in the .profile.
Can anyone tell me what's happened or is there any documentation?
Shall I install newer versions of Mint and bash?

Thanks
Werner

Werner Backfrieder
Dept. Biomedical Enginering & Physics
University of Vienna

1200. Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 16:09:46 UTC
From: d91-ber@nada.kth.se
Message-ID: <2l524b$f8i@news.kth.se>
Source record: 34133

Hello,

I'm doing some programming in C but has found that I need to
add some fast assembler-routines to my programs. I have done a little
68000 assembler programming and have a manual for the dsp 56000. My
question: are there any important differences between the 68000 and
68030 and the 56000 and 56001?

(I'm not interested in interrupthandling, just the basic stuff.)

With Regards

Bjï¿½rn Eriksson
(d91-ber@nada.kth.se)

1201. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 17:29:38 UTC
From: acher@Informatik.TU-Muenchen.DE
Message-ID: <1994Mar3.172938.17403@Informatik.TU-Muenchen.DE>
Source record: 34134

In article <2kvcon$a55@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
|> In article <2d71a1ca@secom.ct.se>,
|> Rickard Troedsson <rickard.troedsson@secom.ct.se> wrote:
stuff deleted...
|> >Get BlowUp030 Hard-II, you won't regret it!
|>
|> I got the Blowup030 demo, and was pretty well impressed by it, but it didn't
|> do anything when MiNT/multiTOS was active. I.e., I got the same old 640x480
|> screen (that I otherwise haven't seen for *months*!). Screenblaster doesn't
|> give me as flexible a way to select resolutions, but at least it still
|> performs while MultiTOS is active. Presumably the real version of the BlowUp030
|> doesn't have this limitation?

No, you have to set BLOWBOOT.PRG in the right position in the AUTO-folder. You
should have the sequence: (NVDI, if you have it :-)) (MINT) (SPDGDOS) (BLOWBOOT).
It can be checked by INDEX/unsorted in the desktop, BLOWBOOT.PRG has to be the
last. All other positions give very curious behavior :-)
--
Bye
Georg Acher
+---+
| Georg Acher, acher@informatik.tu-muenchen.de |
| "Oh no, not again !" The bowl of petunias |
+---+

1202. DMA Sound recording on the Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 19:07:05 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2l5cgp$nrf@percy.cs.bham.ac.uk>
Source record: 34135

Can any person out there tell me how to go about recording sound to memory on my Falcon030. I have all the documents I can get (including the Atari ones) but I cannot get the sodding thing to record anything to a buffer in memory. So far as I can see I am doing everything I should be but nothing gets recorded to the buffer I specify in Setbuffer... very annoying !! I don't have my feeble source code attempts here but if anyone thinks they can help then I can always bring em in and email them.

Cheers

Ian Rae
Software Engineering
University of Birmingham, UK

1203. Re: Ink jet driver for WordPerfect and LaTeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 19:13:57 UTC
From: rg185@phoebe.albany.edu
Message-ID: <1994Mar3.191357.16888@sarah.albany.edu>
Source record: 34136

Where can one purchase version version 4.2 and what Atari machines can use it.
I am thinking about replacing my 24 pin with a desk jet and the possibility of
using Tex would help me make up my mind.

1204. EAGLE 32 QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 19:59:54 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CM3u7v.2wH@brunel.ac.uk>
Source record: 34137

Feeling rather bored today I decided to reopen my upgraded Falcon
to have another look inside. Looking at my accelerator board I
was startled to find that the label on the CPU is 68030RC50

Does this mean that the processor is a 50MHz one?

If so would it be possible to increase the speed further by adding
a 50MHz clock and thus increase processor speeds almost 3 times?

I would be grateful of any ideas or of anybody actuallly being able
to do this, and if possible a solution of how to do this if it
is at all possible.

Jon Evans

1205. Re: Wanted: MegaSTE schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 22:12:31 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <CM40Cv.BrD@bfsec.bt.co.uk>
Source record: 34138

Edmund Ramm (dk3uz@isys-hh.hanse.de) wrote:
: boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
: >abarbiero@delphi.com wrote:
: >> See if you can contact B&C COmputervisions in Santa Clara California.
: >> They SHOULD have the schematics
: >I'm game. Anyone have the phone number?

They can be found at :

B & C Comptervisions
2730 Scott Boulevard
Santa Clara

(408) 986 9960

I was there a couple of days ago getting a circuit diagram for my 520 STFM
(even though it's a UK one) and I think they had diagrams for the 1040.

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

1206. How to connect ST to a monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-03 23:04:30 UTC
From: murdo@imperial.demon.co.uk
Message-ID: <CM42rI.46L@imperial.demon.co.uk>
Source record: 34139

I put this on c.s.a.st not so long ago, but now our news feed includes .tech
I'll try again here.
I have an ST and a monitor that I have tried to connect together. The monitor
is an old Phillips mono monitor, for a PC. I have the pinouts for it and
having built a connector I got a picture.
But it only took up about a quarter of the screen. (.5 or .6 ratio in each
dimension).
Can anyone suggest the problem. Have I used the wrong pinouts ? Or is the
signal not strong enough? Is there some gizmo that will do the signal
translation I need ? Do I need to poke around in the monitor ?
The monitor has a cable that ends in a 9 pin D connector, and I connect to this
with a cable from the ST.

My wife's sister needs WP for college and hasn't the money to buy one or I
wouldn't be attempting this.

Thanks for any help

Murdo

1207. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 02:20:10 UTC
From: mdg@ukc.ac.uk
Message-ID: <8817@gos.ukc.ac.uk>
Source record: 34140

In article <2l524b$f8i@news.kth.se> d91-ber@nada.kth.se (Bjorn Eriksson) writes:
:>Hello,
:>I'm doing some programming in C but has found that I need to
:>add some fast assembler-routines to my programs. I have done a little
:>68000 assembler programming and have a manual for the dsp 56000. My
:>question: are there any important differences between the 68000 and
:>68030 and the 56000 and 56001?

Fundamental differences :-

1. The DSP uses fixed point 24bit integer arithmetic whereas the 680x0 series
use 16/32 bit integer arithmetic.
2. The 680x0 has 8 data and 8 address registers , the DSP only has 4 48 bit
registers (X,Y,A,B well ok a,b are 56 bit).
3. The DSP does most things about 4-5 times faster :-).

Its a little much to try and explain all the important differences, I would
recommend that you read the Motorola 56001 programmers manual.

>Bjrn Eriksson

Griff
--

1208. CS-TeX (was: Ink jet driver for WordPerfect and LaTeX?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 02:46:16 UTC
From: walra@moacs11
Message-ID: <ciy_8au4lzu@moacs11>
Source record: 33941

In <1994Mar3.191357.16888@sarah.albany.edu>, Richard Goldstein wrote:

> Where can one purchase version version 4.2 and what Atari machines can use it.
> I am thinking about replacing my 24 pin with a desk jet and the possibility of
> using Tex would help me make up my mind.

AFAIK the most recent version of CS-TeX is 5.2, which is distributed by
Maxon Computer (+49 6196 481814). It runs fine under TOS, MTOS and Mag!x.
You'll probably need at least 2 Meg for processing any serious document,
and you definitely need a harddisk.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1209. Atari SIM 804 laser printer question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 02:54:11 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <4MAR94.02541167@nauvax.ucc.nau.edu>
Source record: 33942

Greetings,

I am a newbie to the world of Atari personal computers. I have an
opportunity to pick up a Mega ST2 with 2 monitors and a SIM804 laser printer.
The questions are: 1) Does anyone know where I can find new toner for said
laser printer? 2) I am pretty sure that I could hook up this printer to me
^^-my
IBM machine, (if so) what would I need to do this?

Thanks in advance for any info.

SCott
sak@nauvax.ucc.nau.edu

1210. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 02:55:38 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2l67va$3va@cxc1.cl.msu.edu>
Source record: 33943

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>Get BlowUp030 Hard-II, you won't regret it!

Anybody have any idea how to acquire this in the US?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1211. Re: Atari SIM 804 laser printer question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 06:21:53 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CM4n0I.7KD@cix.compulink.co.uk>
Source record: 33944

In message <4MAR94.02541167@nauvax.ucc.nau.edu>, sak@nauvax.ucc.nau.edu said:
>
> I am a newbie to the world of Atari personal computers. I have an
>opportunity to pick up a Mega ST2 with 2 monitors and a SIM804 laser printer.
>The questions are: 1) Does anyone know where I can find new toner for said
>laser printer? 2) I am pretty sure that I could hook up this printer to me
> ^^-my
>IBM machine, (if so) what would I need to do this?
>
>Thanks in advance for any info.

The MegaST is fine, but the SLM is an Atari specific printer and cannot be
used with your PC. A better idea would be to get a LaserJet or a DeskJet.
This could be used with both machines, all you would need is a simple
switch box.

Ofir ogal@cix.compulink.co.uk

1212. ST -> Portfolio transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 07:59:10 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <CM4rIo.I60@info.bris.ac.uk>
Source record: 33945

I have a Portfolio with A serial adaptor, I would like to know of a file transfer program to use, possibly from the Michigan archives.

Thanks

Toni

++
This is the end | From | This space is left
of the message | | intentionally
there is no more | T.R.Woodward@Bristol.ac.uk | blank.
... so stop | |
reading. | |
++

1213. Re: Multimedia CD-ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 08:01:48 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar4080148@hal.cerfacs.fr>
Source record: 33954

>>>>> Regarding Re: Multimedia CD-ROMs; erlingh@idt.unit.no (Erling
>>>>> Henanger) adds:

EH> work. (Like Play Audio - it is to my knowledge impossible to write
EH> a CD-Audio player for a CD-rom connected to the ACSI port).

But if your CD-ROM is connected to an ICD AdSCSI, they must be doing
something, since METADOS puts the CD-ROM on the ACSI bus, but cdplayer
does work!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1214. METADOS 2.3 and the Gemini Atari CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 08:09:39 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar4080939@hal.cerfacs.fr>
Source record: 33955
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

A friend lent me his Gemini Atari CD-ROM, so I tried it on my Mega 4 STfm running TOS 2.06, ICD Pro Boot 6.2.0, METADOS 2.3.

When I tried to double-click on a file on the root of the CD-ROM, it gave a alert box with something like "Unable to establish default directory." It worked with directories there, and viewing files in sub-directories. I am using ICD's old ICDROM.BOS v1.0 file since I do not want to use Mint (yet!). What gives?

When I tried to view the files there under gulam, I was able to, but gulam lost its file-name completion. Also, it took quite a while to load one of these files. I would see the CD-ROM light go on, then the computer seemed idle for 30 secs or more, and then a flurry of CD-ROM activity. Any ideas for all this?

P.S. Didn't see any new CD-ROM drivers on the CD though.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1215. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 08:59:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2l6t8p$bc6@darkstar.UCSC.EDU>
Source record: 33946

In <2l67va$3va@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:

>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>>Get BlowUp030 Hard-II, you won't regret it!

>Anybody have any idea how to acquire this in the US?

Lexicor are the distibutors. try Lexicor@world.std.com (?)

~Chris
>--
> =-=-=-=

1216. Re: Multimedia CD-ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 11:50:39 UTC
From: reschke@uni-muenster.de
Message-ID: <2l77af$2shf@obelix.uni-muenster.de>
Source record: 33947

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1217. Re: Multimedia CD-ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 11:52:47 UTC
From: reschke@uni-muenster.de
Message-ID: <2l77ef$2shf@obelix.uni-muenster.de>
Source record: 33948

In article 9bf@ugle.unit.no, erlingh@idt.unit.no (Erling Henanger) writes:
> In article <1994Mar2.064632.3287@news.unige.ch>, mike@divsun.unige.ch (Mike Morris) writes:
> |> Are there any programs for using multimedia CD-ROMs "for Mac and PC"?
> |> If not, is this for any technical reason or just because nobody has
> |> written anything?
>
> It is just because nobody has written anything. The Falcon/TT is able to
> fully use a CD-rom on their "real" SCSI port. The ACSI port on standard ST's
> can only send 6-byte SCSI commands, so some of the more specialised SCSI commands
> that deal with CD-roms won't work. (Like Play Audio - it is to my knowledge
> impossible to write a CD-Audio player for a CD-rom connected to the ACSI port).

It's notz a problem of the command length, but command codes above 31 are
tricky (because ACSI uses the upper three bits for the device number). But
there are workarounds :-)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1218. Differences

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 12:30:38 UTC
From: d91-ber@nada.kth.se
Message-ID: <2l79le$pkt@news.kth.se>
Source record: 33949

Hello again,
what I was trying to ask in my previous letter was:
(1) What are the differences between 68000 and 68030.
(2) What are the differences between 56000 and 56001.

I'm NOT interested in the (very big) differnces between
the 5600x and 680xx.

With Regards

Bjï¿½rn Eriksson
(d91-ber@nada.kth.se)

1219. Re: DMA Sound recording on the Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 14:05:20 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2l7f70$a1l@percy.cs.bham.ac.uk>
Source record: 33950

In article <2l5cgp$nrf@percy.cs.bham.ac.uk>, I.M.Rae-SE1@cs.bham.ac.uk (Ian M Rae) writes:
> Can any person out there tell me how to go about recording sound to memory on my
> Falcon030. I have all the documents I can get (including the Atari ones) but I
> cannot get the sodding thing to record anything to a buffer in memory. So far as
> I can see I am doing everything I should be but nothing gets recorded to the
> buffer I specify in Setbuffer... very annoying !! I don't have my feeble source
> code attempts here but if anyone thinks they can help then I can always bring em
> in and email them.
>
> Cheers
>
> Ian Rae
> Software Engineering
> University of Birmingham, UK
>

OK, the problem has solved itself, which is a bit weird! But at least I can get
on with my project now...

Ian

1220. True Paint files.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 14:18:24 UTC
From: avsec@westminster.ac.uk
Message-ID: <CM597B.213@westminster.ac.uk>
Source record: 33951

Anyone know the format and header file format for TruePaint pictures ?

I've worked out a little. Enough to manipulate True Colour images.
So if anyone wants the C code for a proggy that halves the size if a
True Paint True Colour image - mail me.

Nice one,
Phil.

1221. Hardware scrolling on STE/Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 14:20:34 UTC
From: avsec@westminster.ac.uk
Message-ID: <CM598q.228@westminster.ac.uk>
Source record: 33952

I believe that hardware scrolling for the STE is also on the Falcon030.

I never found out how to do this - can anyone help me find out how to do it ?

Cheers,
Phil.

1222. EAGLE 32 QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 14:48:20 UTC
From: ee90jde@brunel.ac.uk
Message-ID: <CM5AGM.1uK@brunel.ac.uk>
Source record: 33953

>>Feeling rather bored today I decided to reopen my upgraded Falcon
>>to have another look inside. Looking at my accelerator board I
>>was startled to find that the label on the CPU is 68030RC50

>>Does this mean that the processor is a 50MHz one?

>>If so would it be possible to increase the speed further by adding
>>a 50MHz clock and thus increase processor speeds almost 3 times?

>>I would be grateful of any ideas or of anybody actuallly being able
>>to do this, and if possible a solution of how to do this if it
>>is at all possible.

Jon,

Replacing a crystal in a system will not increase it's operating speed.
Take a Mega STe for instance. If you replace the 68000 with a 25MHz 68000
and put a larger crystal in there, you will completely throw off the timing
setup of the entire board.

The same is true on your Falcon. A system is tuned at before it is committed
to the layout package. In fact, before the schematic is complete, the system
is tuned and simulated looking at key timing signals to determine
trace lengths, widths, placement of capacitors, etc.

Your accelerator board could very well be running at 50MHz. Or more
likely, you could have a 25MHz crystal and a clock doubler feeding only
the processor. This is similiar to the way the OverDrive Processor
works. It's twice as fast on the inside as it is on the outside. It just
works asynchronously.

I would NOT recommend replacing the crystal.

Michael

Thanks Michael but the EAGLE 32 runs off the 32Mhz crystal in the Falcon that
is clock halved for the standard processor. What I wanted to know is if you
could add a 50MHz crystal to drive the Eagle board at 50Mhz. If all the other
chips onboard run at 16Mhz (which could be the case) just increasing the clock
speed of the processor may be possible. The only problem I see is if memory is
accessed at half speed of the processor. Seeing as the memory is 80ns I don't
think this is so as only a maximum of 12.5 million transfers can be made a
second to or from memory.

Please give any other comments as I would like to know if this changes things.

Jon Evans

1223. file conversion from Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 16:11:45 UTC
From: blick@vm.cc.latech.edu
Message-ID: <blick-040394101015@blick.journ.latech.edu>
Source record: 33956

A friend of mine has an Atari that has problems beyond repair. She has some files saved that she needs to work on a dissertation. Is there a utility that will convert Atari files to DOS? I have used 22Disk for converting CP/M files, and I wonder if something similar is available in this case.

Please reply by e-mail (blick@vm.cc.latech.edu), since I do not normally read this group.

Thanks for any help you can provide.

--
Eddie Blick Bitnet: blick@latech
Journalism Department Internet: blick@vm.cc.latech.edu
Louisiana Tech University

1224. Re: Falcon Screenblaster...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 16:23:10 UTC
From: Lexicor@world.std.com
Message-ID: <CM5Eun.77J@world.std.com>
Source record: 33957

In article <2l67va$3va@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:
>
>>Get BlowUp030 Hard-II, you won't regret it!
>
>Anybody have any idea how to acquire this in the US?

Yes, Lexicor Software distributes those, you can email me for more
information is you like (pref: ysiu@lexicor.com)

Cheers

1225. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 16:37:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A4546@M4.maus.de>
Source record: 33958

PK>GSZRZ 4.1 ist not Shareware. You have to pay for it.

It is definitly shareware. I've got this information from the author. And I gave it to a friend of mine, who will drop it on a ftp-server.

regards, Jimmy

1226. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 16:47:56 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar4.164756.192@isle.waterloo-rdp.on.ca>
Source record: 33959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard was heard to mutter:

> So 1993 software is old, I think the main problem is that Programers are
> working with very old Zmodem source code, if you need the latest code you will
> have to pay for it, thats Omens way....!!!!

Do you know if there's been any Zmodem source put into the public domain
since 1987? I called Omen this morning, and they seem to want me to order
a Zmodem Developer's Collection...

I tried going through their BBS connection, TeleGodzilla, but the noise was
incredible and I couldn't say connected for more than a minute at a time.
Funny, their voice line is crystal clear ;-(

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1227. Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 19:25:31 UTC
From: coutu@decvax.dec.com
Message-ID: <1994Mar4.192531.29324@decvax.dec.com>
Source record: 33960

The Stacy laptop contains a SCSI drive internally. Does anyone know the answers to the following questions related to the drive?

1. Are there limitations on drive speed? That is - can the drive interface handle today's faster drives? My old Supra interface cannot talk to a drive with a 10msec response time. Is this true of the Stacy interface too? I want to replace the old drive with a newer bigger one but would like to buy a drive which will actually work.

2. Can the internal SCSI interface handle daisy-chaining? Can it drive multiple disks that is. I could imagine it being useful to swap the cables around so that the internal SCSI is brought to the outside of the case. This way I could connect SCSI disks directly without buying another, possibly incompatible, ACSI to SCSI interface.

3. Has anyone tried using both the internal hard disk and an external hard disk? If this works then must both use the same drive controller software? I have a Supra 20Mb which works well. Can I use the Supra software to format and use a replacement internal drive? Or do I have to use AHDI?

Thanks for any and all help you can give!

Dan

1228. Re: Hardware scrolling on STE/Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 19:43:27 UTC
From: wilsont@rahul.net
Message-ID: <CM5o4F.CBK@rahul.net>
Source record: 33961

In <CM598q.228@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>I believe that hardware scrolling for the STE is also on the Falcon030.

>I never found out how to do this - can anyone help me find out how to do it ?

Both machines have 3 registers that are important.

23 bit screen pointer, points at the starting WORD of the screen
Line width in words, This is different for the STE than the falcon beware
the STE is words-1 the falcon is word width.
4 bit horizontal register, tells the shifter what bit to start processing
on.

an example to illustrate the various directions.

4 320x200 16 color screen in a grid.
would be 320 bytes wide.
400 lines tall.

When you scroll vertically, simply add or subtract the virtual screen
width. -+320 from the screen pointer.

Horizontally:
stick the number: Xpos%16 into the horizontal scroll register, and
perform the following operation:

```
horzpos=xpos%16;
if (horzpos) setlinewidth( 159 );
else setlinewidth( 160 );
```

See, when the horizontal register is non zero, you must decrease the
line width by one word, because the shifter starts the operation early.

the '159' means 159 words wide...for this demo 2x2 area.
of course, '160' means 160 words wide.

Get the 'register list' that floats around on the net.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

1229. Where to find a 68882 copro.??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 20:11:06 UTC
From: dsevee@CAM.ORG
Message-ID: <2l84kq$hjk@Tandem.CAM.ORG>
Source record: 33962

I've been having trouble trying to find a 68882 math co-processor
for my Falcon. Does anyone know of a place in Canada or the
U.S. northeast where I can get one???
dsevee@cam.org

1230. Re: ST Mouse --> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 21:40:06 UTC
From: richards@mdd.comm.mot.com
Message-ID: <2l89rm$i5j@yendi.mdd.comm.mot.com>
Source record: 33963

I bought a Naksha mouse some years ago for my ST. Now I know it came
with two adapter cables - one for the ST and one for the Amiga (I think).
As I recall, to use it on a PC, it should be plugged in without either
adaptor. This appears to me to mean a wee wiring change would be
required to make the standard ST mouse work with a PC, unless the
adaptor simply disables certain pins from the mouse.

1231. Re: Help: Connecting Mega ST2 to N

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-04 23:30:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A4720@M4.maus.de>
Source record: 33964

>I've got a question that's probably been answered a thousand times, but
>I am new in the Atari world (got an old Mega ST2 for free). The problem
>is: the monitor (SM124) is worn out, not enough brightness anymore.

Why not readjust?

Steps (use plastic screwdriver for all adjustments, don't touch anything with
parts of your body, no warranties whatsoever):

- Clean the screen glass :-)
- Open the cabinet. Disconnect the speaker while opening.
- Locate the SUB-BRIGHT and FOCUS controls.
- Connect the open monitor to the ST. DANGER! HIGH VOLTAGE!
- Turn it on. Turn brightness and contrast controls to maximum.
- Turn SUB-BRIGHT until the beam becomes visible everywhere (diagonal white
lines will be visible all over the picture, left and right margins will be
slightly lit)
- Turn it back until these lines just disappear and the margins just are dark
again.
- Go back to "normal" brightness and contrast.
- If necessary, turn FOCUS to get better focus (surprise!)
- Turn the monitor off, disconnect and reassemble (don't forget the speaker
connector)

bye, Peter

1232. Re: Where to find a 68882 copro.??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 01:13:40 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2l8mc4$6jr@cxc1.cl.msu.edu>
Source record: 33965

dsevee@CAM.ORG (Denis Sevee) writes:

> I've been having trouble trying to find a 68882 math co-processor
> for my Falcon. Does anyone know of a place in Canada or the
> U.S. northeast where I can get one???

And with the exception of running DynaCadd, can anyone suggest what's
to be gained by installing one?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1233. How to change video of F030 from PAL to NTSC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 04:01:22 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.762840082@sakura>
Source record: 33966

Dear everybody,

bit 5 of setmode(), i.e. the PAL-NTSC switch seems to have no effect
on my Falcon. How can I change from PAL to NTSC?

Many thanks in advance,

Christian Goltz

1234. Re: GSZRZ4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 11:21:00 UTC
From: Achim_Wilhelm@m4.maus.de
Message-ID: <A4648@M4.maus.de>
Source record: 33967

FB>GSZRZ 4.3 is out now and I'll upload it to a.a as soon as I get it.

Now you've got it. :-)

regards, Jimmy

1235. SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 13:15:27 UTC
From: alien@clinet.fi
Message-ID: <alien.762873230@clinet.fi>
Source record: 33973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simple question first: is it possible to connect atari SLM804 to
Falcon? If so, how and where to get such a interface for falcon?

alien
- I don't advise and I don't criticise. I just know what I like
with my own eyes

1236. Source code uploaded.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 15:12:06 UTC
From: mdg@ukc.ac.uk
Message-ID: <8870@gos.ukc.ac.uk>
Source record: 33968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'll upload the following source codes to the Atari Archive and ftp-uni.kl.de
later today.

Vertical Mayhem (columns clone) - VMSOURCE.ZIP
The Left Donut Demo (gouraud demo) - LDON_SRC.ZIP

Hope somebody finds these useful.

Cheers
Griff
--

1237. Re: ST Mouse --> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 17:34:20 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-ECFSCFVT@zaphot.abg.sub.org>
Source record: 33969

In <21075108@MVB.SAIC.COM> Stephen Harold Goldstein wrote :

>I've seen numerous posts on how to convert a PC mouse to work with
>an ST, but never paid much attention. What I'd like to know now is
>the opposite possible as well - can an ST mouse be wired to work with
>a PC?
[...]

There is a really big problem: A PC mouse uses a internal serial interface
to send the mouse movement and button state (1200 bps, 8N1) to the PC.
So it is very simple to use a PC mouse for the ST - just plug it to the
serial port and use a driver software.

But a ST (or Amiga) mouse doesn't have such a interface - it sends seperate
signals for moving and button state. So you need a interface (and not
just some simple wiring !) to connect it to one of the COM-ports of
the PC.

... i recommend to use a PC mouse and not to try any connection ST->PC.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

1238. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 17:55:17 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.1774.2D78C785@dhhalden.no>
Source record: 33970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <alien.762873230@clinet.fi> alien@clinet.fi (Risto Juvonen) writes:

> Simple question first: is it possible to connect atari SLM804 to
> Falcon? If so, how and where to get such a interface for falcon?

The Germans are coming out with an interface called "Heatseeker" which will do the trick (and several other neat tricks as well if I remember correctly). I can't remember offhand who's doing it - Overscan or ROM maybe. Now if those ST Computer mags were here...

Jon

1239. Re: DMA Sound recording on the Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 20:15:26 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ohSCVSG00WB7IZgX5M@andrew.cmu.edu>
Source record: 33971

Excerpts from netnews.comp.sys.atari.st.tech: 4-Mar-94 Re: DMA Sound recording on .. by Ian M Rae@cs.bham.ac.uk
> OK, the problem has solved itself, which is a bit weird! But at least I can get
> on with my project now...

I met some strange problems when first trying to figure this out too but got everything working fine now, even D2D recording. Feel free to email me if you have any other questions.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1240. RE: Atari SIM 804 laser printer question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-05 21:17:31 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <5MAR94.21173165@nauvax.ucc.nau.edu>
Source record: 33972

I received several replys to my SIM804 printer question about if it
could be hooked up to the IBM, and it cannot. Now my second questio again
(which wasn't answered).
Does anyone know if/where I could get toner for this printer?
Thanks again.
SCott
sak@nauvax.ucc.nau.edu

1241. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 09:37:27 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2lc88n$gt@news.cs.tu-berlin.de>
Source record: 33974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Risto Juvonen (alien@clinet.fi) wrote:
: Simple question first: is it possible to connect atari SLM804 to
: Falcon? If so, how and where to get such a interface for falcon?

Yes, R.O.M.-Software, Berlin, is shipping such a device.
It's called "Heatseeker" and it's priced at about 110 Dollars.

For more information, you'll have to call R.O.M. at +49 30 492 41 27
or send a FAX to +49 30 491 93 67.

Laurenz

1242. TT - Falcon - SCSI VLAN anyone

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 13:27:30 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.mptxVNtfd9A@lionbbs.escape.de>
Source record: 33975

Hi!

Here's one for the hardware oriented folks:

Did someone allready experiment with a TT and a Falcon
connected via SCSI?

Yes, I really two computers!

Thus building a 'SCSI-VLAN'? (a very local area network ;-)

I know that the are some caveats when using such a thing,
but before all that there is the problem, that the
SCSI id (of the TT) seems to be hardwired (to id 7)!

What is it with the Falcon?
The same one?
Is it hardwired or stored in NVRAM i.e. can it be modified?

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

1243. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 13:43:08 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-ECGOBFUZ@jimmy.sta.sub.org>
Source record: 33980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <jonal.1774.2D78C785@dhhalden.no> JON ARVID LOVSTAD wrote :

>In article <alien.762873230@clinet.fi> alien@clinet.fi (Risto Juvonen) writes:
>
>The Germans are coming out with an interface called "Heatseeker" which will
>do the trick (and several other neat tricks as well if I remember
>correctly). I can't remember offhand who's doing it - Overscan or ROM maybe.
>Now if those ST Computer mags were here...

I also don't know the distributor, but the author has 2 eMail-addresses:

A197
Pri¿½i¿½ner, Laurenz Overlay spoil@cs.tu-berlin.de
TEC oder (or)
Heatseeker Laurenz_Pruessner@b.maus.de

BTW, this is a part of my eMail-list. You can get it from ftp.cs.tu-berlin.de,
pub/atari/Doc/emaillst.zip. The IP-number is 130.149.17.7. You can contact the
mail-server as mail-server@cs.tu-berlin.de.

--
bye, Achim

1244. Re: Atari SIM 804 laser printer question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 18:39:29 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6133929@wpi.WPI.EDU>
Source record: 33976

```
0{{ "MC" == MC STUDENT <sak@nauvax.ucc.nau.edu> writes:
MC> I received several replys to my SIM804 printer question
MC> about if it could be hooked up to the IBM, and it cannot. Now my
MC> second questio again (which wasn't answered). Does anyone know
MC> if/where I could get toner for this printer? Thanks again. SCott
MC> sak@nauvax.ucc.nau.edu

Try:

Toad Computers (1-800-448-TOAD)

They advertise that they carry 804 toners...

.s.
(and should you want to sell the laser, drop me a line...)
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -
```

1245. Re: Mega STE pinouts for HD connector ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 18:43:27 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar6134327@wpi.WPI.EDU>
Source record: 33977

```
0{{ "Karl" == Karl Meyland <karlm@highett.mel.dbce.csiro.au> writes:
Karl> Hi Everyone ... A friend of mine has a Mega STE and he is
Karl> replacing the Hard Drive. Along with the drive, he wants to
Karl> replace the internal SCSI adaptor with an ICD link or something.
Karl> Now the ICD part is no problem, he just needs to know what the
Karl> pin-outs are on the MOTHER BOARD so he can wire up an
Karl> appropriate cable.

Well, the LINK is made to attach to the MSTE's external DMA port.
It's meant for use with external SCSI devices. ICD also makes an
internal HD adapter for the MSTE, I believe.

Why bother though? The internal HD adapter is just fine. Get ICD's
PRO utilities and you'll have just about all the advantages of the ICD
adapter without the cost... Then use the LINK to connect an external
SCSI device to the thing...

As for the pinouts, if you find 'em please post 'em. I'm curious,
too...

.s.
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -
```

1246. Re: Hardware scrolling on STE/Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 20:49:51 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CM9GJ3.5yD@cen.ex.ac.uk>
Source record: 33978

In article <CM598q.228@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

> I believe that hardware scrolling for the STE is also on the Falcon030.
> I never found out how to do this - can anyone help me find out how to do it ?

The STE hardware scrolling is present on the Falcon and is fully compatible.
It is done using hardware registers only as I don't believe the new Xbios
in the falcon supports it. It does work though - I have used it! :)
--
+-------------+
| {{{ Dan }}} |
+-------------+

1247. Re: Ink jet driver for WordPerfect and LaTeX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 21:31:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8q9xEYmq1OE@semprini.waterloo-rdp.on.ca>
Source record: 33979

In <1994Mar3.191357.16888@sarah.albany.edu>, Richard Goldstein writes:
>
> Where can one purchase version version 4.2 and what Atari machines can use it.
> I am thinking about replacing my 24 pin with a desk jet and the possibility of
> using Tex would help me make up my mind.

I installed CS-TeX on my ST quite a while ago; works GREAT with my HP
Deskjet 500. DVI->deskjet (dvihplj I think) feeds the printer almost as
fast as it can print.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1248. Re: EAGLE 32 QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-06 23:54:05 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CM9p25.H0p@cix.compulink.co.uk>
Source record: 33981

In message <CM3u7v.2wH@brunel.ac.uk>, ee90jde@brunel.ac.uk said:

>Feeling rather bored today I decided to reopen my upgraded Falcon
>to have another look inside. Looking at my accelerator board I
>was startled to find that the label on the CPU is 68030RC50
>
>Does this mean that the processor is a 50MHz one?

Yes!

>
>If so would it be possible to increase the speed further by adding
>a 50MHz clock and thus increase processor speeds almost 3 times?

If it was that easy the manufacturer would have done it and charged
twice the price.

I have not seen one of these boards myself, but think memory speed
may be a limiting factor.

You could try progressively faster clocks to see how it performs.

Barry

1249. Mouse button release bug! ERRRGH!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 01:46:49 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar7.014649.7235@beaver.cs.washington.edu>
Source record: 33982

I'm doing some popup menus and I seem to have a problem getting the AES to wait for the mouse button to be released. This only occurs in MultiTOS, Geneva, and on my MEGASTE. Here's what I have (this is pseudo-code):

```
wind_update(BEG_MCNTRL);
wind_update(BEG_UPDATE);

loop {
exit=form_do()

if exit=POPUP_BUTTON
handle_popup();
} endloop

procedure handle_popup() {

repeat {
GET MOUSE COORDINATES AND BUTTON HERE WITH graf_mouse()
HANDLE DRAWING OF SELECTION, ETC.
} until mouse_button=1

evnt_button(1,3,0); * wait for button to be released

} end handle_popup
```

It seems to just fall through the evnt_button() even though the button is still held down. I even reserve the mouse control for my application, and this doesn't seem to work either. I've tried using vq_mouse to get the mouse button state, but they all seem to fall through so that form_do() thinks I've clicked on the dialog AGAIN!

Why does form_do() think I've pressed the button on it when my I havn't? Is there some internal variable that isn't cleared? Why does evnt_button fall through when the button is still down?

HELP! I've tried just about every combination of mouse button checkers that there could be. I've even tried several in succession! Once I tried vq_mouse() and it waited for me to lift up the button, but then when form_do() executed, it thought that the button was still pressed down!!!!!

ERRRRRRRRRRGGGGGGGGGGHHHHHHHHHHH!!!!!!!!!!

Any educated help would be appreciated.....

1250. How do I put assembly code in GCC .C files ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 10:12:52 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2leun4$leg@comfrey.csv.warwick.ac.uk>
Source record: 33983

```
Hi,

How do I put some 68000 code in my C source files to compile with Gcc?

For example, how would I do the following function:

int asm_add(int a, int b)
{
// add two numbers - use 68000 code for the calculation
int sum;

[68000 code here]

return sum;
}

Also, do I need any special switches on the command line ?

Thanks in advance,

Paul Donovan
csulw@csv.warwick.ac.uk
```

1251. Re: Where to find a 68882 copro.??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 10:38:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMAIvt.BL9@barclays.co.uk>
Source record: 33984

In article <2l8mc4$6jr@cxc1.cl.msu.edu>, molin@cxc1.cl.msu.edu (Michael Olin) writes:
|> dsevee@CAM.ORG (Denis Sevee) writes:
|>
|> > I've been having trouble trying to find a 68882 math co-processor
|> > for my Falcon. Does anyone know of a place in Canada or the
|> > U.S. northeast where I can get one???
|>
|> And with the exception of running DynaCadd, can anyone suggest what's
|> to be gained by installing one?
Well, there are a few aroud now. There is a Raytrace package that won't run
without a co-pro, There is a special version of POV that also uses it. There is
also a version of Ghostscript that needs one. I'm sure there are more.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1252. Re: How to change video of F030 from PAL to NTSC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 10:51:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMAJHt.D8M@barclays.co.uk>
Source record: 33985

In article <h54118.762840082@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:
|> Dear everybody,
|>
|> bit 5 of setmode(), i.e. the PAL-NTSC switch seems to have no effect
|> on my Falcon. How can I change from PAL to NTSC?
Put in a new modulator?

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1253. CS TEX-STYLUS 800?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 11:09:00 UTC
From: Oerg_Vogedes@pb.maus.de
Message-ID: <A20134@PB.maus.de>
Source record: 33986

Hallo, ich TEX'e mit einem ATARI und suche dringend einen Druckertreiber
fï¿½r den EPSON SYTLUS 800 Drucker. Die Drickergebnisse mit dem LQ 850h
Treiber sind echt nicht ausreichend.
Wer kann mir weiterhelfen?

PS: Ich benutze das MULTI-TEX von CHR. Stunk.

Vogi

1254. Re: How do I put assembly code in GCC .C files ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 12:59:25 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar7135925@issan.informatik.uni-dortmund.de>
Source record: 34008

In article <2leun4$leg@comfrey.csv.warwick.ac.uk>, csulw@csv.warwick.ac.uk (Paul Donovan) writes:

|> Hi,
|> How do I put some 68000 code in my C source files to compile with Gcc?

|> For example, how would I do the following function:

|> int asm_add(int a, int b)
|> {
|> // add two numbers - use 68000 code for the calculation
|> int sum;

|> [68000 code here]

```
asm ("addl %1,%0" : "=d" (sum) : "g" (a), "0" (b));
```

|> return sum;
|> }

|> Also, do I need any special switches on the command line ?

No.

See the GCC manual for more info about the extended asm statement.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1255. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 13:06:08 UTC
From: lmuniz@vub.ac.be
Message-ID: <2lf8s0$j01@rc1.vub.ac.be>
Source record: 33987

```
: In article <2l524b$f8i@news.kth.se> d91-ber@nada.kth.se (Bjorn Eriksson) writes:
: :>Hello,
: :>I'm doing some programming in C but has found that I need to
: :>add some fast assembler-routines to my programs. I have done a little
: :>68000 assembler programming and have a manual for the dsp 56000. My
: :>question: are there any important differences between the 68000 and
: :>68030 and the 56000 and 56001?

a tricky difference (hard to find):
the BTST instructin sets the V flag, not the Z flag.

Nikopol.
```

1256. 3 1/2 hd for the falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 13:20:29 UTC
From: lmuniz@vub.ac.be
Message-ID: <2lf9mt$j01@rc1.vub.ac.be>
Source record: 33988

i want to connect an internal 3 1/2" ide hd to my falcon, but i have
some problems:
- the seagate hd i want to fit in has 40 pins, and the old 2.1/2 had
44 pins: what shall i do with the remaining 4.
- it seems that tbhe 3.1/2" hd needs 12v voltage, the 2.1/2 needed only
5v. where shall i get the 12v i need? is the falcon's 12v suply
strong enough to give this 12v?

i think some of yo have done the transformation. i'd appreciate any
help...

nikopol.

1257. Re: Where to find a 68882 copro.??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 13:32:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.1IZEJJ0JrYU@semprini.waterloo-rdp.on.ca>
Source record: 33989

In <2l8mc4$6jr@cxc1.cl.msu.edu>, Michael Olin writes:
> dsevee@CAM.ORG (Denis Sevee) writes:
>
> > I've been having trouble trying to find a 68882 math co-processor
> > for my Falcon. Does anyone know of a place in Canada or the
> > U.S. northeast where I can get one???
>
> And with the exception of running DynaCadd, can anyone suggest what's
> to be gained by installing one?

About a 10x speedup for ray-tracing IF the ray-tracer's been compiled
with a library than can use the FPU.

So far, I have been unable to compile a working version of POV-Ray 2.2
on the Atari; I've tried gcc 2.5.8 and Lattice C 5.6. :-(

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1258. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 14:28:18 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <CMAtJ6.HI2@freenet.carleton.ca>
Source record: 33990

In a previous article, jonal@dhhalden.no (JON ARVID LOVSTAD) says:

>The Germans are coming out with an interface called "Heatseeker" which will
>do the trick (and several other neat tricks as well if I remember
>correctly). I can't remember offhand who's doing it - Overscan or ROM maybe.
>Now if those ST Computer mags were here...
>
>Jon
>

Will this also work with the SLM604 (the older Laser)?

--
** Computer Engineering Jack Kitowicz **
** @ Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1259. *** TT for sale !!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 15:24:35 UTC
From: castermn@nlsce1.seri.philips.nl
Message-ID: <1994Mar7.152435.23700@seri.philips.nl>
Source record: 33991

[Article crossposted from comp.sys.atari.st]
[Author was Luc Castermans]
[Posted on Mon, 7 Mar 1994 15:16:44 GMT]

I give up my hobby and sell my complete computer stuff:

Hardware

Atari TT, 8 MB RAM, TOS 3.06, 1.44 MB
HD Seagate 48 MB
TTM194 19" Black/White monitor

NEC P6 printer, 24 needles, 360x360 dpi

All with their original packing cartons !
In perfect shape.

Books

Atari Profibuch ST/STE/TT
Vom Anfaenger zum GEM-profi (Geiss & Geiss)
Programming guide to GEM
ST-Appications guide - Programming in C
Motorola MC68881 manual
Atari ST intern
Atari ST Peeks en Pokes
Professional GEM

Software

Lots off ORIGINAL OFFICIALLY BOUGHT software

In case your interested contact my by email.

Kind regards,

Luc Castermans Philips Semiconductors
Section Manager
Cordless Telephone
---
email: (UUCP) castermn@sce.philips.nl snail: Philips Semiconductors
(SERI) castermn@nlsce1 Department PCALE
(PROFS) nlsce1(castermn) Building BE-5.43
tel: +31-40-723919 P.O. Box 218
fax: +31-40-722764 5600 MD Eindhoven
Netherlands

1260. Star LC 24-10 drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 16:27:19 UTC
From: KANNENGI@reze-1.rz.rwth-aachen.de
Message-ID: <KANNENGI.1.0@reze-1.rz.rwth-aachen.de>
Source record: 34012

Hi,

does anybody have any experiences of a STAR LC 24-10 printer working
with programs like Signum etc. ? The printer sometimes seems to 'forget'
one pixel line. Any printer drivers for the LC out there?

I would very much appreciate any replies.

Thanks

Stephan

1261. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 17:10:14 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Mar7.171014@cs.man.ac.uk>
Source record: 33992

Yes!

56001 is a DSP architecture and although the assembler format is grossly similar to 68000 the register and instruction sets are almost entirely different - too different to go into in detail.

1262. Re: EAGLE 32 QUERY

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 17:44:45 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMB2MM.A06@newcastle.ac.uk>
Source record: 33993

In article <CM5AGM.1uK@brunel.ac.uk>, ee90jde@brunel.ac.uk (Jonathan D Evans) writes:
>
>>>Feeling rather bored today I decided to reopen my upgraded Falcon
>>>to have another look inside. Looking at my accelerator board I
>>>was startled to find that the label on the CPU is 68030RC50
>
>>>Does this mean that the processor is a 50MHz one?
>
>>>If so would it be possible to increase the speed further by adding
>>>a 50MHz clock and thus increase processor speeds almost 3 times?
>
>>>I would be grateful of any ideas or of anybody actuallly being able
>>>to do this, and if possible a solution of how to do this if it
>>>is at all possible.
>
>Jon,
>
>Replacing a crystal in a system will not increase it's operating speed.
>Take a Mega STe for instance. If you replace the 68000 with a 25MHz 68000
>and put a larger crystal in there, you will completely throw off the timing
>setup of the entire board.
>

This bit is true - the clock is used to provide lot's of other stuff as well
as a CPU clock signal......BUT........

[Irrelevant stuff deleted]

>--
>
>Thanks Michael but the EAGLE 32 runs off the 32Mhz crystal in the Falcon that
>is clock halved for the standard processor. What I wanted to know is if you
>could add a 50MHz crystal to drive the Eagle board at 50Mhz. If all the other
>chips onboard run at 16Mhz (which could be the case) just increasing the clock
>speed of the processor may be possible. The only problem I see is if memory is
>accessed at half speed of the processor. Seeing as the memory is 80ns I don't
>think this is so as only a maximum of 12.5 million transfers can be made a
>second to or from memory.

Right - now the meat & two veg. The major problem here would be memory access
timing. The RAM is on the main board clocked at 16MHz. Now, if we up the
clock of the CPU (off board), it won't interfere with the main board cycle,
but the CPU may well not wait long enough for memory transfer's.

This problem could be got round quite easily by modifying the DTACK generation
circuitry.

- the speed increase is not going to be drastic though as the CPU will still have to wait for the RAM, but it will speed up processing actual instructions, esp. small loops that can run from the CPU's Cache.

If the accellerator board has some way to fit on board fast ram then you are on to a winner, but the DTACK generation becomes slightly more complex as there will then be different access timing for the on board ram & the falcon main board RAM.

This can be got around though (witness the TT).

>Please give any other comments as I would like to know if this changes things.
>

For my money - I'd be willing to have a go at it myself once the guarantee has expired on my falcon.....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1263. Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 18:18:31 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lfr5n$49b@chico.staf.phil.ruu.nl>
Source record: 33994

I have a program that writes it's output to the screen (not too uncommon, huh? :-). However, I want to call this program from within my own program, and capture it's output to file. In order to achieve that, I need to intercept the Bconout() function and direct it to a file instead of the screen (well, output should go to the screen too in fact, but that's a detail).
Now the problem is that I understand that I should change the TRAP #13 (Bios) vector, but haven't the faintest idea where to start. I'm quite an experienced GEM and C-programmer, but I've always avoided low-level stuff like interrupts, vectors, etc.
What I figured out is that I should do something like the following:

```
int main(void)
{
void (*oldvec)();

oldvec = Setexc(-1, NULL); /* BIOS 5: store the old vector */
Setexc(13, newvec); /* BIOS 5: install new routine */
/* rest of the program */
Setexc(13, oldvec); /* BIOS 5: restore old vector */
return 0;
}

void newvec( void )
{
/* find out which BIOS function is called */
/* if function = Bconout(), intercept it's parameters
and send the char to a file and call the normal Bconstat(),
so that output is sent to the screen too */
/* if function != Bconout(), just call the normal BIOS-routine */
}
```

Questions: is this approach allright in general? And if it is: how do I implement the newvec() function -- i.e. how do I find out which BIOS function is being called and what it's parameters are, and: how do I call the old BIOS routines once my newvec() installed itself? Or should I call the old dispatcher too at the end of my newvec() -- i.e. something like:

```
void newvec( void )
{
/* my own stuff -- see above */
oldvec();
}
```

And if the approach is wrong: how should I do this then? *Can* this be done in C, or is Assembly unavoidable?
All answers, reactions, etc appreciated. And Sample C-source prefered of

course :-).

Mucho thanks in advance -- reply either by email or in this group.
Hendrik "completely clueless once more" Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1264. Re: How do I put assembly code in GCC .C files ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 20:05:29 UTC
From: wilsont@rahul.net
Message-ID: <CMB956.L1x@rahul.net>
Source record: 33995

In <2leun4$leg@comfrey.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Paul Donovan) asked the great question to the net.

>How do I put some 68000 code in my C source files to compile with Gcc?

>For example, how would I do the following function:
>int asm_add(int a, int b)
>{
> // add two numbers - use 68000 code for the calculation
> int sum;
> [68000 code here]
> return sum;
>}

And So I spoketh:

```
int asm_add(int a,inb b)
{
register int in1 __asm__("d0");
register int in2 __asm__("d1");

in1=a; /* grabs data off stack */
in2=b;

__asm__("
addl d0,d1 | do the addition

movel d1,_aglobal | just to show you how to access C globals

");

return(in2);
}
```

No special flags are needed on the command line.

Obviously, doing an add this way is very inefficient.

Some other points to remember is that its MIT syntax!

```
movew moveb movel
movew a0@,a1@+
addw d4,a7@-
mulsw a0@(6),d0
```

notice, no '.' and indirect adressing is done with a '@' not '()'

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley

Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~-Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^^~-~TOS, Unix and MS-DOS.

1265. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 20:15:03 UTC
From: rm03@cscmgb
Message-ID: <1994Mar7.201503.5347@cc.ic.ac.uk>
Source record: 33996

in article <2lfr5n$49b@chico.staf.phil.ruu.nl>, Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:

:I have a program that writes it's output to the screen (not too uncommon, huh?
::-). However, I want to call this program from within my own program, and
:capture it's output to file. In order to achieve that, I need to intercept the
:Bconout() function and direct it to a file instead of the screen
[much deleted...]
Just a thought, but there might be a much easier way to do what you want.
Try using Fdup() and Fforce() to redirect the standard console output to
another file's handle, just before you call the program. You can set it back
to normal after the program has returned. (I can't remember exactly how to
do this, but I do have some old sample code somewhere if you need it.)

Also, the program you want to run might have been compiled with a C compiler
that supports redirection in the startup stub. Try executing it as:

PROG.TTP >outfile.txt

and see if anything gets written.
Hope this helped,

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

1266. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 22:26:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lg9nj$4cc@chico.staf.phil.ruu.nl>
Source record: 33997

rm03@cscmgb (Mr R. Mellish) writes:

>Just a thought, but there might be a much easier way to do what you want.
>Try using Fdup() and Fforce() to redirect the standard console output to
>another file's handle, just before you call the program. You can set it back
>to normal after the program has returned. (I can't remember exactly how to
>do this, but I do have some old sample code somewhere if you need it.)

Thanks for the tip, but... in this case this doesn't work. I erally meant waht I said: I need to intercept Bconout()... unfortunately. However, I think (but who am I?) that this can't be *that* hard... I hope...

>Also, the program you want to run might have been compiled with a C compiler
>that supports redirection in the startup stub. Try executing it as:

>PROG.TTP >outfile.txt

This might be an option... But then, if I start this program from within my own program with Pexec(), how do I do this redirection then??? I mean, I won't be calling it from a shell. Should I just try to put ">outfile.txt" as the first argument on the commandline that I pass with Pexec()? Sounds rather logical to me in fact... :-)

Thanks for thinking along,
Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1267. Atari 520ST pieces for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 22:53:43 UTC
From: dougg@u.washington.edu
Message-ID: <2lgb9n$qf5@news.u.washington.edu>
Source record: 33998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale
Atari 520ST Personal Computer
2.5 MEG ram upgrade
(1) Double sided disk drive
(1) Single sided disk drive
(1) Mono monitor
Mouse
All the power supplies

Software: Flash, Degas Elite, Drafix, some other stuff.

Everything works except the computer has some problems with a loose
connection on the main board that I haven't gotten to work consistently.
If you're looking for extra equipment for your existing Atari setup this
might be a good deal.

All for $125.00.

I also have an 1200 external modem and a Panasonic KXP-1091 printer with the
system and would be willing to let go of them as part of the package for an
additional price we could agree on.

Call me: Doug at 543-7575 ext 322 wrk, 365-3824 home
or e-mail dougg@u.washington.edu
\

1268. ST -> Portfolio transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-07 23:27:36 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <763108370.AA05243@byte.bbs.no>
Source record: 34002

>I have a Portfolio with A serial adaptor, I would like to know of a fi
>transfer program to use, possibly from the Michigan archives.

You can not use the build-in file-transfer system on the Portfolio
with a serial interface, but with a paralell interface, a special
cable, a my special software for the ST/TT you can use it. And it's
really fast (much faster than Atari's software for IBM PC !!)

To use the serial port you need a comm-program for the Portfolio.
I have a demo version of a VT100 comm-prg made for the Portfolio.
Give me an adress and I'll send it to you (but you still need a way
to get it transferred to the Portfolio or to a memory-card...)

Lars-Erik 0sterud / E-mail: Lars-Erik.Osterud@byte.bbs.no
Atari Developer / ABK-BBS: +47 67132659 V.32bis Data+Fax
SysOp ABK-BBS /

-- ReadMail ST

1269. Re: ST Mouse --> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 04:11:15 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar8.041115.99@isle.waterloo-rdp.on.ca>
Source record: 33999

Steve Taylor was heard to say:

> : the opposite possible as well - can an ST mouse be wired to work with
> : a PC?

> cost around 15 pounds. Actually, I doubt it can be done, and I suspect
> when it is done the other way, ST users just plug a PC mouse into their
> serial port, and run software to drive it for the ST. This can be done

The signals on a bus mouse (Microsoft Inport) are fully compatable with
the ST's mouse port. They can be used vice versa, but the pins must be
adapted:

----8<-------------

Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
-------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 A |
| |
-------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
```

```
| 5 6 |
\ /
\------------/
```

```
------8<----------
```

Source unknown, but it does work just fine. The view above is the view into
the female connector, on the PC mouse's end of it is mirrored.

```
--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario \_ _// \\__ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/\_\/___\
```

1270. Re: GDOS FONT EDITOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 04:23:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2lguj5$d1d@golem.wcc.govt.nz>
Source record: 34000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CM231C.9pt@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2l1che$ojl@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>>
>>were can I find a PD GDOS FONT EDITOR..
>I have one on the WamnutCreek CD. It's all German, but doesn't look too
>complex EDIT_GDF is te name. There are also ANSI fonts for medium res which
>you may find useful with programs like Connect or Storm. Mail me if you
>want it.
>
>Ofir ogal@cix.compulink.co.uk

I have that one Thanks...

The best one that I have seen is GEMfont 122, its the best that I have seen..

I have seen some Funny thing with Fonts, Flash 1.6 has a ANSI option and works good with VT100, but if I install NVDI it stuffs this font up, but if I have a look at the NVDI Fonts they are similar to built in system fonts..??

I know I can disable the NVDI system fonts but I am still puzzled why this is happening..

Can any one shed some light on this...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1271. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 06:21:22 UTC
From: Marco_Fris
Message-ID: <7cc2de00@p11.f202.n281.z2.fidonet>
Source record: 34001

In a message of <Mon 28 Feb 94 02:55>, Fred Moskowitz (2:281/202.0) writes:

FM> Hello there,
FM>
FM> I have Flash 1.6, and was wondering what the current version of it is
FM> at this
FM> time, and where I could get the upgrade of the software.

There is no real upgrade. The publisher (Antic) went out of business. I've seen a demo of a program called Flash 2.x, but that's a new program, you could hardly call it an upgrade. The demo looked nice, but it wasn't quite finished. Problems with filetransfers e. g.

- Marco -

---
* Origin: And now ... number one ... The Larch. (2:281/202.11)

1272. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 08:38:41 UTC
From: partingt@fwi.uva.nl
Message-ID: <2lhdih$bd4@hermes.fwi.uva.nl>
Source record: 34003

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>rm03@cscmgb (Mr R. Mellish) writes:

>>Just a thought, but there might be a much easier way to do what you want.
>>Try using Fdup() and Fforce() to redirect the standard console output to
>>another file's handle, just before you call the program. You can set it back
>>to normal after the program has returned. (I can't remember exactly how to
>>do this, but I do have some old sample code somewhere if you need it.)

>Thanks for the tip, but... in this case this doesn't work. I erally meant waht
>I said: I need to intercept Bconout()... unfortunately. However, I think (but
>who am I?) that this can't be *that* hard... I hope...

>>Also, the program you want to run might have been compiled with a C compiler
>>that supports redirection in the startup stub. Try executing it as:

>>PROG.TTP >outfile.txt

>This might be an option... But then, if I start this program from within my
>own program with Pexec(), how do I do this redirection then??? I mean, I won't
>be calling it from a shell. Should I just try to put ">outfile.txt" as the
>first argument on the commandline that I pass with Pexec()? Sounds rather
>logical to me in fact... :-)

You should pass the ">outfile.txt" on the command-line with Pexec if it's the
compiler's code that does the redirecting.
There was a program in a STart (Dutch ST magazine) episode some three years ago
that does exactly what you want (redirect BIOS output).

Vincent.
--
VI is better than Emacs. | Let's | Internet : partingt@fwi.uva.nl
MacOS is better than Windows. | start the | vincent@tnc.nl
Unix is better than VMS. | religious | FidoNet : 2:281/202.15
Eiffel is better than C++. | war!! | NeST : 90:500/202.15

1273. XV to PicSwitch (GIF)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 09:34:16 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Mar8.093416.11077@dct.ac.uk>
Source record: 34004

I am trying to save a picture on my DECstation 3100 at college and use the graphics on my STe at home. I can save the required image on the DECstation using a package called XV under Unix. The image is GIF format, about 670 x 450 pixels in size. I came across a ST program called PicSwitch which claims it can load GIF graphics. When I try to do this though the computer crashes with three bombs. :-(

I have also tried using Paintshop Pro on the PC to load the GIF file. All I can get is a totally black image appearing. However, when I load the file back into XV it displays it as normal!?!

Does anyone have any ideas how I can perfect this cross-platform transfer? The GIF format that XV saves is 87a. I would like to load this into my ST in mono resolution and save the result as .PI3, .IMG, .PCX or .PIC.

Any help would be appreciated.

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*******************************************************
```

1274. Re: Mega STE pinouts for HD connector ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 11:19:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2lhn0l$ein@golem.wcc.govt.nz>
Source record: 34005

In article <2l3oef$1kv@news.dmpe.CSIRO.AU>, karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>Hi Everyone ...
>
>A friend of mine has a Mega STE and he is replacing the Hard Drive. Along with
>the drive, he wants to replace the internal SCSI adaptor with an ICD link or
>something. Now the ICD part is no problem, he just needs to know what the
>pin-outs are on the MOTHER BOARD so he can wire up an appropriate cable.
>
>Many thanks,
>
>Karl.
>--
>| Karl Meyland CSIRO Division of Building, Construction and Engineering |

Karl there is no need to do this, just get ICD's Pro Software, then use Ataries
built in host adapter.....

What type of drive do you intend to use..???

The Link is just a large 19 to 50 way type plug, with some LSI IC's
inside, intended for external Drive boxes, like the ones use on a MAC....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1275. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 11:29:37 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lhnj1$n5f@bambam.cs.city.ac.uk>
Source record: 34006

In article <2lfr5n$49b@chico.staf.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
[Wrongs ways to intercept BIOS deleted]

|> And if the approach is wrong: how should I do this then? *Can* this be done
|> in C, or is Assembly unavoidable?

Some assembly is required because
(a) when you steal the BIOS vector you have to deal will BIOS calls made from supervisor and user mode, and the SSP/USP are not accessible from C.
(b) when you exit you have to jump into the old handler or do a rte, not a rts which is what the C compiler generates.

The code below (which I wrote off the top of my head and is _completely_ _untested_!) attempts to do what you want. You store the old bios vector in 'oldvec' and replace it with 'new_bios'. Then when active != 0, each call to Bconout() will cause a call to a C routine 'new_Bconout()' with the same arguments just before the real Bconout() call takes place. You can safely call Bconout() from 'new_Bconout()' by setting active = 0. If you don't want to do the real Bconout call at all, put an rte instruction just before the 'skip2:' label.

Steven

ASM ==>

```
xdef _new_bios
xref _new_Bconout
xref _oldvec
xref _active

longframe equ $059E ; long stack frame flag

_new_bios:
tst.w _active ; are we active?
beq.s skip2 ; if not, skip
move.l usp,a0 ; get user mode stack pointer
btst #5,(sp) ; were we called from supervisor mode?
beq.s skip ; if not, skip
lea 6(sp),a0 ; get pointer to args on super stack
tst.w longframe ; CPU has long interrupt frame?
beq.s skip ; if not, skip
addq.w #2,a0 ; skip over format word
skip:
cmpi.w #3,(a0) ; check for Bconout()
bne.s skip2 ; if not, skip
move.l 2(a0),-(sp) ; copy args on to supervisor stack
```

```
jsr _new_Bconout ; call new_Bconout()
addq.w #4,sp ; correct supervisor stack
skip2:
move.l _oldvec,a0 ; get address of TOS bios handler
jmp (a0) ; jump into it
```

C ==>

```
long oldvec; /* save old bios vector here */
int active; /* flag to activate/deactivate Bconout() interception */

int new_Bconout(int dev, char c)
{
/* At this point we're in supervisor mode. We can call Bconout like this: */
active = 0;
Bconout(new_dev, c);
active = 1;
/* Must not call GEM at all. */
}
```

1276. No monodetect? Please Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 11:40:51 UTC
From: arjanvdm@htsa.aha.nl
Message-ID: <1994Mar8.114051.13145@htsa.aha.nl>
Source record: 34007

Hi!

After posting an article under this title, I received lots of hints, clues and sollutions... First of all I would like to thank everybody who E-mailed me, or who posted an answer on this newsgroup.

Second of all I would like to say that _I have my colour back!!!_
What was wrong, I dunno. But when I was trying to measure some voltage on a circuit, I somehow made a short circuit and my colour was back! As sudden and strange as it dissappeared, it came back.

I do not know what was wrong, when it came back after a short circuit, but the major thing is that it is back. Any clue about what happened would anyhow be appreciated because I do not know IF and/or WHEN it will come back...

Greetz,

Arjan van der Meer
--
Greetz,

Arjan van der Meer

1277. Re: XV to PicSwitch (GIF)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 12:40:16 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2lhrng$ou@unicorn.ccc.nottingham.ac.uk>
Source record: 34009

In article <1994Mar8.093416.11077@dct.ac.uk>, mcssesw@dct.ac.uk (Simon Wilkinson) writes:

> Does anyone have any ideas how I can perfect this cross-platform transfer? The
> GIF format that XV saves is 87a. I would like to load this into my ST in mono
> resolution and save the result as .PI3, .IMG, .PCX or .PIC.

I've exported XV's Gif to the ST using ViewGIF without too much
trouble (though it gets upset sometimes if you exceed the screen
resolution). Photochrome, Speed of Light and GemView all display these
GIF's OK and should be able to export them to something ST-native.

Sam

1278. Re: SLM804 to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 13:07:39 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2lhtar$p93@news.cs.tu-berlin.de>
Source record: 34010

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:
: In a previous article, jonal@dhhalden.no (JON ARVID LOVSTAD) says:
: >The Germans are coming out with an interface called "Heatseeker" which will
: >do the trick (and several other neat tricks as well if I remember
: >correctly).
: Will this also work with the SLM604 (the older Laser)?

The "Heatseeker" certainly works with both Atari Lasers.
It replaces the big old SLMC-controller, which is no longer necessary.

Laurenz

1279. Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 13:29:13 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763133353@Fowey>
Source record: 34011

Can anybody out there in ST land help me with programming interupts?

I am writing a MIDI utility in GFA Basic 3.5, but instead of using
its own input routines I want to call assem routines to do it on an
interupt basis.

What the routine should do is check the MIDI port to see if there
is a byte there, if so take it in, maybe store it in a buffer and
pass it back to the main GFA program. This needs to be done every time
a byte enters, so that none are lost.

I have no idea how to write the assem routines - anyone got a good
knowledge of this sort of stuff?

Thanks,

--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

1280. Re: How to change video of F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 14:54:00 UTC
From: Olaf_Kaiser@bi.maus.de
Message-ID: <A19078@BI.maus.de>
Source record: 34013

Hello!

>How can I change from PAL to NTSC?

Try BOOTCONF.PRG from Uwe Seimet.

Olaf_Kaiser@bi.maus.de
!!No Mail >16kB please!!

1281. Re: Problem with GDB & SYM-LD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-08 15:37:25 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <2li63l$k3j@cc_sysk.coventry.ac.uk>
Source record: 34014

In article <2l4qcgINN1tps@rs1.rrz.uni-koeln.de>,
Jan T. Kim <kim@vax.mpiz-koeln.mpg.d400.de> wrote:
>
>Your gdb version is outdated, I have gdb 3.6 pl4 here, and never
>had any problem with its loading and recognizing of symbol files.
>The gdb 3.6 port (by Andreas Schwab) is available from
>ftp.germany.eu.net, and also from the standard atari ftp
>archives, I think.

Yeah! I could never get GDB to work for me at all. And then a few
weeks ago there was some discussion about GDB 3.6pl4 and I
downloaded that (can't remember now from which site) and it
still didn't work for me, so I got the sources as well,
recompiled it, and lo-and-behold it works, well almost,
it now complains about files compiled with -mshort, however I
don't normally do -mshort compilations so its Ok for me.

1282. Re: Mouse button release bug! ERRR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 00:06:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A5114@M4.maus.de>
Source record: 34015

```
>procedure handle_popup() {
>
>repeat {
> GET MOUSE COORDINATES AND BUTTON HERE WITH graf_mouse()
> HANDLE DRAWING OF SELECTION, ETC.
>} until mouse_button=1
>
>evnt_button(1,3,0); * wait for button to be released
>
>} end handle_popup
>
>
>It seems to just fall through the evnt_button() even though the button
>is still
>held down. I even reserve the mouse control for my application, and this
>doesn't seem to work either. I've tried using vq_mouse to get the mouse
>button
>state, but they all seem to fall through so that form_do() thinks I've
>clicked
>on the dialog AGAIN!
```

No wonder - don't mix up graf_mouse() and evnt_xxxx() calls. Use evnt_multi() with MU_BUTTON and MU_M1 / MU_M2 events to track mouse movement and clicks at the same time. Calling graf_mouse() will confuse subsequent evnt_button() calls.

bye, Peter

1283. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 03:57:31 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMDpnw.BoD@uqac.uquebec.ca>
Source record: 34016

In article <7cc2de00@p11.f202.n281.z2.fidonet> Marco_Fris@nextjk.textlitho.nl writes:
>In a message of <Mon 28 Feb 94 02:55>, Fred Moskowitz (2:281/202.0) writes:
>
> FM> Hello there,
> FM>
> FM> I have Flash 1.6, and was wondering what the current version of it is
> FM> at this
> FM> time, and where I could get the upgrade of the software.
>
>There is no real upgrade. The publisher (Antic) went out of business. I've
>seen a demo of a program called Flash 2.x, but that's a new program, you
>could hardly call it an upgrade. The demo looked nice, but it wasn't quite
>finished. Problems with filetransfers e. g.
>
> - Marco -
Hmmmm.... For being a user of the program in question, Flash II, which
is at v2.2, I am not total agreement with your statement. Yes, it is
an upgrade. Kind of a total revamp of the original.

The demo you speak of is very buggy, and known to be so, or from what I have
read, it is. I used it, and I did not notice them, but them I did not
'totally' test drive it before I bought it.

It has absolutely NO problems with file transfers, at least this is my
experience. What I think that they should do, is release a new demo,
so that people can see a demo minus the bugs.

Please, it's fine to slam software that you have 'driven', but with a
known buggy demo, don't start judging. Drive the real thing before
putting it down.

>
>---
> * Origin: And now ... number one ... The Larch. (2:281/202.11)
>
>

Thanks for listening,

joseph
.

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about

jhogan@uqac.uquebec.ca * everything' - Steven Wright

1284. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 09:56:35 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CME6AC.9Ex@hpbbrd.bbn.hp.com>
Source record: 34017

Dan Coutu USG (coutu@decvax.dec.com) wrote:

> 1. Are there limitations on drive speed? That is - can the drive interface
> handle today's faster drives? My old Supra interface cannot talk to a drive
> with a 10msec response time. Is this true of the Stacy interface too?
> I want to replace the old drive with a newer bigger one but would like to
> buy a drive which will actually work.

I never heard about a case where an ACSI host adapter really refused to work
with a hard drive just because it was fast. There are two things that
can happen:

a) The drive has "unusual" timing characteristics (I'm *not* talking
about the general speed of transfer) which the host adapter cannot
handle.

b) The host adapter limits the transfer speed, so getting a fast drive
might not give you the improvement you've hoped for.

(a) is not too likely, (b) can happen, but only for drives with sustained
transfer rates exceeding 1.5 MB/s. Which drive do you intend to add?

> 2. Can the internal SCSI interface handle daisy-chaining? Can it drive
> multiple disks that is. I could imagine it being useful to swap the cables
> around so that the internal SCSI is brought to the outside of the case.
> This way I could connect SCSI disks directly without buying another, possibly
> incompatible, ACSI to SCSI interface.

I've never owned a STacy, but I assume that it has an external ACSI
port, so connecting a second ACSI drive should be easy. I doubt that
the internal host adapter can handle more than one SCSI drive, though.

> 3. Has anyone tried using both the internal hard disk and an external hard
> disk? If this works then must both use the same drive controller software?
> I have a Supra 20Mb which works well. Can I use the Supra software to
> format and use a replacement internal drive? Or do I have to use AHDI?

Yes and no. The internal STacy drive is a Conner drive with a few
annoying controller bugs. Software which counts on a working controller
might break. I'm especially talking about the bug in the Conner controller
which makes it hang when asking it about information for LUN 1.
Some third-party software does that, and you might have to configure
the software to ignore LUN 1. Other than that, I don't see restrictions
in the driver software.

--
--clausb@hpbeo79.bbn.hp.com----------

Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

1285. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 10:07:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lk74n$4rk@chico.staf.phil.ruu.nl>
Source record: 34018

partingt@fwi.uva.nl (Vincent Partington) writes:

>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>be calling it from a shell. Should I just try to put ">outfile.txt" as the
>>first argument on the commandline that I pass with Pexec()? Sounds rather
>>logical to me in fact... :-)

>You should pass the ">outfile.txt" on the command-line with Pexec if it's the
>compiler's code that does the redirecting.

Yeah, sure -- that's what I meant...

>There was a program in a STart (Dutch ST magazine) episode some three years ago
>that does exactly what you want (redirect BIOS output).

Hmmm, this might be an alternative in case all the other variations don't work,
but in principle I'd like to do it without an extra program. Thanks for the
hint -- probably such a program will be available somewhere on a BBS or
whatever... I'll take a look for it.

And in the menatime: if anyone has anything to say about changing TRAP#13...
you're welcome :-).

Thanks again,
Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1286. Mac icons to Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 10:39:09 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar9.103909.28199@gumby.cc.wmich.edu>
Source record: 34019

How do folks usually convert icons that have been transferred over
from a Mac to an Atari so they can be used on the Atari (either .RSC
or .NIC or .ICN or whatever is fine).

Thanks in advance for any information.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1287. GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 10:50:38 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CME8sE.F53@newcastle.ac.uk>
Source record: 34020

Can I persuade GNU C to compile ANSI C sources ?

If so, how ?

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4883098
Stevenage,England.|| Snail-mail: 2 Sun Street, Suniside, Newcastle, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

1288. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 15:15:26 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lkp6e$cv@bambam.cs.city.ac.uk>
Source record: 34021

In article <CME8sE.F53@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
|> Can I persuade GNU C to compile ANSI C sources ?

Use the -ansi flag. Assuming you've tried that and it failed you'll need to post details of where it failed.

Steven

1289. Re: ST -> Portfolio transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 17:15:44 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <2Il080INNb9q@dns1.NMSU.Edu>
Source record: 34022

Toni Woodward (gltrw@mail.bris.ac.uk) wrote:
: I have a Portfolio with A serial adaptor, I would like to know of a file
: transfer program to use, possibly from the Michigan archives.

I run a program called SLAVE on the Portfolio when I'm
doing file transfers. You will need something like XTERM2 to
get SLAVE on the Portfolio in the first place though.

SLAVE allows control of the Port from the ST (or any other
host). X-Modem and ascii transfers are supported as well as basic
DOS commands such as MKDIR, DIR, CD, DEL. Everthing is much easier
when you only have to type on the STs keyboard.

I downloaded my copy of SLAVE from GEnie in the Portfolio
RT (page 950) library but it is probably available on umich.

On the ST end I use STalker, a commercial program. I'm not
sure what com programs are available on umich for the ST.

****
* Walter M. Lamar Jr. KB5WGT *
* wlamar@acca.nmsu.edu *
* That was then, this is NOW. *
****

"When the going gets weird,
The weird turn pro!!"

Dr. Hunter S. Thompson

1290. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 18:29:17 UTC
From: rm03@cscmgb
Message-ID: <1994Mar9.182917.28147@cc.ic.ac.uk>
Source record: 34023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <2d7cc8c6@p2.stacken.ct.se>, Patrik Sanfridsson
(patrik.sanfridsson@p2.stacken.ct.se) wrote:
:Whenever I try to use the Atari standard clipboard with either Everest or
:MasterBrowse, they will always complain about "clipboard not installed"
:although I do have a \CLIPBRD folder in my boot partion and the
:environment variable CLIPBOARD points to the same path and this works perfectly
:with all other programs that support the clipboard.

Try using setting the env. variable SCRAPDIR instead (or as well as) CLIPBOARD
I've seen programs that use this; in fact I think that SCRAPDIR is the
correct one to use.
An alternative is to use the Atari Clipboard CPX, which I presume does a
scrap_write() to set the clipboard directory at bootup.

Incidently, does anyone know for sure whether CLIPBOARD or SCRAPDIR should
be used? What do the Atari developer docs say? I think the Compendium says
SCRAPDIR.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

1291. SIMM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 21:25:31 UTC
From: kfason@csn.org
Message-ID: <CMF26L.5sx@csn.org>
Source record: 34024

I just bought a RAMGizmo and have four 4meg SIMMS I can use for a while. Thing is is that they are 80ns. Is this speed too slow for teh Falcon030, or is it "workable" till I can get my own?? and while I'm at it, how fast does teh computer talk to the memory?? As I may go 60ns if the computer talks that fast...

And what are teh atari propietary memory boards running at??? (speed) thanx!

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

1292. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 22:01:50 UTC
From: walra@moacs11
Message-ID: <wgxzjc72lhm@moacs11>
Source record: 34025

In <CME8sE.F53@newcastle.ac.uk>, Craig Graham wrote:

> Can I persuade GNU C to compile ANSI C sources ?

$ gcc -ansi ...

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1293. US vs UK phone lines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 22:32:20 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <ghTYto_00WB4EPVrky@andrew.cmu.edu>
Source record: 34026

Ever since I released VOX-Mail last week, I have been getting questions
on compatibility of VOX-Mail on UK/Europe phone lines.

AFAIK, there should not be much differences between US and UK phone
lines except the guard tone which doesn't matter to VOX-Mail. What I
like to find out is whether phone companies in UK send a line reversal
signal when a caller hangs up. Anyone knows anything about this??

And also, are phone lines across Europe pretty much the same as those in UK??

Thanks!

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1294. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 22:36:02 UTC
From: benkeen@aol.com
Message-ID: <2llj0i$8u7@search01.news.aol.com>
Source record: 34027

The most important thing to remember, performance-wise, is that a DSP is like an ultra-specialized FPU. Generally, DSPs are designed to execute one type of instruction - a multiply and accumulate (MultAcc) very quickly (among other things). Compare the # of cycles it takes on a DSP with the number it takes on an FPU or a standard CPU

-Ben Keen(benkeen@aol.com)

1295. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-09 22:49:55 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <144206@hydra.gatech.EDU>
Source record: 34028

In article <7cc2de00@p11.f202.n281.z2.fidonet>
Marco_Fris@nextjk.textlitho.nl writes:

>There is no real upgrade. The publisher (Antic) went out of business.

Antic did go out of business, but Missionware bought the rights to the
name Flash from them. The program has a similar look and feel to the
Antic one but it is a complete rewrite since the author of Flash 2 is
not the same as Flash 1. They also offer an upgrade from any 1.x
version of Flash for $30US and _free_ upgrades from any 2.x version.
Current version is 2.2 with 2.3 (MultiTOS compatible) in process.

>seen a demo of a program called Flash 2.x, but that's a new program, you
>could hardly call it an upgrade. The demo looked nice, but it wasn't quite
>finished. Problems with filetransfers e. g.

I've been using v2.1 for a while (need to upgrade to v2.2 soon) and
have not had any file transfer problems. Support is very good too,
you can contact Missionware from Internet on their Compuserve, GEnie,
or BIX account.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1296. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 00:15:06 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d7f71641c2ea5@anuurn.do.open.de>
Source record: 34029

In <2lg9nj$4cc@chico.staf.phil.ruu.nl>,
Hendrik Jan Veenstra (hjv@phil.ruu.nl) wrote:

>rm03@cscmgb (Mr R. Mellish) writes:
>
>>Just a thought, but there might be a much easier way to do what you want.
>>Try using Fdup() and Fforce() to redirect the standard console output to
>>another file's handle, just before you call the program. You can set it back
>>to normal after the program has returned. (I can't remember exactly how to
>>do this, but I do have some old sample code somewhere if you need it.)
>
>Thanks for the tip, but... in this case this doesn't work. I erally meant waht
>I said: I need to intercept Bconout()... unfortunately.

Perhaps you should try MiNT - under MiNT, a program can _easily_ redirect
BIOS *and* GEMDOS handles into a file (using the standard GEMDOS function
Fforce()).

> However, I think (but
>who am I?) that this can't be *that* hard... I hope...

Yes it is - there is one _really_ serious problem:
you must *never* call a GEMDOS function from within a BIOS function.
GEMDOS calls BIOS for doing all I/O, and if BIOS in turn calls GEMDOS,
you'll get a nice system crash... (since GEMDOS is not reentrant)

>>Also, the program you want to run might have been compiled with a C compiler
>>that supports redirection in the startup stub. Try executing it as:
>
>>PROG.TTP >outfile.txt
>
>This might be an option... But then, if I start this program from within my
>own program with Pexec(), how do I do this redirection then???

Like this:

```
Fforce(1, outfile) ; /* redirect STDOUT */
Pexec(....) ; /* child process will *inherit* redirected handles */
Fclose(1) ; /* IMPORTANT because of GEMDOS bug */
Fforce(1, -1) ; /* restore output to screen */
/* outfile may or may not be usable at this point - I don't know... */
Fclose(outfile) ;
```

Note: if you omit the Fclose(1), GEMDOS will "lose" a file handle - this
is a GEMDOS bug that's present in TOS versions 1.04 (1.4) through 3.06
(and possibly in newer versions, too; MiNT doesn't have this bug, but
the additional Fclose doesn't hurt, either).

(Note that TOS 1.0 and 1.02 have even worse bugs in this area...)

>I mean, I won't
>be calling it from a shell. Should I just try to put ">outfile.txt" as the
>first argument on the commandline that I pass with Pexec()? Sounds rather
>logical to me in fact... :-)

This will only work if the called program's runtime startup code parses
the command line and does the I/O redirection itself; that depends of
course on the language and the library used...

Martin
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

1297. Re: above 19200?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 03:27:37 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <S3PMBQMW@math.fu-berlin.de>
Source record: 34030

In article <A18370@K.maus.de>, Andreas_Hoffmann@k.maus.de (Andreas Hoffmann) writes:
>Harun (Harun_Scheutzow@b.maus.de) is the author/developer of HSMODEM, RSVE
>and ST_ESCC. The latter implements two additional serial ports, working at
>115200 Baud simultaneously on a 8 MHz (!) ST and could be seen as a
>successor to RSVE.
>
>Unfortunately I don't have ftp-access, so I don't know if it's available on
>a.a.u.e. or any other ftp-server. Maybe a person who has access to both
>MAUSNet and Internet can help.

Well, RSVE is available in German at ftp.uni-erlangen.de, but I have had no luck finding ST_ESCC. This sounds quite interesting as it seems to add the modem ports available on the later ST models with high speeds. Any ideas on locating the docs? Do you have them?

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1298. 520ST DMA Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 05:50:14 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar10.055014.1255@isle.waterloo-rdp.on.ca>
Source record: 34031

Hello all... I am trying to fix a 520ST, (original '85 vintage) that has a wonderfully interesting problem.... The DMA port... The system will read and write to a floppy happily, and will read from a hard drive happily.. But, when you try to write to the HD, (with write verify turned on), it errors out until it gives up.... Before you all tell me the hard drive is bummed, it was checked out with another ST, which worked wonderfully.. So, it has to be the DMA port on the 520... I've replaced the DMA chip, the GLUE and the MMU, all to no avail... Same problem all the time...

What I want to know is - has anyone else had this problem? Do they remember what they did to fix it? (Besides the hammer idea... I've suggested it, the owner didn't like it.... :-))

Thanx in advance to anyone with any info!! Post here, or email me at drichard@isle.waterloo-rdp.on.ca

1299. Re: Zmodem Support

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 07:39:45 UTC
From: mbaffoni@farad.elee.calpoly.edu
Message-ID: <1994Mar10.073945.126344@zeus.aix.calpoly.edu>
Source record: 34032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Mar4.164756.192@isle.waterloo-rdp.on.ca>,
Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca> wrote:
>
>Do you know if there's been any Zmodem source put into the public domain
>since 1987? I called Omen this morning, and they seem to want me to order
>a Zmodem Developer's Collection...
>
>I tried going through their BBS connection, TeleGodzilla, but the noise was
>incredible and I couldn't say connected for more than a minute at a time.
>Funny, their voice line is crystal clear ;-(

I just downloaded the latest PD szrz from Omen (Chuck Forsberg). I
found one place that has it.
oak.oakland.edu
in
/pub2/unix-c/xyzmodem
the file is rzsz9305.tar.Z

Happy Hunting!

-MikeB

>--
> | / Neat and Nify Creators of:
> | \EVIN TESSNER 43 Carwood Cres _____ __ _____
> Kitchener Ontario _ _// __ /
>ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\
>

1300. Re: How to change video of F030 from PAL to NTSC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 08:56:35 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Mar10.085635@cs.man.ac.uk>
Source record: 34033

If you use the O/S call setscreen (opcode 5 XBIOS) the Falcon processes the supplied resolution information to eliminate illegal screen codes (well most illegal modecodes anyway): e.g. if you set the VGA bit and you are using a colour monitor, it will just flip the status of the horizontal bit (because this has the effective 'opposite' meaning in VGA to colour monitors). It also masks out the sync mode bit, so it maintains the current refresh rate.

If, however, you use the Falcon XBIOS call err Vsetmode I think (opcode 88) this does not have any processing attached, and so you can happily tell the machine to change sync rates. Note that programs that use this will be less portable, because they will only work on a particular type of monitor. This point is not made at all in the Atari documentation - at least not that which I have!

Or if you jsut want the Falcon to go into 60Hz on boot and stay there, use something to alter the default configuration in the CMOS RAM, which contains a bit to mark the boot resolution and sync mode. Lots of PD programs do this.

Hope this helps

Dave

1301. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 09:49:19 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMG0M8.D6B@barclays.co.uk>
Source record: 34034

The original poster has re-posted his question as so many people misunderstoof
him. he was asking about the difference bewteen at 68000 and a 68030 and the
diference between a 56000 and a 56001
--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1302. RE: Atari SIM 804 laser printer question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 10:15:46 UTC
From: bammbamm@dswhq.omahug.org
Message-ID: <10b_9403101510@dswhq.omahug.org>
Source record: 34035

In a message of <05 Mar 94 15:17:31>, MC STUDENT (1:286/2) writes:

MS> I received several replys to my SIM804 printer question about if
MS> it could be hooked up to the IBM, and it cannot. Now my second
MS> questio again (which wasn't answered).
MS> Does anyone know if/where I could get toner for this printer?

For the best all around deal on SLM804 Toner, call Systems For Tomorrow at
+1-816-252-4738 (they have an 800 number but I don't remember it). SFT is a
very dedicated Atari storefront dealer and will treat you right. If you don't
have a local dealer, give them a call!

(I have no connection with SFT other than being a very satisfied customer)

~

1303. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 10:26:55 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar10112655@issan.informatik.uni-dortmund.de>
Source record: 34036

In article <CME8sE.F53@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

|> Can I persuade GNU C to compile ANSI C sources ?

GNU C *is* an ANSI C compiler. If you want to make it *really* pedantic, use

gcc -ansi -pedantic-errors -Wall -Werror

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1304. looking for book: ATARI 3d graphics programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 11:03:48 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2lmuqk$fi5@news.tamu.edu>
Source record: 34037

I've been looking for this book FOREVER. Does anyone know where I
can still get it?? Does anyone want to sell theirs?? It was published
by Abacus Software/Data Becker (same people who did Internals etc.)
--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1305. Info about 1,44 MB Floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 12:43:51 UTC
From: forg@cent.gud.siemens.co.at
Message-ID: <1994Mar10.124351.14040@siemens.co.at>
Source record: 34038

--

****
Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
Siemens AG Austria phone: (+43-1) 601 71 - 6326
Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
A-1100 Wien
****

1306. Re: Differences 68000/68030 & 56000/56001

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 14:42:25 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lnbki$4er@bambam.cs.city.ac.uk>
Source record: 34039

In article <CMG0M8.D6B@barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> The original poster has re-posted his question as so many people misunderstoof
|> him. he was asking about the difference bewteen at 68000 and a 68030 and the
|> diference between a 56000 and a 56001

OK. There are a huge number of diffs between the 68000 and the 68030. The main improvements are: 32bit ALU, MMU, bitfield instructions, data and program caches, huge number of extra addressing modes, extended interrupt stack frames, extra registers to support virtual memory, 32bit address & data busses, better pipelining, address register scaling, barrel shifter, word alignment restrictions lifted.

The main gotchas when treating a 68030 as a 68000 is that move sr,Dn is now a priviledged instruction and if you want to fake an interrupt stack frame (typicaly to get control of the CPU _after_ a system interrupt handler has done it's stuff) you need to push an extra zero word (the frame format) on the stack.

AFAIK the 56000 is the bespoke part with the on-board ROMs loaded with the clients data whereas the 56001 is the off-the-peg part with the ROMs loaded with stuff Moto thought useful.

Steven

1307. How do I set up BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 15:46:37 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-100394154637@ngalm099.gal.nt.com>
Source record: 34040

I have a four meg STFM, with a Supra host adapter. I want to start using partitions larger than 32 Mbytes. The supra documentation does not help, so I got a copy of AHDX from a.a. When I format a drive to greater than 32 Mbytes, I cannot access it (using TOS 1.04).

I know that it is possible to edit the drive partition information to change the byte per sector to 1024,2048, even up to 8192. This may only work for drives that are less than 64 mbytes. I have a 245 Mbyte drive, how can I partition it to four 64 Mbyte partitions.?

Please reply by E-mail as I no longer get a full feed for the Atari groups (every other one, yes, C.S.A.ST & C.S.A.ST.Tech , no). My Sys Admin can't find out what's wrong, I get less than 1 post/day.

Thanks in advance
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1308. Atari 520/1040 ST Power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 16:13:27 UTC
From: al215@FreeNet.Carleton.CA
Message-ID: <CMGIEF.63y@freenet.carleton.ca>
Source record: 33841

Does anyone know of a replacement for the internal power supply in the
520/1040ST? Either that or does anyone want to sell a internal power supply
out of a junked 520/1040? Or where I can find one for a cheap price.

--
James Kleist | 'All is insignificant in our sand grain
al215@freenet.carleton.ca | of time.'
Ottawa, Ontario. | - 15,001,994

1309. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 17:43:27 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lnm80$621@bambam.cs.city.ac.uk>
Source record: 33842

In article <cb170.763133353@Fowey>, cb170@city.ac.uk (HALL B J) writes:
|>
|> Can anybody out there in ST land help me with programming interupts?
|>
|> I am writing a MIDI utility in GFA Basic 3.5, but instead of using
|> its own input routines I want to call assem routines to do it on an
|> interupt basis.

Why is this? Do you want interrupts for reliablity or to run MIDI processing
in the background?

|>
|> What the routine should do is check the MIDI port to see if there
|> is a byte there, if so take it in, maybe store it in a buffer and
|> pass it back to the main GFA program. This needs to be done every time
|> a byte enters, so that none are lost.

For 100% reliable MIDI it is not sufficient just to have your own
interrupt routine. Various bits of TOS disable interrupts too long and
cause overruns on the ACIA.

|> I have no idea how to write the assem routines - anyone got a good
|> knowledge of this sort of stuff?

Even if you don't want 100% reliable MIDI, writing your own handler is
nontrivial because the interrupt is shared with the IKBD and your routine
must service both devices to avoid lockup :-(

A couple of years ago when I wrote a sequencer I thought I had found a neat
(but extremely complicated) solution by making non-interruptable parts
of TOS interruptable and avoiding non-reentrancy problems by delicate
manipulations of the MFP mask registers... Unfortunately people have told
me that the sequencer bombs with early TOS versions so there is still
a race condition that I haven't pinned down.

I am working on a better solution but don't hold your breath. Probably
the best solution is to upgrade to a faster processor (Incidently this
is the _only_ solution in the PC/Windoze MIDI arena...).

Steven

1310. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 18:13:46 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMGnyy.GF5@newcastle.ac.uk>
Source record: 33843

In article <wgxzjc72lhm@moacs11>, walra@moacs11 (Waldi Ravens) writes:
>In <CME8sE.F53@newcastle.ac.uk>, Craig Graham wrote:
>
>> Can I persuade GNU C to compile ANSI C sources ?
>
>$ gcc -ansi ...
>

Ok - am I missing something here.....

Using the -ansi switch, it I try using // to begin coment lines,
I start to get #assert... error messages all over the place (in
the libraries). What gives ?

Craig.

1311. End of Line-A from C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 21:01:28 UTC
From: mbridson@morgan.ucs.mun.ca
Message-ID: <mbridson.763333288@morgan>
Source record: 33844

Many thanks to all who replied; I get the message I should be using VDI
for all nice apps.

-- Robert Bridson

1312. Re: looking for book: ATARI 3d graphics programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 21:50:31 UTC
From: bjgrier@bnr.ca
Message-ID: <CMGy0C.8y0@nrtpa22.bnr.ca>
Source record: 33845

In article <2lmuqk$fi5@news.tamu.edu>, jbilger@cs.tamu.edu (Jeff M Bilger) writes:
|> I've been looking for this book FOREVER. Does anyone know where I
|> can still get it?? Does anyone want to sell theirs?? It was published
|> by Abacus Software/Data Becker (same people who did Internals etc.)
|> --

I've got it, lost the disk though... I don't even open it anymore,
I haven't opened it in about 4 years. You can have it :)

If you are serious about learning 3D routines get the book COMPUTER
GRAPHICS by Foley, Van DAM et al. This is book gives a very serious
treatment of 2D and 3D, and includes lots of pseudo code for the
various routines it describes.

I'll send you the book if you really want it, just mail me your address.
But Foley's book is what you really need.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

_____________________________________|_____________________________________
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1313. Portfolio stats, please!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 21:59:41 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <2lo58d$i9p@hermes.louisville.edu>
Source record: 33846

Could someone be so kind as to post the stats (and current prices) for the Portfolio? Please, don't just give me quantitative data: I want to know how the keyboard feels, how readable the screen is, and (especially) how good it is for programming (in pascal, for example) and for telecommunications (linking up to a VAX/UNIX)..

Thanks.. BTW, have they released that ATM buster program yet? :)

--
sebelt01@starbase.spd.louisville.edu IRC: Sneaker Hacking on a 1040STe..

1314. Re: CS TEX-STYLUS 800?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 22:02:28 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lo5dk$eb0@nasim.sta.sub.org>
Source record: 33847

Oerg Vogedes (Oerg_Vogedes@pb.maus.de) wrote:
> Hallo, ich TEX'e mit einem ATARI und suche dringend einen Druckertreiber
> fï¿½r den EPSON SYTLUS 800 Drucker. Die Drickergebnisse mit dem LQ 850h
> Treiber sind echt nicht ausreichend.
> Wer kann mir weiterhelfen?

> PS: Ich benutze das MULTI-TEX von CHR. Stunk.

Try to use DVI from Markus Pristovsek. It works fine with
CS-TeX/MultiTeX and Lindner-TeX.

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1315. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 22:22:12 UTC
From: walra@moacs11
Message-ID: <pwvdgcxwrem@moacs11>
Source record: 33848

In <CMGnyy.GF5@newcastle.ac.uk>, Craig Graham wrote:

> Using the -ansi switch, it I try using // to begin coment lines,
> I start to get #assert... error messages all over the place (in
> the libraries). What gives ?

The `//' syntax is not defined by either ISO/IEC 9899 or ANSI X3.159, it
is C++ specific stuff.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1316. 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-10 22:53:31 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Mar10.135331.1@aurora.alaska.edu>
Source record: 33849

I have never seen a 3 1/2" SCSI hard drive, so I have no idea what the pin configuration is. Is it 40 pin? Does it have the same 5 volt, 12 volt, and ground power connectors that 5 1/2" drives have?
I have a couple perfectly good hard drive cases, but they are for 5 1/2" SCSI drives and I can't seem to find a new drive that holds less than a gig. I'm sure I can find a way to mount the 3 1/2" drive in the case, but how would I connect it to a 50 pin centronics scsi connector? Is there an easy to find cable?

1317. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 06:40:25 UTC
From: pauletti@hslrswi.hasler.ascom.ch
Message-ID: <1994Mar11.064025.28752@hasler.ascom.ch>
Source record: 33850

```
In article GF5@newcastle.ac.uk, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>Using the -ansi switch, it I try using // to begin coment lines,
>I start to get #assert... error messages all over the place (in
>the libraries). What gives ?
>

ANSI-C does not define // for comment it defiens /* */. // is from C++.

regards
andreas pauletti
```

1318. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 08:57:52 UTC
From: Marco_Fris
Message-ID: <8037e200@p11.f202.n281.z2.fidonet>
Source record: 33851

In a message of <Wed 9 Mar 94 23:49>, David Forrai (2:281/202.0) writes:

DF> In article <7cc2de00@p11.f202.n281.z2.fidonet>
DF> Marco_Fris@nextjk.textlitho.nl writes:
DF>
>> There is no real upgrade. The publisher (Antic) went out of
>> business.
DF>
DF> Antic did go out of business, but Missionware bought the rights to
DF> the name Flash from them. The program has a similar look and feel to
DF> the Antic one but it is a complete rewrite since the author of Flash
DF> 2 is not the same as Flash 1. They also offer an upgrade from any
DF> 1.x version of Flash for $30US and _free_ upgrades from any 2.x
DF> version. Current version is 2.2 with 2.3 (MultiTOS compatible) in
DF> process.

I never saw such an offer in the Netherlands. Would you be so kind as to
send me a postal mail adress as I don't have access to the networks you
mentioned.

- Marco -

---
* Origin: Find an idea and kill it ! (2:281/202.11)

1319. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 09:10:18 UTC
From: Marco_Fris
Message-ID: <8037e202@p11.f202.n281.z2.fidonet>
Source record: 33852

In a message of <Wed 9 Mar 94 04:57>, Joseph Hogan (2:281/202.0) writes:

JH> In article <7cc2de00@p11.f202.n281.z2.fidonet>
JH> Marco_Fris@nextjk.textlitho.nl writes:
>> In a message of <Mon 28 Feb 94 02:55>, Fred Moskowitz (2:281/202.0)
>> writes:
>> FM> Hello there,
>> FM>
>> FM> I have Flash 1.6, and was wondering what the current version of it
>> is FM> at this
>> FM> time, and where I could get the upgrade of the software.
>>
>> There is no real upgrade. The publisher (Antic) went out of business.
>> I've seen a demo of a program called Flash 2.x, but that's a new
>> program, you could hardly call it an upgrade. The demo looked nice,
>> but it wasn't quite finished. Problems with filetransfers e. g.
>>
>> - Marco -
JH> Hmmmm.... For being a user of the program in question, Flash II,
JH> which is at v2.2, I am not total agreement with your statement. Yes,
JH> it is an upgrade. Kind of a total revamp of the original.

That's what I meant. It's more than an upgrade: it's a rewrite. Nothing negative implied here. At the same time it's less than an upgrade: as a registered Flash 1.6 user I've never seen an upgrade offer.

JH> It has absolutely NO problems with file transfers, at least this is
JH> my experience. What I think that they should do, is release a new
JH> demo, so that people can see a demo minus the bugs.

Right. I would be very interested in a better demo, as I liked some of the features I saw very much.

I didn't mean to slam anything, just reported what I saw: a demo that wasn't quite finished. That doesn't have to mean anything for the real thing, but at the time it wasn't good enough for me to contemplate dropping good ol' 1.6.

- Marco -

---
* Origin: Find an idea and kill it ! (2:281/202.11)

1320. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 09:59:01 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMHvqE.B9J@newcastle.ac.uk>
Source record: 33853

In article <SCHWAB.94Mar10112655@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>In article <CME8sE.F53@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham)
writes:
>
>|> Can I persuade GNU C to compile ANSI C sources ?
>
>GNU C *is* an ANSI C compiler. If you want to make it *really* pedantic,
>use
>
>gcc -ansi -pedantic-errors -Wall -Werror
>

Apparently I have been using an iffy referance for the ANSI standard
(seems that // is not valid for comments in ANSI C, although Stroustrop
says it is.......).

Sorry.

Craig.

1321. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 10:14:32 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763380872@Bickleigh>
Source record: 33854

steve@snark.cs.city.ac.uk (Steven Eker) writes:

>In article <cb170.763133353@Fowey>, cb170@city.ac.uk (HALL B J) writes:
>|>
>|> Can anybody out there in ST land help me with programming interupts?
>|>
>|> I am writing a MIDI utility in GFA Basic 3.5, but instead of using
>|> its own input routines I want to call assem routines to do it on an
>|> interupt basis.

>Why is this? Do you want interrupts for reliablity or to run MIDI processing
>in the background?

Reliability. GFA can manage a bulk sys.ex. dump with bit of clever
coding (took me a while to figure this one out!), but it only just
manages - ie if you have desk acc's installed it slows down the
program's speed as there is more going on in the event_multi loop.
As a result, some bytes get lost, hence corrupting the data.

>|>
>|> What the routine should do is check the MIDI port to see if there
>|> is a byte there, if so take it in, maybe store it in a buffer and
>|> pass it back to the main GFA program. This needs to be done every time
>|> a byte enters, so that none are lost.

>For 100% reliable MIDI it is not sufficient just to have your own
>interrupt routine. Various bits of TOS disable interrupts too long and
>cause overruns on the ACIA.
>
>|> I have no idea how to write the assem routines - anyone got a good
>|> knowledge of this sort of stuff?

>Even if you don't want 100% reliable MIDI, writing your own handler is
>nontrivial because the interrupt is shared with the IKBD and your routine
>_must_ service both devices to avoid lockup :-(

>A couple of years ago when I wrote a sequencer I thought I had found a neat
>(but extremely complicated) solution by making non-interruptable parts
>of TOS interruptable and avoiding non-reentrancy problems by delicate
>manipulations of the MFP mask registers... Unfortunately people have told
>me that the sequencer bombs with early TOS versions so there is still
>a race condition that I haven't pinned down.

Huh?!%@$# (Couldn't resist - like I say, my assem knowledge is limited
to A-Level standard - load acc, sub '1', store 32... :-)

>I am working on a better solution but don't hold your breath. Probably
>the best solution is to upgrade to a faster processor (Incidently this
>is the _only_ solution in the PC/Windoze MIDI arena...).

>Steven

Sorry to hear about this. Oh well...
Thanks for the info
--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

1322. RAMGizmo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 10:15:51 UTC
From: kfason@csn.org
Message-ID: <CMHwIG.FG3@csn.org>
Source record: 33855

ok. IGot my RAMGizmo today. I installed the SIMMS and the board (I swear its off a hair...).

On turning the machine on, nothing but black. So I plug the old atari 4meg baord in, works fine. I check everything, still black. I then use four 1meg SIMMS I have, machine worked just fine...

The 4meg SIMMS are 80ns. The Jumper setting on teh RAMGizmo is correct. All should work...

I then tested the 4meg SIMMS in a IBM/PC Clone, worked fine...

Physically the 4meg simms are smaller then the 1meg ones, about 1/3 smaller. just three chips on them, whereas the 1meg SIMMS the whole board has chips on them...

Any help or comments are appreciated...
thanx

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	Indestructible
US Robotics Dual Standard	"Sock it to me"
Atari Jaguar	Physco-Head
Remote SysOp RingWorld BBS (303) 699-0402

1323. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 10:24:23 UTC
From: ww@mpi-sb.mpg.de
Message-ID: <2lpgsn$hdq@coli-gate.coli.uni-sb.de>
Source record: 33856

```
>In <CME8sE.F53@newcastle.ac.uk>, Craig Graham wrote:
>
>> Can I persuade GNU C to compile ANSI C sources ?
>
>$ gcc -ansi ...
>
>Regards,
> Waldi (walra%moacs11@nl.net)
>--
>A C program is like a fast dance on a newly waxed dance floor
> by people carrying razors.
gcc is always a (mostly) ansi-compiler, "-ansi" brings it into a mode that
rejects all extensions of gcc relative to ansi, so you can check
that your code only uses ansi compliant techniques. Without
this switch, I think that only the trigraphs are missing.

If you want to compile K&R sources, you sometime even have to
use the "-traditional" flag.

Wolfram Wagner Email: ww@mpi-sb.mpg.de
Max-Planck-Institut fuer Informatik Tel.: +49-681/302-5403
Im Stadtwald Fax: +49-681/302-5417
66123 Saarbruecken GERMANY
```

1324. Re: TT - Falcon - SCSI VLAN anyone

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 11:31:31 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2lpkqj$8ne@elroy.jpl.nasa.gov>
Source record: 33857

In article <H.ei.mptxVNtfd9A@lionbbs.escape.de>,
Uwe Kloss <UweKloss@lionbbs.escape.de> wrote:
>Hi!

>Here's one for the hardware oriented folks:

>Did someone allready experiment with a TT and a Falcon
>connected via SCSI?

>Yes, I really two computers!

>Thus building a 'SCSI-VLAN'? (a very local area network ;-)

>I know that the are some caveats when using such a thing,
>but before all that there is the problem, that the
>SCSI id (of the TT) seems to be hardwired (to id 7)!

>What is it with the Falcon?
>The same one?
>Is it hardwired or stored in NVRAM i.e. can it be modified?

I had a setup like this on my old Mega ST4 and 4160 STe, both using ICD host adapters. It worked because both machines could see any data that went over the ACSI bus. (So when one ST read the disk, the other could fill its disk caches simultaneously. Likewise, when one ST wrote to disk, the other would update its caches for any affected blocks.) I had tried again with my Falcon and the other two STs, but it wasn't too happy. For some reason the bus got hung if the Falcon was present; I guess the SCSI-2 i/f on the Falcon was different enough from the ICDs that they couldn't talk any more. I never spent any time investigating, had too much else to do.

My guess is, since the TT is also SCSI-1, it will also be incompatible with the Falcon. I haven't tried to hook up a TT to the STs yet. It might work again through the ACSI port. Who knows...

Bus arbitration gets difficult. ACSI doesn't provide for multiple bus masters. I wound up using the MIDI as a token-passing-ring to insure the integrity of the ACSI bus. This was also how I passed source and target addresses back and forth when doing ST to ST (memory to memory) communication.

For pure speed, this setup can't be beat. I was sharing a Quantum hard drive and a Syquest between the two STs. But, due to various other projects, my Mega eventually bit the dust, and I haven't been able to run this way since. (Actually, it seems all that's wrong with the Mega is a loose ROM and loose power connections; the result of my shoddy installation job putting it into a tower case. But since I no longer need to use it anyway, it sits idle...)
--

-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1325. Re: US vs UK phone lines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 11:42:46 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2lplfm$9bl@elroy.jpl.nasa.gov>
Source record: 33858

In article <ghTYto_00WB4EPVrky@andrew.cmu.edu>,
Jinlung Fung <jf4y+@andrew.cmu.edu> wrote:
>Ever since I released VOX-Mail last week, I have been getting questions
>on compatibility of VOX-Mail on UK/Europe phone lines.
>
>AFAIK, there should not be much differences between US and UK phone
>lines except the guard tone which doesn't matter to VOX-Mail. What I
>like to find out is whether phone companies in UK send a line reversal
>signal when a caller hangs up. Anyone knows anything about this??
>
>And also, are phone lines across Europe pretty much the same as those in UK??
>
>Thanks!

Would be nice if they were all the same, but no. Maybe in a few years as the
ESA becomes more of a reality. As it is, each country has pretty different
sets of specs and safety requirements, etc... Some countries seem to be
satisfied if equipment meets British standards, others are more particular.
While the DTMF frequencies used to dial calls are in a CCITT standard, the
call progress signals (ring, dialtone, busy, reorder, etc.) are not. To top
it off, most of Europe is still using pulse-dialing, not DTMF touch tones.

As for the line-reversal signal - you can't even rely on it everywhere in
the United States - whether it will arrive at all, how long a delay between
hangup and signal arrival, etc... Europe is worse.

I've been all up and down this road before. It's a pain. But it's not entirely
insurmountable. Just tedious...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1326. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 12:17:14 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CMI24r.1vL@hermes.hrz.uni-bielefeld.de>
Source record: 33859

Craig.Graham@newcastle.ac.uk writes:

|> Can I persuade GNU C to compile ANSI C sources ?

Hasn't it an -ansi switch?

TeSche
--
Torsten Scherer (Schiller, TeSche...),
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
use any of "finger itschere@129.70.131.2-15" for e/p-mail adresses and so...

1327. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 12:37:50 UTC
From: whitema@rtsg.mot.com
Message-ID: <2lpomu$k6q@delphinium.cig.mot.com>
Source record: 33860

In article <1994Mar10.135331.1@aurora.alaska.edu>,
<fnjah@aurora.alaska.edu> wrote:
>I have never seen a 3 1/2" SCSI hard drive, so I have no idea what the pin
>configuration is. Is it 40 pin? Does it have the same 5 volt, 12 volt, and
>ground power connectors that 5 1/2" drives have?
>I have a couple perfectly good hard drive cases, but they are for 5 1/2"
>SCSI drives and I can't seem to find a new drive that holds less than a gig.
>I'm sure I can find a way to mount the 3 1/2" drive in the case, but how
>would I connect it to a 50 pin centronics scsi connector? Is there an easy
>to find cable?
>

When I bought my ICD FAST setup, it said it would take 5 1/2" or 3 1/2"
drives, and it only came with one cable. So I ASSuME that the connections
are the same for both drives.

Michael
whitema@rtsg.mot.com

1328. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 12:43:46 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar11134346@issan.informatik.uni-dortmund.de>
Source record: 33861

In article <CMHvqE.B9J@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

|> Apparently I have been using an iffy referance for the ANSI standard
|> (seems that // is not valid for comments in ANSI C, although Stroustrop
|> says it is.......).

Stroustrup (sp?) talks about C++, not C ...
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1329. Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 12:45:34 UTC
From: erlingh@idt.unit.no
Message-ID: <2lpp5e$fqs@ugle.unit.no>
Source record: 33862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi ho.

I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
So, I tried to get it working with gemar.
But no :-(

I got it to load/unload tapes, but when the program tried to write to the
tape, it just hang around - nothing happening for a while. Then it would abort with
an illegal instruction error, or address error, or even worse. And the scsi-bus would
hang with an active busy-signal.
(Luckily I had a program on the IDE drive to reset the SCSI bus).

So, in short, has anyone gotten an exabyte exb-8200 to work with gemar.
OR, has anyone else experienced similar results while trying to adapt a .par file
in gemar - and fixed it.

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1330. Probl. with SLIP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 13:06:41 UTC
From: i1032601@ws.rz.tu-bs.de
Message-ID: <1994Mar11.130641.5768@ibr.cs.tu-bs.de>
Source record: 33863

Hello,

I have the following problem with a SLIP connection.

From my ST at home I'm using ka9q to connect to a modem at the University.
From there I use telnet to login at a UNIX workstation.
Only from this workstation I can reach the world.

I would like to use a client programm on my ST.
(stigc a client for the International Go Server)

The problem is after I did the connection to the UNIX machine
I have to leave ka9q to start the client program on my ST.
But then of course the SLIP connection is gone.

Any ideas to solve this problem?

Joachim

1331. Re: CS TEX-STYLUS 800?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 15:07:27 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Mar11.150727.9532@ibr.cs.tu-bs.de>
Source record: 33864

In article <A20134@PB.maus.de>, Oerg_Vogedes@pb.maus.de (Oerg Vogedes) writes:
|> Hallo, ich TEX'e mit einem ATARI und suche dringend einen Druckertreiber
|> f|r den EPSON SYTLUS 800 Drucker. Die Drickergebnisse mit dem LQ 850h
|> Treiber sind echt nicht ausreichend.
|> Wer kann mir weiterhelfen?
|>
|> PS: Ich benutze das MULTI-TEX von CHR. Stunk.
|>
|> Vogi

You should try DVI 2.10 which works with or without MiNT and
prints to almost every printer around. There is a special
Stylus driver available and I think it is even able to print
landscape.

You should use the following mode_def:

```
%
% local.mf
%

proofing:=0; % no, we're not making proofs
fontmaking:=1; % yes, we are making a font
tracingtitles:=0; % no, don't show titles in the log
pixels_per_inch:=360;
blacker:=0.5; % make the pens a little blacker
fillin:=0.2; % and compensate for fillin
o_correction:=.2; % suppress most overshoots
```

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1332. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 15:26:05 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2lq2id$b1l@bambam.cs.city.ac.uk>
Source record: 33865

In article <cb170.763380872@Bickleigh>, cb170@city.ac.uk (HALL B J) writes:
|> >Why is this? Do you want interrupts for reliablity or to run MIDI processing
|> >in the background?
|>
|> Reliability. GFA can manage a bulk sys.ex. dump with bit of clever
|> coding (took me a while to figure this one out!), but it only just
|> manages - ie if you have desk acc's installed it slows down the
|> program's speed as there is more going on in the event_multi loop.
|> As a result, some bytes get lost, hence corrupting the data.

It looks like you are losing bytes to a TOS buffer overflow rather than to
the ACIA problem. If you don't want real time MIDI handling the following
trick might work (I've never tried it myself but from what I know of TOS
it should be 99.9% reliable on a bog ST and 100% reliable on anything faster):

(1) Make a call to XBIOS (can't remember off hand which one) to get the
address of the MIDI buffer record and patch in a much larger buffer of your
own. (This helps avoid buffer overflow.)

(2) Send the IKBD a message to stop it transmitting. (The TOS IKBD handler
is _by far_ the worst offender when it comes to locking out interrupts.)

(3) Read you sysex message in a tight loop using BIOS. (GEMDOS is _much_
slower and gives the buffer more chance to overflow.)

(4) Send the IKBD a message to re-enable transmission.

(5) Remember to replace the old MIDI buffer before your program exits
otherwise TOS will end up writing MIDI data into the next apps memory space.

Steven

1333. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 16:00:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2lq4jo$9o1@mailer.fsu.edu>
Source record: 33866

fnjah@aurora.alaska.edu wrote:
> I have never seen a 3 1/2" SCSI hard drive, so I have no idea what the pin
> configuration is. Is it 40 pin? Does it have the same 5 volt, 12 volt, and
> ground power connectors that 5 1/2" drives have?
> I have a couple perfectly good hard drive cases, but they are for 5 1/2"
> SCSI drives and I can't seem to find a new drive that holds less than a gig.
> I'm sure I can find a way to mount the 3 1/2" drive in the case, but how
> would I connect it to a 50 pin centronics scsi connector? Is there an easy
> to find cable?

SCSI == flat 50 pin SCSI plug, not matter what size the device is. To
fasten a 3.5" device in a 5.25" hole, get a standard adaptor frame (about $5).
As for the centronics SCSI plug you want, that can be had if you purchase
the correct cable set. Internally, all SCSI stuff uses 50 line ribbon cable,
which can go to various types of external SCSI jacks. Thus, all bare SCSI
devices have a 50 pin jack for the flat ribbon cable plug.

Just about any drive fabrication place could supply you with the cable you
want, and the adaptor frame (with faceplate) for size conversion. One that
does ST stuff is Toad Computers (1-800-448-TOAD).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1334. Converting TOS filenames to real filenames

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 16:26:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2lq63m$m4b@percy.cs.bham.ac.uk>
Source record: 33867

Is there any way of converting a filename in the TOS domain
(u:\foo\bar\bletch) to the corresponding filename in the MiNT domain
(like in the MinixFS)?

For instance, the string returned by the file selector assumes
Pdomain(0), and the ARGS string returned by Dragging and Dropping from
the MTOS desktop also assumes Pdomain(0).

Thanks!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1335. Machine resets when warm

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 16:52:53 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CMIEw6.HtK@arc.ab.ca>
Source record: 33868

Help...my Mega 2 ST with TEC bus board keeps rebooting whens it's been on for a few hours. I have reseated all the chips that I can and I am wondering if anyone has any ideas what else I can do. I don't even get the TOS 2.06 Fuji before it resets itself and the only way I can clear it up is to let it cool down. Most frustrating/annoying.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1336. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 18:29:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2lqda6$fia@nasim.sta.sub.org>
Source record: 33869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Erling Henanger (erlingh@idt.unit.no) wrote:
> Hi ho.

> I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
> So, I tried to get it working with gemar.
> But no :-(

Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!

> (Luckily I had a program on the IDE drive to reset the SCSI bus).

What's the name of the program and where can I get it?

Bye,
Knarf
--
Frank Bartels - knarf@nasim.sta.sub.org

1337. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 21:10:30 UTC
From: walra@moacs11
Message-ID: <yffp&wfvnhm@moacs11>
Source record: 33871

In <2lq2id$b1l@bambam.cs.city.ac.uk>, Steven Eker writes:

> (1) Make a call to XBIOS (can't remember off hand which one) to get the
> address of the MIDI buffer record and patch in a much larger buffer of your
> own. (This helps avoid buffer overflow.)

Allthough it is a good idea to increase the MIDI (and RS232) buffer, it is
not a good idea to do so within an application. This should be handled by
an auto folder program.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1338. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 21:13:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d80e1d5@daggskim.ct.se>
Source record: 33872

Dan Coutu wrote on 04 Mar 94 (to All), and I quote...

> From: coutu@decvax.dec.com (Dan Coutu USG)
> The Stacy laptop contains a SCSI drive internally. Does anyone know
> the answers to the following questions related to the drive?
>
> 1. Are there limitations on drive speed? [...]
There are always limitations, but if the interface is slower than the potential maximum transfer rate of the interface, you get slower transfer. Anyway, I use it with a rated 12ms drive and get some 1.2 MB/s average.

> [...] My old Supra interface cannot
> talk to a drive with a 10msec response time. Is this true of the Stacy
> interface too? [...]
Have to try it and see. Some dealers may allow you a trial time to return a drive if it doesn't work. The problem may not be one of speed, but that the interface cannot handle parity-check-enabled set drives.

> 2. Can the internal SCSI interface handle daisy-chaining? [...]
The Stacy card has a local address DIP to set it's ID#. It daisy-chains the DMA out to the external DMA port, but has no provisions for SCSI chaining. It _might_ be able to handle lun#0 and lun#1 on the selected DMA ID#, assuming your HD-driver software can handle this.

> I could imagine it being useful to swap the cables around so that the
> internal SCSI is brought to the outside of the case.
Good imagination :) The Link is easier. GE-Soft may be more flexible with regards to the now more common parity-check-enabled drives.

> 3. Has anyone tried using both the internal hard disk and an external
> hard disk? If this works then must both use the same drive controller
> software? I have a Supra 20Mb which works well. Can I use the Supra
> software to format and use a replacement internal drive? Or do I have to
> use AHDI?

Not sure what you're asking here, really. Everything is actually on the DMA (with internal adapter to SCSI and the internal drive), so the same HD-driver handles everything.No problem with several (different) drives. You can presumably use any software that's well-behaved and has the performance you require.

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1339. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 22:06:52 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ei.YkNe7bcHC_o@lionbbs.escape.de>
Source record: 33870

In <CME8sE.F53@newcastle.ac.uk>, Craig Graham writes:
>Can I persuade GNU C to compile ANSI C sources ?
Yes!

>If so, how ?
Just don't tell it -traditional' and feed it the sources.

I.e. GNU C can compile ANSI C sources as default.
If you have troubles to convince it to do so,
be a little more specific!

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

1340. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 22:11:14 UTC
From: ceegam@cee.hw.ac.uk
Message-ID: <CMItMq.8L7@cee.hw.ac.uk>
Source record: 33873

fnjah@aurora.alaska.edu wrote:
: I have never seen a 3 1/2" SCSI hard drive, so I have no idea what the pin
: configuration is. Is it 40 pin? Does it have the same 5 volt, 12 volt, and
: ground power connectors that 5 1/2" drives have?
: I have a couple perfectly good hard drive cases, but they are for 5 1/2"
: SCSI drives and I can't seem to find a new drive that holds less than a gig.
: I'm sure I can find a way to mount the 3 1/2" drive in the case, but how
: would I connect it to a 50 pin centronics scsi connector? Is there an easy
: to find cable?
3 1/2 inch SCSI drives have 50 way connectors. its the 2 1/2 inch IDE ones that have 40 way connectors. You can surely get a 5 1/4 inch holder for a 3 1/2 inch drive from a PC shop.

1341. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-11 22:34:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lqrlb$763@chico.staf.phil.ruu.nl>
Source record: 33874

mk@anuurn.do.open.de (Martin Koehling) writes:
>In <2lg9nj$4cc@chico.staf.phil.ruu.nl>,
>Perhaps you should try MiNT - under MiNT, a program can _easily_ redirect
>BIOS *and* GEMDOS handles into a file (using the standard GEMDOS function
>Fforce()).

But the thing I'm writing should not *require* MiNT's presence...

>you must *never* call a GEMDOS function from within a BIOS function.
>GEMDOS calls BIOS for doing all I/O, and if BIOS in turn calls GEMDOS,
>you'll get a nice system crash... (since GEMDOS is not reentrant)

Someone else just posted some assembly that will do the trick. the above is
good to know however -- thanks for telling.

> Fforce(1, outfile) ; /* redirect STDOUT */
> Pexec(....) ; /* child process will *inherit* redirected handles */
> Fclose(1) ; /* IMPORTANT because of GEMDOS bug */
> Fforce(1, -1) ; /* restore output to screen */
^^^^^^^^^^^^^
This is the thing that's been giving me headaches. I had the redirection
working, but couldn't find a decent way to 'undo' it. Why ain't this
documented somewhere??? Pfff...
The solution I had found in the meantime was to create a new file handle for
stdout, using Fdup(), and redirect handle 1 to this new handle instead. It
did work, but I found it rather inelegant.
This one's gonna end up in my series of 'never-to-forget stuff' :-).

> /* outfile may or may not be usable at this point - I don't know... */

Outfile is perfectly ok at this point -- I just checked.

>Note: if you omit the Fclose(1), GEMDOS will "lose" a file handle

And I thought I had decent books on the ST... Where did you get this wisdom
from??

Thanks a bunch for all the above -- it really solves a few horrible puzzles.

Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1342. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 00:39:56 UTC
From: ken@isgtec.com
Message-ID: <CMJ0IK.K9u@isgtec.com>
Source record: 33875

In article <8037e200@p11.f202.n281.z2.fidonet>,
<Marco_Fris@nextjk.textlitho.nl> wrote:
>In a message of <Wed 9 Mar 94 23:49>, David Forrai (2:281/202.0) writes:
> DF> In article <7cc2de00@p11.f202.n281.z2.fidonet>
> DF> Marco_Fris@nextjk.textlitho.nl writes:
> DF>
> DF> Antic did go out of business, but Missionware bought the rights to
> DF> the name Flash from them. The program has a similar look and feel to
> DF> the Antic one but it is a complete rewrite since the author of Flash
> DF> 2 is not the same as Flash 1. They also offer an upgrade from any
> DF> 1.x version of Flash for $30US and _free_ upgrades from any 2.x

I would NOT call Flash 2.x an upgrade from the excellent Flash 1.6;
it is a downgrade. I bought Flash 2 and got a couple updates to it in the
mail, and it is one of the BUGGIEST pieces of crap I've ever seen on the ST,
and that's saying a lot, since there are a LOT of crap comm programs on the
ST. (There are 3 good ones). If anyone actually likes Flash 2.x, then I guess
you have no serious use for a comm program.

--
Research is what I'm doing when I don't know what I'm doing.
-- Wernher von Braun

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1343. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 00:39:59 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CMJ0In.18o@cix.compulink.co.uk>
Source record: 33876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
>I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
>So, I tried to get it working with gemar.
>But no :-(

Which version of 'GEMAR' are you using with your Falcon, Erling?
I recall that GEMAR v2.01 addresses a minor bug with Falcon SCSI
code, perhaps this is relevant to the problems you have encountered.
I have never tried an Exabyte exb-8200 video-8 streamer nor do I
have a Falcon, but I hope this suggestion to try v2.01 is of some
small help.

Best Regards,
Brian

brobson@cix.compulink.co.uk

1344. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 02:44:12 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar12.024412.1632@isle.waterloo-rdp.on.ca>
Source record: 33877

Dan Coutu USG was heard to say:

> 1. Are there limitations on drive speed? That is - can the drive interface
> handle today's faster drives? My old Supra interface cannot talk to a drive
> with a 10msec response time. Is this true of the Stacy interface too?
> I want to replace the old drive with a newer bigger one but would like to
> buy a drive which will actually work.

The old Supra interfaces were not full SCSI adapters. They supported a
minimum of the SCSI bus, and worked only with specific older drives. In
general it cannot handle any newer SCSI drive, regardless of speed. If the
Stacy contains a proper, genuine SCSI interface, there should not be any
problems.

> 2. Can the internal SCSI interface handle daisy-chaining? Can it drive
> multiple disks that is. I could imagine it being useful to swap the cables
> around so that the internal SCSI is brought to the outside of the case.
> This way I could connect SCSI disks directly without buying another, possibly
> incompatible, ACSI to SCSI interface.

Due to the active low with pull-ups nature of the SCSI interface, there is
no reason that the STacy shouldn't handle it. Just be sure to have the
termination packs on the last drive only.

> 3. Has anyone tried using both the internal hard disk and an external hard
> disk? If this works then must both use the same drive controller software?
> I have a Supra 20Mb which works well. Can I use the Supra software to
> format and use a replacement internal drive? Or do I have to use AHDI?

I couldn't answer that one. If you find a STacy supplier, I wouldn't mind
finding out where and who etc... I could use one myself.
--

| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1345. Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 03:21:25 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar12.032125.1727@isle.waterloo-rdp.on.ca>
Source record: 33878

Our terminal program, TAZ has a slight snag when running with NVDI. When the $A00A is called to turn off the mouse, our program is kicked out to the desk-top when NVDI's line-A emulation is turned on. Our code has run fine with all versions of tos on the ST, STe, TT and Falcon; no problems with Warp9 either... Our documentatin (ST Internals) does not detail any parameters for this call. Is there something we should know?

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1346. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 04:47:33 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2lrhh5$pen@bronze.coil.com>
Source record: 33879

Flash 1.x was written by Alen Page. Flash II was not, and from what I hear (and read in that last post about F II) is completely different from Flash 1.x.

Storm 1.01,1.02 are by Alen Page. The v1.01 and files to patch it to v1.02 are available via FTP from the a.a.u.e. mirror(s).

Questions?

-Matt

1347. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 06:53:32 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar12.065332.5804@gumby.cc.wmich.edu>
Source record: 33880

In article <2lq2id$b1l@bambam.cs.city.ac.uk> steve@snark.cs.city.ac.uk (Steven Eker) writes:
>
> It looks like you are losing bytes to a TOS buffer overflow rather than to
> the ACIA problem. If you don't want real time MIDI handling the following
> trick might work (I've never tried it myself but from what I know of TOS
> it should be 99.9% reliable on a bog ST and 100% reliable on anything faster):

The analysis is correct (the default MIDI input buffer is only 128 bytes), and the method Steven describes will work. I'll just add a few bits of information that may be helpful.

> (1) Make a call to XBIOS (can't remember off hand which one) to get the
> address of the MIDI buffer record and patch in a much larger buffer of your
> own. (This helps avoid buffer overflow.)

That's XBIOS(14), i.e., IoRec, for device 2 (MIDI). You'll get a pointer to a parameter block with (buffPtr, buffSize, headIndex, tailIndex...). buffPtr is a LONG, the rest are WORDs. The maximum size buffer that TOS can handle is 32 kB. If you need to be able to capture more than that in one chunk, you'll have to be able to pull it out in close to real-time.

> (2) Send the IKBD a message to stop it transmitting. (The TOS IKBD handler
> is _by far_ the worst offender when it comes to locking out interrupts.)

That's the IkbdWs routine, XBIOS(25). Message 18 shuts off just the mouse (the worst offender) and 8 turns it back on. Message 19 shuts down the IKbd completely, and 17 tells it to resume.

> (3) Read you sysex message in a tight loop using BIOS. (GEMDOS is _much_
> slower and gives the buffer more chance to overflow.)

True, but even the BIOS is way slow. Each read-byte or check-for-byte-ready takes a good chunk of a millisecond, due to Trap overhead. You could just pull your data out from the buffer directly, using the Head and Tail index variables. Or, if you don't mind having real-time messages like ActiveSensing, etc embedded, you could just point the IoRec _directly_ into your data buffer, then shut it off when recep-tion is complete.

> (4) Send the IKBD a message to re-enable transmission.

That's 8, or 17, as described above.

> (5) Remember to replace the old MIDI buffer before your program exits
> otherwise TOS will end up writing MIDI data into the next apps memory space.

Good advice, and easy to overlook when you're struggling to get something operational.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1348. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 13:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A5491@M4.maus.de>
Source record: 33881

>The Stacy laptop contains a SCSI drive internally. Does anyone know the
>answers to the following questions related to the drive?

> 1. Are there limitations on drive speed? That is - can the drive
>interface handle today's faster drives? My old Supra interface cannot
>talk to a drive with a 10msec response time. Is this true of the Stacy
>interface too? I want to replace the old drive with a newer bigger one
>but would like to buy a drive which will actually work.

The Stacy's SCSI controller is the same as in the Mega STE (surprise!), only
Rev. -002, while Mega STEs have -003.
Limitations are: Parity isn't supported, FastSCSI drives most probably won't
work - just like older third-party adaptors.

> 2. Can the internal SCSI interface handle daisy-chaining? Can it drive
>multiple disks that is. I could imagine it being useful to swap the
>cables around so that the internal SCSI is brought to the outside of the
>case. This way I could connect SCSI disks directly without buying
>another, possibly incompatible, ACSI to SCSI interface.

The internal SCSI controller handles no more than ONE drive.

> 3. Has anyone tried using both the internal hard disk and an external
>hard disk? If this works then must both use the same drive controller
>software? I have a Supra 20Mb which works well. Can I use the Supra
>software to format and use a replacement internal drive? Or do I have to
>use AHDI?

No problem in having external ACSI stuff. One of my customers has a Stacy with
internal 40 MB Conner drive, and temporarily hooks a daisy chain of an Atari
SLM804 printer, a GE-Soft TOPLINK SCSI adaptor, a Syquest 3105S and a Maxtor
7345S drive to it (all at the same time). No problem at all. Use Atari software
for formatting.

>>>>>>>>>>>>>>>>>>>> IMPORTANT NOTE <<<<<<<<<<<<<<<<<<<<

The Conner drives used in Stacy have a severe firmware bug.
Usage of any other formatter than HDX 3.02 will cause the drive to hang the
system immediately.

You're free in your choice of drivers, though.

bye, Peter

1349. Re: Converting TOS filenames to real filenames

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 13:54:52 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Mar12.135452.5528@mnemosyne.cs.du.edu>
Source record: 33882

In article <2lq63m$m4b@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:
>
>Is there any way of converting a filename in the TOS domain
>(u:\foo\bar\bletch) to the corresponding filename in the MiNT domain
>(like in the MinixFS)?
>
>For instance, the string returned by the file selector assumes
>Pdomain(0), and the ARGS string returned by Dragging and Dropping from
>the MTOS desktop also assumes Pdomain(0).
>
>Thanks!
>
>--
>--Chris
>
>X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
>Cix: chrisridd@cix

Just off the top of my head ... you could (with Minixfs) chdir to the
parent directory and then get the proper name with getcwd. After that
you lookup the inode number with stat of the file and use opendir/readdir
(which in normal mode don't get translated even in TOS domain) and find one
which matches, if you have multiple links in the same directory then you
could compare the two names and see if one woul get translated into the other.
Steve.

1350. How di I download stuff from a Unix Box to my ST via modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 14:06:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <CMK1u4.LMw@westminster.ac.uk>
Source record: 33883
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear Friends,

Just got a modem, and have been dabbling with the various Comms programs from Atari Archive.

So far, I quite like Flash II (the crippleware version) and Connect (Another crippled). Haven't tried Storm yet, but will do, and can't get Fizzy to work.

Oh well, never mind, I'll figure them out sometime.

In your opinion, which is the best comms package, and why? I know this is an old question which has been asked millions of times, so please, send your messages to me and not on the net. I don't want to create any flame wars.

I can login to college and bulletin boards via modem using Flash and Connect (Connect sometimes brings up garbled stuff on the screen instead of text....anyone know why?), but how do I download direct to my hard disk at home using my modem....This is killing me...I just can't figure it out.

Say, I've got stelm.lzh in my home directory at college....how do I get it onto my hard disk at home?

I have MINIX on my system....and the terminal program on that is quite good for my needs....so far.... Now MINIX has Kermit, but the Docs with Minix are not very goos. Do anyone know how to use Kermit from within Minix? I've nearly got there, but nothing ever seems to be downloaded.....always get a time out error.

So anyone use Minix for downloadiung? How do I use Kermit successfully from there?

I await your replies....

Thanks.

Oh, and yes....I'm sure a lot of newcomers would like this info too, so, please
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1351. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 16:25:39 UTC
From: hjv@phil.ruu.nl
Message-ID: <2lsqe3$7db@chico.staf.phil.ruu.nl>
Source record: 33884

walra@moacs11 (Waldi Ravens) writes:
>In <2lq2id$b1l@bambam.cs.city.ac.uk>, Steven Eker writes:
>> (1) Make a call to XBIOS (can't remember off hand which one) to get the
>> address of the MIDI buffer record and patch in a much larger buffer of your
>> own. (This helps avoid buffer overflow.)

>Allthough it is a good idea to increase the MIDI (and RS232) buffer, it is
>not a good idea to do so within an application. This should be handled by
>an auto folder program.

Hmm... In theory this might be true, but in practice I've never had any
problems with replacing the MIDI buffer by a custom buffer. Just install the
new buffer immediately before you need it, and uninstall it immediately
afterwards. That way you'll minimize the chances that things go wrong (i.e. if
the program exits while the new buffer is still installed, chances are high
you'll crash your machine).
The disadvantage of an auto-program is that you need a *seperate* program to do
the work, which is esthetically very unsatisfactory imo.

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1352. HELP! Having problems with Ishar 2 and my Falcon!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 18:05:02 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2lt08e$bss@scapa.cs.ualberta.ca>
Source record: 33885

Well, the subject says it all. Ishar 2 freezes on me a lot. I own a Falcon with no internal HD, (external SCSI), and a VGA monitor. I also have tos 4.04. Could this be the reason it is freezing on me (the tos 4.04?)? Perhaps they programmed this game on a TOS 4.01 or 4.02 machine. I remember someone else posting a message about this same problem not too long ago, and I am wondering what kinds of solutions I can try! Ishar 2 is a great game but it is hard to get anywhere on a RPG if it keeps freezing on you.

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

1353. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 21:58:02 UTC
From: walra@moacs11
Message-ID: <ft3v0xffqo_@moacs11>
Source record: 33886

In <2lqrlb$763@chico.staf.phil.ruu.nl>, Hendrik Jan Veenstra wrote:

> mk@anuurn.do.open.de (Martin Koehling) writes:
> > Fforce(1, -1) ; /* restore output to screen */
> ^^^^^^^^^^^^^
> This is the thing that's been giving me headaches. I had the redirection
> working, but couldn't find a decent way to 'undo' it. Why ain't this
> documented somewhere??? Pfff...

It is documented in the Atari Profibuch by Jankowski (?sp), Rabich and
Reschke. The original distribution was translated to dutch, but does not
include (Mega)STe/TT. Later editions are only in german. The Profibuch
does not (yet?) include documentation on the Falcon.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1354. Re: New version of Flash

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 22:28:53 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMKp46.4I1@uqac.uquebec.ca>
Source record: 33887

In article <8037e202@p11.f202.n281.z2.fidonet> Marco_Fris@nextjk.textlitho.nl writes:
>In a message of <Wed 9 Mar 94 04:57>, Joseph Hogan (2:281/202.0) writes:
>
>That's what I meant. It's more than an upgrade: it's a rewrite. Nothing
>negative implied here. At the same time it's less than an upgrade: as a
>registered Flash 1.6 user I've never seen an upgrade offer.
>

I don't know if it was ever on the internet, as my life on this
thing has only been in the short term, but I know I read about
it in the AEO and on GEnie

> JH> It has absolutely NO problems with file transfers, at least this is
> JH> my experience. What I think that they should do, is release a new
> JH> demo, so that people can see a demo minus the bugs.
>
>Right. I would be very interested in a better demo, as I liked some of the
>features I saw very much.

I am going to make a request to Mission ware software to put out
a 'non'buggy demo, as it is really needed:)
>
>I didn't mean to slam anything, just reported what I saw: a demo that
>wasn't quite finished. That doesn't have to mean anything for the real
>thing, but at the time it wasn't good enough for me to contemplate dropping
>good ol' 1.6.
>
> - Marco -
>

No bad feelings felt:^)

>---
> * Origin: Find an idea and kill it ! (2:281/202.11)
>
>

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

1355. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 23:05:36 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CMKqtC.80M@cix.compulink.co.uk>
Source record: 33888

In message <CMItMq.8L7@cee.hw.ac.uk>, ceegam@cee.hw.ac.uk said:

>3 1/2 inch SCSI drives have 50 way connectors. its the 2 1/2 inch IDE ones that
>have 40 way connectors.

The 2 1/2 in. IDE drives have a 44 pin connector which includes 5V
power supply. The 3 1/2 in. IDE drives have a 40 pin connector and a
separate "disk drive" power connector.

Barry

1356. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-12 23:10:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.sYcSj_lv6iw@semprini.waterloo-rdp.on.ca>
Source record: 33889

In <CME8sE.F53@newcastle.ac.uk>, Craig Graham writes:
>
>
> Can I persuade GNU C to compile ANSI C sources ?
>
> If so, how ?

gcc -ansi -U__STRICT_ANSI__

-ansi turns on the ANSI-ness; it should work even without -ansi, but you never know.

-U__STRICT_ANSI__ undefines __STRICT_ANSI__, which is probably only necessary if you're using the MiNTlibs; this leaves in some very handy stuff that isn't 100% ANSI compliant, but that you'll need anyway.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1357. Replacing internal drive: advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 02:38:45 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <aJu4ic9w165w@sys6626.bison.mb.ca>
Source record: 33890

I need to replace my internal drive with another 720k brand. What should I get? Teac is mentioned alot. Is it 100% compatible? Will it work with cache programs like acache?

The drive I have now- Chinon FZ-354 doesn't recognize a disk change unless the disk is write-protected. Any way to fix this? Anyone have the same drive?

I had the media change pin(2) and the write protect pin(28) hooked up and that made the comp recognize any disk put in but it created a new problem because 90% of the time it thought all disks were write protected and therefore copying/deleting files was a no-go.

1358. Re: How di I download stuff from a Unix Box to my ST via modem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 06:14:52 UTC
From: rsnyder@panix.com
Message-ID: <2lub0s$ai2@panix2.panix.com>
Source record: 33791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I used Flash (1.6) for years and years, but I have almost entirely
switched over to Stalker (run as a DA).

Storm seems to be rather nice, but I couldn't get it's Z-modem to work
with my Internet connection.

--Roger

1359. FTP.CNAM.FR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 21:30:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m00ll$27a@golem.wcc.govt.nz>
Source record: 33792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I NEED SOME HELP...!!

FTP.CNAM.FR

I am trying to access ftp.cnam.fr with remote mail server, but can't seem to get hold of the index or any thing on there...

Can some one send me a Paths to Zorg..!!! or even a Directory Path for a Index. or were the Atari stuff is...

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1360. ATARIndex

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 21:39:16 UTC
From: psy2clw@cabell.vcu.edu
Message-ID: <1994Mar13.213916.13992@cabell.vcu.edu>
Source record: 33793

NOTE: This notice was not written by me. Please send all comments replies/comments/etc. to the address listed in the notice. Thank you.

ATARIndex- The Ultimate Whose Who of Atari Users/Vendors/Dealers/BBS's.

I'm trying to compile a complete listing of Atari users and vendors across the world.

Get your name entered into the index for free. The end result will be a printed book of all Atari Resources known to MAN!!

Please submit the following information:

Name:

Age:

* Address:

* Phone:

e-mail address:

equipment used:

Atari specific skills:

Any other comments:

* Address and Phone are optional, but please submit your e-mail address.

For Dealers:

You can also be included for free. Please fax an ad or snail mail it to me at:

Rob Williams
802 North Cleveland St.
Richmond, VA 23221

Fax: (804) 329-5914
General Questions: (804) 358-5931

Compuserve Address: 73663,3300
Converted to Interent: 73663.3300@compuserve.com (Not exactly sure of that)

Also please submit BBS numbers that you currently use or just know
that are active.

Thanks for your help,

1361. ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 21:59:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2m02b5$27a@golem.wcc.govt.nz>
Source record: 33794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..

There is a PD program that claimed to do this, but it does not...

This I think is the later 6.4.3 Booter.....

Thanks.....
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1362. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 22:33:12 UTC
From: walra@moacs11
Message-ID: <fg0jzbdxty_@moacs11>
Source record: 33795

In <2lsqe3$7db@chico.staf.phil.ruu.nl>, Hendrik Jan Veenstra wrote:

> walra@moacs11 (Waldi Ravens) writes:
> >Allthough it is a good idea to increase the MIDI (and RS232) buffer, it is
> >not a good idea to do so within an application. This should be handled by
> >an auto folder program.
>
> Hmm... In theory this might be true, but in practice I've never had any
> problems with replacing the MIDI buffer by a custom buffer. Just install the
> new buffer immediately before you need it, and uninstall it immediately
> afterwards. That way you'll minimize the chances that things go wrong (i.e. if
> the program exits while the new buffer is still installed, chances are high
> you'll crash your machine).

> The disadvantage of an auto-program is that you need a *seperate* program to do
> the work, which is esthetically very unsatisfactory imo.

The adantage of an auto folder program is that the buffer will be used by
any application using the MIDI-interface. This is a very satisfactory
feauture imo ;-).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1363. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 22:50:17 UTC
From: hjv@phil.ruu.nl
Message-ID: <2m05b9$7rl@chico.staf.phil.ruu.nl>
Source record: 33796

walra@moacs11 (Waldi Ravens) writes:

>In <2lqrlb$763@chico.staf.phil.ruu.nl>, Hendrik Jan Veenstra wrote:

>> mk@anuurn.do.open.de (Martin Koehling) writes:
>> > Fforce(1, -1) ; /* restore output to screen */
>> ^^^^^^^^^^^^^
>> This is the thing that's been giving me headaches. I had the redirection
>> working, but couldn't find a decent way to 'undo' it. Why ain't this
>> documented somewhere??? Pfff...

>It is documented in the Atari Profibuch by Jankowski (?sp), Rabich and
>Reschke. The original distribution was translated to dutch, but does not

I do have the Profibuch, of course, and it's never more than 1 meter away from my ST, but in the paragraph on Fforce() no mention is being made of any method to undo redirection. If you could point me to the place where this *is* mentioned, I would be eternally grateful (NB, I have the Dutch Profibuch, so mentioning page numbers from the German edition won't do :-).

Afterthought: The Profibuch still is my ST-Bible -- an absolutely wonderful and invaluable book. But... why didn't they make a decent index or table of contents for it? Half the stuff I try to look up simply is not in the index, and the only solution then is to make a wild guess or scan the book from front to back...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

I recall how we lived on the corner of a bed...

1364. Win an Atari Jaguar!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 23:25:52 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <T0F6ic2w165w@sys6626.bison.mb.ca>
Source record: 33797

Here is your chance to win an Atari Jaguar!

The Atari ST Users Group of Winnipeg is holding a Jaguar raffle to raise funds for various club improvements and to participate in a major computer show. The tickets are $2.00 each and only 2,000 will be sold.

If you would like to enter the raffle please send a money order to:

Atari ST Users Group of Winnipeg
5-390 Carpathia Road
Winnipeg MB R3N 1Y4

The draw will be conducted at our Annual General Meeting on May 12, 1994. The announcement of the winner will be posted to GEnie, Internet, FidoNet,
and AtariNet.

Be sure to send in your order at least 2 weeks before the draw. If the tickets sell out we will return your payment.

Don't miss out on this chance win your own 64 Bit Multimedia Home Entertainment System.

1365. FORSALE:Master3.5" DSDD ext. drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-13 23:41:51 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2m08bv$llj@bronze.coil.com>
Source record: 33798
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a Master drive (external) with all cables, box, et cetera -- used approx. 1hr.

Bought about 3 or 4 years ago for $140 -- make your best offer. :-)

I really have no use for the drive now.

1366. Falcon 030!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 00:20:21 UTC
From: WDGHC@CUNYVM.CUNY.EDU
Message-ID: <94072.192021WDGHC@CUNYVM.CUNY.EDU>
Source record: 33799

I am a new atarian after buying a Falcon a couple of months ago. I am looking t
o do professional video production, music, and other crap with it. First of al
l I purchased the falcon speed (286) and I find it rather slow. I want to upgra
de to the 486 version with the possibility of using PC CD Rom's, graphics progr
ams such as 3d studio, photo shop, and all that other jazz stuff.
Right now I am in a wait and see state because the only info i get is through s
illy mag's such st user, st informer etc... ---they dont give any specs on indi
vidual items for example -- who is the manufacturer of the cpu for the falcon
speed. What I am saying is that it's not ecxtensive as pc mag's. Also, I find t
hese mag's dated,even that new one's it seems like atari is 3 years behind. I a
m not interested in all of the lingo or it I am only an end user. I am frustrat
ed right now so instread of trying to explain myself I am going to list a few o
f my reservations ---HEERE GOES!!!!!!
1) I would like to usepc cd roms on my falcon
2) I am interested in purchasing he VES 300 for the falcon--- a video hardware
software combo for the falcon --it suppose to blow the video toaster out of the
water!!!! If you no anything about it please let me know it is made by wizat
ronics.
3) I would like to see a comparison between pc software vs. atari software i.g
. Chroma studio vs. 3d studio or indy by silicon graphics--- das vector vs. pho
to shop fractal -----simple stuf like that !!
4) I am looking for the 32 mhz expansion board for the falcon
5) Just how fast is the 129 fast TT ram if I decide to gat it
6) I need a beter support system I am tired of going to a bookstore and seing a
ll of these books for the pc and mac world the falcon is a terrific piece of h
ardware I am hoping it will produse the same results in the software de
partment
6) where can I upgrade my 03 to a 04 board --wizatronics as well and what softw
are will take advantage of it if I decide to do it
7) not a question----- I am happy with the falcon music capability I must say
for 8 tracks on the pc I would have to shell out 3,000 dollars and for ot even
half the price I got a computer to go along with it ;-)
8) anyway i am willing to support atari and it's falcon as long as THEY WILL SU
PPORT ME BACK IF NOT THE COMPANY--THE DEVELOPERS I like the operating system
Windows it too boring for me !!!! at least with atari every software is diffe
rent with a different system not unless it using the gem desktop---
----------anyway if you know anything about chroma 24, ves 300, an

d any other nifty software under development or out please let me know and I wi
ll be utterly happy with my purchase --if not, I will comit this thing to its o
wn fate suicide --just kidding. for the most part I need cd rom support and
not the hocky sherware atari stuff--- desktop video software as well
video and music stuff oh and pc stuff forgive the way this is written and forg
ive the stuff and the the oher stuff ☺-} but I am just another falcon frustrate

d user --not uless there is someone who can unfrustrate me!!! ;-) signing of
--irst time user------ ray

1367. Profibuch (was: Re: Changing TRAP#13 vector (BIOS)? How?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 01:48:50 UTC
From: walra@moacs11
Message-ID: <uiiysfcv&yq@moacs11>
Source record: 33800

In <2m05b9$7rl@chico.staf.phil.ruu.nl>, Hendrik Jan Veenstra wrote:

> >It is documented in the Atari Profibuch by Jankowski (?sp), Rabich and
> >Reschke. The original distribution was translated to dutch, but does not
>
> I do have the Profibuch, of course, and it's never more than 1 meter away from
> my ST, but in the paragraph on Fforce() no mention is being made of any method
> to undo redirection. If you could point me to the place where this *is*
> mentioned, I would be eternally grateful (NB, I have the Dutch Profibuch, so
> mentioning page numbers from the German edition won't do :-).

Hmmm, maybe it's time for an update? :-) I'm using the 12th edition (yes,
it's in german, but it didn't try to eat me ;-)), there may have been
some corrections in later editions (Julian, are you reading?).

Anyway, in the dutch translation it is on page 30 (section "Handles"):

"Verolgens zijn er de ``standaard tekenapparaten'', die door
GEMDOS worden gedefinieerd:" ...

> Afterthought: The Profibuch still is my ST-Bible -- an absolutely wonderful
> and invaluable book. But... why didn't they make a decent index or table of
> contents for it? Half the stuff I try to look up simply is not in the index,
> and the only solution then is to make a wild guess or scan the book from
> front to back...

I don't use the index, usually a peak at the table of contents is good
enough for me. Maybe that's because through the years, I've come to learn
the book by heart ;-).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1368. Re: Mac icons to Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 08:33:48 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m17hc$c16@percy.cs.bham.ac.uk>
Source record: 33801

obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>How do folks usually convert icons that have been transferred over
>from a Mac to an Atari so they can be used on the Atari (either .RSC
>or .NIC or .ICN or whatever is fine).
>

The easiest way is to do screen dumps on the Mac and then extract the
icons from the screen dump on the ST. I don't know of any programs
that will read Mac icons on the ST.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1369. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 09:52:43 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CMnFFv.FGu@newcastle.ac.uk>
Source record: 33803

In article <SCHWAB.94Mar11134346@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
>Stroustrup (sp?) talks about C++, not C ...

I know that - there is an appendix on ANSI C though, detailling differances between the two, which I used beings as I started of writing in C++, but got fed up of the horrendous compile times using GNUC++.

Craig.

1370. ST News

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 10:25:13 UTC
From: csed3cd@herts.ac.uk
Message-ID: <2m1e29$b4s@altair.herts.ac.uk>
Source record: 33804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've got some problems with the disk magazine ST News. quite a few of the early Issues worked only on the ST (and not STE). I upgraded to an STE about two years ago, but now i can't run the older ST News disks. Does anyone know what compression was used on the data files and would it be possible just to decompress those without going through the ST News program? All I really want are some of the old articles that were on the disks.

Can anyone help?

cheers

Sean Smith

csed3cd@herts.ac.uk

1371. 3 lasers for my atari - which one better?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 10:32:05 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Mar14.103205.43612@urz.unibas.ch>
Source record: 33802

hi,
there are the following three laser printers i'd like to know something
about for using with my atari:

- HP 4 (4L ? the smallest one)
- TI (the smallest one)
- Sharp (the smallest one)

the TI and the Sharp are much cheaper than the HP but they seem to be
more comfortable (LCD Display, etc which the HP doesn't have).
so which one is prabably better for my atari? or is there no big difference?

thanks in advance,

--
Alexander (Capt. Jaques Mayol) <minidis@urz.unibas.ch>

1372. Re: Falcon 030!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 11:31:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMnK01.2s7@barclays.co.uk>
Source record: 33805

Just attach a SCSI CDROM and use ICD Pro utilities to get it up and running. No Problems. You will be able to read data, fonts et.c but not run the software itself such as Corel Draw but you will be able to use the clipart etc. I don't know if falcon Speed will allow you to access it at any kind of usable speed. Mail compo@cix.compulink.co.uk and ask them.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1373. Re: Profibuch (was: Re: Changing TRAP#13 vector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 11:50:31 UTC
From: reschke@uni-muenster.de
Message-ID: <2m1j27$1n5c@obelix.uni-muenster.de>
Source record: 33806

In article yq@moacs11, walra@moacs11 (Waldi Ravens) writes:
> Hmmm, maybe it's time for an update? :-) I'm using the 12th edition (yes,
> it's in german, but it didn't try to eat me ;-)), there may have been
> some corrections in later editions (Julian, are you reading?).

No, there's no newer edition.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1374. Re: ST News

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 13:06:42 UTC
From: diederik@sci.kun.nl
Message-ID: <CMnoF8.ApH@sci.kun.nl>
Source record: 33807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m1e29$b4s@altair.herts.ac.uk> csed3cd@herts.ac.uk (Smith) writes:

>I've got some problems with the disk magazine ST News. quite a few of
>the early Issues worked only on the ST (and not STE). I upgraded to an
>STE about two years ago, but now i can't run the older ST News disks.
>Does anyone know what compression was used on the data files and would
>it be possible just to decompress those without going through the ST
>News program? All I really want are some of the old articles that were
>on the disks.

>Can anyone help?

The last few years a home-made textpacker was used to pack the text, the packer of the old issues is probably ICE.

Greetz, Diederik

--
--
Diederik Hoogenboom --- diederik@sci.kun.nl

"Gods never need to be very bright when there are humans around to be it for them."

1375. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 14:17:45 UTC
From: cgra@se.alcbel.be
Message-ID: <4281@btmwj1.se.bel.alcatel.be>
Source record: 33808

> Ok - am I missing something here.....

Um, yes.

> Using the -ansi switch, it I try using // to begin coment lines,
> I start to get #assert... error messages all over the place (in
> the libraries). What gives ?

That's because // isn't ANSI.

> Craig.

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
----
Wear your propeller with pride!

1376. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 14:43:13 UTC
From: cgra@se.alcbel.be
Message-ID: <4282@btmwj1.se.bel.alcatel.be>
Source record: 33809

This thread interests me because I was interested in the idea of writing
a filter which would process MIDI input before it reached a sequencer
program. Would it be enough to trap the XBIOS call where the sequencer
reads the MIDI port, or do some sequencers by-pass this?

Chris Gray cgra@se.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

1377. Re: Profibuch (was: Re: Changing TRAP#13 vector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 16:38:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m23um$l9f@percy.cs.bham.ac.uk>
Source record: 33810

reschke@uni-muenster.de writes:
>In article yq@moacs11, walra@moacs11 (Waldi Ravens) writes:
>> Hmmm, maybe it's time for an update? :-) I'm using the 12th edition (yes,
>> it's in german, but it didn't try to eat me ;-)), there may have been
>> some corrections in later editions (Julian, are you reading?).
>
>No, there's no newer edition.

Is there, or will there ever be, an English edition? The Compendium's
good, but not everything is covered (eg MiNT XFSes, XDDs, etc).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1378. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 16:42:54 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Mar14114254@wpi.WPI.EDU>
Source record: 33811
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Roger" == Roger Sheppard <sheppard_r@kosmos.wcc.govt.nz> writes:
Roger> Hi, ICD uses a 3 second Boot Delay, is there any way I can
Roger> turn this OFF.. There is a PD program that claimed to do
Roger> this, but it does not...

Well, the version of ICD I used allowed you to turn off the boot delay
if I'm not mistaken... Perhaps you need the newer software?

Roger> This I think is the later 6.4.3 Booter.....

I have 6.2.3...

.s.
--
- lancer@wpi.wpi.edu - - Think Tree, "Rattlesnake": -
- I should have known better, not all God's evil varmints -
- Come wearing forked tongues and scaly leather garments -
- In fact, quite often they look a bit like me -

1379. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 16:55:54 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2m24uq$hdm@charm.magnus.acs.ohio-state.edu>
Source record: 33812

In article <A5491@m4.maus.de>, Peter Missel <Peter_Missel@m4.maus.de> wrote:
>>>>>>>>>>>>>>>>>>>> IMPORTANT NOTE <<<<<<<<<<<<<<<<<<<<
>
>The Conner drives used in Stacy have a severe firmware bug.
>Usage of any other formatter than HDX 3.02 will cause the drive to hang the
>system immediately.

Just FYI, but ICD PRO also has a workaround for this bug. Anybody who tries
to format the drive using ICD PRO had better read the documentation first.

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1380. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 17:12:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.763665169@Golant>
Source record: 33813

Thanks for all the replies.
However, I had already incorporated the MIDI buffer enlargement routines in my code.
They actually didn't seem to make any difference, even though I thought they would.
(OK, my code could well be wrong...)
What I would like to know is - would it be faster to write the input loop in assem.
then call the routine from GFA and then pull the data from the buffer after it is input?
Is this complicated?

Thanks
--
|> | |
|> E |\| |-| /\ |_ |_

(cb170@city.ac.uk)

1381. Supra Drive + Megafile ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 18:24:11 UTC
From: magic@mtu.edu
Message-ID: <2m2a4b$1p9@maxwell20.ee>
Source record: 33814

Currently I am attempting to connect a Megafile 20 to my Mega ST4
with an internal 45 MB Supradrive...I have the drives configured with
different SCSI device numbers, and I can format both sucessfully.
The problem is that the Supra Utilities will not let me format the
Megafile other than starting with partition C. Once I have both formatted
the Computer refuses to do anything...it finds 2 C drives and refuses to
co-operate...any help or info would be greatly appreciated.

Thanx

-Magic

"People who claim to be geniuses, rarely are..."

1382. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 19:04:30 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m2cfu$kf1@mailer.fsu.edu>
Source record: 33815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
> Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..
>
> There is a PD program that claimed to do this, but it does not...
>
> This I think is the later 6.4.3 Booter.....

I find it irritating as well, and have suggested that they make it a
configurable option in future releases. At this point, I know of no way
to actually get rid of it. Thus, if I am in a hurry, I whack the space
bar (this aborts the pause).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1383. Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 19:35:04 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2m2e98$5vj@clss3.bangor.ac.uk>
Source record: 33816

[No readable article body recovered]

1384. Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 19:40:26 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2m2eja$5vj@clss3.bangor.ac.uk>
Source record: 33817

Could anyone please help me....
I own a second hand hard drive which seems to have been built by the previous owner. It works usually although I have a number of problems with it. Firstly a bit of background....

The hard drive is a Rodime RO203E. This is connected via a 34 way ribbon and a 20 way ribbon to a controller made by Xebec ('Ass Y' if that means anything !) The controller is connected via a 50 way ribbon to another PCB. This board is made by BBDP Electronics (the board is marked AT6000) and has a 20 way ribbon which is used to connect to my STE.

When I first got the drive it used to autoboot but crash just after the driver printed its installation message. I guessed that the driver (which had been working fine on the previous owners STFM) was incompatible with my STE. I am currently using Supra hard drive utilities and have tried installing the Supra autobooting driver onto the drive. This has limited success. The STE still needs to be booted from a floppy with a program that tells it that the drive is there. If I let the drive come up to speed and then switch on the STE without a disk, it eventually boots with just the A and B drive icons. Using the Supra program on the floppy disk starts the drive accessing. Then, if I reset the STE it boots from the hard drive.

More importantly the drive sometimes 'locks up' whilst accessing the drive (usually the more intensive accessing), i.e. the access light on it stays on and nothing on the drive can be read. I have to restart the drive and reboot the ST from floppy. This quite often results in the loss of the contents of the directory that the ST was accessing at the time. With inspection of the directory using KnifeST there is no trace of the files that were there.

I have a number of questions that I hope some of you will be able to answer.

1) Has anyone heard of BBDP Electronics ? They used to be based in Scotland but I cannot make any contact with them. I think they may have gone out of bussiness.

2) Does anyone know of any BBDP hard drive drivers available anywhere ?

Failing the above) Is there an autobooting driver that I can install on the drive allowing it to autoboot (like it used to but without crashing!) ?

4) Is the drive locking up probably due to the fact that I'm not using proper BBDP driver software or is it more likely to be the hard drive just falling to bits ?

5) Very occassionally the drive suddenly starts to slow down to approx.
half speed and a little red light inside starts flashing. I have to then
turn it off and on again.... any ideas why this may be happening ?

6) What type of hard drive have I got ? I guess the Xebec contoller accepts
SCSI signals from the BBDP controller, is this correct ?

7) What would be the alternatives to the BBDP controller and/or the Xebec
controller ?

ANY help would be gratefully appreciated !!
Thanks in advance,

Dylan

1385. Re: Converting TOS filenames to re

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 20:37:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15194@MS.maus.de>
Source record: 33819

In article <2lq63m$m4b@percy.cs.bham.ac.uk>, Chris Ridd
(C.J.Ridd@cs.bham.ac.uk) wrote:
>Is there any way of converting a filename in the TOS domain
>(u:\foo\bar\bletch) to the corresponding filename in the MiNT domain
>(like in the MinixFS)?

You could try to inquire the inodes for the file and all parent directories.
You could then find it with a series of Dopendir/Dreaddir/Dclosedir/
Fxattr calls. Slow.

>For instance, the string returned by the file selector assumes
>Pdomain(0), and the ARGS string returned by Dragging and Dropping from
>the MTOS desktop also assumes Pdomain(0).

Use a MiNT aware file selector (like MfsFM). And use a MiNT aware desktop
(Gemini) :-)

1386. Re: 3 lasers for my atari - which one better?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 21:24:28 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECOUEHWE@dksoft.ping.dk>
Source record: 33818

In <1994Mar14.103205.43612@urz.unibas.ch> Capt.J.Mayol wrote :

>hi,
>there are the following three laser printers i'd like to know something
>about for using with my atari:
>
>- HP 4 (4L ? the smallest one)
>- TI (the smallest one)
>- Sharp (the smallest one)
>
>the TI and the Sharp are much cheaper than the HP but they seem to be
>more comfortable (LCD Display, etc which the HP doesn't have).
>so which one is prabably better for my atari? or is there no big difference?
>

I have been told, that the HP and the Sharp is exactly the same inside.

I use a Hp myself, but thats because got it for noting.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1387. IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-14 23:38:20 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <0hVDJga00WB85PFY5o@andrew.cmu.edu>
Source record: 33820

Hello folks!

I have been trying to find a way to turn off the IDE drive in the Falcon (i.e. put it to sleep) using the Port A bit 7 but it does not work. Apparently that bit is shared by the SCC controller as well. And it does not help that the latest version of HDX does not have a 'park' option (why did they take that out?)

What is the way to do this?? I am specifically trying to put the IDE drive to sleep and then issue a call to make it spin up when I need it to. Any help will be much appreciated.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1388. Re: Changing TRAP#13 vector (BIOS)? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 05:08:51 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar15.050851.2134@isle.waterloo-rdp.on.ca>
Source record: 33821

Hendrik Jan Veenstra was heard to say:

> And if the approach is wrong: how should I do this then? *Can* this be done
> in C, or is Assembly unavoidable?
> All answers, reactions, etc appreciated. And Sample C-source prefered of
> course :-).

Okay, seeing as how Gemdos so closely follows MS-Dos, and Gemdos supports functions $45 and $46 (duplicate handle, and force), this little tidbit from a Norton code may prove interesting: (paraphrased)

Function $45 duplicates an open file handle and returns a new handle that applies to the same device or file. All actions performed on one handle will be reflected in the other handle, the new handle does not act independantly in any way.

You can use function $45 along with function $46 to implement input/output redirection. You can also use uit to commit an open file to disk by duplicating the open file's handle and then closing the duplicate. This has the effect of flushing the buffers and updating the directory without the overhead of closing a file and re-opening it (which involves a directory search), and repositioning the file pointer.

Function $46 (force duplicate handle) is misleading named, because it does not create a duplicate handle. Instead, $46 associates an existing handle with a different device. This is the key to implementing I/O redirection in Dos.

Call function $46 with an open handle in BX and a second in CX (hmmm, not sure which order you'd be passing these parameters with Tos, ST internals is less than descriptive about these two calls). When the function returns, the handle in CX is associated with the same device as the handle in BX. If the second handle was previously associated with an open device, that device will now be closed. A redirection example (pseudo coded, as Tos is stack based, not register based, and I don't know what order the parameters go in (ST internals is ... etc)

```
stdoutDup = $45( stdout ) /* Set standard out to some file */
$46( somefile, stdout )

... useful code here ...

$46( stdoutDup, stdout ) /* Put standard out back the way it was */
close( stdoutDup ) /* We won't be needing this anymore */
```

Now if we could only figure out the order of the parameters. Experiment and have fun... If you can get this to work, I would recommend it compared to stealing vectors and other such nasties.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1389. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 05:44:12 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2m3hvc$qoj@cxc1.cl.msu.edu>
Source record: 33822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>I find it irritating as well, and have suggested that they make it a
>configurable option in future releases. At this point, I know of no way
>to actually get rid of it. Thus, if I am in a hurry, I whack the space
>bar (this aborts the pause).

You realize, of course, that this is exactly what the booter is waiting
for? (A keystroke...) ICD's booter allows you to tell the system,
via a single keystroke, which drive to look on for AUTO and .ACCs.
I find this incredibly useful for the rare occasion when I need to
set up my old STfm. I simpy hit the 'J' key and the AUTO/.ACC config
I used to use before getting a Falcon are now still loadable from
my Syquest cart...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1390. Re: Profibuch (was: Re: Changi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 08:19:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15254@MS.maus.de>
Source record: 33823

In article <2m23um$l9f@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk
wrote:
>>In article yq@moacs11, walra@moacs11 (Waldi Ravens) writes:
>>> Hmmm, maybe it's time for an update? :-) I'm using the 12th edition (yes,
>>> it's in german, but it didn't try to eat me ;-)), there may have been
>>> some corrections in later editions (Julian, are you reading?).
>>
>>No, there's no newer edition.
>
>Is there, or will there ever be, an English edition? The Compendium's
>good, but not everything is covered (eg MiNT XFSes, XDDs, etc).

Unlikely. BTW: the Profibuch doesn't document MiNT stuff, either.

1391. Re: 3 lasers for my atari - which one better?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 09:08:22 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar15.090822.15633@gumby.cc.wmich.edu>
Source record: 33824

In article <1994Mar14.103205.43612@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.Mayol) writes:
>
> - HP 4 (4L ? the smallest one)
> - TI (the smallest one)
> - Sharp (the smallest one)
>
> the TI and the Sharp are much cheaper than the HP but they seem to be
> more comfortable (LCD Display, etc which the HP doesn't have).
> so which one is prabably better for my atari? or is there no big difference?

If cost is not a consideration, get the HP 4L. Because it has resolution enhancement, you'll get somewhat better quality, approaching 600 dpi in appearance. Also, if you're considering the Postscript versions, the HP 4ML has more resident fonts than the other base versions.

If cost is a consideration, get the TI. Benchmarks I've seen indicate it's somewhat faster than the Sharp, and I believe TI's feature set (i.e., ROMs) may be a bit better.

Also, if you have a runaway printout, you can reset or shut off the TI and Sharp units. But the HP has no buttons or power switch, so I think you'd have to yank the cord out of the wall. :-) Also, even though the standby power drain is extremely low with the HP (about 5 watts), unless you plug it into a power strip it isn't too convenient to shut it off. And it'll burn $3-4/year of electric just sitting there (about the same as a small nite-lite).

What you're going to use it for will have some impact on which would be the "best" printer for your application.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1392. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 09:16:10 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg._2dsUBEzwt2@yonder.equinox.gen.nz>
Source record: 33825
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m02b5$27a@golem.wcc.govt.nz>, Roger Sheppard writes:
>Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..
>
>
>There is a PD program that claimed to do this, but it does not...
>
>This I think is the later 6.4.3 Booter.....

Probably a case of RTFM.

From the WHATS.NEW file of 6.2.0 .....

W H A T 'S N E W
==========

ICDBOOT v 6.2.0

[....]
There is now a 3 second delay to allow you to read the ICDBOOT "Current
driver settings" configuration data. The delay may be cancelled by
pressing any key. If control-S is pressed execution halts until any
other key is pressed. This allows more time to read the configuration.

--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1393. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 10:03:52 UTC
From: steve-j@teleport.com
Message-ID: <2m4168$2cu@kelly.teleport.com>
Source record: 33826

In article <0hVDJga00WB85PFY5o@andrew.cmu.edu>,
Jinlung Fung <jf4y+@andrew.cmu.edu> wrote:
>Hello folks!
>
>I have been trying to find a way to turn off the IDE drive in the Falcon
>(i.e. put it to sleep) using the Port A bit 7 but it does not work.
>Apparently that bit is shared by the SCC controller as well. And it does
>not help that the latest version of HDX does not have a 'park' option
>(why did they take that out?)

Try the FALCONSX.ACC desk accessory! It's a great utility for Falcon030 users which allows switching the CPU and BLiTTER independently between 8MHz and 16MHz, switching between the Falcon BUS and STE-compatible BUS, turning the IDE hard drive on and off, setting the audio system (input & output gain levels, sampling frequency, the audio system matrix), and a few other things. It's available on atari.archive.umich.edu in the atari/Falcon/ directory.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1394. Working TAPEBIOS with DAT drives for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 10:24:17 UTC
From: eliot@ircam.fr
Message-ID: <eliot.763727057@nadia.ircam.fr>
Source record: 33827

Hi,
has anyone got Alan Hourihane's TapeBIOS to work with a DAT drive,
preferrably on an STe? I'm using TapeBIOS 1.5 with a HP 35480A DAT,
and ICD's SCSI interface.

If not, can anyone give info on how to go about debugging?
--
Eliot Miranda email: eliot@ircam.fr
IRCAM, 1 Place Igor Stravinsky Tel: +33 1 4478 4096
75004, Paris, France Fax: +33 1 4277 2947

1395. Re: Source code uploaded.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 11:24:59 UTC
From: diehl@ionews.io.org
Message-ID: <2m45ub$qbq@ionews.io.org>
Source record: 33828
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would you possible be able to UUEncode these and send them up to comp.sources.atari.st or comp.binaries.atari.st? Unfortunately I do not have FTP access but would like to check these things out. I'm not an assembley programmer (yet) but I do collect source code -- generally because that's how I learn to program in any given language, by looking at other people's code. (and assembler code is rther hard to come by...)

Thanks.

_____ _____ _____
_____<___ ___// __ // ___/ Tail of _____ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _____ diehl@r-node.io.org _____
_____<_/ <_____/<____/ Productions _____ "ANSI? FANSI!" _____

1396. Re: Replacing internal drive: advice wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 12:12:00 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Mar15.121200.4228@cen.ex.ac.uk>
Source record: 33829

In article <aJu4ic9w165w@sys6626.bison.mb.ca> winnipg@sys6626.bison.mb.ca (Winnipg) writes:

> The drive I have now- Chinon FZ-354 doesn't recognize a disk change
> unless the disk is write-protected. Any way to fix this? Anyone have the
> same drive?

You need to run a patch called FMC.PRG in your auto folder. This program (Force Media Change) forces the OS to check for a disk change before every read/write operation.

--

```
+-------------+
| {{{ Dan }}} |
+-------------+
```

1397. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 12:51:49 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <G3VMB05H@heaven7.in-berlin.de>
Source record: 33830

In <1994Mar10.135331.1@aurora.alaska.edu>, fnjah@aurora.alaska.edu writes:
: I have never seen a 3 1/2" SCSI hard drive, so I have no idea what the pin
: configuration is. Is it 40 pin? Does it have the same 5 volt, 12 volt, and
: ground power connectors that 5 1/2" drives have?

I've never seen a 5ï¿½-inch SCSI disk, but I've seen 5ï¿½-inch tapes and 3ï¿½-inch
disks. Both use exactly the same type of connectors: a 50-pin ribbon-type
male connector (the female is on the ribbon cable), and a standard 4-"pin"
power plug. Nothing special there.

You can use a normal adaptor frame (different versions available, ask a
PC hardware store).
--
######### Martin P. Ibert, Fï¿½rstenweg 11, D-13589 Berlin-Spandau, Germany, Terra
(.)(.) Mail: martini@heaven7.in-berlin.de, Fon: +49-30-3753479, Fax: -3753699
) (--
(\/) Sex verkauft 'ne Zeitung, Sex verkauft 'n Video, DIE FANTASTISCHEN
######### VIER mit Sex verkauft man alles, denn Sex verkauft sich sowieso!

1398. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 14:44:28 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar15.154428.961@cathy.ijs.si>
Source record: 33831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2lqda6$fia@nasim.sta.sub.org>,
Frank Bartels <knarf@nasim.sta.sub.org> wrote:
>Erling Henanger (erlingh@idt.unit.no) wrote:
>> So, I tried to get it working with gemar.
>Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!
>What's the name of the program and where can I get it?

Apparently, the latest version of Gemar is 2.20:
ftp.uni-erlangen.de:

./archiver/gemar220.lzh GEM-Archiver v2.20 - run SCSI-streamer (ST/TT)

Note that I just remembered seeing in it in the listing. I haven't used it on
my system.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1399. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 15:15:47 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Mar15081547@hpbbrn.bbn.hp.com>
Source record: 33832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found that the ICD driver boots much faster if you turn off all the unused
SCSI IDs (using the configuration program, forgot its name).

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+--
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

1400. HD drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 16:33:01 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CMpsn2.Ksy@uqac.uquebec.ca>
Source record: 33833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I am looking for some information to find out if I can buy an external HD disk drive for my MSTE. First of all, is there such a thing I could use? Secondly, would I have to do anything to my MSTE to use it? Would it be better just to get the upgrade for the internal? Is there any problems with games and other disks while trying to use the on the new internal HD drive?

I think that is all I need to know. If there is anything I left out and I should know, please include that in a response.

Thanks,

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

1401. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 16:37:40 UTC
From: eliot@ircam.fr
Message-ID: <eliot.763749460@nadia.ircam.fr>
Source record: 33834

In <CMGnyy.GF5@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>In article <wgxzjc72lhm@moacs11>, walra@moacs11 (Waldi Ravens) writes:
>>In <CME8sE.F53@newcastle.ac.uk>, Craig Graham wrote:
>>> Can I persuade GNU C to compile ANSI C sources ?
>>$ gcc -ansi ...
>Ok - am I missing something here.....
>Using the -ansi switch, it I try using // to begin coment lines,
>I start to get #assert... error messages all over the place (in
>the libraries). What gives ?

Because // is the comment opener for C++ *not* C.
ANSI C still uses /* */ pairs for commenting.

--
Eliot Miranda email: eliot@ircam.fr
IRCAM, 1 Place Igor Stravinsky Tel: +33 1 4478 4096
75004, Paris, France Fax: +33 1 4277 2947

1402. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 16:54:16 UTC
From: avg@cwi.nl
Message-ID: <CMptMH.MG4@cwi.nl>
Source record: 33835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

craig@yonder.equinox.gen.nz (Craig Shore) writes:

>ICDBOOT v 6.2.0
>---------------
>[....]
> There is now a 3 second delay to allow you to read the ICDBOOT "Current
> driver settings" configuration data. The delay may be cancelled by
> pressing any key. If control-S is pressed execution halts until any
> other key is pressed. This allows more time to read the configuration.

Yes. Extremely annoying, that delay! There should be a way of configuring
it away. 3 bloody seconds! Makes MultiTOS programming a hell :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 799
1098 SJ Amsterdam | Ext: 4077 | NL 3500 AT Utrecht
Netherland | Phone: +31 20 592 4077 | Phone: +31 30 803740

1403. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 17:39:13 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2m4rs1$nj7@mailer.fsu.edu>
Source record: 33837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
> boyd@hardy.math.fsu.edu (Mickey Boyd) writes:
>
> >I find it irritating as well, and have suggested that they make it a
> >configurable option in future releases. At this point, I know of no way
> >to actually get rid of it. Thus, if I am in a hurry, I whack the space
> >bar (this aborts the pause).
>
> You realize, of course, that this is exactly what the booter is waiting
> for? (A keystroke...) ICD's booter allows you to tell the system,
> via a single keystroke, which drive to look on for AUTO and .ACCs.
> I find this incredibly useful for the rare occasion when I need to
> set up my old STfm. I simpy hit the 'J' key and the AUTO/.ACC config
> I used to use before getting a Falcon are now still loadable from
> my Syquest cart...

I do realize this. What I am lamenting is that there does not appear to
be a way to turn the 3 second delay off, for those of us that don't need
this feature, and don't find it necessary to read the configurational
information that the booter throws on the screen every time. IMHO, this
should be a configurable option changable with hdutil.prg (zero seconds for
no wait, one second for those with normal dexterity, etc. :-). I personally
view the bootup process as one that I can safely miss watching, in general.
It is not a big deal, but it would also not be very difficult for ICD to
implement a fix.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1404. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 18:11:32 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECPRFAWH@dksoft.ping.dk>
Source record: 33836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2lqda6$fia@nasim.sta.sub.org> Frank Bartels wrote :

>Erling Henanger (erlingh@idt.unit.no) wrote:
>> Hi ho.
>
>> I've just installed an exabyte exb-8200 video-8 streamer on my Falcon.
>> So, I tried to get it working with gemar.
>> But no :-(
>
>Do you use GEMAR 2.01? GEMAR 2.00 won't work on the FALCON!
>
>> (Luckily I had a program on the IDE drive to reset the SCSI bus).
>
>What's the name of the program and where can I get it?
>

To all of you guys. There is a new version of Gemar called 2.20. This one
will work on the Falcon as well. (have just tested this today).

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1405. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 18:18:29 UTC
From: erlingh@idt.unit.no
Message-ID: <2m4u5l$9hv@ugle.unit.no>
Source record: 33838
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Mar15.154428.961@cathy.ijs.si>, matija@sirius.ijs.si (Grabnar Matija) writes:
|> Apparently, the latest version of Gemar is 2.20:
|> ftp.uni-erlangen.de:
|>
|> ./archiver/gemar220.lzh GEM-Archiver v2.20 - run SCSI-streamer (ST/TT)
|>
|> Note that I just remembered seeing in it in the listing. I haven't used it on
|> my system.

Thanx.
I'll try that as soon as I get home (Thee non-working version I tried was 2.01)

gemar220 is also found on ftp.tu-clausthal.de:
pub/atari/disktools/tape/gemar220.lzh

Erling

|> --
|> "My name is Not Important. Not to friends.But you can call me mister Important"
|> - Not J. Important
|> Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
|> Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1406. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 18:48:51 UTC
From: erlingh@idt.unit.no
Message-ID: <2m4vuj$9hv@ugle.unit.no>
Source record: 33839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2lqda6$fia@nasim.sta.sub.org>, knarf@nasim.sta.sub.org (Frank Bartels) writes:
|> Erling Henanger (erlingh@idt.unit.no) wrote:
|> > (Luckily I had a program on the IDE drive to reset the SCSI bus).
|>
|> What's the name of the program and where can I get it?

The program is something i wrote. Actually it is a cd-rom audio player, but with some
nasty extras to help debug my scsi-code...
The program is not (yet) widely available.

|> --
|> Frank Bartels - knarf@nasim.sta.sub.org

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

1407. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 20:58:22 UTC
From: Jinlung Fung <jf4y+@andrew.cmu.edu>
Message-ID: <4hVW5ie00WB2MT6oR2@andrew.cmu.edu>
Source record: 33840

Excerpts from netnews.comp.sys.atari.st.tech: 15-Mar-94 Re: IDE on/off calls?? by Steve Johnson@teleport.c
> Try the FALCONSX.ACC desk accessory! It's a great utility for Falcon030

I have FalconSX... however, I am writing a program and I am trying to incorporate that in... is there an XBIOS calls or some memory location I can use to get that done?

Thanx for the info.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu CMU acct: emperor+@cmu.edu
Phone: (412)862-3692
Mail : 1060 Morewood Avenue, Box 1334, Pittsburgh, PA 15213, USA

1408. gcc and zsh... odd behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-15 23:27:09 UTC
From: ypelletier@cid.aes.doe.ca
Message-ID: <CMqBtA.HI9@cid.aes.doe.ca>
Source record: 33741

I got zsh a couple of weeks ago, and I like the "feel" of it,
but I've run into an annoying problem that's resisted my poor
newbie-ish attempts at finding a solution.

zsh generally behaves normally, i.e. it will run programs like
ls or rm without problems. However, when I try:

gcc hello.c -o hello

All I get is a spurt of hard drive activity, as though gcc is
being loaded. Then I am immediately returned to the shell
prompt with no error message. Would anybody be kind enough
to shed some light on this? I used to be able to use gcc with
my old shell without any problems. (I switched because I wanted
a Mint-aware, case-sensitive, shell.)

Thanks

Yves
--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman

1409. Cheap RAM for 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 00:46:41 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <1994Mar16.004641.10284@draco.bison.mb.ca>
Source record: 33742

I'm looking for a cheap way of adding at least another meg (more would be better) to a venerable 1040 STfm. Any suggestions? Please reply via e-mail.

1410. GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 02:33:03 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar16.153303.26462@waikato.ac.nz>
Source record: 33743

Hi,

I'm a bit of a green ST programmer, but I'm looking at doing some work with GEM using the C compiler that came with ST Review a couple of months ago. The main problem is I have very little source code to learn from. Any ideas where I could get a useful C graphics library and some source code for a decent GEM program? Any ftp sites or email addresses to try would be appreciated.

Cheers
Bruce
bnp@waikato.ac.nz

1411. Re: Converting TOS filenames to re

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 09:25:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m6j9d$oqo@percy.cs.bham.ac.uk>
Source record: 33744

Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>In article <2lq63m$m4b@percy.cs.bham.ac.uk>, Chris Ridd
>(C.J.Ridd@cs.bham.ac.uk) wrote:
>>Is there any way of converting a filename in the TOS domain
>>(u:\foo\bar\bletch) to the corresponding filename in the MiNT domain
>>(like in the MinixFS)?
>
>You could try to inquire the inodes for the file and all parent directories.
>You could then find it with a series of Dopendir/Dreaddir/Dclosedir/
>Fxattr calls. Slow.
>

Yuck. I was hoping for a Fcntl call which took a file handle and
returned the filename...

>Use a MiNT aware file selector (like MfsFM). And use a MiNT aware desktop
>(Gemini) :-)

Any sign of Gemini 2 in English? Selectric is also supposed to cope
with long filenames in version 1.11.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1412. Re: Exabyte + Gemar = not working.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 12:21:45 UTC
From: erlingh@idt.unit.no
Message-ID: <2m6tkp$a18@ugle.unit.no>
Source record: 33745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2m4u5l$9hv@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

|> I'll try that as soon as I get home (Thee non-working version I tried was 2.01)
|>
|> gemar220 is also found on ftp.tu-clausthal.de:
|> pub/atari/disktools/tape/gemar220.lzh
|>
|> Erling

Hmm - replying to my own article... :-)

I tried with gemar2.20 yesterday.
It sort of works now.

The trouble was the setting of transfer speed. I just can't see how
this could have any effect, though.

Anyway, I sat transfer speed to maximum (1024kb/sec), and I was able
to make a backup.
There were however a few other quirks, but the backup seemed to
be fine. I suppose I'll get it working better if I hand-tune some
of the other parameters.

I was not able to fast-forward the tape, though. Rewind worked
fine, but when I pressed the forward button, the exabyte complained
about "Command not understood" (or whatever the german message was).

Also, it always bombed after completing the backup - but the backup
process went fine. The only trouble was that there was no way
to verify the data written to tape. (I guess this is about when
the program crashes, after writing the last index and rewinding
the tape, and before starting to verify).

I did a small test, backing up ~10 Mb of data, then I restored
it to another partition. Then I compared all the files - and they
were identical.

The troubles I describe might disappear with more
careful configuration - I did not have
time to study all the docs last night.

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)

```
------ / \ /____ / / |/ \____| o Oh well.
```

1413. 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 12:38:14 UTC
From: marc@wan.inf.rl.ac.uk
Message-ID: <14651@hardy.rl.ac.uk>
Source record: 33746

Anybody have any experience of swapping out a 68K chip for a 68010 on
either a v.old 520ST-M or a later FM? I swapped the chips ok, but the
ST crashes about 5 sec after power-on.

I understand that although they are pin-compatible, there is at least
one instruction that will cause an exception if not executed in supervisor
mode on the '010 which is not the case on the 68000.

Any info would be appreciated,

Cheers,
Marc

_______ _________
/|__||__\ Marc Pinder / \
| _ ----- Email: marc@sa.rl.ac.uk (pref) /___________\
\/.\ /.\ | mlp@ib.rl.ac.uk oo \##v##/ oo
_/________/_/ mlp@vxral.rl.ac.uk |====[___]====|
mlp@axprl1.rl.ac.uk |___________/|
Tel/Fax: [+44|0] 235 445577 |_| |_|

Marc Pinder is sponsored by Energiser batteries.
The batteries with the crap name.

All Lancias appearing or being mentioned in the above text are
purely fictional. Any relationship to vehicles passing MoT's
or being scrapped is purely coincidental.

Frank Sinatra appears courtesy of UCI pacemakers Inc.
Will Hoy appears cos he usually crops up in conversation.
John Major appears in a rather shabby shade of grey.

1414. Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 13:08:48 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2m70d0$9qo@lily.csv.warwick.ac.uk>
Source record: 33747

I've been using Mint 1.10 for a few weeks now, with no problems, but
I was wondering what exactly does the -DFASTTEXT option do ?

Looking at the source, it appears to be something to do with hardware
scrolling, or am I completely wrong? I compiled it with this option
last night, but I can't see any difference (on a Falcon TOS 4.04).

What programs will I see any improvement in (faster text output?) ?

Thanks for any help,
Paul Donovan
csulw@csv.warwick.ac.uk

1415. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 15:33:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMrKJL.F5G@cix.compulink.co.uk>
Source record: 33748

In message <1994Mar12.032125.1727@isle.waterloo-rdp.on.ca>,
ktessner@isle.waterloo-rdp.on.ca said:
>
>Our terminal program, TAZ has a slight snag when running with NVDI. When the
>$A00A is called to turn off the mouse, our program is kicked out to the desk-
>top when NVDI's line-A emulation is turned on. Our code has run fine with
>all versions of tos on the ST, STe, TT and Falcon; no problems with Warp9
>either... Our documentatin (ST Internals) does not detail any parameters for
>this call. Is there something we should know?

Maybe I'm being stupid here, but why use LineA to turn off the mouse when
you can use the VDI or AES to do the same? It's not like you're going to
gain much speed...

Ofir ogal@cix.compulink.co.uk

1416. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 17:49:37 UTC
From: coutu@decvax.dec.com
Message-ID: <2m7grh$qpe@nntpd.lkg.dec.com>
Source record: 33749

Thanks for all the feedback! It has been most helpful.

I'm still in experimental stage right now. I plan to
experiment with a low profile SCSI drive from work to
see if it will work correctly. If it does then what I
have in mind is getting a Quantum ELS 170 to put into place.

I have booted the Stacy off my external Supra by the way.
I just had to open the Supra box and change the SCSI ID
jumper so that it wasn't 0. This was much easier than
opening the Stacy to change the SCSI ID of the internal
drive! :-)

I'll let you know what else I learn as I try things.

Thanks!

Dan

1417. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 18:02:16 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Mar16180216@hill.gnu.ai.mit.edu>
Source record: 33754

In article <2m70d0$9qo@lily.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Paul Donovan) writes:

>I've been using Mint 1.10 for a few weeks now, with no problems, but
>I was wondering what exactly does the -DFASTTEXT option do ?
>
>Looking at the source, it appears to be something to do with hardware
>scrolling, or am I completely wrong? I compiled it with this option
>last night, but I can't see any difference (on a Falcon TOS 4.04).
>
>What programs will I see any improvement in (faster text output?) ?

-DFASTTEXT compiles in code for providing u:\dev\fasttext, which is just like u:\dev\console except it's faster. You can make this device your console using the CON= configuration option in mint.cnf.

Note that MULTITOS does not provide the u:\dev\fasttext device by default. In order to enable the device you must compile MiNT *with* -DFASTTEXT and *without* -DMULTITOS.

cheers,
entropy

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

1418. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 20:26:32 UTC
From: walra@moacs11
Message-ID: <kpburwxwh6o@moacs11>
Source record: 33750

In <2m70d0$9qo@lily.csv.warwick.ac.uk>, Paul Donovan wrote:

> I've been using Mint 1.10 for a few weeks now, with no problems, but
> I was wondering what exactly does the -DFASTTEXT option do ?
>
> Looking at the source, it appears to be something to do with hardware
> scrolling, or am I completely wrong? I compiled it with this option
> last night, but I can't see any difference (on a Falcon TOS 4.04).

CON=U:\dev\fasttext

Do you have that line in mint.cnf?

> What programs will I see any improvement in (faster text output?) ?

All programs writing to the console (stdout & stderr are usually
directed to the console when you start a program from the shell).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1419. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 21:33:24 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <Up-ECQXBGUT@zaphot.abg.sub.org>
Source record: 33751

In <1994Mar12.032125.1727@isle.waterloo-rdp.on.ca> Kevin Tessner wrote :

>Our terminal program, TAZ has a slight snag when running with NVDI. When the
>$A00A is called to turn off the mouse, our program is kicked out to the desk-
>top when NVDI's line-A emulation is turned on. Our code has run fine with
>all versions of tos on the ST, STe, TT and Falcon; no problems with Warp9
>either... Our documentatin (ST Internals) does not detail any parameters for
>this call. Is there something we should know?
[...]

Yes - do not use any LINE-A-call ! Using the AES-calls to turn the mouse
on or off is the better way and does also work fine with NVDI.

Ciao, Arno

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

1420. SCSI CDROM and ADAPTEC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-16 22:29:32 UTC
From: djlewis@ualr.edu
Message-ID: <1994Mar16.162932.1@ualr.edu>
Source record: 33752

```
Hello ST'ers
Has anyone got hte cdrom drives to interface on the Adaptec DMA to
SCSI adapter yet. Please reply or email me on this,
Don
************************** <---\/\/\/\---0---|(---> ********************
* Don Lewis *
* <djlewis@ualr.edu> *
* Systems Technical Support *
* University of Arkansas at Little Rock, AR., USA *
*****************************************************************************
```

1421. Re: comms prgs for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 00:37:42 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMs9qv.G7H@cix.compulink.co.uk>
Source record: 33753

In message <Up-ECQUAEUQ@deluxe.textlitho.nl>, paul@deluxe.textlitho.nl said:
>
>Bought a Falcon a week ago and I really think it's an amazing machine.
>Couple of questions though:
>
>Is there a way to make 'old' ST comms prgs use the Falcon RSC232 hardware?
>So far I couldn't make my modem so much as blink.. :/

Install FPatch2. The best package to use on a Falcon (assuming you have a
VGA monitor) is Connect.

>
>Also: what's THE animation package for the Falcon? (like to make short
>cartoons with sound)

Ofir ogal@cix.compulink.co.uk

1422. Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 04:35:09 UTC
From: dsevee@CAM.ORG
Message-ID: <2m8mlt$edb@Tandem.CAM.ORG>
Source record: 33755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I want to install a math coprocessor in my Falcon, can someone
explain how to open the Falcon?
Which screws on the back should be removed?
How should the metal shielding inside be removed?

thanks, Denis Sevee
dsevee@cam.org

1423. Re: RAMGizmo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 04:38:32 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2m8ms8$8bm@news.dmpe.CSIRO.AU>
Source record: 33756

In article <CMHwIG.FG3@csn.org> kfason@csn.org (Kevin Fason) writes:
[deleted stuff...]

>Physically the 4meg simms are smaller then the 1meg ones, about 1/3
>smaller. just three chips on them, whereas the 1meg SIMMS the whole board
>has chips on them...

Doesn't the Atari MMU have trouble with 3 chip simms!? I seem to remember you need the 8 chip jobs don't you!? Or am I off on a tangent!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1424. pinout for C8833 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 08:53:25 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <CMswp2.385@newcastle.ac.uk>
Source record: 33757

Anyone got the pinout for the din port of the C8833 Mk1 monitor or the connections to make a cable up.

Trev

There is no idea so stupid that you can't find a professor who will believe it.

H. L. Mencken

1425. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 10:02:46 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar17110246@issan.informatik.uni-dortmund.de>
Source record: 33758

In article <14651@hardy.rl.ac.uk>, marc@wan.inf.rl.ac.uk (Dastardly) writes:

|> Anybody have any experience of swapping out a 68K chip for a 68010 on
|> either a v.old 520ST-M or a later FM? I swapped the chips ok, but the
|> ST crashes about 5 sec after power-on.

|> I understand that although they are pin-compatible, there is at least
|> one instruction that will cause an exception if not executed in supervisor
|> mode on the '010 which is not the case on the 68000.

Another difference which is much more serious is the stack frame
format on interrupts. This is definitely not supported by any TOS <=
1.04. You will probably need TOS 2.06, but i'm not sure if it will
recognize the 68010 correctly.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1426. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 10:38:13 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Mar17103813@vega.dcs.exeter.ac.uk>
Source record: 33759

In article <2m8815$8ub@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

> >Anybody have any experience of swapping out a 68K chip for a 68010 on
> >either a v.old 520ST-M or a later FM? I swapped the chips ok, but the
> >ST crashes about 5 sec after power-on.

> The 68000 and 68010 are definately pin compatible. A friend of mine who
> owns an Amiga 500 (also a 68000 machine, in case you didn't know) used to

I think the 68010 uses the long stackframe rather the one used by the 68000,
so for using a 68010 you need at least TOS 1.62 to cope with it. I know
someone who has a 68010 in their STE with no problems.

--
+-------------+
| {{{ Dan }}} |
+-------------+

1427. Calligrapher Problems, Please Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 10:43:23 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Mar17.104323.11172@dct.ac.uk>
Source record: 33760

I have written a 16 page document in Calligrapher Gold III with four graphics files imported. The first two .IMG graphics and the last image print OK. However the third graphic on page 6 will not print.

It is just the one graphic file that it doesn't like. I have tried taking graphic 3 out and replacing it with graphic 1. Calligrapher can now print page 6. I later tried loading in graphic 3 into MegaPaint and tried printing from there, perfect results.

Has anyone got any ideas?
Has anyone else seen this bug?

```
-------------------------------------------------------
| These are my views, not those of my computer. |*
------------------------------------------------------- *
*********************************************************
```

1428. Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 10:47:14 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2m9cfi$mtk@ccpnws.in2p3.fr>
Source record: 33761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

Hi netters,
Here in my office we have many X11 NCD terminals and I was quite surprised to see that they use Bitstream fonts. I asked the sys-admin if I could download these fonts and I installed them on my Atari BUT I can't have anything else than the letter "g" appearing on my screen.
So, is there something to do whit this fonts ???

Thanks in advance for the response.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Try to be as happy as you can be"

1429. Re: comms prgs for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 11:26:54 UTC
From: steve-j@teleport.com
Message-ID: <2m9epu$cvm@elaine.teleport.com>
Source record: 33762

In article <Up-ECQUAEUQ@deluxe.textlitho.nl>,
Paul Tuijnman <paul@deluxe.textlitho.nl> wrote:
>
>Is there a way to make 'old' ST comms prgs use the Falcon RSC232 hardware?
>So far I couldn't make my modem so much as blink.. :/

Do you have FPATCH2.PRG in your AUTO folder (or BMAPFIX2.PRG)?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1430. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 13:16:44 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2m9l7s$3cs@nasim.sta.sub.org>
Source record: 33763

Dastardly (marc@wan.inf.rl.ac.uk) wrote:
> Anybody have any experience of swapping out a 68K chip for a 68010 on
> either a v.old 520ST-M or a later FM? I swapped the chips ok, but the
> ST crashes about 5 sec after power-on.

Try to use any auto-start application in the desktop.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1431. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 13:36:40 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar17.133640.7326@unix.brighton.ac.uk>
Source record: 33764

I thought that Atari were \asking people not to use Line-A anymore because
it is not guaranteed to be available in the future.

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1432. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 13:39:05 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar17.133905.7488@unix.brighton.ac.uk>
Source record: 33765

As I recally fasttext sets up a device with that name of the U; directory which you can pipe all text output through for faster output.

Ypu have to set up some stuff in the mint.cnf file or something. Get an earlier version with the docs for more info.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1433. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 14:02:22 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2m9nte$469@ccpnws.in2p3.fr>
Source record: 33766

What is the benefit of replacing the 68000 with a 68010 (both at 8Mhz) ???
Has someone measured the gain of speed ??? (with REGULAR programs I mean)

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

1434. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 15:54:12 UTC
From: gizmo@dswhq.omahug.org
Message-ID: <64a_9403171423@dswhq.omahug.org>
Source record: 33767

> Can I persuade GNU C to compile ANSI C sources ?

Ummmm........if I recall correctly, you pass it the -ansi flag on the command line.

Later,
Gizmo

1435. Re: Speedo Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 16:06:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2m9v66$p17@percy.cs.bham.ac.uk>
Source record: 33768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>Hi netters,
>Here in my office we have many X11 NCD terminals and I was quite
>surprised to see that they use Bitstream fonts. I asked the sys-
>admin if I could download these fonts and I installed them on my
>Atari BUT I can't have anything else than the letter "g" appearing
>on my screen.
>So, is there something to do whit this fonts ???
>

The Speedo fonts with X11 are encrypted differently to the Speedo
fonts that Atari/Word Perfect/etc use. That is, they are unuseable by
SpeedoGDOS.

However, (a light at the end of the tunnel?) Speedo 4.2 (out RSN) will
have this capability.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1436. Re: SCSI CDROM and ADAPTEC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 17:43:06 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Mar17.174306.22804@ccc.amdahl.com>
Source record: 33769

In article <1994Mar16.162932.1@ualr.edu> djlewis@ualr.edu (Don Lewis) writes:
>Hello ST'ers
> Has anyone got hte cdrom drives to interface on the Adaptec DMA to
>SCSI adapter yet. Please reply or email me on this,
>Don

Don,
As far as I know, Adaptec didn't make a DMA interface, they made controllers that would allow MFM/RLL drives to be connected to a SCSI port. The companies that made the DMA to SCSI interface often packaged an Adaptec controller with their product. The DMA-to-SCSI interfaces that I know of are from Atari, Supra, BMS, and ICD ... nowadays, the only manufacturer is ICD.

Of the above, only ICD made/makes an adapter that allows the use of the full SCSI command set. I sell a CD-ROM driver package that works well in that environment. The package _could_ be modified (with a slight loss of functionality) to run on a non-ICD adapter. Let me know if you're interested.

Regards, Roger Burrows
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

1437. AP_TERM and AP_RESCHNG messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 17:46:48 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar17.174648.11867@beaver.cs.washington.edu>
Source record: 33770
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know to receive these message from AES version 4.0, you need to send shel_write(9,1,-,-). When I try to change resolutions, I then get an AP_TERM (50) message. At first I tried just exiting by closing all my windows and exiting. This worked fine, and I didn't get an alert saying "Please close all applications before changing resolution."

But then I thought about MS Windows. When you quit Windows on a PC, all the applications put up alert boxes saying "Save XYZ before quiting?" So I thought why not do that in my program. But when I got an AP_TERM message and then tried to put up an alert box, it seemed that the AES had already disappeared and I got a FATAL ERROR. But I was still able to execute rsrc_free() without any problems, which is the AES as well.

Am I doing somthing wrong? Can I prompt the user to quit when I get an AP_TERM message and then send an AP_TFAIL message if the user doesn't confirm the quit?

1438. FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 19:02:24 UTC
From: rowdyb@dutiws.twi.tudelft.nl
Message-ID: <CMtow0.AFC@dutiws.twi.tudelft.nl>
Source record: 33771
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since 1.5 years I also access Internet from my very home,
using an obscure terminalprogram named "PC/Intercomm" (v3.01),
written in '89 or '90 for the ST.

It's an okay program, but hasn't got the flashy interface and features
that programs nowadays offer, so I tried a few of the popular ones
and was shocked to find that (compared to PC/Intercomm)
terminal emulation ranges from irritating to a big laugh,
when talking SPEED.

Here's the ones I tried sofar:

Rufus : Slow emulation, and doesn't work well with 'vi'.
STalker : Even slower emulation, and scrolls jerky (I'm not confusing
flowcontrol pauses here.)
ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
buildup in e.g. 'irc' and other types of scrolling, no matter
the settings.
FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,
but unfortunately it's vt100-emulation is so sloppy that
'vi' and 'irc' CANNOT be used at all!
Earlier in this group I read a 2.30 version won't be finished
soon (if it would solve this at all).

Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
FAST! terminal emulator some kind of well-hidden
secret that only the developer of PC/Intercomm
knew about ?

Either PC/Intercomm will have to be upgraded (? - it ended up in my diskbox
YEARS ago by chance, and I've never met another user or saw it mentioned
anywhere),
or those socalled 'big titles' will have to keep pace with it soon;
I'm not gonna give it up for something that shows me the difference
between 9600 and 14K4 in UL/DL CPS-rates only.

Very surprised,
RowdyB.

1439. Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 19:41:20 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar17.194121.2491@bay.cc.kcl.ac.uk>
Source record: 33772

I've just got my new Falcon from Gasteiner c/w a 270Mb external SCSI HD. Now there appears to be a problem with the SCSI HD...

1. If I disconnect the SCSI and boot, everything come up ok, I can access the floppy etc.

2. If I plug the SCSI in, I get no floppy drive icons or HD icons on the display. The HD hasn't been formatted, so I don't expect HD icons, but I can't access the floppy at all (installing a new A: icon just makes the bird tell me there's no such drive)

The SCSI mechanism (an HP) isn't terminated, (the row of resistors is missing), so I plugged a terminator courtesy of DEC into the other SCSI slot. There are also no jumpers for SCSI id. There are several links on the board that could be made, but no link connections...

Anyway, I think there's some sort of DMA problem (hence the misbehaving floppy due to the SCSI), so perhaps there is a SCSI id clash (drive + SCSI host chip set to same id ?). If someone has better ideas, I'm open to hearing them.

Failing that, does anyone know what links to set to change the SCSI id ? There are links marked A0,A1,A2 next to each other, which are what I think are the id connections, but I'm not sure.

I'm going to murder the guy at Gasteiner...

Simon.
--
____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1440. Re: Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 20:20:04 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar17.202005.2492@bay.cc.kcl.ac.uk>
Source record: 33773

Ok - I've got it working now. Gasteiner "Bloody Stupid Idiot Brigade"
managed to connect the SCSI drive cable the wrong way round...

At least I can now put all this internet pd stuff onto the HD :-))))))

Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1441. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 21:36:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2maihc$14e@mailer.fsu.edu>
Source record: 33774
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rowdy Blokland (rowdyb@dutiws.twi.tudelft.nl) wrote:
>
> Since 1.5 years I also access Internet from my very home,
> using an obscure terminalprogram named "PC/Intercomm" (v3.01),
> written in '89 or '90 for the ST.
>
> It's an okay program, but hasn't got the flashy interface and features
> that programs nowadays offer, so I tried a few of the popular ones
> and was shocked to find that (compared to PC/Intercomm)
> terminal emulation ranges from irritating to a big laugh,
> when talking SPEED.
>
> Here's the ones I tried sofar:

> Rufus : Slow emulation, and doesn't work well with 'vi'.
> STalker : Even slower emulation, and scrolls jerky (I'm not confusing
> flowcontrol pauses here.)
> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
> buildup in e.g. 'irc' and other types of scrolling, no matter
> the settings.

All of these strive to be "complient", so the use of a third party
acceleration utility like Warp9 or NVDI is highly recommended. The
accelerators have gotten good enough (and wide-spread enough) such that many
other programs do not attempt to use custom optimized graphics routines, but
instead depend upon an external accellerator instead. This is a good
thing, IMHO.

> FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,

> but unfortunately it's vt100-emulation is so sloppy that
> 'vi' and 'irc' CANNOT be used at all!
> Earlier in this group I read a 2.30 version won't be finished
> soon (if it would solve this at all).

It's vt100 emulation is non-existant! There is no vt100 emulation in
FZDT. Note that it uses its own custom graphics routines (which are likely
not to be as good as those found in Warp9/NVDI), which is why you perceived
better performance. You should check to see if you specifically set vt100
in all these programs. Some default to vt52. Note that ansi is not
equivalent to vt100.

> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
> FAST! terminal emulator some kind of well-hidden
> secret that only the developer of PC/Intercomm

> knew about ?

No. In fact, all of the programs you have mentioned are excellent. However,
you should either purchase a screen accellerator (NVDI is better, but
expensive) or get Uniterm. Uniterm uses custom graphics stuff, is
nice and fast, and has excellent vt100 emulation. If you get an accellerator,
I would suggest Connect. The "block" effect you mention is not as issue
with an accellerator.

The last version of Uniterm is available only from chsun.chuug.ch
in archive/software/atari/uniterm. It is Uniterm 2.0e015. Get it, and
gszrz228.lzh (from atari.archive.umich.edu). Write two small macros so
you can start Zmodem with a mouse click, and you are set. Feel free to
email if you have problems with the macros. I used Uniterm for many years,
with excellent results. I only recently switched to Connect, after getting
NVDI and a 16mHz machine.

Also, be sure to get HSMODA02 and install it, no matter what terminal
program you are using. This will fix TOS RTS/CTS bugs and give you better
performance. Your vi problems with Rufus are a configurational problem (I
remember doing the same thing, and fixing it with a bit of twiddling).

> Either PC/Intercomm will have to be upgraded (? - it ended up in my diskbox
> YEARS ago by chance, and I've never met another user or saw it mentioned
> anywhere),
> or those socalled 'big titles' will have to keep pace with it soon;
> I'm not gonna give it up for something that shows me the difference
> between 9600 and 14K4 in UL/DL CPS-rates only.

One last point: for high speed modem use you should set your line speed in
whatever modem program as high as you can (19200 for unmodified STs). Not
doing so will negate any advantage you get from data compression protocols.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1442. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-17 23:54:47 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar17.235447.733@isle.waterloo-rdp.on.ca>
Source record: 33775

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:

: The 68000 and 68010 are definately pin compatible. A friend of mine who
: owns an Amiga 500 (also a 68000 machine, in case you didn't know) used to
: swap a 68010 for his 68000 when he needed some extra speed. Some programs
: wouldn't work with it, but the operating system and a good percentage of
: his applications worked fine. That's all I can tell ya, tho. <:)

There are differences in software.. The biggest, is all exceptions (TRAP instructions, hardware interrupts, etc) cause 4 words to pushed on to the stack, where the 68000 only pushes three.. This breaks MOST ST programs, including TOS... If you have TOS 2.06, though, you *can* run a 68010.. But, some older programs won't work... Anything written since the TT came out, should work mostly okay..

1443. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 01:01:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2maugn$o2m@uqcspe.cs.uq.oz.au>
Source record: 33776

mm68@unix.brighton.ac.uk (Allanon) writes:

>I thought that Atari were \asking people not to use Line-A anymore because
>it is not guaranteed to be available in the future.

That's correct. People should STOP USING LINE-A. Switch to VDI. It's just
as fast (after all, it simply calls Line-A on some machines).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1444. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 01:33:31 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mb0db$5aj@cxc1.cl.msu.edu>
Source record: 33777

Jinlung Fung <jf4y+@andrew.cmu.edu> writes:

>I have been trying to find a way to turn off the IDE drive in the Falcon
>(i.e. put it to sleep) using the Port A bit 7 but it does not work.
>Apparently that bit is shared by the SCC controller as well. And it does
>not help that the latest version of HDX does not have a 'park' option
>(why did they take that out?)

>What is the way to do this?? I am specifically trying to put the IDE
>drive to sleep and then issue a call to make it spin up when I need it
>to. Any help will be much appreciated.

There is an .ACC on atari.archive which will (or so it says, I didn't
try it...) "sleep" the Falcon's internal IDE drive. Atari removed
the park feature because the drive is self-parking. No need to manually
ask it to do so.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1445. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 08:02:48 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d89e5586cefed@discworld.oche.de>
Source record: 33778

In <2lq4jo$9o1@mailer.fsu.edu>,
Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:

MB>SCSI == flat 50 pin SCSI plug, not matter what size the device is. To

As long as you don't own a 2.5" disk, yes. Otherwise, the plug would be
larger than the disk :-)

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
Azhural raised his staff. "It's fifteen hundred miles to Ankh-Morpork," he
said. "We've got three hundred and sixty-three elephants, fifty carts of
forage, the monsoon's about to break and we're wearing... we're wearing...
sort of things, like glass, only dark... dark glass things on our eyes..."
-- (Terry Pratchett, Moving Pictures)

1446. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 08:29:48 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2mbops$6e9@elroy.jpl.nasa.gov>
Source record: 33779

In article <ENTROPY.94Mar16180216@hill.gnu.ai.mit.edu>,
maximum entropy <entropy@gnu.ai.mit.edu> wrote:
>In article <2m70d0$9qo@lily.csv.warwick.ac.uk> csulw@csv.warwick.ac.uk (Paul Donovan)
writes:
>>I've been using Mint 1.10 for a few weeks now, with no problems, but
>>I was wondering what exactly does the -DFASTTEXT option do ?

>>Looking at the source, it appears to be something to do with hardware
>>scrolling, or am I completely wrong? I compiled it with this option
>>last night, but I can't see any difference (on a Falcon TOS 4.04).

>>What programs will I see any improvement in (faster text output?) ?

>-DFASTTEXT compiles in code for providing u:\dev\fasttext, which is
>just like u:\dev\console except it's faster. You can make this device
>your console using the CON= configuration option in mint.cnf.

>Note that MULTITOS does not provide the u:\dev\fasttext device by
>default. In order to enable the device you must compile MiNT *with*
>-DFASTTEXT and *without* -DMULTITOS.

Just to further clarify - the fasttext driver only has any effect when running
plain TOS programs on the bare console, i.e., without MultiTOS or any other
program that runs TOS programs in windows, etc... The hardware scrolling is
only one of the speedup features; it also does cursor positioning and actual
character output much faster than the ROM TOS screen driver. But if you're
using MultiTOS, TOSWIN, or otherwise running TOS programs under GEM, you'll
never use the console driver anyway, so it's pointless there.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1447. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 08:31:13 UTC
From: wwc@vsnhda.cern.ch
Message-ID: <CMuqC1.G0t@news.cern.ch>
Source record: 33780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CMtow0.AFC@dutiws.twi.tudelft.nl> rowdyb@dutiws.twi.tudelft.nl (Rowdy Blokland) writes:
> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
> buildup in e.g. 'irc' and other types of scrolling, no matter
> the settings.

As the author of CoNnect let me mention a few things.

* For a GEM compatible terminal emulator CoNnect is without any doubt the fastest emulator you can get. GEM forces you to take some speed loss into account but using one of the well know vdi accellerators (I recommend NVDI) you won't talk about display speed any more.
* The 'very annoying 'block-copy-like' text-buildup' can be controlled by the user in the DISPLAY dialog. There is a switch 'Fast Scrolling' which you probably haven't found yet. It's a matter of taste if you want to use this switch.
* Try pressing the HELP key whereever you encounter any problems. If you had done so you certainly wouldn't have made the above statements ;-)

Wolfgang

1448. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 09:17:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2mbrij$8on@percy.cs.bham.ac.uk>
Source record: 33781

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2m9nte$469@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr said:
>>
>>What is the benefit of replacing the 68000 with a 68010 (both at 8Mhz) ???
>>Has someone measured the gain of speed ??? (with REGULAR programs I mean)
>
>I have some stats from a GEMbench user which show a speed increase of
>about 10% overall. I huess you will not notice any change when using
>'regular' programs.
>

Of course, you get a speed increase of -100% if you use a version of
TOS that doesn't know about 68010s (they crash when booting). Clean
versions are 1.62 onwards, which means 2.06 if you have a plain ST.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1449. Re: Stacy hard drives and SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 10:37:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mc09q$62c@golem.wcc.govt.nz>
Source record: 33783

In article <1994Mar12.024412.1632@isle.waterloo-rdp.on.ca>,
ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes:
>Dan Coutu USG was heard to say:
>
>> 1. Are there limitations on drive speed? That is - can the drive interface
>> handle today's faster drives? My old Supra interface cannot talk to a drive
>> with a 10msec response time. Is this true of the Stacy interface too?
>> I want to replace the old drive with a newer bigger one but would like to
>> buy a drive which will actually work.
>
>The old Supra interfaces were not full SCSI adapters. They supported a
>minimum of the SCSI bus, and worked only with specific older drives. In
>general it cannot handle any newer SCSI drive, regardless of speed. If the
>Stacy contains a proper, genuine SCSI interface, there should not be any
>problems.

Gee thats funny, I am using a Supra Host adapter with a Quantum SCSI II
type drive LPS 240 and it works 100% and so does another Supra shoe
Box that I have fitted the same Quantum to..

But my ICD host adapter does not work with the Quantum...!!!

I also changed the Clock IC thats fitted to the Supra to a Dallas one, runs for
10 Years and is very presise...

>ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1450. Re: GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 10:51:09 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar18.235109.26573@waikato.ac.nz>
Source record: 33702

In article <CMrKJJ.F4v@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <1994Mar16.153303.26462@waikato.ac.nz>, bnp@waikato.ac.nz said:
>>
>>I'm a bit of a green ST programmer, but I'm looking at doing some work with GEM
>>using the C compiler that came with ST Review a couple of months ago. The main
>>problem is I have very little source code to learn from. Any ideas where I
>>could get a useful C graphics library and some source code for a decent GEM
>>program? Any ftp sites or email addresses to try would be appreciated.
>
> ST Review is carrying on a tutorial about C GEM programming. The author is
> a very capable programmer that can be contacted on the net.
>
> Ofir ogal@cix.compulink.co.uk
>
>
Where? That sounds exactly like what I want. I bought the magazine with the
compiler, but the current articles are a bit simple for me. I'm used to C, but
not GEM!
--
Bruce
bnp@waikato.ac.nz

1451. Re: comms prgs for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 11:19:54 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-ECSLAJUW@deluxe.textlitho.nl>
Source record: 33782

In <2m9epu$cvm@elaine.teleport.com> Steve Johnson wrote :

>In article <Up-ECQUAEUQ@deluxe.textlitho.nl>,
>Paul Tuijnman <paul@deluxe.textlitho.nl> wrote:
>>
>>Is there a way to make 'old' ST comms prgs use the Falcon RSC232 hardware?
>>So far I couldn't make my modem so much as blink.. :/
>
>
>Do you have FPATCH2.PRG in your AUTO folder (or BMAPFIX2.PRG)?
>
No, but that's mainly because I can't find it around here.. :)
Would you perhaps care to mail it to me? UUE?
Thanks in advance!

Paul
--
paul@textlitho.nl

bore, n.
A person who talks when you wish him to listen.
- Ambrose Bierce, "The Devil's Dictionary"
Atari UUCP : UPoint-'light'

1452. Re: Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 11:22:23 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CMuy9B.MDn@barclays.co.uk>
Source record: 33784

In article <1994Mar17.202005.2492@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:
|> Ok - I've got it working now. Gasteiner "Bloody Stupid Idiot Brigade"
|> managed to connect the SCSI drive cable the wrong way round...
|>
|> At least I can now put all this internet pd stuff onto the HD :-))))))
Glad to hear the Falcon is now up and running. If you haven't yet got it, buy NVDI and pref something like BlowUp030. They make a hellof a difference. I was mildly dissapointed when I first bought my Falcon as it didn't seem much better than my MSTe. After adding NVDI/BlowUp, it finally became the dream machine I had hoped for.
You could also do worse than join CIX in the UK. There are a lot of falcon owners and falcon PD there.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1453. Reading ST disks on Mac or IBM (HELP!?!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 12:31:36 UTC
From: rappleye.felix.kodak.com
Message-ID: <1994Mar18.123136.5147@kodak.rdcs.kodak.com>
Source record: 33786

I'd always thought that the ST used IBM disk formats. Evidently I was mistaken, the machines here at work can't seem to see any files on the ST disk, although they know that disk space is in use.

Any suggestions? (e-mail rappleye@felix.kodak.com)

1454. Falcon and comms prgs..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 13:19:08 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-ECSNAEUQ@deluxe.textlitho.nl>
Source record: 33785

Hi,

Okay, I found FPATCH2 and this is the first mail I'm sending with my Falcon.

!!

The install prg of Upoint allows you to define the ports and stuff and it now runs on port 2 (FPATCH installed).
It won't hang up though after the call - howcome?
I also found Rufus to address the port correctly and I now want to try and set up Binkley. And Hermes. And Connect. And.. :)

I didn't manage to get QFAX to work though. During initialising the modem blinks a bit, but it won't go off-hook (initstring: AT&D2M1L1DT). Does anyone know how to get Qfax working? (I also have TeleOffice, but I never liked it)

thanks in advance,

Paul

--
paul@textlitho.nl

bore, n.
A person who talks when you wish him to listen.
- Ambrose Bierce, "The Devil's Dictionary"
Atari UUCP : UPoint-'light'

1455. Re: Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 14:43:15 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mcem3$70r@cxc1.cl.msu.edu>
Source record: 33787

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>The SCSI mechanism (an HP) isn't terminated, (the row of resistors is
>missing), so I plugged a terminator courtesy of DEC into the other
>SCSI slot. There are also no jumpers for SCSI id. There are several
>links on the board that could be made, but no link connections...

Not sure what's causing your floppy drive to disappear from the system,
but one thing you do need to check: if you're using Atari's formatting
software and booter, you _must_ make sure that the SCSI id is set to 0.
With Atari's software, the SCSI devices _must_ be IDed sequentially,
and they _must_ start at 0.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1456. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 14:45:54 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mcer2$71t@cxc1.cl.msu.edu>
Source record: 33788

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>There is an .ACC on atari.archive which will (or so it says, I didn't
>try it...) "sleep" the Falcon's internal IDE drive. Atari removed
>the park feature because the drive is self-parking. No need to manually
>ask it to do so.

I forgot to mention (duh!) that this .ACC is called "FalconSX" but I
should now mention that a new version was cleared for FTP just yesterday,
called "FalcnSX2"
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1457. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 17:27:49 UTC
From: evanlang@uss.lonestar.org
Message-ID: <1994Mar18.172749.17267@uss.lonestar.org>
Source record: 33789

In article <1994Mar12.032125.1727@isle.waterloo-rdp.on.ca>,
Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca> wrote:
>Our terminal program, TAZ has a slight snag when running with NVDI. When the
>$A00A is called to turn off the mouse, our program is kicked out to the desk-
>top when NVDI's line-A emulation is turned on. Our code has run fine with
>all versions of tos on the ST, STe, TT and Falcon; no problems with Warp9
>either... Our documentatin (ST Internals) does not detail any parameters for
>this call. Is there something we should know?

LineA is reserved by Motorola and should never have been used by ATARI for
screen routines. As of TOS 1.4, the VDI no longer calls LineA. This means
that the VDI is actually capable of being faster (since if you tell the
VDI to draw a line full of text it can draw the entire line at once instead
of making a bunch of LineA calls). Also, VDI is device independant, LineA
will fail on graphics cards and such. VDI is also easier to use since you
don't have to worry about parameters and such. It is now considered poor
programming practice to use the LineA in any new programms.

I would say that you should convert the program to use the VDI, even in
text-mode if you have to! The result will be faster on TOS 2.06, NVDI, or
anything else other than TOS 1.0/1.2 (maybe 1.4). Plus you'll be fully
compatible with the entire ATARI line, graphics cards, etc.

>
>--
> | / Neat and Nify Creators of:
> | \EVIN TESSNER 43 Carwood Cres _____ __ _____
> Kitchener Ontario _ _// __ /
>ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\
>

1458. C Library available for driving SCSI devices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 17:33:55 UTC
From: woodford@esca.com
Message-ID: <1994Mar18.173355.9626@esca.com>
Source record: 33790

Hi folks,

In the next few days, you should find a uuencoded zoo archive
in comp.sources.atari.st containing the source to a C library
which I wrote recently. This library provides an easy, device
independent way, to access SCSI targets on the ST(E)s ACSI
bus. Currently, the library supports tape & hard-disk devices
and _should_ support CD-ROM, if my theory is good ;-)
The library currently does not support anything other that the
ST(E) machines because I havn't upgraded, _yet_ ...

I will upload the same zoo archive to a.a.u.e just as soon as
it quietens down enough to let me log on anonymously! The
archive will be called: LibScsi-0.01.zoo

At the moment, documentation on the actual library calls is a
bit lacking but the README file documents enough to get you
going. Anyway, if you intend using the library, you must be a
pretty good C programmer anyway, right? ;-P

Let me know what you think.

Cheers, Steve

1459. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 17:43:18 UTC
From: evanlang@uss.lonestar.org
Message-ID: <1994Mar18.174318.17417@uss.lonestar.org>
Source record: 33691

In article <2m70d0$9qo@lily.csv.warwick.ac.uk>,
Paul Donovan <csulw@csv.warwick.ac.uk> wrote:
>I've been using Mint 1.10 for a few weeks now, with no problems, but
>I was wondering what exactly does the -DFASTTEXT option do ?

It compiles in the fasttext device driver.
>
>Looking at the source, it appears to be something to do with hardware
>scrolling, or am I completely wrong? I compiled it with this option
>last night, but I can't see any difference (on a Falcon TOS 4.04).

FASTTEXT is a console driver that is a bit faster than the standard and
has the option of using hardware scrolling. This only works for text-based
programs that use the full-screen (like if you boot into a shell, like bash,
instead of GEM).

To use it .. add the following lines to your MiNT.cnf
file :

CON=U:\dev\fasttext
HARDSCROLL=AUTO

.. and that should do it. To see an improvement, use Qindex and test the
scrolling.. It should be something like 3000% - don't blink. I've done
other tests and have found that the hardware scrolling can improve text
throughput quite a bit, such as with terminal programs.

Good luck!

>
>What programs will I see any improvement in (faster text output?) ?
>
>Thanks for any help,
>Paul Donovan
>csulw@csv.warwick.ac.uk
>

1460. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 17:50:28 UTC
From: avsec@westminster.ac.uk
Message-ID: <CMvG85.Cz4@westminster.ac.uk>
Source record: 33692

I have written a program in C and assembly that turns the internal speaker off. There are two methods (one uses Ongibit). I can tell you how to do this if you like. It may or may not help!

I havn't got it on me at the mo but I could bring it in for you.

Nice one,
Phil.

1461. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 18:04:49 UTC
From: avsec@westminster.ac.uk
Message-ID: <CMvGw1.Dr0@westminster.ac.uk>
Source record: 33693

In article <CMvG85.Cz4@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>I have written a program in C and assembly that turns the internal speaker
>off. There are two methods (one uses Ongibit). I can tell you how to do this
>if you like. It may or may not help!
>
>I havn't got it on me at the mo but I could bring it in for you.
>
>Nice one,
>Phil.
>

I forgot to say that this should be the same method for turning the
IDE drive on/off!!!

oops
Phil.

1462. Falcon vs STE bus modus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 18:21:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d89f1b0@p2.stacken.ct.se>
Source record: 33694

Can someone please explain the difference between "Falcon bus modus" and "STE bus modus" as found in the NVRAM settings?

_ _ _/ _ . /. fidonet 2:204/419.2 ___
/_)(_\ / / / /\ nest 90:1100/110.2 / (0)__ FALCON
/ patrik.sanfridsson@p2.stacken.ct.se /,,,,|--\ 4/63

1463. Re: GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 18:22:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMvHpt.3HL@cix.compulink.co.uk>
Source record: 33695

In message <1994Mar18.235109.26573@waikato.ac.nz>, bnp@waikato.ac.nz said:
>> ST Review is carrying on a tutorial about C GEM programming. The author is
>> a very capable programmer that can be contacted on the net.
>>
>Where? That sounds exactly like what I want. I bought the magazine with the
>compiler, but the current articles are a bit simple for me. I'm used to C, but
>not GEM!

GEM programming in C started in issue 23.

Ofir ogal@cix.compulink.co.uk

1464. Re: Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 20:36:02 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CMvnw3.BFq@cix.compulink.co.uk>
Source record: 33697

In message <2m2eja$5vj@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk said:
>
>1) Has anyone heard of BBDP Electronics ? They used to be based in Scotland
>but I cannot make any contact with them. I think they may have gone out of
>bussiness.

I have a note of an address, current in 1992, of BBDP Electronics:

Bob Bell
BBDP Electronics
9 Grey Craigs
Cairneyhill
Fife
Scotland

Sorry I don't know if they are still in business, but perhaps
UK Directory Enquiries would be able to give you a telephone number
to try.

>2) Does anyone know of any BBDP hard drive drivers available anywhere ?

I haven't seen any, but believe that driver software was supplied
with the boards on a floppy disk.

>Failing the above) Is there an autobooting driver that I can install on
>the drive allowing it to autoboot (like it used to but without
>crashing!) ?
>
>4) Is the drive locking up probably due to the fact that I'm not using
>proper BBDP driver software or is it more likely to be the hard drive
>just falling to bits ?

I'm afraid I'm not much help here, but I wonder if perhaps the BBDP
board does indeed require the specific BBDP driver software. I'm not
sure if ICD drivers would perhaps work as I believe they need an ICD
host adapter.
>
>5) Very occassionally the drive suddenly starts to slow down to approx.
>half speed and a little red light inside starts flashing. I have to then
>turn it off and on again.... any ideas why this may be happening ?

The red light inside is possibly a fault indicator, perhaps the
drive motor is slowing down due to an intermittent fault in the
power supply, or the power supply connection may be intermittent due
to corrosion or tarnishing of the contacts in the connector?
>
>6) What type of hard drive have I got ? I guess the Xebec contoller accepts

>SCSI signals from the BBDP controller, is this correct ?

I have some data on the RODIME 203E which indicates that it is an
ST506 type drive, 32MB formatted capacity
640 cylinders
6 heads
Start reduced write current cyl. 264
Start write precomp cyl. 300
Encoding type MFM
Transfer rate 5 megabits/sec
Average access 55mS
17 Sectors per track (512 bytes)
>
>7) What would be the alternatives to the BBDP controller and/or the Xebec
>controller ?

I believe ICDs 'AdSCSI ST' series are along the same lines.
>
>ANY help would be gratefully appreciated !

Hope this is of some help.

Best Regards,
Brian :-)

brobson@cix.compulink.co.uk

1465. Re: pinout for C8833 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 21:28:40 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECSVAIUT@dksoft.ping.dk>
Source record: 33696

In <CMswp2.385@newcastle.ac.uk> Trevor Kirby wrote :

>
>
>Anyone got the pinout for the din port of the C8833 Mk1 monitor or the connections
>to make a cable up.
>
> Trev
>
You can buy a cable for a C8833 Mk 1 and 2

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1466. Re: GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-18 22:56:25 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mdbip$bco@chico.staf.phil.ruu.nl>
Source record: 33698

bnp@waikato.ac.nz writes:

>Where? That sounds exactly like what I want. I bought the magazine with the
>compiler, but the current articles are a bit simple for me. I'm used to C, but
>not GEM!

How about Tim Oren's 'ProGEM' series -- a series of articles and C-sources that give a detailed description of many parts of the AES/VDI. Really excellent material that I still often use. To be found thru ftp at atari.archive.umich.edu. Probably in the directory atari/Programming -- something like 'progem.zip' or whatever...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1467. Help! 68882 problems!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 02:01:48 UTC
From: dsevee@CAM.ORG
Message-ID: <2mdmec$itt@Tandem.CAM.ORG>
Source record: 33708

I tried installing a 68882 (specifically a 68882 FN 16A)
in my Falcon. I found the socket on underneath the power supply,
but when I tried to install it I found the chip was slightly
to small to fit snugly. What is the problem? It seems to be the
right kind of chip, not with prongs, but with loops along the
sides, but it's too small. I contacted Atari and they were
of ABSOLUTELY NO HELP, it seemed almost impossible to get any
information out of the person I spoke to (company policy
according to him.)
I this the right chip? Any ideas what is wrong?

Thanks, Denis Sevee <dsevee@cam.org>

1468. Re: 3 1/2" SCSI drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 03:23:27 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mdr7f$sce@mailer.fsu.edu>
Source record: 33699

Michael Schwingen (rincewind@discworld.oche.de) wrote:
> In <2lq4jo$9o1@mailer.fsu.edu>,
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>
> MB>SCSI == flat 50 pin SCSI plug, not matter what size the device is. To
>
> As long as you don't own a 2.5" disk, yes. Otherwise, the plug would be
> larger than the disk :-)

True. I was thinking of only 3.5" and 5.25" devices.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1469. Re: Reading ST disks on Mac or IBM (HELP!?!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 03:30:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mdrk6$sce@mailer.fsu.edu>
Source record: 33700

Paul Rappleye (rappleye.felix.kodak.com) wrote:
> I'd always thought that the ST used IBM disk formats. Evidently I was
> mistaken, the machines here at work can't seem to see any files on the
> ST disk, although they know that disk space is in use.
>
> Any suggestions? (e-mail rappleye@felix.kodak.com)

If you have TOS 1.4 or greater, and if you did a standard format (80 track, 9 sec/track, non-twisted, as from the desktop), then they should work. I personally use a program called ps2form.tos from atari.archive.umich.edu, and it has never failed. If you have disks that you would rather not recopy, you might try using DC Format to rewrite the bootsectors.

Ps2form has been 100% reliable for me for years. The floppies even work in some NEC PCs I have that don't read disk formatted on other PCs!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1470. Fax & Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 10:33:40 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-ECTKCDUQ@deluxe.textlitho.nl>
Source record: 33701

Hi,

After setting up UUCP (still working on Hermes) and Binkley (I found the FAST_SER CPX and prg) I'd like to get QFAX working too. All it does so far is dialing and connecting to a remote fax, but somehow it doesn't seem to respond to the remote handshake. It all works fine with the appropriate beeps and all, but when it comes down to business my modem just hangs up.. Does anyone have any idea how to encourage the thing into less shameful behaviour? (it's a TKR 14k4 faxmodem with normal 9600 CL2 fax)

thanks in advance,

Paul
--
paul@textlitho.nl

bore, n.
A person who talks when you wish him to listen.
- Ambrose Bierce, "The Devil's Dictionary"
Atari UUCP : UPoint-'light'

1471. Limits on external HD size on Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 11:29:05 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar19.122905.970@cathy.ijs.si>
Source record: 33703

I posted this on comp.sys.atari.st, but got no answer.
A friend of mine told me that messy-DOS machines can not access more
than 1GB of SCSI disk at a time. If they are given a 2GB disk, they can
only use half of it.

Does this hold for Falcons too, or is AHDI 6.061 smart enough to handle them?
What about ICD pro?
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1472. GEM-messages from pipe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 14:38:33 UTC
From: di3dah@monroe.adbutb.hks.se
Message-ID: <1994Mar19.143833.2232@gdunix.gd.chalmers.se>
Source record: 33704

Hello!

I wonder if anybody out there has a COMPLET list over all messages that can be sent to a process from the message-pipe in GEM (and what to do when then come). I know all "old" ones (move window/redraw window and so), but later AES can as far as I know send some more messages.

--
\|/
@ @
------------------oOO-(_)-OOo---

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST

1473. 3.5 inch 1.44 floppy in ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 18:31:13 UTC
From: lannie@picard.infonet.net
Message-ID: <2mfgdh$8rv@insosf1.infonet.net>
Source record: 33705

I have a 1040ST with TOS 1.4 and 1meg of memory. I have access to some 3.5 "
floppy drives and I would like to know what I need to do to hook one up
to replace my 720K internal one. Any info would be appriciated.

On another subject, is there anywhere in the US that sells the FALCON
at a better price than $1299 for the 4/85 version? This is WAY too
high for it's performance. If I can't find one cheaper, I will be
forced to get a 486/66 foth monitor and stereo, and 520Meg hardrive
for $1750.

Please let me know if you can help.
Lannie Schafroth

Lannie@ins.infonet.net

1474. Re: Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 21:49:02 UTC
From: benkeen@aol.com
Message-ID: <2mfs0e$ec2@search01.news.aol.com>
Source record: 33714

I've gotten into about 15 Falcons so far.. Anyhow, he're's how I did it:

First take out the 7 gold screws on the underside of the case. There will be one under a tamperproof seal. Do not take out any silver screws; they hold the floppy mount and the motherboard.

Next, what I do is put tape over the <countersunk> holes that the screws are in (after I have throughly loosened them) so I don't have to worry about loosing any when I take the top off.

Get the top of the case off and disconnect the keyboard. It is connected on the right. The bundle of wires may be glued to the case; just cut through the band of glue with scissors.

Once you've got the keyboard off, take out the dozen or so sheet metal screws and untwist the metal tabs that hold the main piece of the RF shield down. Don't forget the three on the back of the power supply near the switch. Disconnect the speaker connector and slide the shield off.

Unscrew the three screws and unbend the tab holding down the shield over the floppy drive.

Take out the remaining screws that hold down the rest of the RF shield. The socket for the co-processor will be underneath the keyboard, obscured by the last piece of the RF shield. Normally you don't have to take this off to install a HD or a card or memory.

To get back to normal, reverse the steps. Just make sure that when you reconnect the keyboard that you line it up with the bottom of the wires that the connector fits with. There are more wires coming off the board that go into the connector.

Feel free to e-mail me for clarification.

Benjamin Keen<benkeen@aol.com>

1475. Re: Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 22:06:21 UTC
From: woodford@esca.com
Message-ID: <1994Mar19.220621.405@esca.com>
Source record: 33706

sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>Ok - I've got it working now. Gasteiner "Bloody Stupid Idiot Brigade"
>managed to connect the SCSI drive cable the wrong way round...

Whew! were you lucky or what! I'm surprised the terminator power fuse
on the drive didn't blow.... (Yes it has happened to me)

Cheers, Steve

1476. Re: Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 22:20:19 UTC
From: woodford@esca.com
Message-ID: <1994Mar19.222019.701@esca.com>
Source record: 33707

brobson@cix.compulink.co.uk ("Brian Robson") writes:

>In message <2m2eja$5vj@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk said:

>>6) What type of hard drive have I got ? I guess the Xebec contoller accepts
>>SCSI signals from the BBDP controller, is this correct ?

> I have some data on the RODIME 203E which indicates that it is an
> ST506 type drive, 32MB formatted capacity
> 640 cylinders
> 6 heads
> Start reduced write current cyl. 264
> Start write precomp cyl. 300
> Encoding type MFM
> Transfer rate 5 megabits/sec
> Average access 55mS
> 17 Sectors per track (512 bytes)
>>
>>7) What would be the alternatives to the BBDP controller and/or the Xebec
>>controller ?

> I believe ICDs 'AdSCSI ST' series are along the same lines.

Sounds to me like the controller is the Xebec S1410 SASI -> ST506 card.
My first ST hard-drive was controlled by one of these which I got
from cannibalising an old computer. I ended up having to write the
driver for it since, at the time, no other drivers could talk to it
properly. (The SASI command block needed the step-rate written as the
last byte of the command)

All I remember was the transfer speed being _real_ slow; in the order of
~100K/s !!! Anyway, after a few years I bought the ICD ADSCSI+, (having
been using a homemade DMA->SCSI board) by then the ICD driver could
handle the Xebec and THE ADSCSI+ WAS COMPATIBLE WITH IT. The SASI bus
is pin-for-pin and just about electrically compatible with SCSI so
there is no problem.

Anyway, by the sounds of it you need to check all the connections to
your drive in the box. As Brian Robson mentioned, sounds like you've
got some faulty power connection.

Cheers, Steve

PS. I dumped the Xebec a few years ago for a Maxtor with native SCSI!
The difference between 100K/s and 1M/s is beyond belief!

1477. Dead Hard Drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-19 23:19:12 UTC
From: rbrand1@umbc.edu
Message-ID: <2mg19gINNecl@umbc8.umbc.edu>
Source record: 33718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A couple weeks ago my hard drive died for no apparent reason. It was working fine, but then I tried to reboot and the hard drive wasn't responding.
I'm using a 520 st with 1 meg RAM and the drive is a Supra 20Mb 3.5". I tried reformating the drive, butI get a message "Hard Disk Error! Class 3 : Code 25 : Address 0". Does anybody have any idea what happened to the drive and how I can fix it?

--
GoZeR the Gozerian | Life is shit and I just stepped in it
email: gozer@ins.infonet.net | "Good, Bad, I've got the gun."
Lions : 6 | Barney-To love it is to have been
Christians : 0 | molested as a child

1478. Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 03:40:45 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <20MAR94.03404575@nauvax.ucc.nau.edu>
Source record: 33709

I just got my little hands on a MEGA ST2. I also have a SCSI drive that I would like to attach to the ST. I thought that I read that there was a 50 pin SCSI plug in the ST, I opened it up (10 minutes after I got it home) and found that there is not a 50 pin plug inside, there is a plug but it is a 62? pin. (what is this for?) there is the port on the back for an external HD (is this SCSI?) but the drive I have is internal. That external port] looks WAY to small to be SCSI. So what do I do?
Thanks in advance for any help with this.

SCott .
sak@nauvax.ucc.nau.edu

1479. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 04:19:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mgisi$4ff@mailer.fsu.edu>
Source record: 33710

MC STUDENT (sak@nauvax.ucc.nau.edu) wrote:
> I just got my little hands on a MEGA ST2. I also have a SCSI drive that I
> would like to attach to the ST. I thought that I read that there was a
> 50 pin SCSI plug in the ST, I opened it up (10 minutes after I got it home)
> and found that there is not a 50 pin plug inside, there is a plug but it is a
> 62? pin. (what is this for?) there is the port on the back for an external
> HD (is this SCSI?) but the drive I have is internal. That external port]
> looks WAY to small to be SCSI. So what do I do?
> Thanks in advance for any help with this.

You found the internal bus connector, which can be used for graphics cards.
To install an internal SCSI hard drive in a MegaST, you will need an ICD
ADSCSI Micro host adaptor. These cost about $70, if memory serves.
Installation is fairly trivial. Call Toad Computers (1-800-448-TOAD) or
D&P Computer Supply (1-800-535-4290) for advise and current pricing. Be
sure to specify that you want internal installation, as there are several
ICD ADSCSI host adaptor models.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1480. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 09:05:13 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <7F2MBD4N@math.fu-berlin.de>
Source record: 33722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CMtow0.AFC@dutiws.twi.tudelft.nl>, rowdyb@dutiws.twi.tudelft.nl (Rowdy Blokland) writes:
> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
> FAST! terminal emulator some kind of well-hidden
> secret that only the developer of PC/Intercomm
> knew about ?

Well, I have been using Flash 1.6 with our school's VAX, and have only found a couple of quirks with the VT100 emulation which are simply limitations of the program (Bold and Blinking characters show up as inverse). Flash 2 looks very promising in that respect as well. I had a major problem with the VT emulations on our VAX running VMS when DEC_CRT is set (the default), but I passed these on to John Trausholdt, and they should be fixed. I expect to be upgrading to Flash 2 soon.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1481. Re: Limits on external HD size on Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 14:51:53 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2mhnu9$djt@nasim.sta.sub.org>
Source record: 33711

Grabnar Matija (matija@sirius.ijs.si) wrote:
> I posted this on comp.sys.atari.st, but got no answer.

You got two answers:

Thread (Any limit on size of Falcon SCSI discs?)

0 [13] Grabnar Matija (matija@sirius.ijs.si)
1 [16] Waldi Ravens (walra@moacs11)
2 [31] Kim Andersen (kim@dksoft.ping.dk)

> A friend of mine told me that messy-DOS machines can not access more
> than 1GB of SCSI disk at a time. If they are given a 2GB disk, they can
> only use half of it.

That may be true for MS-DOS machines, but not for the FALCON.

> Does this hold for Falcons too, or is AHDI 6.061 smart enough to handle them?

Maybe HDX has problems in formatting very large hard disks, but AHDI
will work fine. I would never use HDX to format and partition my hard
disk, because it's not possible to optimize the cluster size. This is
a waste of space, especially on large partitions (say, >= 64 MB).

> What about ICD pro?

I use the ICD software on my 1040ST because I have the ICD+
hostadaptor there. I don't like this software - they used their own
partition-scheme until 6.2.x, so disks with more than four partitions
partitioned with older software aren't readable by any AHDI 3.0
compatible drivers (HuSHI, HDDRIVER). Since 6.2.x it's possible to
partition AHDI 3.0 compatible, but it's not the default.
The ICD software also does not support XHDI which would be very useful
if you decide to use Minix-FS or any other software that accesses your
hard disk directly and wants to lock the device while doing so (e.g.
mfsdefrg).

I recommend HuSHI (comes with SCSI-Tool, commercial, author is Julian
Reschke - the author of the 'Profibuch') or HDDRIVER (comes with
Outside 3 (virtual memory for FALCON/TT), Diskus (disk editor and much
more) or 'standalone', commercial, author is Uwe Seimet). Both work
fine with FALCONs internal IDE drive and external SCSI drives. Both
have full XHDI support.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is

knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1482. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 15:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A15612@MS.maus.de>
Source record: 33712

marc@wan.inf.rl.ac.uk wrote:

>Anybody have any experience of swapping out a 68K chip for a 68010 on
>either a v.old 520ST-M or a later FM? I swapped the chips ok, but the
>ST crashes about 5 sec after power-on.

You need TOS 2.06 and you'll also have to install an autostart application due
to a little bug in this TOS version.

Regards
Patrick

1483. C Library for SCSI devices uploaded to umich

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 19:54:23 UTC
From: woodford@esca.com
Message-ID: <1994Mar20.195423.4939@esca.com>
Source record: 33713

Hi again,

Right, I finally got onto a.a.u.e.

I've uploaded my SCSI library into New/LibScsi-0.01.zoo

Sorry about the filename > 8+4 characters, but I use MinxFS
at home & Unix at work so I've got used to longer filenames!
(The filenames within the archive fit into 8+4 though)

Cheers, Steve

1484. SCART pinout question: puzzle included!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 20:05:36 UTC
From: gijs@mbase97.hacktic.nl
Message-ID: <H.eg.rNUSK1Ihh&Q@mbase97.hacktic.nl>
Source record: 33715

Hi,

I bought an Atari to SCART cable, and it's giving me problems.
Can anybody please help me to figure this out? The puzzle is this:

1 Plugged into my Philips TV, I get an empty screen, but it is synced properly.
The picture is VERY VERY faintly visible when I turn the brightness
completely up.

2 Same result when I put the SCART plug into my Akai VCR.

3 I can get a B/W picture when I connect one of the color pins
(7, 11, 15) with the 'Video in' pin (20). So, there seems to be nothing
principally wrong with syncing or the color signals.

4 There are resistors in the SCART plug before the color pins. Bypassing
these solves nothing.

5 SCART's 'video in' (pin 20) is connected Atari's 'composite sync' (pin 2).

6 In a magazine I read that for some Philips TVs, SCART's video in pin 20
should be connected to both Atari's pins 9 and 12 (hor & vert sync, resp.)
Might this help in my case?

Thanks very much for any information/pointers!

Bye,
Maarten

P.S. What are some good colorful games to start with? Is there
anything good on the atari archive?
--
Gijs Bok (gijs@mbase97.hacktic.nl)
Listen to M-BASE music!
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQA9AiyWNO4AAAEBgNsly7W6TnOlaVLOWbrkRyw1ATzledvUhPwrtAbeO/1FVOaD
pmwtRkJoqMpnIYhwYQAFEbQiR2lqcyBCb2sgPGdpanNAbWJhc2U5Ny5oYWNrdGlj
Lm5sPg==
=J27y
-----END PGP PUBLIC KEY BLOCK-----

1485. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 20:12:01 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2miamh$m9i@golem.wcc.govt.nz>
Source record: 33716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Get yourself a copy of NVDI and all your troubles will be over.
]

Spend a fortune to fix bad programming!? (And make the system a usable
speed too.... :)

How much _is_ NVDI these days, and who sells it that can be accessed
by the outside world?

1486. Re: FTP.CNAM.FR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 20:42:34 UTC
From: garbil@taliesin.emi.u-bordeaux.fr
Message-ID: <2micfq$3db@graffiti.cribx1.u-bordeaux.fr>
Source record: 33717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I NEED SOME HELP...!!
:
: FTP.CNAM.FR
:
: I am trying to access ftp.cnam.fr with remote mail server, but can't seem to
: get hold of the index or any thing on there...
:
:
:
: Can some one send me a Paths to Zorg..!!! or even a Directory Path for
: a Index. or were the Atari stuff is...
:
:
: Thanks.....
:
Hello,

the path is /pub/Atari/0all
/pub/Atari/0new0
....
/pub/Atari/0new3

and 0all,.. are the INDEX files.

olivier.

e-mail garbil@taliesin.emi.u-bordeaux.fr

1487. Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 22:09:42 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CMzHK7.4qE@arc.ab.ca>
Source record: 33719

I am running a Mega 2 ST with the TEC Bus Bridge and TOS 2.06 and I have found that in certain programs under low resolution that when I click once in the scroll bar the program behaves as if I had clicked twice. I seem to recall that this was some sort of bug in TOS? Any ideas?

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

1488. No Manuals..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 22:47:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mijq0$n02@golem.wcc.govt.nz>
Source record: 33720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi are the Falcons still being shiped with out Manuals..??

A Dealer here N.Z. brought a Falcon from the UK. has built in
Speedo/Works, and the later TOS 4.04...

But no manuals, he has been told from the firm, ? in the U.K.
that there is still no Manuals...

He did not tell me what manuals that were missing, but this does not
help in selling Atari Falcons here...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1489. Jeff Minter Here on the Net..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 23:10:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mil49$n02@golem.wcc.govt.nz>
Source record: 33732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Fo those of you that don't subscribe to rec.games.video.atari.

Jeff Minter is now on here......

A well known Atari Games programer....

Wrote the TEMPEST 2000 game for the Jag...!!!

Newsgroups: rec.games.video.atari
From: yak@cix.compulink.co.uk ("Jeff Minter")
Subject: Re: Lynx game I would like to see
Message-ID: <CMu80x.K7w@cix.compulink.co.uk>
Organization: M & S
Date: Fri, 18 Mar 1994 01:55:44 GMT
Lines: 11

I hope you none Games folk don't mind me posting this here..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1490. Re: Getting inside the Falcon ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 23:22:55 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CMzKy7.HDy@cix.compulink.co.uk>
Source record: 33734

In message <2mfs0e$ec2@search01.news.aol.com>, benkeen@aol.com said:

>Take out the remaining screws that hold down the rest of the RF shield. The
>socket for the co-processor will be underneath the keyboard, obscured by the
^^^^^^^^
>last piece of the RF shield. Normally you don't have to take this off to
>install a HD or a card or memory.

The socket for the coprocessor, on the machines I have seen, is underneath
the power supply.

Barry

1491. Re: No Manuals..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 23:43:26 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2min2u$nj6@golem.wcc.govt.nz>
Source record: 33733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Hi are the Falcons still being shiped with out Manuals..??
]
] A Dealer here N.Z. brought a Falcon from the UK. has built in
] Speedo/Works, and the later TOS 4.04...

The machine in question is/was not a standard public model, it was packaged as a dealer model. It was also bought about 4-5 months ago, so the situation is not likely to be the same!

] But no manuals, he has been told from the firm, ? in the U.K.
] that there is still no Manuals...

A lot of the Falcons were shipped without manuals, and supposedly you could send your registration card to Atari and they would send you the manuals when they were ready.

]He did not tell me what manuals that were missing, but this does not
]help in selling Atari Falcons here...!!!

As there are probably less than 50 people in the country that know of them, and even less that know that this non-chain store is selling them, then I don't think manuals would make much difference!

Also, the people that would know of them, are pretty much only Atari-users, and should be able to work out how most of the (very simple) programs work!

1492. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-20 23:53:25 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1676@usdtsg.DaytonOH.NCR.COM>
Source record: 33721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2miamh$m9i@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz writes:
>] Get yourself a copy of NVDI and all your troubles will be over.
>]
>
>Spend a fortune to fix bad programming!? (And make the system a usable
>speed too.... :)

Blame Atari on that one - if the built-in system was written with optimization in mind, there wouldn't be any need for Warp9/NVDI, etc. Those programs use official "GEM" programming, so they are limited by GEM (or GEM enhancements) but should also stay compatible with any future upgrades, graphics cards, etc. Some programs that are written with optimization (such as Uniterm, which BTW is an excellent program in its own right) work fine in the modes they are written for, but then are limited by just those things as well. It's pretty much "which limitations do you want to work with?"

These term programs aside, I'd use Warp9 (or NVDI) regardless as the speed increase shows up in almost everything...

>How much _is_ NVDI these days, and who sells it that can be accessed
>by the outside world?

Not sure (it's a bit pricey at least) - in the U.S. you could probably get it from Toad Computers, etc. Not sure outside the U.S...

Warp9's been working fine for me, so I haven't found a need to swich over as of yet...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1493. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 01:44:47 UTC
From: sdssoft@delphi.com
Message-ID: <ZsyPofv.sdssoft@delphi.com>
Source record: 33723

The environment variables have nothing to do with the location of the system clipboard directory. There is an OS call scrp_read() and scrp_write() that are meant to manipulate this. The default action of a process that wants to use the clipboard is to scrp_read() to find it. If none has been installed, it should create a directory and then use scrp_write() to acknowledfge
that it has done so. MasterBrowse and Everest apparently do not follow the rules. You should point the program authors to the Compendium or the article I wrote about the Clipboard in Atari Explorer. Hope this helps.

-Scott @ SDS

1494. Re: AP_TERM and AP_RESCHNG messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 01:51:38 UTC
From: sdssoft@delphi.com
Message-ID: <ZszvQPi.sdssoft@delphi.com>
Source record: 33724

When the AES goes to change resolutions, it sends AP_TERM to every running AES application and waits two seconds. It essentially gives apps two seconds to fail. This is probably a bad way to handle it but it's better than nothing.

Please don't take this as gospel because this might be bad later on but you might try sending AP_TFAIL immediately, and then if the user confirms a save (or doesn't), resart the res change yourself (and set a flag to not run through your confirmation process again.

1495. Falcon attached to Moniterm?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 02:48:53 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mj1ul$eg9@cxc1.cl.msu.edu>
Source record: 33735

Anybody heard of or seen a Falcon driving a Viking Moniterm monitor?
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1496. Re: GNU C as an ANSI compiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 02:56:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mj2d0$moo@uqcspe.cs.uq.oz.au>
Source record: 33739

gizmo@dswhq.omahug.org (Chris Richards) writes:

> > Can I persuade GNU C to compile ANSI C sources ?

>Ummmm........if I recall correctly, you pass it the -ansi flag on the command
>line.

-ansi
This turns off certain features of GNU C that are in-
compatible with ANSI C, such as the asm, inline and
typeof keywords, and predefined macros such as unix and
vax that identify the type of system you are using. It
also enables the undesirable and rarely used ANSI tri-
graph feature, and disallows `$' as part of identif-
iers.

The `-ansi' option does not cause non-ANSI programs to
be rejected gratuitously. For that, `-pedantic' is re-
quired in addition to `-ansi'.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1497. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 02:56:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMzuuF.M78@cix.compulink.co.uk>
Source record: 33725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2miamh$m9i@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>
>How much _is_ NVDI these days, and who sells it that can be accessed
>by the outside world?

In the UK it's System Solutions who may be contacted as
rperry@cix.compulink.co.uk or ssolutions@cix.compulink.co.uk
The price is 50 ukpounds.
Maybe it's cheaper to get it directly from Germany in your case.

Ofir ogal@cix.compulink.co.uk

1498. Re: No Manuals..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 02:56:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CMzuuH.M7t@cix.compulink.co.uk>
Source record: 33726
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2mijq0$n02@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
>
>Hi are the Falcons still being shiped with out Manuals..??

Why still? I bought mine in December 1992 and it came with a manual.

Ofir ogal@cix.compulink.co.uk

1499. Re: Dead Hard Drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 02:56:46 UTC
From: woodford@esca.com
Message-ID: <1994Mar21.025646.7431@esca.com>
Source record: 33892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rbrand1@umbc.edu (brandon robert) writes:

>A couple weeks ago my hard drive died for no apparent reason. It was working
>fine, but then I tried to reboot and the hard drive wasn't responding.
>I'm using a 520 st with 1 meg RAM and the drive is a Supra 20Mb 3.5". I tried
>reformating the drive, butI get a message "Hard Disk Error! Class 3 : Code 25 :
>Address 0". Does anybody have any idea what happened to the drive and how I
>can fix it?

Class 3 is an 'Non-recovered media error', basically a bad block. In this
case, it's block 0 which is your boot sector. Looking at my SCSI docs.,
I believe Code 25 is 'Defect List Error', which could mean that your
drive's list of bad blocks is corrupted. In this case, I can't really
suggest anything. It is possible, in some cases, to tell the drive to
re-initialise its defect list, but doing so is a bad idea since you
might also erase the factory defect list. So, it would appear your drive
is toasted. Unless anyone else has any suggestions....

Cheers, Steve

1500. Help! Gcc float/double problem!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 03:01:58 UTC
From: chanck@tartarus.uwa.edu.au
Message-ID: <2mj2n6$grc@styx.uwa.edu.au>
Source record: 33737

Hello,

I am having problems using GCC 2.5.3 with the data types Float and
Double. Whenever I declare a variable as float with 2 decimal places,
I always get an Address Error on compilation. For example:

```
float pi = 3.14;
float radius = 2.55;

main()
{
printf("Area = %.2f",pi*radius*radius)
}
```

will give me (gcc-cc1) : Address Error ...

When I use 3 decimal places or more this problem doesn't appear. Eg

```
float pi = 3.141;
float radius = 2.550;
```

Anyone encounter the same problem as this? I am using GCC 2.5.3 with
mntlib44, mntolb44. Help! it is fustrating.

regards
chanck@tartarus.uwa.edu.au

1501. Re: GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 04:10:05 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar21.171005.26671@waikato.ac.nz>
Source record: 33740

In article <CMvHpt.3HL@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
> In message <1994Mar18.235109.26573@waikato.ac.nz>, bnp@waikato.ac.nz said:
>>> ST Review is carrying on a tutorial about C GEM programming. The author is
>>> a very capable programmer that can be contacted on the net.
>>>
>>Where? That sounds exactly like what I want. I bought the magazine with the
>>compiler, but the current articles are a bit simple for me. I'm used to C, but
>>not GEM!
>
> GEM programming in C started in issue 23.
>
> Ofir ogal@cix.compulink.co.uk
>
>
Thanks - I've been getting the mags. What I meant was, where on the net can I
contact the author?
--
Bruce
bnp@waikato.ac.nz

1502. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 05:29:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mjbc2$dmj@mailer.fsu.edu>
Source record: 33893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:

> >How much _is_ NVDI these days, and who sells it that can be accessed
> >by the outside world?
>
> Not sure (it's a bit pricey at least) - in the U.S. you could probably
> get it from Toad Computers, etc. Not sure outside the U.S...
>
> Warp9's been working fine for me, so I haven't found a need to swich
> over as of yet...

It is about $100, with shipping and all. The big difference between
Warp9 and NVDI is the acceleration of GEM graphics. Warp9 does very little,
NVDI does a whole lot. I own both, and can honestly say that NVDI is worth
the extra money even if you have already bought Warp9. It is excellent!
A significant feature of NVDI is that it includes a highly optimized GDOS.
Having GDOS around all the time is very nice (surprisingly, at least to me).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1503. MegaSTE GST Shifter upgrade (help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 05:50:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mjcji$dmj@mailer.fsu.edu>
Source record: 33727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, early MegaSTEs had a problem with their GST Shifter chips, that would cause crackling on DMA sound and a mono screen wrap problem. The fix is to install a GST Shifter chip later than rev D. I have such a MegaSTE, and am trying to perform this upgrade.

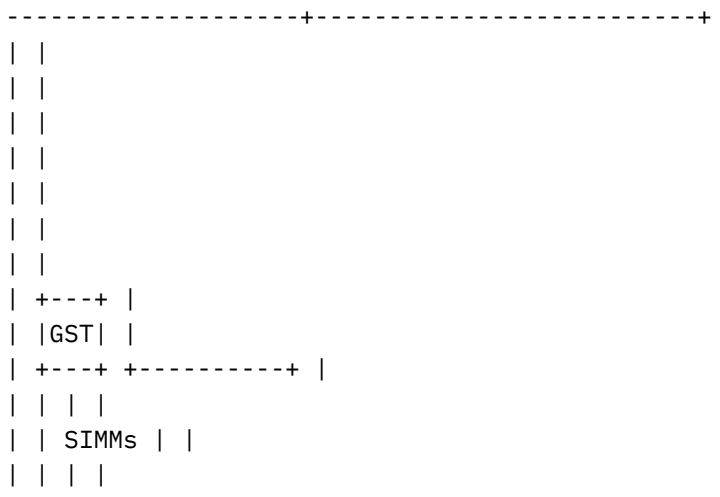
I called Best Electronics, and was a bit disappointed with the answer. Basically, they have some GST shifters, but they don't know when they were made (or what revision). They suggested that I write down all the markings on mine and call back with a description. Basically, I am hoping that I can precisely identify what chip I want, so I can call back and ask if they have any. So, I basically want to know what the markings are on the "good" chips.

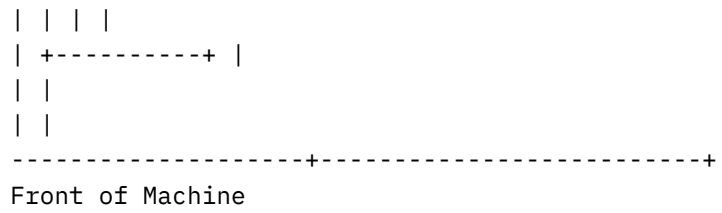
Thus, I have two questions:

1. Would someone (or several someones) who own MegaSTEs be so kind as to tell me what the markings on your GST Shifter chips say? My markings, and a description of how to find it are below (you can see it by simply lifting the hard disk cover section, complete disassembly is not necessary).

2. Does anyone have an alternate source for Atari chips? From other posts, I get the impression that some European countries have more responsive Atari branches than the one in the US (which currently seems to be totally engrossed with the Jaguar).

Ok, when viewed from the front of the machine, the GST Shifter is the largest PLCC chip you will be able to see with just the hard disk cover removed. It is right next to the upper left hand corner of the SIMM slots. The writing will be upside-down. PLCC's are the square ones with the loop-like pins on the sides, in sockets.





Front of Machine

Here is what is written on mine (rightside up):

9101 AMB
C301712-001
c Atari 1990
-31160608-01

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1504. Getting GCC Up & Running

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 08:20:47 UTC
From: steve-j@teleport.com
Message-ID: <2mjlcv$p3@kelly.teleport.com>
Source record: 33728

Something that would be REALLY nice for GCC would be if someone kept an updated archive of EVERYTHING needed for it in one archive on atari.archive.umich.edu. That way, people wouldn't have to go searching around for 20+ seperate files. Anyone up to it???

I have my own C compilers and don't need GCC myself, but am asking this on behalf of several others who can't get GCC up and running. It would be A LOT easier for people to use GCC if there were an easily installed 'package' (complete with shell and all!) for it.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1505. Re: IDE on/off calls??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 09:20:10 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.764241610@acp5>
Source record: 33899

avsec@westminster.ac.uk (Philip Shore) writes:

>I forgot to say that this should be the same method for turning the
>IDE drive on/off!!!

A better method is to use the Power Management features most 2 1/2 inch IDE
drives offer. Using the sound chip bit doesn't work for a lot of drives.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1506. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 12:18:17 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar21131818@issan.informatik.uni-dortmund.de>
Source record: 33729

In article <1994Mar18.172749.17267@uss.lonestar.org>, evanlang@uss.lonestar.org (Evan Langlois) writes:

|> In article <1994Mar12.032125.1727@isle.waterloo-rdp.on.ca>,
|> Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca> wrote:
|>> Our terminal program, TAZ has a slight snag when running with NVDI. When the
|>> $A00A is called to turn off the mouse, our program is kicked out to the desk-
|>> top when NVDI's line-A emulation is turned on. Our code has run fine with
|>> all versions of tos on the ST, STe, TT and Falcon; no problems with Warp9
|>> either... Our documentatin (ST Internals) does not detail any parameters for
|>> this call. Is there something we should know?

|> LineA is reserved by Motorola and should never have been used by ATARI for
|> screen routines. As of TOS 1.4, the VDI no longer calls LineA.

Wrong. LineA *is* still used even in TOS 3.06. You are confusing it
with Line*F*, which indeed is reserved by motorola (for coprocessors),
and is no longer used as of TOS 1.6, but TOS 1.4 (i.e. the AES) still
uses it.
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1507. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 12:19:48 UTC
From: marc@wan.inf.rl.ac.uk
Message-ID: <14655@hardy.rl.ac.uk>
Source record: 33730

In article 469@ccpnws.in2p3.fr, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>What is the benefit of replacing the 68000 with a 68010 (both at 8Mhz) ???
>Has someone measured the gain of speed ??? (with REGULAR programs I mean)

I heard (from gawd knows where..!) that the 010 had been optimised and had
faster chip-code - I think that is the name for it, but basically the 'software'
on the chip was more efficient.


```
___ ___ ___________ Marc Pinder (voice:0235 445577 fax:0235 446688)
| | | | | | Email: marc@sa.rl.ac.uk (pref)
| |___| | | _______| mlp@ib.rl.ac.uk
| | | | m.l.pinder@rl.uk
| ___ | | ___| mlp@vxral.rl.ac.uk
| | | | |_ | _ _ mlp@axprl1.rl.ac.uk \________
|___|_ |___| | |_| _ _| |_|_| ___ _ __ / | || \
/ _ \ \/ / _ \| | | | |_ _|_ / _ \| `_ \ | _|__||___-----
| __/\ / (_) | | |_| | | |_| | (_) | | | | \/.\ /.\ |
\___| \/ \___/|_|\__,_| \___|_|\___/|_| |_|_____________\_/________\_/_/__
```

1508. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 12:23:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mk3k0$r9t@golem.wcc.govt.nz>
Source record: 33731

In article <20MAR94.03404575@nauvax.ucc.nau.edu>, sak@nauvax.ucc.nau.edu (MC STUDENT) writes:
>I just got my little hands on a MEGA ST2. I also have a SCSI drive that I
>would like to attach to the ST. I thought that I read that there was a
>50 pin SCSI plug in the ST, I opened it up (10 minutes after I got it home)
>and found that there is not a 50 pin plug inside, there is a plug but it is a
>62? pin. (what is this for?) there is the port on the back for an external
>HD (is this SCSI?) but the drive I have is internal. That external port]
>looks WAY to small to be SCSI. So what do I do?
>Thanks in advance for any help with this.
>
>SCott .
>sak@nauvax.ucc.nau.edu

ICD did make a Kit to fit a Low Power 3 1/2 SCSI hard drive inside the Mega, this I have done, I am using a Quantum LPS 240, I think it draws only about 6 Watts..

ICD was doing a clear out sale (1993) for these host adapters called, AdSCSI Micro ST.

I think they went for about $39us, there is two problems with them, they don't support Parity and it stuffs up the external hard drive feature, so that you can only use the later ICD Host Adapters with it, so if you have a Atari external hard drive, it will not work...

The other way is to fit your drive in a Box and get a AdSCSI Host adapter, or a LINK host adapter all made by ICD....

To me there is no other way.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1509. Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 17:19:54 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Mar21.171954.5527@news.unige.ch>
Source record: 33736

Has anybody produced a Mosaic/World Wide Web interface program
for the Atari? It would be very useful....
hopefully, Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

1510. Re: Mint with FASTTEXT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 17:47:48 UTC
From: ken@isgtec.com
Message-ID: <Cn103q.Irn@isgtec.com>
Source record: 33738

In article <1994Mar18.174318.17417@uss.lonestar.org>,
Evan Langlois <evanlang@uss.lonestar.org> wrote:
<FASTTEXT is a console driver that is a bit faster than the standard and
<has the option of using hardware scrolling. This only works for text-based
<programs that use the full-screen (like if you boot into a shell, like bash,
<instead of GEM).
<
<....
<.. and that should do it. To see an improvement, use Qindex and test the
<scrolling.. It should be something like 3000% - don't blink. I've done
<other tests and have found that the hardware scrolling can improve text
<throughput quite a bit, such as with terminal programs.

If you want to play around with hardware scrolling, there is a text file
viewer on a.a that uses only hardware fine scrolling, called Scrolling
Thunder. Only works with full screen, of course. Doesn't require mint etc.

--
Research is what I'm doing when I don't know what I'm doing.
-- Wernher von Braun

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

1511. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 19:00:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mkqs8$dn@golem.wcc.govt.nz>
Source record: 33891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] Well, I have been using Flash 1.6 with our school's VAX, and have only foun
] couple of quirks with the VT100 emulation which are simply limitations of t
] program (Bold and Blinking characters show up as inverse). Flash 2 looks v
] promising in that respect as well. I had a major problem with the VT

Flash-2 becomes very slow when using a port speed of 9600 or higher, its
screen updating can't keep up! (2400 updates faster than 9600!)

However, the VT emulation works very well.
```

1512. Re: Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 19:57:30 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mku7a$qt0@mailer.fsu.edu>
Source record: 33894

fuzzy logic (erkamp@titan.arc.ab.ca) wrote:
> I am running a Mega 2 ST with the TEC Bus Bridge and TOS 2.06 and I have found
> that in certain programs under low resolution that when I click once in the
> scroll bar the program behaves as if I had clicked twice. I seem to recall that
> this was some sort of bug in TOS? Any ideas?

You are correct. This is a bug in TOS 1.4 - 2.06 (and maybe even later
versions). You can correct it by using a program called GEMRam to load
the OS into memory, and then apply a patching program. Unfortunately, this
would probably take more memory than you would rather devote for a Mega2.

This also happens in high res, BTW. Not sure about medium.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1513. DSP help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 20:13:04 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Mar21.201304.1867@unix.brighton.ac.uk>
Source record: 33895

I need a help to be able to communicate with DSP programs from within a C program (i'm using lattice C 5.6).

What I need is an example C program that will load and run a DSP program and then pass data to it and read data from it.

Corresponding DSP source would also be nice.

Please help!!

Thomas.

1514. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 20:15:45 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2mkv9h$qt0@mailer.fsu.edu>
Source record: 33896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
> Flash-2 becomes very slow when using a port speed of 9600 or higher, its
> screen updating can't keep up! (2400 updates faster than 9600!)
>
> However, the VT emulation works very well.

This might be fixed by expanding the transmit and receive buffers with
HSMODA02. You will have to use setter.ttp to play with the settings (though
the defaults are bigger than TOS's, so they might work).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1515. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 21:02:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn1945.8MC@cix.compulink.co.uk>
Source record: 33897

In message 57@cix, sdssoft@delphi.com said:
>
>The environment variables have nothing to do with the location of the
>system clipboard directory. There is an OS call scrp_read() and scrp_write()
>that are meant to manipulate this. The default action of a process that
>wants to use the clipboard is to scrp_read() to find it. If none has been
>installed, it should create a directory and then use scrp_write() to
>acknowledfge
>that it has done so. MasterBrowse and Everest apparently do not follow the
>rules. You should point the program authors to the Compendium or the article
>I wrote about the Clipboard in Atari Explorer. Hope this helps.

This is correct to my knowledge. However, some applications do use
environment variables for this.
Everest follows the correct procedure up to a point. If it fails to locate
the system clipboard to does not install one.

Ofir ogal@cix.compulink.co.uk

1516. Re: GEM in C - source code wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-21 21:02:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn1948.8n1@cix.compulink.co.uk>
Source record: 33898

In message <1994Mar21.171005.26671@waikato.ac.nz>, bnp@waikato.ac.nz said:

>Thanks - I've been getting the mags. What I meant was, where on the net can I
>contact the author?

Yes, it's jonellis@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1517. Re: Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 02:07:32 UTC
From: lannie@picard.infonet.net
Message-ID: <2mljt4$bsh@insosf1.infonet.net>
Source record: 33930

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>fuzzy logic (erkamp@titan.arc.ab.ca) wrote:
>> I am running a Mega 2 ST with the TEC Bus Bridge and TOS 2.06 and I have found
>> that in certain programs under low resolution that when I click once in the
>> scroll bar the program behaves as if I had clicked twice. I seem to recall that
>> this was some sort of bug in TOS? Any ideas?

>You are correct. This is a bug in TOS 1.4 - 2.06 (and maybe even later
>versions). You can correct it by using a program called GEMRam to load
>the OS into memory, and then apply a patching program. Unfortunately, this
>would probably take more memory than you would rather devote for a Mega2.

>This also happens in high res, BTW. Not sure about medium.

>--
>***
>* Mickey Boyd

I haver desk accessory that fixes the problem. Send me mail if you
want a copy of it.
Lannie
Lannie@ins.infonet.net.

1518. Re: 3.5 inch 1.44 floppy in ST.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 02:12:15 UTC
From: lannie@picard.infonet.net
Message-ID: <2mlk5v$bsq@insosf1.infonet.net>
Source record: 33931

trek@cbnewse.cb.att.com (wayne.a.booth) writes:

>In article <2mfgdh$8rv@insosf1.infonet.net> lannie@picard.infonet.net (Lannie Schafroth) writes:
>>On another subject, is there anywhere in the US that sells the FALCON
>>at a better price than $1299 for the 4/85 version? This is WAY too
>>high for it's performance. If I can't find one cheaper, I will be
>>forced to get a 486/66 foth monitor and stereo, and 520Meg hardrive
>>for $1750.
>>
>>Lannie Schafroth Lannie@ins.infonet.net

>Lannie, Why the apples and oranges comparison? You'd pay $450 more
>for a system that doesn't have midi, that doesn't have a built-in DSP,
>that doesn't have built-in termination for scsi-II, that doesn't have
>lan termination, that doesn't have the new joystick port treminations,
>that can just run windose acceptably while the ST series did that at
>8Mhz and didn't need 66M clock to get decent performance? (Instead
>you should be asking yourself why Macs and Dos machines aren't better
>performers than they are. - I actually suspect you have asked that.
>Why else would you have/want an Atari? How can they let an 8Mhz
>machine match their windoze performance? All Atarians should be able
>to say "its in the architecture".)

>I did notice with the 486 you get more disk - but you paid an extra
>$450 for that privelege. So just go out and add an external SCSI II
>disk with the extra $450 to the Falcon. And notice when you do that
>you just need the disk and cable, you don't need to spend more to get
>a scsi II terminating card for your system.

I also get a SVGA monitor for that price. The Falcon does not.
The Falcon has no support in my area. The closest Falcon (or atari
anything for thatmatter) is 300 miles away, and their prices are horrible!
I work with IBM's evry day, and I get pissed every day installing them
into our netork and supporting them. YOu are right when you say the IBM
architecture is crap. I just need to be able to get a good performer
for a good price. The ALL in one feature also turns me off!
I can't decide! :)
Thanks for the imput tho!
oops, can't spell either.

Lannie@ins.infonet.net

1519. MEGA ST 2 Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 02:43:11 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2mllvv$oeu@hpbab.mentorg.com>
Source record: 33900

I have a few qustions that are probably extremely
common. If there is an FAQ, and it answers my
questions, please just mail it to me.

1. I want to upgrade my 2Mb Mega ST to 4Mb. What
kind of SIMM's should I buy, and are there any special
instructions that I must follow to make it work?
Does anybody have a favorite place from which they buy
SIMM's, or can I just get them from JameCo?

2. I would also like to upgrade to TOS 1.4. Where can
I get the ROM's, and how much do they cost? Any special
concerns here?

3. Is there a C++ development system for the ST? Where
can I buy it? I have Gnu g++, and have almost got it
running, but would like a more up-to-date version of the
language than is available on atari.archive. The ideal
C++ development system would be very well connected to
Thanks,
Paul Stoaks

1520. MAIL ORDER FALCONS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 05:19:55 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199403220519.AAA12881@beauty.magnus.acs.ohio-state.edu>
Source record: 33901
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In March's, Current Notes, I came across an interesting advertisment by Toad Computers, stating that the Falcon can be bought, 'Now though mail order.'

I called Toad to make sure I had read it correctly. The answer was, Yes.

So, go buy your mail order Falcon today.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

1521. Re: SCSI CDROM and ADAPTEC?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 05:32:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A15733@MS.maus.de>
Source record: 33902

In article <1994Mar17.174306.22804@ccc.amdahl.com>, rzb20@JUTS.ccc.amdahl.com wrote:
> As far as I know, Adaptec didn't make a DMA interface, they made
>controllers that would allow MFM/RLL drives to be connected to a SCSI
>port. The companies that made the DMA to SCSI interface often packaged
>an Adaptec controller with their product. The DMA-to-SCSI interfaces
>that I know of are from Atari, Supra, BMS, and ICD ... nowadays, the
>only manufacturer is ICD.

There are a lof of other manufacturers, at least in Germany (GE-Soft, Hard & Soft...).

> Of the above, only ICD made/makes an adapter that allows the use
>of the full SCSI command set. I sell a CD-ROM driver package that
>works well in that environment. The package _could_ be modified
>(with a slight loss of functionality) to run on a non-ICD adapter.
>Let me know if you're interested.

I've never seen documentation about how ICD handles class 2 commands. Anyway: there are well known workarounds which allow for class 2 commands on most host adapters, and of course our CD ROM software (available from Hard&Soft) uses them :-)

1522. NeoDesk 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 05:42:41 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <hsljtA3ABh107h@midi.ham.almanac.bc.ca>
Source record: 33903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has Gribnif released NeoDesk 4.0 yet? If so, would anyone who has it
care to give an opinion of the new features and "feel" of the program?

Bruce

--
=-=-=-

1523. ST>IBM peer to peer networking.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 07:04:11 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <22MAR94.07041190@nauvax.ucc.nau.edu>
Source record: 33904

Is it possible to connect an IBM and a ST peer to peer. Like through the
serial port or through the MIDI port to my Soundblaster?
If so, what software is there that will support this connection?
Specifically what I want to do is use the Atari ST with it's SLM804 as
a print server so that I can print from the IBM to the SLM804.

Is this possible, and if so what do I need.

Thanks
SCott

1524. Re: SCART pinout question: puzzle included!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 07:21:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mm68u$9cm@golem.wcc.govt.nz>
Source record: 33905

In article <H.eg.rNUSK1Ihh&Q@mbase97.hacktic.nl>, gijs@mbase97.hacktic.nl (Gijs Bok) writes:
>Hi,
>
>I bought an Atari to SCART cable, and it's giving me problems.
>Can anybody please help me to figure this out? The puzzle is this:
>
>1 Plugged into my Philips TV, I get an empty screen, but it is synced properly.
> The picture is VERY VERY faintly visible when I turn the brightness
> completely up.
>
>
>Bye,
>Maarten
>
>Gijs Bok (gijs@mbase97.hacktic.nl)

Some TV's require a voltage on one of the SCART Pins to turn on the SCART, a Philips TV here had a small button next to the SCART connector, so if you don't provide that voltage the button will do it for you..

NOTE: some of the later TV's have the SCART switching on the remote...

I don't have the data handy on the SCART pin, but some later Ataries put out 12 volts on pin 8 of the monitor connector...

The resitors are there so that the Atari does not overload the SCART inputs, normal Video inputs are 0.75 volts, the Atari is 1.0 volts...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1525. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 08:04:02 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2mm8pi$eq9@news.cs.tu-berlin.de>
Source record: 33906

In article <SCHWAB.94Mar21131818@issan.informatik.uni-dortmund.de>,
Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
>In article <1994Mar18.172749.17267@uss.lonestar.org>, evanlang@uss.lonestar.org (Evan Langlois) writes:
>Wrong. LineA *is* still used even in TOS 3.06. You are confusing it
>with Line*F*, which indeed is reserved by motorola (for coprocessors),
>and is no longer used as of TOS 1.6, but TOS 1.4 (i.e. the AES) still
>uses it.

The AES does not use LineA functions. Only the LineA INIT function is
sometimes called (every time you move the pointer into the menu bar),
none of the other LineA functions is used. This 'feature' was also removed
in newer TOS versions.

If you dont believe me, just use SysMon, enable tracing for LineA and just
enable TOS and GEM tracing. SysMon will now trace all LineA calls just
from the OS. Work as usual with your computer... and all you will find
in the tracer output is the LineA-INIT call.

Older speedo versions use LineA, which is one reason for problems under
multitasking systems (Speedo 4.2 does no longer use LineA...).

Your statement about LineF is correct, TOS 1.4 was the last TOS that used
it for calling AES internal functions. It was implemented to shrink the
size of the AES code, since whole OS would not have fit into 196 K rom size.
The later TOS versions are 256 K long (and the OS had to move to $00E00000,
since there were only 196 K starting from $00FC0000 :-)

Greetings, Karsten

1526. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 08:48:52 UTC
From: hyc@thepoint.com
Message-ID: <2mmbdk$i6f@thepoint.com>
Source record: 33907

In article <14655@hardy.rl.ac.uk>, Dastardly <marc@wan.inf.rl.ac.uk> wrote:
>In article 469@ccpnws.in2p3.fr, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>>What is the benefit of replacing the 68000 with a 68010 (both at 8Mhz) ???
>>Has someone measured the gain of speed ??? (with REGULAR programs I mean)

>I heard (from gawd knows where..!) that the 010 had been optimised and had
>faster chip-code - I think that is the name for it, but basically the 'software'
>on the chip was more efficient.

There are one or two notable optimizations in the microcode. The integer multiply and divide are a little faster, and there is a 3-instruction on-chip cache that can be used to speed up certain looping operations. Most people have observed about a 10% speedup going from 68000 to 68010. I'm not sure if the incompatibilties are worth the gain. (Exception handling is different, requiring you to run TOS 2.06. I don't recall if TOS 2.06 fixes the move sr privilege violation to allow older code to continue running, or if you have to patch that separately. In my experience, Gauntlet II stopped working after I upgraded my STe from TOS 1.62 to TOS 2.06, and that was reason enough to go back.)

I dunno; if you're interested in virtual-machine capabilities, you might as well go all the way to a 68030. If not, a fast 68000 with cache will give you more performance gain. (Although, the difference in multiply speed was pretty noticable... A 16 MHz 68010 would be nicest, in that case.)

1527. Host Adapters & software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 09:17:54 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-220394091754@ngalm099.gal.nt.com>
Source record: 33908

I am looking for a new host adapter/software setup for my STFM.
I have considered the following:

(i) Get ICD Pro Utilities & use my existing Supra adapter, but will
ICD s/ware work with supra & how good is this stuff anyway?

(ii) Get new ICD adapter + s/ware, which model is best (not link).

(iii) The Translator from Germany looks good, any comments?
It supports XHDI, what advantages does this give over ICD?

I would be interested in any comments from existing users.
Thanks in advance

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1528. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 10:18:23 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar22111824@issan.informatik.uni-dortmund.de>
Source record: 33909

In article <2mm8pi$eq9@news.cs.tu-berlin.de>, ki@cs.tu-berlin.de (Karsten Isakovic) writes:

|> In article <SCHWAB.94Mar21131818@issan.informatik.uni-dortmund.de>,
|> Andreas Schwab <schwab@ls5.informatik.uni-dortmund.de> wrote:
|>> In article <1994Mar18.172749.17267@uss.lonestar.org>, evanlang@uss.lonestar.org (Evan Langlois) writes:
|>> Wrong. LineA *is* still used even in TOS 3.06. You are confusing it
|>> with Line*F*, which indeed is reserved by motorola (for coprocessors),
|>> and is no longer used as of TOS 1.6, but TOS 1.4 (i.e. the AES) still
|>> uses it.

|> The AES does not use LineA functions. Only the LineA INIT function is
|> sometimes called (every time you move the pointer into the menu bar),
|> none of the other LineA functions is used. This 'feature' was also removed
|> in newer TOS versions.

You are right. But AFAIK even the VDI always called the LineA functions directly, never through $a00x, the opcodes were only provided for the programmer to bypass the slow VDI trap. Of course, v_gtext was always faster than calling Txtblt for every character... Anyway, everybody should forget about LineA as soon as possible :-)

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1529. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 10:36:59 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2mmhob$8p6@bambam.cs.city.ac.uk>
Source record: 33910

In article <1994Mar18.172749.17267@uss.lonestar.org>, evanlang@uss.lonestar.org (Evan Langlois) writes:

|> don't have to worry about parameters and such. It is now considered poor
|> programming practice to use the LineA in any new programms.

Suppose you need to write directly to the screen (VDI is not reentrant and can not be called from an interrupt for example). How do you find the number of bytes per line (say if you have some fancy bloup/virtual screen mode) without inspecting the lineA variables?

Also is there anyway of getting at the ROM system fonts other than than through lineA?

Also what should AUTO folder TSRs do when they need screen info (dimensions, planes)?

I don't like lineA but I need a workable alternative before I stop using it.

Steven

1530. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 10:45:18 UTC
From: reschke@uni-muenster.de
Message-ID: <2mmi7u$306p@obelix.uni-muenster.de>
Source record: 33911

In article 17267@uss.lonestar.org, evanlang@uss.lonestar.org (Evan Langlois) writes:
> LineA is reserved by Motorola and should never have been used by ATARI for
> screen routines. As of TOS 1.4, the VDI no longer calls LineA. This means
> that the VDI is actually capable of being faster (since if you tell the
> VDI to draw a line full of text it can draw the entire line at once instead
> of making a bunch of LineA calls). Also, VDI is device independant, LineA
> will fail on graphics cards and such. VDI is also easier to use since you
> don't have to worry about parameters and such. It is now considered poor
> programming practice to use the LineA in any new programms.

Line-*F* was reserved. Line-*F* was used by the *AES* until TOS 2.xx. The VDI
never called Line-A directly; Line-A was just another external interface to
some lowlevel functions of the VDI screen driver in the ROMs.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1531. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 11:31:54 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cn2DD7.90w@bbc.co.uk>
Source record: 33912

sdssoft@delphi.com wrote:
: The environment variables have nothing to do with the location of the
: system clipboard directory. There is an OS call scrp_read() and scrp_write()
: that are meant to manipulate this. The default action of a process that
: wants to use the clipboard is to scrp_read() to find it. If none has been
: installed, it should create a directory and then use scrp_write() to
: acknowledfge
: that it has done so. MasterBrowse and Everest apparently do not follow the
: rules. You should point the program authors to the Compendium or the article
: I wrote about the Clipboard in Atari Explorer. Hope this helps.
:
So, how does scrp_read know where the clipboard is? Does the programmer need to worry about the position at all?

David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1532. annoying Falcon incompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 11:33:01 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2mml1d$8p6@bambam.cs.city.ac.uk>
Source record: 33913

When I first got my Falcon I noticed the following problem with a couple of programs (Risk & Concerto):

After loading a file, the area of the screen under the file selector would be repainted with the appropriate stuff (the Risk map or the Concerto transport display). There would then be a pause and the same area would be repainted with the GEM background color.

This effectively makes these programs unusable on the Falcon as neither has anyway of allowing the user force a full screen redraw.
This problem did not of couse affect my STe.

I've recent figured out what the problem is:

Both of these programs write to the background window directly; they don't install a new desktop. Now when they call the file selector they do so with the wind_update() semaphore set. For some reason on the Falcon, the file selector behaves as normal, but the redraw message it sends to GEM to repaint the background gets held up by the semaphore.
After these programs have loaded the file, they then redraw their background stuff and only then release the semaphore, where upon GEM repaints the same area with the background color the next time it gets control of the machine (usually in an evnt_multi()).

Incidently the same problen can also affect the tidying up after a dialog box but I get fewer people make the mistake of grabbing the wind_update() semaphore before doing a dialog.

So the moral of this tale is: Be Very Careful Where You Grab The Screen Semaphore. Typically you only need it if you walking the window tree or implementing your own form_do().

Incidently is there any way of making the Falcon AES ignore the semaphore when clearing up after a dialog box so as to make binary only programs that have this bug usable on the Falcon?

Steven

1533. Re: SCART pinout question: puzzle included!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 11:38:45 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <Cn2DoM.C9K@bfsec.bt.co.uk>
Source record: 33914

Gijs Bok (gijs@mbase97.hacktic.nl) wrote:
: 1 Plugged into my Philips TV, I get an empty screen, but it is synced properly.
: The picture is VERY VERY faintly visible when I turn the brightness
: completely up.

Funnily enough, I have an Atari to SCART lead which, when plugged into my TV works OK, but when my father plugs it into his, it doesn't. We tested all connections on the lead, and opened both TVs.

My TV uses the RGB connections, which is what the lead was wired for (along with the same resistors you talk about). However, his TV does not have the RGB capability, but uses composite video instead. When he discovered that, he proceeded to make up a new lead, using composite video only.

I'm not sure of the pin connections, but I can find out when I go home tonight. When he finished, it worked OK.

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

1534. graphics cards memory format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 11:51:09 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2mmm3d$8p6@bambam.cs.city.ac.uk>
Source record: 33915

I'd like to know what memory format (interleaved bit plane, separate bit plane, byte chunky, work chunky...) various 3rd party graphics cards use and how to identify them.

I'm writing a magnifying glass function for my GEM library and while I'm using VDI calls rather than accessing the screen directly, I need to perform the scaling directly on the system dependant data - translating the copied form into GEM standard format, scaling it and then translating it back is too slow.

BTW it is possible to do a 64x64 pixel magnifying glass in real time at 640x480x16 with NVDI! I might even manage 640x480x256 once I persuade gcc to optimize the scaling code the way I want it.

Steven

1535. Re: gcc and zsh... odd behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 12:14:25 UTC
From: v892307@holsbergen.si.hhs.nl
Message-ID: <Cn2FC2.7q@si.hhs.nl>
Source record: 33916

```
In article <CMqBtA.HI9@cid.aes.doe.ca>, ypelletier@cid.aes.doe.ca writes:
|> zsh generally behaves normally, i.e. it will run programs like
|> ls or rm without problems. However, when I try:
|>
|> gcc hello.c -o hello
|>
|> All I get is a spurt of hard drive activity, as though gcc is
|> being loaded. Then I am immediately returned to the shell
|> prompt with no error message. Would anybody be kind enough
|> to shed some light on this? I used to be able to use gcc with
|> my old shell without any problems. (I switched because I wanted
|> a Mint-aware, case-sensitive, shell.)
|>

I think you're running out of memory. I had the same problems with Bash & Tcsh.
If gcc can't load gcc-cc1 (1 Mb.) it returns *without* an error message.

On my 4Mb. 1040ST I have to disable GEM & disk cache and use a small shell
in order to compile MiNT and the libaries.

Hope this helps.

Ronald.
--
==============================+============================================
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+============================================
```

1536. Re: Help! Gcc float/double problem!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 12:21:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2mmns6$52u@nasim.sta.sub.org>
Source record: 33917

```
Chiew Kiang Chan (chanck@tartarus.uwa.edu.au) wrote:
> Hello,

> I am having problems using GCC 2.5.3 with the data types Float and
> Double. Whenever I declare a variable as float with 2 decimal places,
> I always get an Address Error on compilation. For example:

> float pi = 3.14;
> float radius = 2.55;

> main()
> {
> printf("Area = %.2f",pi*radius*radius)
> }

> will give me (gcc-cc1) : Address Error ...

Hmm, I tried this and it worked fine:

/home/knarf/prog> more float.c
main()
{
float pi = 3.14;
float radius = 2.55;

printf("Area = %.2f\n",pi*radius*radius);
}

/home/knarf/prog> gcc -o float float.c
/home/knarf/prog> float
Area = 20.42

> Anyone encounter the same problem as this? I am using GCC 2.5.3 with
> mntlib44, mntolb44. Help! it is fustrating.

Hmm, gcc 2.5.[0-7] is not recommended for the 68000 machines. I use
gcc 2.5.8 with MiNT library PL 44.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!
```

1537. Re: gcc and zsh... odd behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 12:53:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Cn2H50.F7v@barclays.co.uk>
Source record: 33918

In article <Cn2FC2.7q@si.hhs.nl>, v892307@holsbergen.si.hhs.nl (Baljeu) writes:
|> On my 4Mb. 1040ST I have to disable GEM & disk cache and use a small shell
|> in order to compile MiNT and the libaries.
Crikey! Using Lattice 5.6 I just loaded the .prj file and hit build all and away it went. I had all my usual deskaccs & auto stuff so I guess I had about 2Mb free (on a Falcon). That GNU compiler sure does eat RAM! This was MiNT 1.10 BTW.

--
+-------------+---+
Iain R Laskey	Atari Falcon - The best upgrade I ever made!
	Laserdisc & Pro-Logic - The only way to watch movies at home
	Replies to ilaskey@cix.compulink.co.uk
+-------------+---+

1538. Re: Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 14:44:09 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1681@usdtsg.DaytonOH.NCR.COM>
Source record: 33919

In article <2mku7a$qt0@mailer.fsu.edu> boyd@math.fsu.edu writes:
:re Double-click bug

>You are correct. This is a bug in TOS 1.4 - 2.06 (and maybe even later
>versions). You can correct it by using a program called GEMRam to load
>the OS into memory, and then apply a patching program. Unfortunately, this
>would probably take more memory than you would rather devote for a Mega2.

For those who want to expend less memory, I believe there's a program
called Double-Click (or something like that) which is an ACCessory
that takes care of this bug (I *think* it's a "Little Green Footballs"
release). Whatever it's called, it should be at atari.archive.umich.edu
(scan the index)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1539. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 15:07:14 UTC
From: walra@moacs11
Message-ID: <_ukeetpwziu@moacs11>
Source record: 33920

In <Cn2DD7.90w@bbc.co.uk>, David White wrote:

> So, how does scrp_read know where the clipboard is?

If a previously running program has set the path to the clipboard with scrp_write(), than scrp_read() will set that path and return a value >= 0, otherwise scrp_read() will return -1.

> Does the programmer need to worry about the position at all?

Yes the programmer should always verify that the path returned by scrp_read() exists, is writeable and readable; the AES does no checks at all! If something is wrong with the path returned by scrp_resd() or scrp_read() returned -1, than the program is on its own ;-).

A reasonable strategy would be:

1. Look for an environment variable SCRAPDIR or CLIPBOARD, if either of those exists and contains a valid and useable (i.e. writable and readable) path, than that should be used after it has been reported to the AES with scrp_write().

2. Use an existing folder \CLIPBRD on the boot device, if necessary try to create one, and of course verify that it can be written-to/read-from. If successful use scrp_write() to register this path.

3. Same as 2. with a path C:\CLIPBRD (or A:\CLIPBRD).

4. If all previous steps fail the program should not use the clipboard.

Note that this procedure is likely to create a big mess in a multitasking environment. It's best if the user installs a CPX that sets the clipboard path at boot time.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1540. Re: gcc and zsh... odd behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 15:12:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1682@usdtsg.DaytonOH.NCR.COM>
Source record: 33921

In article <Cn2FC2.7q@si.hhs.nl> v892307@holsbergen.si.hhs.nl (Baljeu) writes:
>
>In article <CMqBtA.HI9@cid.aes.doe.ca>, ypelletier@cid.aes.doe.ca writes:
>|> zsh generally behaves normally, i.e. it will run programs like
>|> ls or rm without problems. However, when I try:
>|>
>|> gcc hello.c -o hello
>|>
>|> All I get is a spurt of hard drive activity, as though gcc is
>|> being loaded. Then I am immediately returned to the shell
>|> prompt with no error message.
[Stuff deleted]

>I think you're running out of memory. I had the same problems with Bash & Tcsh.
>If gcc can't load gcc-cc1 (1 Mb.) it returns *without* an error message.
>
>On my 4Mb. 1040ST I have to disable GEM & disk cache and use a small shell
>in order to compile MiNT and the libaries.

On my 4meg MegaSTe, I pretty much disable everything except for
Edhak, Timedrv2 (so I can tell exactly where GCC is doing its stuff) and
one or two other things. I boot to the desktop, and use Toswin to
load TCSh 6.xx. It all depends on what's eating memory the most...

Anyways, one other suggestion to the original questioner is to stick
a "-v" parameter on the command line (i.e. "gcc -v -o hello hello.c").
This way he can see almost everything that's going on (including
what is being loaded and what's not)...

And a repeat from above - if you're in Mono mode, boot up with
TimeDrv2 in your AUTO folder - it displays the time and also every
disk access (read and write). This gives me that "warm fuzzy feeling"
as I can see that something is actually going on, and specifically
where it is going on (for instance, that it is indeed using the partition
that I designated for TeMPorary files)...

Finally, a little off the above subject, but I had posted a message
some time back about GCC not being able to find the GEM library even
though I was using the -lgem (and -mshort) parameters - I figured
out where I goofed. I was putting the -lgem *before* the stuff to
be compiled, as so:

gcc -v -lgem16 -mshort -o test.ttp test.c

However, when I stuck the parameters at the end, it worked, as so:

gcc -v -o test.ttp test.c -lgem16 -mshort

Computers can be *so* picky sometimes :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1541. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 15:18:30 UTC
From: walra@moacs11
Message-ID: <7de2vafheos@moacs11>
Source record: 33922

In <2mmhob$8p6@bambam.cs.city.ac.uk>, Steven Eker wrote:

> Also what should AUTO folder TSRs do when they need screen info
> (dimensions, planes)?

AFAIK you can get all necessary information from the VDI.
Simply open a screen-workstation (not a virtual one!).

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1542. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 16:06:29 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2mn525$6nb@percy.cs.bham.ac.uk>
Source record: 33923

dwhite@rd.eng.bbc.co.uk (David White) writes:
>So, how does scrp_read know where the clipboard is? Does the
>programmer need to worry about the position at all?

scrp_read() returns the value last given to scrp_write(), which defaults (on boot) to an empty string. There is a little CPX around which takes care of reinitialising the scrap directory every boot, as well as also being able to view the scrap file. There should be a copy at a.a (clipcpx.lzh perhaps?)

Yes, the programmer does have to worry -- if scrp_read returns something that isn't suitable, there is a little algorithm (included in the Compendium) to generate some directory on an appropriate device. IIRC, it is usually \\CLIPBRD on the boot drive.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1543. Re: Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 20:35:17 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAA05ROHWY95PKIQ@SNYONEVA.CC.ONEONTA.EDU>
Source record: 33926

As far as I know this "double click" problem affects all current versions of TOS (i.e. versions 1.6 thru 4.04 on my Falcon)

However, the fix is VERY simple!

There exists a desk accessory called ButtonFixer by Charles F. johnson of CodeHead software that slows down the system's handling of mouse clicks. The acc is Freeware and should be available via ST specific BBS or FTP sites.

Also, the acc is very small (less than 2 kb in size). This is a far better solution than using GEMram to copy the TOS ROMS to RAM and waste 512kb of your precious memory. These type of programs are for other purposes like for TOS extentions like WINX, etc.

Hope this helps!

Ari

S.U.N.Y. Oneonta - home of lousy weather, drunken frats, and vast consumption of Jamacian agricultural products...

1544. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 20:39:47 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2mnl2j$s2v@usenet.INS.CWRU.Edu>
Source record: 33927

In article <2mmbdk$i6f@thepoint.com> hyc@thepoint.com (Howard Chu) writes:
>In article <14655@hardy.rl.ac.uk>, Dastardly <marc@wan.inf.rl.ac.uk> wrote:
>>In article 469@ccpnws.in2p3.fr, acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>>>What is the benefit of replacing the 68000 with a 68010 (both at 8Mhz) ???
>>>Has someone measured the gain of speed ??? (with REGULAR programs I mean)
>
>>I heard (from gawd knows where..!) that the 010 had been optimised and had
>>faster chip-code - I think that is the name for it, but basically the 'software'
>>on the chip was more efficient.
>
>There are one or two notable optimizations in the microcode. The integer
>multiply and divide are a little faster, and there is a 3-instruction
>on-chip cache that can be used to speed up certain looping operations.
>Most people have observed about a 10% speedup going from 68000 to 68010.
>I'm not sure if the incompatibilties are worth the gain. (Exception
>handling is different, requiring you to run TOS 2.06. I don't recall if
>TOS 2.06 fixes the move sr privilege violation to allow older code to
>continue running, or if you have to patch that separately. In my
>experience, Gauntlet II stopped working after I upgraded my STe from TOS
>1.62 to TOS 2.06, and that was reason enough to go back.)
>
>I dunno; if you're interested in virtual-machine capabilities, you might
>as well go all the way to a 68030. If not, a fast 68000 with cache will
>give you more performance gain. (Although, the difference in multiply
>speed was pretty noticable... A 16 MHz 68010 would be nicest, in that
>case.)

I just found an old AT&T machine that ran on a 68010 ... :)
where would I be able to get TOS 2.06? and how much is it? and! I have
a mega 2 st... could I just replace the ROMS, or is it more complicated than
that?

I wonder why someone doesn't patch the old TOS and use EPROM to program
roms and sell them? oh... copyright... what a nice idea...!

1545. Re: Falcon and comms prgs..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 20:50:50 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECWUBCUW@dksoft.ping.dk>
Source record: 33924

In <Up-ECSNAEUQ@deluxe.textlitho.nl> Paul Tuijnman wrote :

>Hi,
>
>
>Okay, I found FPATCH2 and this is the first mail I'm sending with my Falcon.
>
>!!
>
>The install prg of Upoint allows you to define the ports and stuff and it now
>runs on port 2 (FPATCH installed).
>It won't hang up though after the call - howcome?

Hmm!.. I'm using Upoint as well.. Do you have BMAPFIX in your autofolder as well ?
I know this is another autofolder program, but it's needed here.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1546. Re: Limits on external HD size on Falcons?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 20:58:46 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-ECWUBCUZ@dksoft.ping.dk>
Source record: 33925

In <1994Mar19.122905.970@cathy.ijs.si> Grabnar Matija wrote :

>I posted this on comp.sys.atari.st, but got no answer.
>A friend of mine told me that messy-DOS machines can not access more
>than 1GB of SCSI disk at a time. If they are given a 2GB disk, they can
>only use half of it.

You got an answer from me.

anyway, your friend is wrong about his thought of PC's. They sure can acces
more than 1Gb.

>
>Does this hold for Falcons too, or is AHDI 6.061 smart enough to handle them?
>What about ICD pro?

I havn't tested this on my bird yet, but i don't see why it shouldn't. If not,
then it's just another bad lack from atari, and i'm sure ICD will come up with
another driver who does support.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

Atari UUCP : UPoint-'light'

1547. Re: NeoDesk 4.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 22:36:29 UTC
From: lancer@vole.WPI.EDU
Message-ID: <LANCER.94Mar22173629@vole.WPI.EDU>
Source record: 33928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Bruce" == Bruce Hawker <bhawker@midi.ham.almanac.bc.ca> writes:
Bruce> Has Gribnif released NeoDesk 4.0 yet? If so, would anyone who
Bruce> has it care to give an opinion of the new features and "feel"
Bruce> of the program?

The latest word I've heard is that NeoDesk 4.0 will be a BIG step up
from 3 and will have lots of funky Geneva-aware features. Don't ask
me WHAT exactly 'cause I don't know!

As for when, the word on GEnie is 3 to 4 weeks.

Also, the upgrade for 3.x to 4.0 will be $25 plus sending in your old
disks plus shipping (?).

.s.
(s.foskett on GEnie!)
--
- lancer@wpi.wpi.edu - - "the Woman in the Wall": -
- He was just a social drinker but social every night -
- He enjoyed a pint or two or three or four -

1548. ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-22 23:23:29 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar22.232329.14144@beaver.cs.washington.edu>
Source record: 33929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Triple Yahoo version 1.0, a new one to four player yahtzee dice cloan by Stuart Denman, was just uploaded to atari.archive.umich.edu. It is in Games and Falcon directories.

This addicting new game works on ALL atari computers in ANY resolution with ANY system setup, even graphics cards! The game uses over 130K of digitized DMA sound as well as all the perks of the new AES systems. It supports Speedo GDOS fonts, 3D buttons, color icons, and runs under MultiTOS or Geneva.

Everything is 100% GEM and runs in windows. The game is highly configurable from the color of the windows, to the type of dice you have. All with impressive sound effects and computer "comments" on your rolls.

This is a shareware demo version from StuSoft, so if you like it, you can register and avoid the shareware reminders. Please read the file TRIYAHOO.DOC included with the game for all information about registering, how to play the game, and info about all the different preferences.

Enjoy, I think this is the best game I've seen on the Ataris in a LONG time! Comments are welcome, let me know what you think!

Stuart Denman

```
___
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E-MAIL: sdenman@cs.washington.edu

1549. SURVEY RESULTS: GEM libraries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 00:39:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mo33t$qne@uqcspe.cs.uq.oz.au>
Source record: 33932

13 responses, 9.5 of which are using a GEM library.

Thanks to all respondants.

The libraries mentioned in the survey responses were:

Library name	Distribution	Author
Enhanced GEM	Freeware	Christian_Grunenberg@s2.maus.de
FLUID	Not yet	Steve Sowerby (sms@sys.uea.ac.uk)
GEM++	GPLed Freeware	Warwick Allison (warwick@cs.uq.oz.au)
Gemlib	Freeware	Jwahar Bammi (bammi@cadence.com)
HGT (HiSoft BASIC	Commercial	Dave Nutkins and Ofir Gal
GEM Toolkit)		(hisoft@cix.compulink.co.uk)
Steve Woodford's	Personal use	Steve Woodford (woodford@esca.com)
Prospero C library	Commercial	?? Does Prospero still exist ??
WinLIB PRO	Commercial	Karl 0ygard (karlo@ifi.uio.no)
		Ken Hollis (khollis@bitsink.gbdata.com)
		Markus Gutschke (gutschk@uni-muenster.de)
Wndhndlr	Available	Jan Kim (kim@vax.mpiz-koeln.mpg.d400.de)

The major features respondants like are:

- easy to use with their compiler and language
- amodal dialogues
- general purpose windows
- window menus
- toolbars
- popups
- easy to use / simple to understand
- comes with demo software
- free
- it doesn't enforce event driven programming (uses callbacks)
- apps only have to supply the actual redrawing code an
a function called when the closer is clicked.
- checkboxes
- lists
- scrollbars
- multi-dialog (Multi-dialog is a popup menu with an associated sub-dialog)
- hotkeys for buttons, boxchar's and checkboxes.
- enhanced editable text fields (with selection and clipboard use)
- sources are available, you can look in it
- a good example exists (sources)
- easy to patch (for strange functions)

(but of course, no library provides all of this)

The major problems respondants found with GEM libraries:

- incompatibilities between gem bindings in various compiler libaries
- don't want to use library without source code
- library needs to be properly maintained/improved with AES/VDI upgrades
- a text-editor widget would be nice
- the keyboard shortcuts use the Alt key, they should use the Ctrl key
- unfinished - lots to add yet
- requires slightly different programming from standard GEM (callbacks)
- not too AES-3D friendly in some instances
- no real documentation
- there is no documentation (not even in German)
- documentation in German
- some of the very useful features are still undocumented

Hmm... look at those last 4.

Below are the unsummarised responses. More in-depth comments and descriptions of the libraries appear therein.

HiSoft BASIC GEM Toolkit (HGT)
Dave Nutkins and Ofir Gal
hisoft@cix.compulink.co.uk
commercial
Amodal dialogues, general purpose windows, window menus, toolbars

Heck, I don't know the author. It's the one that came with Prospero C (and Prospero Pascal if I work on any of my older programs). I think Prospero is down the tubes though. They didn't respond to my last email.
Easy to use with my compiler.
I've had several problems where I've had to create my own data structures because the ones supplied with my program didn't like the data being passed to it by WERCS. Kept getting warnings of data type mismatch when there was none.

Which libraries are available for C programming (including source code)? I've seen some without source code, and I don't want to use them.

my own
me (Steve Woodford)
woodford@esca.com
[personal use only]
Maintainable 'in-house'. All 'tricks' completely understood (I wrote it!).
Lack of time to properly maintain/improve/incorporate AES/VDI upgrades.
Perhaps I should migrate to a 'standard' library.....
I await the results of this survey!

Anything to ease the task of GEM programming will be welcome. I've had a few attempts at programming for GEM but I still haven't got my head around it yet.

(Don't know which libraries are available / standard)

GEM++ Only one of it's kind. Easy to use. Comes with demo
software. Free.
gem don't have any other library to use. Simple to understand.

GEM++ A text-editor widget would be nice. Not sure whether I
can establish multiple objects (eg: buttons) on screen
from a single RSC-object. That'd be nice too.
gem No real docs (Tim Oren...)

Enhanced GEM
Christian Grunenberg
Christian_Grunenberg@s2.maus.de
pd (?)
It provides a decent set of new objects (popups, etc)
Documentation (there is none, even in German)
The keyboard shortcuts use the Alt key, they should use the Ctrl key
It is written in the Pure C AES dialect (ob_spec is a union), which
makes it harder to port to traditional AES dialects.

my own ("wndhndlr")
myself
kim@vax.mpiz-koeln.mpg.d400.de
anyone who cares may get the source from me
(no significant distribution so far)
* it doesn't enforce event driven programming
* my apps only have to supply the actual redrawing code an
a function called when the closer is clicked.
I have to track down bugs and add stuff myself...
I should say that my library isn't really a GEM library. It's (as
one may guess from the name "wndhndlr") just a window event
handler. It can handle most window related events in a more or
less sensible, more or less user configurable way, user code is
called back upon redraw events and upon closing a window.
I've never done any documentation or made any distribution of
this stuff, but a few friends have copies so they can build other
stuff I made using the wndhndlr lib.

FLUID (my own)
Steve Sowerby
sms@sys.uea.ac.uk
Not available yet :-(
Modeless/modal dialogs in windows
Extra dialog gadgets : checkboxes, popup menus, lists, scrollbars,
multi-dialog (Multi-dialog is a popup menu with an associated sub-dialog
- as in Myriad's Preferences dialog- which is fully automated)
Hotkeys for buttons, boxchar's and checkboxes.
Enhanced editable text fields (with selection and clipboard use)
Untested (by other than me)
Unfinished - lots to add yet.
- I've only written what I've needed for Myriad so far.
Requires slightly different programming from standard GEM (callbacks)

Not too AES-3D friendly in some instances
I couldn't decipher EGEM or get it to work with Lattice C without lots of hassles, I haven't got G++ installed so GEM++ is no good yet, and frankly there were a lot of things I wanted extra to anything I'd seen so I wrote my own. Generally the problem with enhanced GEM libraries is the lack of documentation and example programs. I hope to provide this if I ever release FLUID. I think if a few people got together and designed something properly (similar to MiNTlibs development), it would be possible to produce a REALLY good library that everyone could use, thus improving the general standard of GEM programs (which can sometimes be a bit poor). Maybe you and I should get together and look at each other's stuff and see what we can come up with ? I must admit I haven't looked at GEM++ for a while. I really do plan to install G++ RSN so I might send some comments your way then. I also would like to release FLUID at some point even if its just for people to get ideas from.

GEM++
C++ is SO MUCH BETTER than C for GUI programming (and apps programming in general). I also like how you did most of the work for useful classes already... ;-)
Some of the very useful classes are still undocumented.
I'm working on a simple, small class for mouse pointers; this grew out of an idea I had... I wanted to be able to define mouse pointer objects in the RSC file.
I used to use GEMfast, mostly because it had studly things like sprintf() into a dialog box... it made things easier in C. Since I got interested in C++, I've looked at Extended GEM and several other GEM libraries for C, but I've ditched them all because they're not a C++ class library; things are just so much easier in C++ it's unreal.

E_GEM (1.20 & 1.30)
Chistian Grunenberg
Christian_Grunenberg@s2.maus.de
freeware
Sources are available , you can look in it
A good example exists (sources) : WINLUPE
Easy to use , Easy to patch (for strange functions)
No documentation
German (but for French people German/English , it is always a foreign language)
I have not tried BIG (a french product) : They claimed once that it will be part of the developper kit but ???
It seems to be too BIG , too restrictive : too much is done by the library , it is not flexible at all...
(It is of course my personnal point of view)
No, I'm working on one, but for the record, YES.

WinLIB PRO (Version 0.63Alpha as of writing)
Karl 0ygard, Ken Hollis, Markus Gutschke
karlo@ifi.uio.no, khollis@bitsink.gbdata.com, gutschk@uni-muenster.de
Commercial (planned)

It combines all of the major elements of all other previously written
library IDEAS into one major library, with new ideas and updates.
Trying to get these damned bugs fixed!
If you would like to order the base system to WinLIB PRO, it will be
available for $19.95(US) (that's an unbeatable price on ANY system for a
MULTITASKING GUI) for users of Pure C, Laser C, Lattice C, GNU C++,
Alcyon C, Heat 'n Serve C, Mark Williams C, and Turbo C.

_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1550. Print Spoolers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 02:04:42 UTC
From: bryan.hall@206-2703.dswhq.omahug.org
Message-ID: <7d3_9403231521@dswhq.omahug.org>
Source record: 33934

What print spooler programs are available that work ok with an 030 (SST).
Hi or low memory does not matter, although I would want it to print from
either one?

"MICRO"

1551. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 02:13:50 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d908bba84777@anuurn.do.open.de>
Source record: 33933

In <2mmi7u$306p@obelix.uni-muenster.de>,
Julian Reschke (reschke@uni-muenster.de) wrote:

>Line-*F* was reserved. Line-*F* was used by the *AES* until TOS 2.xx.

A small correction: until TOS 1.06.
Only TOS 1.0, 1.02 and 1.04 used LineF.

>The VDI never called Line-A directly; Line-A was just another
>external interface to some lowlevel functions of the VDI screen
>driver in the ROMs.
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

1552. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 02:19:04 UTC
From: whitema@rtsg.mot.com
Message-ID: <2mo8uo$ihm@delphinium.cig.mot.com>
Source record: 33935

In article <2mnl2j$s2v@usenet.INS.CWRU.Edu>,
jaszcz <jaszcz@donald.EEAP.CWRU.Edu> wrote:
[stuff deleted]
>
> I wonder why someone doesn't patch the old TOS and use EPROM to program
>roms and sell them? oh... copyright... what a nice idea...!

Hmm... There's a nice EPROM burner at work. Anyone know where I can get
the addresses to patch (and the values to put there)?

Michael
whitema@rtsg.mot.com

1553. Re: gcc and zsh... odd behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 05:26:06 UTC
From: afsfpel@cidsv07.cid.aes.doe.ca
Message-ID: <Cn3r3M.8xA@cid.aes.doe.ca>
Source record: 33936

In article <1682@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (anisko) writes:
|> In article <Cn2FC2.7q@si.hhs.nl> v892307@holsbergen.si.hhs.nl (Baljeu) writes:
|> >
|> >In article <CMqBtA.HI9@cid.aes.doe.ca>, ypelletier@cid.aes.doe.ca writes:
|> >|> zsh generally behaves normally, i.e. it will run programs like
|> >|> ls or rm without problems. However, when I try:
|> >|>
|> >|> gcc hello.c -o hello
|> >|>
|> >|> All I get is a spurt of hard drive activity, as though gcc is
|> >|> being loaded. Then I am immediately returned to the shell
|> >|> prompt with no error message.
|> [Stuff deleted]
|>
|> >I think you're running out of memory. I had the same problems with Bash & Tcsh.
|> >If gcc can't load gcc-cc1 (1 Mb.) it returns *without* an error message.
|> >
|> >On my 4Mb. 1040ST I have to disable GEM & disk cache and use a small shell
|> >in order to compile MiNT and the libaries.
|>

Hmm. I don't think memory is the problem. I have 4 megs of TT RAM and 4 megs of ST RAM,
so even with MiNT/Multitos loaded, there is still a fair amount to spare.

<stuff deleted>

|> Anyways, one other suggestion to the original questioner is to stick
|> a "-v" parameter on the command line (i.e. "gcc -v -o hello hello.c").
|> This way he can see almost everything that's going on (including
|> what is being loaded and what's not)...
|>

Someone else also suggested the -v option to me. I've had very little spare time
lately, but I did manage to run a quick test. "gcc" calls up one of the gcc binaries (cpp
if
memory serves me well) with a bunch of parametres, but cpp never gets loaded and the
whole thing just returns to the shell prompt. Looks like I should re-check my gcc-related
environment variables. (They did seem OK the last time I checked.)

Thanks to all who responded.
--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

1554. Using third party 720k/1.4 Meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 06:13:49 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2mommt$j4s@news.tamu.edu>
Source record: 33937

My SF314 (atari double sided drive) just died. The major problem is
that ALL my disks are DS/DD. What third party disk drives will work on
the ST? What about the 1.4 Meg drives? I know I couldn't format at
1.4 Meg but would it work as a 720k drive?

Thanks

--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1555. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 07:55:29 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2moslh$m10@news.cs.tu-berlin.de>
Source record: 33938

In article <2mmhob$8p6@bambam.cs.city.ac.uk>,
Steven Eker <steve@snark.cs.city.ac.uk> wrote:
>Suppose you need to write directly to the screen (VDI is not reentrant and can
>not be called from an interrupt for example). How do you find the number of bytes
>per line (say if you have some fancy bloup/virtual screen mode) without
>inspecting the lineA variables?
>
>Also is there anyway of getting at the ROM system fonts other than than through
>lineA?

Noone bothered about reading the LineA variables. You cant get the bytes per
line nor the system font via VDI. Since LineA-INIT is supported even by
graphics cards without LineA-functions, this is no problem.

But calling the LineA-drawing functions will not always work, you can also
disable LineA functions (except LineA Init :-) when using NVDI.

Greetings, Karsten

1556. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 09:28:23 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Mar23.092823.13082@zaphod.earth.ox.ac.uk>
Source record: 33939
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CMu11o.EvA@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CMtow0.AFC@dutiws.twi.tudelft.nl>, rowdyb@dutiws.twi.tudelft.nl said:
>> Rufus : Slow emulation, and doesn't work well with 'vi'.
>> STalker : Even slower emulation, and scrolls jerky (I'm not confusing
>> flowcontrol pauses here.)
>> ConNect : Slow emulation, with a very annoying 'block-copy-like' text-
>> buildup in e.g. 'irc' and other types of scrolling, no matter
>> the settings.
>> FZDT 2.20: Is the only one sofar that resembles PC/Intercomm's buildup most,
>> but unfortunately it's vt100-emulation is so sloppy that
>> 'vi' and 'irc' CANNOT be used at all!
>> Earlier in this group I read a 2.30 version won't be finished
>> soon (if it would solve this at all).
>>
>> Obvious QUESTION: * Is programming an IMMEDIATELY RESPONDING!, FLUENT! and
>> FAST! terminal emulator some kind of well-hidden
>> secret that only the developer of PC/Intercomm
>> knew about ?
>
>Get yourself a copy of NVDI and all your troubles will be over.
>
>Ofir ogal@cix.compulink.co.uk

Or use Uniterm.. that has VT100/VT102/VT220 and Tektronix T4010 emulation.
OK, it's not fully GEM complient and you can't have it in a window and it
only runs in ST-Med or ST-High modes, but it's the best terminal emulator
I've found on the ST/TT/Falcon, and believe me, I've tried them all!

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

1557. Re: Using third party 720k/1.4 Meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 10:01:42 UTC
From: warrl@hebron.connected.com
Message-ID: <2mp426$1qh@hebron.connected.com>
Source record: 33940

Jeff M Bilger (jbilger@cs.tamu.edu) wrote:
: My SF314 (atari double sided drive) just died. The major problem is
: that ALL my disks are DS/DD. What third party disk drives will work on
: the ST?

Essentially any of them. Don't bother with a 1.44 or 2.88 unless you can
get it significantly faster (you get to decide what would be significant).

The big issue is whether you can install the bare drive (that's what you
want to buy) in the case you have, without having to do any cutting.

Suggest you take your old, dead drive in for comparison.

Also, the length of the drive may be a problem -- so take the cables
which attach directly to the drive, along as well. When I upgraded from
SS to DS on my original drive, the DS was about 1.5" shorter and there was
not any excess cable length -- so (on an external drive) I had some
real interesting arranging to do.

1558. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 11:39:30 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.Nr5Qo78hHIY@yonder.equinox.gen.nz>
Source record: 33591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2maihc$14e@mailer.fsu.edu>, Mickey Boyd writes:
> If you get an accellerator,
>I would suggest Connect. The "block" effect you mention is not as issue
>with an accellerator.

Go try using using IRC with CoNNect ... you'll see what he's talking
about... it's a real strain on your eyes after only a few minutes, and
near impossible to read anything coming through.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1559. Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 12:52:35 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Mar23.125236.2532@bay.cc.kcl.ac.uk>
Source record: 33592
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone tell me how to use the floating point co-processor in gcc?
I have a 68882 fitted which I'd love to use :-)

ATB,
Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1560. Re: MEGA ST 2 Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 13:25:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mpg0r$35r@mailer.fsu.edu>
Source record: 33593

Paul Stoaks (pstoaks@spider.mentorg.com) wrote:

> I have a few qustions that are probably extremely
> common. If there is an FAQ, and it answers my
> questions, please just mail it to me.

> 1. I want to upgrade my 2Mb Mega ST to 4Mb. What
> kind of SIMM's should I buy, and are there any special
> instructions that I must follow to make it work?
> Does anybody have a favorite place from which they buy
> SIMM's, or can I just get them from JameCo?

MegaSTs do not take SIMMs unless you use a memory board that happens to give you that feature. Other memory boards use only DRAMs. For memory upgrades, Rising Star claims to be the king (1-800-252-2787). Other companies that I have dealt with that could do it are D&P Computers (1-800-535-4290) and Toad Computers 1-800-448-TOAD). I can personally recommend D&P for hardware work.

Do yourself a favor and order a copy of Current Notes magazine when you call one of these places. The ads contained within will make your search a lot easier (not to mention the articles, reviews, PD library, etc.). It is the best stateside ST resource that I know about.

> 2. I would also like to upgrade to TOS 1.4. Where can
> I get the ROM's, and how much do they cost? Any special
> concerns here?

There are 2 chip and 6 chip sets, so you have to determine which type you need for your particular motherboard revision. Any of the companies mentioned above could walk you through the process on the phone. Rising Star lists a price of $49 to "add TOS 1.4" in the March 94 Current Notes. I presume that includes chips and labor.

> 3. Is there a C++ development system for the ST? Where
> can I buy it? I have Gnu g++, and have almost got it
> running, but would like a more up-to-date version of the
> language than is available on atari.archive. The ideal
> C++ development system would be very well connected to

I believe g++ is the only contender, but I was under the impression that the Atari ST ports of gcc/g++ were current.

--
****
* Mickey Boyd *
* Systems Administrator *

* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1561. Re: Host Adapters & software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 13:29:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mpg7m$35r@mailer.fsu.edu>
Source record: 33594

Gerry O'Rourke (gigxr01@nt.com) wrote:
> I am looking for a new host adapter/software setup for my STFM.
> I have considered the following:
>
> (i) Get ICD Pro Utilities & use my existing Supra adapter, but will
> ICD s/ware work with supra & how good is this stuff anyway?

I hear that the Supra host adaptor was not very complete, whereas the ICD
is quite general in terms of what it will work with.

> (ii) Get new ICD adapter + s/ware, which model is best (not link).

If you don't have an internal clock, the ADSCSI+. If you do, the ADSCSI.
Both of these support parity, which the Link does not (though the Link is
attractive for other reasons, like CDROM/Floptical compatibility).

I have an ADSCSI and an older "original" ICD host adaptor, they have been in
heavy use for years, and I have never had a problem. I really like their
software.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1562. Re: Using third party 720k/1.4 Meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 13:33:28 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mpgf8$35r@mailer.fsu.edu>
Source record: 33595

Jeff M Bilger (jbilger@cs.tamu.edu) wrote:
> My SF314 (atari double sided drive) just died. The major problem is
> that ALL my disks are DS/DD. What third party disk drives will work on
> the ST? What about the 1.4 Meg drives? I know I couldn't format at
> 1.4 Meg but would it work as a 720k drive?

Rising Star computers have a drive repair/trade-in policy that seems quite economical. I cannot claim to have any experience with them, but they always have a fullpage ad in Current Notes. Their number is 1-800-252-2787.

Oh, when purchasing a floppy, I would be sure to use DC Maxtracks (from atari.archive.umich.edu) to check if it can write "extended" formats to your satisfaction. I would not buy a drive that could not handle at least 82 tracks, 10 sectors per track. In fact, I encounter 83/11 disks enough to make that very desireable. This should not be a problem, but it is easy to check with this program. Even if you do not use extended formats yourself, lots of game disks do.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1563. Re: Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 13:59:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2mpi01$8dd@mailer.fsu.edu>
Source record: 33596

Simon Gornall (sjg@phlim.ph.kcl.ac.uk) wrote:
> Can anyone tell me how to use the floating point co-processor in gcc?
> I have a 68882 fitted which I'd love to use :-)

I believe it is the default. From the gcc man page:

-m68881
Generate output containing 68881 instructions for
floating point. This is the default if you use the un-
modified sources.

The 68882 is pin compatible with the 68881 (only faster), so the default
library stuff should make use of it.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1564. QUES: gcc setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 15:06:14 UTC
From: bobhays@spss.com
Message-ID: <bobhays-230394090614@haysmac.spss.com>
Source record: 33597

I managed to get gcc et al down to my Atari at home. Now, I'm wondering:

1) are there any non-MiNT shells that I can use with gcc and g++ and
2) what tools are people using to manage environment variables if these are not being handled inside the shell?

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

1565. Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 15:29:08 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cn4J0L.KHJ@bbc.co.uk>
Source record: 33598

There's one thing that's been puzzling me recently, that is, how do you handle placing icons on the desktop (Calligrapher style) in a multitasking environment? It seems to me that you could end up in a sorry mess with drive icons beneath a program's printer icon!

-David White

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

1566. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 16:02:39 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2mpp6v$498@percy.cs.bham.ac.uk>
Source record: 33599

dwhite@rd.eng.bbc.co.uk (David White) writes:
>There's one thing that's been puzzling me recently, that is, how do
>you handle placing icons on the desktop (Calligrapher style) in a
>multitasking environment?
>

It isn't a problem at all, because you never modify the desktop's desktop (if you follow), you only modify your own desktop. You log your own desktop with wind_set(WF_NEWDESK, ...); details in any competent ST language manual.

>It seems to me that you could end up in a sorry mess with drive icons
>beneath a program's printer icon!

MultiTOS (and hopefully Geneva et al) does the right thing, and swaps desktops when the AES switches applications (ie when the menu bar changes, approximately). But it does look confusing IMHO, when the Desktop's drive icons and so on, disappear from view.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1567. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 16:20:55 UTC
From: michal@gortel.phys.ualberta.ca
Message-ID: <1994Mar23.162055.19603@kakwa.ucs.ualberta.ca>
Source record: 33600

Waldi Ravens (walra@moacs11) wrote:

: AFAIK you can get all necessary information from the VDI.
: Simply open a screen-workstation (not a virtual one!).

This assuming, of course, that VDI already runs. What if you booted directly into some other shell and no GEM is in sight?

Michal

1568. Re: Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 16:25:04 UTC
From: walra@moacs11
Message-ID: <oehcavzwrrc@moacs11>
Source record: 33601

In <1994Mar23.125236.2532@bay.cc.kcl.ac.uk>, Simon Gornall wrote:

> Can anyone tell me how to use the floating point co-processor in gcc?
> I have a 68882 fitted which I'd love to use :-)

Assuming that you want the compiled object code to use the 68882, you
simply add the option -m68881 on the command line. First you'll need to
recompile the mintlib with this (and the -m68030) option.

Regards,
Waldi (walra%moacs11@nl.net)
--
A C program is like a fast dance on a newly waxed dance floor
by people carrying razors.

1569. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 17:22:07 UTC
From: Manson@sterbbs.nl
Message-ID: <01786WDGBQWLSUFFOEV@sterbbs.nl>
Source record: 33602

ja> I wonder why someone doesn't patch the old TOS and use EPROM to
ja>program roms and sell them? oh... copyright... what a nice
ja>idea...!

Copywrite? Atari behaves as if TOS is not their responsability,
almost as if it is not theirs.
Yes, it is a nice idea!

david

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Manson
==

1570. Re: Double click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 17:22:07 UTC
From: Manson@sterbbs.nl
Message-ID: <01793WDGBQWLSUFFOEV@sterbbs.nl>
Source record: 33603

FE>There exists a desk accessory called ButtonFixer by Charles F.
FE>johnson of CodeHead software that slows down the system's handling
FE>of mouse clicks.
FE>Also, the acc is very small (less than 2 kb in size). This is a
FE>far better solution than using GEMram to copy the TOS ROMS to RAM
FE>and waste 512kb of your precious memory. These type of programs
FE>are for other purposes like for TOS extentions like WINX, etc.

Buttonfix does not correct the bug completely: when scrolling by
holding down the mousebutton, scrolling will continue for some time
when releasing the mousebutton, thus overshooting the location where
you wanted to stop.
The combination gemram/arrowfix will correct the bug completely,
even allowing you to set the delaytime between de first and
subsequent scrolls (using the included cpx-module). This ofcourse
will use a relatively large amount of valuable RAM (200-something KB
with tos 2.06). Arrowfix can also be used without gemram, enabeling
only a partial fix (same as buttonfix, but as an auto-prg, not an
acc).
Winx also uses gemram (or similar prg), becouse is uses the same
principal: correcting/modifing tos itself, therefore needing a copy
of tos/gem in ram.
Using an eprom programmer one can write a copy of the corrected
tos in eprom, to replace the original rom's.
There should be a market for this: i would love a tos 2.06 with the
ramtest/hd-wait replaced by a routine that actually waits until the
hd tels it that it is ready, to name just one other thing.

david

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Manson
==

1571. High Density Disk Drive Required.....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 18:03:57 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cn4q6o.624@westminster.ac.uk>
Source record: 33604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear ST Chums.....

I am going to be testing a NEW high density disk drive module for the ST.

The company concerned is in the UK, and I would appreciate it if someone would
sell me one of the HD disk drives...

Thanks..

Hope to hear from you soon.

Danny.
CyberSTrider =);-)
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1572. Re: FZDT, RUFUS, STALKER, CONNECT: losers only?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 18:11:12 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4qIo.J7w@cix.compulink.co.uk>
Source record: 33605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <H.eg.Nr5Qo78hHIY@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz said:
>
>Go try using using IRC with CoNNect ... you'll see what he's talking
> about... it's a real strain on your eyes after only a few minutes, and
> near impossible to read anything coming through.

I have, I don't see what the problem is. Maybe that's because I have a
Falcon + NVDI.

Ofir ogal@cix.compulink.co.uk

1573. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:00:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4ssw.MGA@cix.compulink.co.uk>
Source record: 33606

In message <2mpp6v$498@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>
>It isn't a problem at all, because you never modify the desktop's
>desktop (if you follow), you only modify your own desktop. You log
>your own desktop with wind_set(WF_NEWDESK, ...); details in any
>competent ST language manual.
>
>>It seems to me that you could end up in a sorry mess with drive icons
>>beneath a program's printer icon!
>
>MultiTOS (and hopefully Geneva et al) does the right thing, and swaps
>desktops when the AES switches applications (ie when the menu bar
>changes, approximately). But it does look confusing IMHO, when the
>Desktop's drive icons and so on, disappear from view.

I think it's a bad idea to install a desktop under MTOS, it makes the
program less multi-tasking friendly as the user has to reach for the menu
bar to activate other apps.

Ofir ogal@cix.compulink.co.uk

1574. Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:00:35 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn4ssz.MGv@cix.compulink.co.uk>
Source record: 33607

I am looking for some source code for data compression. I need to compress
8 and 16 bit audio samples in one of my programs. Could someone please
point me in the right direction (ftp?).

Ofir ogal@cix.compulink.co.uk

1575. Re: MEGA ST 2 Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:29:47 UTC
From: cse0947@nova.wright.edu
Message-ID: <1994Mar23.142947.20081@nova.wright.edu>
Source record: 33608

First check the motherboard of your Mega2 ST to see if it already has traces cut for an additional 2 Megs of RAM. I sent mine to TOAD Computers and they installed 2 Megs for about $150. Toad also has TOS 1.04 for $80 or so. I haven't upgraded to 1.04 but some have mentioned Hard Drive crashes so backing up is probably prudient prior to installation.

Todd cse0947@desire.wright.edu

1576. Re: Falcon vs STE bus modus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:32:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7562@M4.maus.de>
Source record: 33609

>Can someone please explain the difference between "Falcon bus modus"
>and "STE bus modus" as found in the NVRAM settings?

STE bus mode is more tolerant to faulty programming.

STEs don't bus error when absent memory locations are accessed, esp. when having less than 4 MB RAM and when accessing the Yamaha sound chip. The latter was mirrored to several locations in STs, and isn't in the Falcon.

Setting the F030 to STE bus mode will make it ignore programs accessing these locations instead of generating a bus error.

1577. Re: Falcon / SCSI woes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:35:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A7563@M4.maus.de>
Source record: 33610

>>Ok - I've got it working now. Gasteiner "Bloody Stupid Idiot Brigade"
>>managed to connect the SCSI drive cable the wrong way round...
> Whew! were you lucky or what! I'm surprised the terminator power fuse
>on the drive didn't blow.... (Yes it has happened to me)

SCSI connectors with correct pinout may be installed the wrong way round
without damage to the drives. The entire second row of the plugs are grounded,
except the one corresponding TERMPWR, which is to be Not Connected.

1578. Re: Double Click when you only clicked once?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 19:47:45 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HABCTEDNMA95PSU0@SNYONEVA.CC.ONEONTA.EDU>
Source record: 33611

Yes, you are correct in that ButtonFix doesn't completely correct the
double-click bug in the newer TOSs. However, it and similar programs
do a reasonable job for most tastes and save a hell of a lot more
RAM to boot!

It all comes down to how much RAM you have and how sensative you are to this
relatively minor but annoying OS bug.

TOS 1.6 consumes 256kb of ROM while TOS 2.6 and up consume 512kb of ROM.
If you opt for GEMram, you will sacrifice this amount of RAM for your
respective version of the TOS. I ask you - unless you have very
specific uses for this program (i.e. WINX) wouldn't make sense to go with
the smaller and more efficent solution?

Ari

1579. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-23 21:36:26 UTC
From: walra@moacs11
Message-ID: <qeozretkwja@moacs11>
Source record: 33612

In <1994Mar23.162055.19603@kakwa.ucs.ualberta.ca>, Michal Jaegermann wrote:

> Waldi Ravens (walra@moacs11) wrote:
> : AFAIK you can get all necessary information from the VDI.
> : Simply open a screen-workstation (not a virtual one!).
>
> This assuming, of course, that VDI already runs. What if you booted
> directly into some other shell and no GEM is in sight?

By the time the auto folder programs are executed the VDI is up and
running! It is the AES that is started after processing the auto
folder, *not* the VDI.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1580. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:34:25 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2mqqn1$dsu@usenet.INS.CWRU.Edu>
Source record: 33613

In article <01786WDGBQWLSUFFOEV@sterbbs.nl> Manson@sterbbs.nl writes:
>
>ja> I wonder why someone doesn't patch the old TOS and use EPROM to
>ja>program roms and sell them? oh... copyright... what a nice
>ja>idea...!
>
>Copywrite? Atari behaves as if TOS is not their responsability,
>almost as if it is not theirs.
>Yes, it is a nice idea!
>
>
>david

things like operating systems should be free. (although that might
create a bundle of weird flavors of the same OS ... like unix) .. but,
definitely having the source, etc of an OS is pretty handy...

as to the 68010, ... as I understand it, it also handles memory segmentation
faults better than the 68000 ... so that would benefit MiNT, or any other
multiprogramming OS...

>
> |[From]==|
> | Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
> | Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
> | 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

european clubhouse? i imagine you have techno MODs? hehe...

--Bart

1581. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:45:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqrbc$50a@uqcspe.cs.uq.oz.au>
Source record: 33614

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>Everest follows the correct procedure up to a point. If it fails to locate
>the system clipboard to does not install one.

IMO, this is how the standard should read. If there is no clipboard
installed, the user probably doesn't want to transfer data between
applications, and therefore the clipboard should be kept internal to
the program (if that would be more efficient).

Creating a file just to cut and paste 5 characters of text can be a
little annoying in Atari Workso, for example.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1582. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:50:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqrki$58t@uqcspe.cs.uq.oz.au>
Source record: 33615

ki@cs.tu-berlin.de (Karsten Isakovic) writes:

>You cant get the bytes per line nor the system font via VDI.

You can get the horizontal number of pixels, and you can get the number
of bitplanes. If you're willing to write code that makes assumptions
about the layout of pixels (which you must be if you want to know the
bytes per line), then you can calculate bytes per line from those values.

As for the system font, you could draw each character, then copy it into
a raster, then do whatever evil things you want to do with it.

(these are abuses, but I'm just showing that you still don't need LineA
for some abuses)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1583. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:52:35 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqrp3$5ac@uqcspe.cs.uq.oz.au>
Source record: 33616

michal@gortel.phys.ualberta.ca (Michal Jaegermann) writes:

>This assuming, of course, that VDI already runs. What if you booted
>directly into some other shell and no GEM is in sight?

If the shell is TOS, then you're in a text-only environment.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1584. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:55:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqrtu$5gk@uqcspe.cs.uq.oz.au>
Source record: 33617

walra@moacs11 (Waldi Ravens) writes:

>By the time the auto folder programs are executed the VDI is up and
>running! It is the AES that is started after processing the auto
>folder, *not* the VDI.

Almost. Rewite:

By the time the auto folder programs are executed *a* VDI is up and
running!

When my machine boots, it is first in TT-medium running the ROM VDI.
Shortly, the NOVA Emulator kicks in and its the NOVA VDI at one
resolution. Finally, the full NOVA VDI kicks in and the resolution
changes again.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1585. Re: QUES: gcc setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:58:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqs3l$5kh@uqcspe.cs.uq.oz.au>
Source record: 33618

bobhays@spss.com (Robert L. Hays) writes:

>I managed to get gcc et al down to my Atari at home. Now, I'm wondering:

>1) are there any non-MiNT shells that I can use with gcc and g++ and

Ant shell will do (eg. Mupfel from the Gemini distribution). There is even
a GEM shell available. (`Gnushell' it might be called')

>2) what tools are people using to manage environment variables if these are
>not being handled inside the shell?

All shells handle environment variables. But also, there is a program
called `environ' with goes in the AUTO folder and sets up an environment
string for the desktop. So in principle, you could run GCC.TTP from
the desktop (I've never tried, but I imagine it would be a little painful -
I don't even run it from the command line [I use Make])

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1586. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 01:59:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2mqs6s$5la@uqcspe.cs.uq.oz.au>
Source record: 33619

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>It isn't a problem at all, because you never modify the desktop's
>desktop (if you follow), you only modify your own desktop. You log
>your own desktop with wind_set(WF_NEWDESK, ...); details in any
>competent ST language manual.

IMO, Multitaksing-friendly programs should not set there own desktop.

Just have a toolbox window.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1587. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 02:16:12 UTC
From: walra@moacs11
Message-ID: <wqrwngt14ia@moacs11>
Source record: 33620

In <Cn4ssw.MGA@cix.compulink.co.uk>, "Ofir Gal" wrote:

> In message <2mpp6v$498@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
> >MultiTOS (and hopefully Geneva et al) does the right thing, and swaps
> >desktops when the AES switches applications (ie when the menu bar
> >changes, approximately). But it does look confusing IMHO, when the
> >Desktop's drive icons and so on, disappear from view.
>
> I think it's a bad idea to install a desktop under MTOS, it makes the
> program less multi-tasking friendly as the user has to reach for the menu
> bar to activate other apps.

It would be nice if there were a standard way for applications to commu-
nicate with the desktop (program). An application could pass objects
(icons) to the desktop, to display them. The desktop manages the objects
and sends a message to the appropriate application when the user selects
or activates an object. Upon termination the application tells the desk-
top that the objects can be removed.

Does such a standard already exist?

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1588. HOWFAST_1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 02:26:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mqtof$p0h@golem.wcc.govt.nz>
Source record: 33621
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HOWFAST version 1.0..

Is this the latest version..??

Also can some one post the Info that is
on the screen, Translate it, Thanks.......

I just had a play with RateHD V3.07 and it gave me
1200k with my 240m Quantum LPS..

This was run from the DeskTop with very little TSR's
and No ACC running, I don't know if this helps..

I then run HOWFAST, but that gave me some 900k and
about 200k Writes...

I then had a play with the Options, Block Sizes, what ever,
it was then going up to 1000k read, I then uped these Block
settings, I was getting about 1100 Read, and then there was
a Dialog Box stating some thing, I think about Run out of Disk
space...

So Can some one do a little translation of the Mail Sceen
so that I know what all these Block options meen....??

Or better still a translation of the Doc's...

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1589. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 03:30:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2mr1h1$plm@golem.wcc.govt.nz>
Source record: 33622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Enjoy, I think this is the best game I've seen on the Ataris in a LONG time
] Comments are welcome, let me know what you think!
]
]
] Stuart Denman

Yes, Well, the author would! :)

It's not bad though, the reg' fee is more than the _real_ Yahtzee game
costs over here though! :) It even works in ST-Low!

1590. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 04:45:14 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cn5JvF.3nGI@austin.ibm.com>
Source record: 33623

In article <1994Mar21.171954.5527@news.unige.ch>,
Mike Morris <mike@divsun.unige.ch> wrote:
> Has anybody produced a Mosaic/World Wide Web interface program
>for the Atari? It would be very useful....
> hopefully, Mike

To my knowledge Mosaic is not available for Atari. However, LYNX, the
MUCH LESS desirable test interface for WWW, should not be hard to port.

Sorry that this message doesn't offer more.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

1591. Good Kermit Performance!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 05:00:02 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cn5KK3.2rtC@austin.ibm.com>
Source record: 33624

I finally learned how to make Kermit get drastically better performance.
One is to up the receive and send packet lengths, but the major way
is to borrow Z-modem's window concept.

To do the window concept, you must have a version of Kermimt that supports
it, C-Kermit. Anonymously ftp "ckser.ttp" from kermit.columbia.edu.

But, I can only get C-kermit to handle high speeds with MiNT 0.95, but when
I run C-kermit in a TOSWIN window, every packet ends up with a NAK.

Does anyone use Mint and KERMIT. Does it work well for you? Has anyone
recompiled C-Kermit for MiNT?

I would recompile it, but I don't know the GNU C directory structure. I
have the latest MiNT libraries but I don't know where to put them inside
my MiNT Distribution Kit structure. If some kind sole would help me get
my MiNT GNU C setup right, I would be glad to attempt the conversion.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

1592. converting atari documents to dos or mac format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 05:05:48 UTC
From: umanandhar@vax.clarku.edu
Message-ID: <24MAR94.05054863@vax.clarku.edu>
Source record: 33625

HI,
I do not know if this the right discussion group to post this. Anyway, I have a few documents that I produced using an atari computer with an application program called LETS WRITE. Now I am trying to convert them into dos or mac environments however none of the latter computers read the disk that i used in the atari computer. What do I do please help. Send me email directly.

usbg h Rgr ga ids

1593. Re: GEM-messages from pipe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 06:23:08 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Mar24.062308.13937@gumby.cc.wmich.edu>
Source record: 33626

In article <1994Mar19.143833.2232@gdunix.gd.chalmers.se> di3dah@monroe.adbutb.hks.se (Christan Dahl) writes:
>
> I wonder if anybody out there has a COMPLET list over all messages that
> can be sent to a process from the message-pipe in GEM (and what to do
> when then come). I know all "old" ones (move window/redraw window and so),
> but later AES can as far as I know send some more messages.

I can't guarantee that this is truly a complete list of all GEM event messages, but it's all the ones that I know about, compiled from a variety of sources and checked against the latest reference (the Atari Compendium).

```
/****** GEM Event message definitions (comprehensive?) *****************/

#define MN_SELECTED 10

#define WM_REDRAW 20
#define WM_TOPPED 21
#define WM_CLOSED 22
#define WM_FULLED 23
#define WM_ARROWED 24
#define WM_HSLID 25
#define WM_VSLID 26
#define WM_SIZED 27
#define WM_MOVED 28
#define WM_NEWTOP 29

#define WM_UNTOPPED 30 /* AES 3.3+ (date?) */
#define WM_ONTOP 31 "

#define WM_BOTTOM 33 /* AES 4.1+ (Jun24/93) */
#define WM_ICONIFY 34 "
#define WM_UNICONIFY 35 "
#define WM_ALLICONIFY 36 "
#define WM_TOOLBAR 37 "

#define AC_OPEN 40
#define AC_CLOSE 41

#define CT_UPDATE 50 /* incompatible German messages? */
#define CT_MOVE 51 "
#define CT_NEWTOP 52 "

#define AP_TERM 50 /* AES 4.0+ (Jan21/93) */
#define AP_TFAIL 51 "
#define AP_RESCHG 57 "
```

```
#define SHUT_COMPLETED 60 "
#define RESCH_COMPLETED 61 "
#define AP_DRAGDROP 63 "
#define SH_WDRAW 72 "
#define CH_EXIT 80 "
```

Note that WM_NEWTOP has never been sent by any Atari AES that I'm aware of (although I believe it is supported under PC GEM). Also, the Compendium erroneously lists CH_EXIT as 90, and claims that WM_ONTOP and WM_UNTOPPED weren't released until AES 4.0.

As for what to do when you receive them, the Compendium is possibly the best publicly available resource, although the (confidential) developer docs do have more details. I thought the Compendium was too superficial in this important area.

Also, there is an extended set of system messages you may run into if you're running Gemini, or some Compo software, that use the XACC protocol for inter-application communications (sometimes also referred to as the VA protocol, for Venus <-> Accessory?). There's a document available at many ftp sites that fully describes XACC.

Keep in mind that if your application receives messages that it doesn't understand, the rule is that you're supposed to ignore them.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1594. Re: MEGA ST 2 Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 06:58:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2mrdlp$qq1@golem.wcc.govt.nz>
Source record: 33627

In article <2mllvv$oeu@hpbab.mentorg.com>, pstoaks@spider.mentorg.com (Paul Stoaks) writes:
>
>I have a few qustions that are probably extremely
>common. If there is an FAQ, and it answers my
>questions, please just mail it to me.
>
>1. I want to upgrade my 2Mb Mega ST to 4Mb. What
>kind of SIMM's should I buy, and are there any special
>instructions that I must follow to make it work?
>Does anybody have a favorite place from which they buy
>SIMM's, or can I just get them from JameCo?

The MEGA ST does not use SIMMS, it could have the holes to fit DRAMS though, open up and have a look...

>
>2. I would also like to upgrade to TOS 1.4. Where can
>I get the ROM's, and how much do they cost? Any special
>concerns here?

There are 2 chip sets and 6 chip sets, what is fitted to your MEGA, 2 chip sets are better...

>3. Is there a C++ development system for the ST? Where
>can I buy it? I have Gnu g++, and have almost got it
>running, but would like a more up-to-date version of the
>language than is available on atari.archive. The ideal
>C++ development system would be very well connected to
>Thanks,
>Paul Stoaks
>

That it, there is no other.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1595. What's new w/ORCS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 07:31:27 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2mrfkf$bv9@news.u.washington.edu>
Source record: 33628

I really like useing the ORCS (Otto's Resource Construction Set) resource editor, but I have two problems:

1) It is very unstable. For example, I can get ORCS to crash if I take a dialog w/several objects and drag it to the desktop (to copy to other parts of the resource or to other files), the try to place it into another spot. This doesn't happen w/individual objects, just objects with several children.

I can also get it to bomb if I am using a RAM disk and edit bitmaps or icons.

2) It only suports the original version/format of resources, therefore it can not load in newer RSC files and it can not edit color icons. I absolutely MUST have the ability to edit color icons. I currently own Interface, which allows me to edit color icons and the newer version of RSC files, but to be quite honest, I kind of prefer ORCS over Interface.

I was wondering:
1) Is there a newer version of ORCS out there (I'm currently using ver 1.00)?
2) Does the author have an Internet e-mail addres?

No, I have not registered or sent in my shareware fee yet. I was waiting for a more stable version to be released, but I haven't seen any updates to the original 1.00 version. If the bugs get fixed, I'd gladly send in the fee.

Also, the problems that I have encountered occur on all atari platforms... from a 1040 ST w/TOS 1.0 to the newer Falcon models....

1596. No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 07:34:01 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mrfp9$r2h@golem.wcc.govt.nz>
Source record: 33629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, What is going on with ICD , posting No.2..

I sent a faulty ADspeed back 2 months ago, with a RMA Number,
I have left 2 E-Mails on GEnie and I have since Fax them,
3 days ago but still no Reply...

Have they gone belly up, chapter 11 I think its called
in the USA...

Gee, give me Gribnif any time, far better responce and service...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1597. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 08:01:14 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2mrhca$t83@news.cs.tu-berlin.de>
Source record: 33630

In article <2mqrki$58t@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>ki@cs.tu-berlin.de (Karsten Isakovic) writes:
>
>>You cant get the bytes per line nor the system font via VDI.
>
>You can get the horizontal number of pixels, and you can get the number
>of bitplanes. If you're willing to write code that makes assumptions
>about the layout of pixels (which you must be if you want to know the
>bytes per line), then you can calculate bytes per line from those values.

This does _not_ work with OverScanST, OverScanTT, Reflex-card or an older
Matrix color card.

>(these are abuses, but I'm just showing that you still don't need LineA
>for some abuses)

If you are writing a VideoTitler (like Overlay) you have to use Setscreen()
and therefore you need to know the bytes per line for the second (and third)
screenbuffer. The rest is done via standard VDI. If a card does not
support setscreen, vro_cpyfm() is used instead, but this is much slower
than page flipping.

The next generation of NVDI will offer VDI calls to allocate a second
screen and to switch between them. This will even work with external
graphics cards (like ET4000) that allow the change of the video adress.
There are also new calls to query the plane layout etc...

Greetings, Karsten

1598. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 08:04:03 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2mrhhj$t84@news.cs.tu-berlin.de>
Source record: 33631

In article <qeozretkwja@moacs11>, Waldi Ravens <walra%moacs11@nl.net> wrote:
>In <1994Mar23.162055.19603@kakwa.ucs.ualberta.ca>, Michal Jaegermann wrote:
>By the time the auto folder programs are executed the VDI is up and
>running! It is the AES that is started after processing the auto
>folder, *not* the VDI.

This is false. The physical VDI workstation is openend after the start
of the AES. Just have a look with SysMon.
If appl_init() fails (this is the official Atari auto-folder check) you
have to open a physical VDI screenworkstation. Afterwards you have to
close it again.

Greetings, Karsten

1599. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 08:55:29 UTC
From: hjv@phil.ruu.nl
Message-ID: <2mrki1$fkd@chico.staf.phil.ruu.nl>
Source record: 33632

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I am looking for some source code for data compression. I need to compress
>8 and 16 bit audio samples in one of my programs. Could someone please
>point me in the right direction (ftp?).

I hope you realise that normal compression methods (zip, zoo, lharc, etc)
almost give you *no* gain when used on audio samples. In the past I've tried
to compress samples from my sampler, but the best I got (on some samples)
was some 80%. Typically 90-99%...
So you should be on the outlook for compression methods that are particularly
suited for use on sample-files.
I think that algorithms that use a kind of delta-compression might work. I
don't know if delta-comp is the right term; I mean a compression method that
doesn't compress the actual numeric values, but stores/compresses them as
offsets from the previous value. The problem with audio is that there's little
pattern-repeat in general, so little to compress. However, I wouldn't be
surprised if there _was_ a kind of 'regularity' in the differences between two
adjacent numbers (i.e. between sample(i) and sample(i+1)). Just a wild guess
though...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1600. Re: Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 09:28:19 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Mar24102821@issan.informatik.uni-dortmund.de>
Source record: 33633

In article <1994Mar23.125236.2532@bay.cc.kcl.ac.uk>, sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

|> Can anyone tell me how to use the floating point co-processor in gcc?
|> I have a 68882 fitted which I'd love to use :-)

Use the -m68881 switch (only usefull with -m68020 or -m68030).
--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

1601. Re: QUES: gcc setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 10:32:42 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2mrq8a$juc@bambam.cs.city.ac.uk>
Source record: 33634

In article <bobhays-230394090614@haysmac.spss.com>, bobhays@spss.com (Robert L. Hays) writes:
|> I managed to get gcc et al down to my Atari at home. Now, I'm wondering:
|>
|> 1) are there any non-MiNT shells that I can use with gcc and g++ and
|> 2) what tools are people using to manage environment variables if these are
|> not being handled inside the shell?

I use gulam under TOS on both ST & Falcon without problems. It fails under MultiTOS. It includes lots of built in unix style commands including setenv and doesn't take much memory which is important in 4 Meg since gcc does.

Steven

1602. Re: SCART pinout question: puzzle included!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 10:47:50 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <Cn60nq.Fw6@bfsec.bt.co.uk>
Source record: 33635

Terry Moffitt (tmoffitt@bfsec.bt.co.uk) wrote:
: Gijs Bok (gijs@mbase97.hacktic.nl) wrote:
: : 1 Plugged into my Philips TV, I get an empty screen, but it is synced properly.
: : The picture is VERY VERY faintly visible when I turn the brightness
: : completely up.

: Funnily enough, I have an Atari to SCART lead which, when plugged into my TV works
: OK, but when my father plugs it into his, it doesn't. We tested all connections
: on the lead, and opened both TVs.

: My TV uses the RGB connections, which is what the lead was wired for (along with
: the same resistors you talk about). However, his TV does not have the RGB
: capability, but uses composite video instead. When he discovered that, he
: proceeded to make up a new lead, using composite video only.

: I'm not sure of the pin connections, but I can find out when I go home
: tonight. When he finished, it worked OK.

: --
: Terry Moffitt - BT Belfast Engineering Centre
: tmoffitt@bfsec.bt.co.uk +44 232 894436

: All opinions expressed are my own.

: --

--

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

1603. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 10:52:29 UTC
From: djs@jet.uk
Message-ID: <1994Mar24.105229.27323@jet.uk>
Source record: 33636

In <Cn4ssz.MGv@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I am looking for some source code for data compression. I need to compress
>8 and 16 bit audio samples in one of my programs. Could someone please
>point me in the right direction (ftp?).
Zoo, including source, is available for ftp from many sites (although
I don't know whether the copyright holder would mind you nicking his/her
code, especially if it's for inclusion in your VoiceMail thingy for HiSoft).
The high-compression mode works well for `general' files, I can't
vouch for its effectiveness on audio data. Especially if you need
real-time (de)compression. Perhaps, as a Falcon user, you might find
something useful by looking in DSP books. Try contacting Motorola too,
they may have sample code libraries for the 56k.

Do you use DevPacDSP? I'm looking for some opinions on whether it's worth
getting.

--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1604. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 11:25:23 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Mar24.112524.2546@bay.cc.kcl.ac.uk>
Source record: 33638

```
testing posting from tknews

last line
```

1605. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 11:30:41 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cn62n6.Apy@cs.vu.nl>
Source record: 33639

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I am looking for some source code for data compression. I need to compress
>8 and 16 bit audio samples in one of my programs. Could someone please
>point me in the right direction (ftp?).

Look in the comp.compression FAQ. It will give you some pointers to programs
that _try_ to compress audio data. (no sources though...) I say _try_
because audio data is extremely hard to compress, even with lossy algorithms,
compared to graphics. (Compare MPEG audio's 6:1 ratio to the often reached
15:1 ratio's on graphics...) If you don't want loss of information you
could try converting to 8-bit mu-law (which is a sort of compression more
or less...) or huffman encoding the differences between each pair of sample
values. But don't expect too high compression ratio's !!! (40%-60% at max.!)

>Ofir ogal@cix.compulink.co.uk

Good luck!

Ivo van Poorten.

1606. Re: Falcon attached to Moniterm?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 11:56:34 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-ECYLFCUS@deluxe.textlitho.nl>
Source record: 33637

In <2mj1ul$eg9@cxc1.cl.msu.edu> Michael Olin wrote :

>Anybody heard of or seen a Falcon driving a Viking Moniterm monitor?

Nope, but I was just wondering if you ventured to connect yours..
(I have a Moniterm too.. :)

Paul

--
paul@textlitho.nl

bore, n.
A person who talks when you wish him to listen.
- Ambrose Bierce, "The Devil's Dictionary"
Atari UUCP : UPoint-'light'

1607. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 12:08:05 UTC
From: azog@world.std.com
Message-ID: <Cn64DI.4E3@world.std.com>
Source record: 33640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wells_s@ix.wcc.govt.nz (Steve Wells) writes:

>] Enjoy, I think this is the best game I've seen on the Ataris in a LONG time
>] Comments are welcome, let me know what you think!
>]
>]
>] Stuart Denman

>Yes, Well, the author would! :)

>It's not bad though, the reg' fee is more than the _real_ Yahtzee game
>costs over here though! :) It even works in ST-Low!

This is a really fun game, and my $20 check is going out over the weekend :-)
It works on my Falcon with 800*600 (ScreenBlaster)!

--
Billy D'Augustine azog@world.std.com

Until the colour of a mans skin is of no more significance than
the colour of his eyes...

1608. Re: annoying Falcon incompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 12:15:20 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d91d906287a81@discworld.oche.de>
Source record: 33641

In <2mml1d$8p6@bambam.cs.city.ac.uk>,
Steven Eker (steve@snark.cs.city.ac.uk) wrote:

SE>I've recent figured out what the problem is:
SE>
SE>Both of these programs write to the background window directly; they don't
SE>install a new desktop. Now when they call the file selector they do so

Well - in that case, it's definitely a bug in those programs, and not in the
Falcon TOS.

Might it be that you are using TOS 4.04? I think the behaviour changed
somewhere between 4.02 and 4.04.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
The labyrinth of Ephebe is ancient and full of one hundred and one amazing
things you can do with hidden springs, razor-sharp knives, and falling
rocks. -- (Terry Pratchett, Small Gods)

1609. Re: SCART pinout question: puzzle included!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 12:39:41 UTC
From: tmoffitt@bfsec.bt.co.uk
Message-ID: <Cn65u5.L9A@bfsec.bt.co.uk>
Source record: 33642

Woops, sorry about the previous posting.

Gijs Bok (gijs@mbase97.hacktic.nl) wrote:
: 1 Plugged into my Philips TV, I get an empty screen, but it is synced
: properly.
: The picture is VERY VERY faintly visible when I turn the brightness
: completely up.

Terry Moffitt (tmoffitt@bfsec.bt.co.uk) wrote:
: I'm not sure of the pin connections, but I can find out when I go home
: tonight. When he finished, it worked OK.

As promised, here are the pin connections that were used to get the
composite video to get through properly.

Atari Monitor Port
==================

1 - Audio out
2 - Composite Video
3 - General purpose output
4 - Monochrome detect
5 - Audio in
6 - Green video
7 - Red video
8 - +12v pull up
9 - Horizontal sync
10 - Blue video
11 - Monochrome
12 - Vertical sync
13 - Ground

Scart Plug
==========

1 - Audio output B stereo right
2 - Audio input B stereo right
3 - Audio output A or mono
4 - Audio common return
5 - Blue video return
6 - Audio input A
7 - Blue video input
8 - Function switch
9 - Green video return
10 - Inter com data line N2
11 - Green video input

12 - Inter com data line N1
13 - Red video return
14 - Inter com data common return
15 - Red video input
16 - RGB blanking
17 - Composite video return
18 - RGB blanking return
19 - Composite video output
20 - Composite video input (or sync for RGB)

Pins to be connected
====================

Atari side SCART side
----
1 --------------- 6
2 --------------- 20
13 -------------- 17 & 4 (Common ground)

That's all that needed to be connected to get the Atari to work with
the TV with composite video capability.

Terry Moffitt - BT Belfast Engineering Centre
tmoffitt@bfsec.bt.co.uk +44 232 894436

All opinions expressed are my own.

1610. Re: What's new w/ORCS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 13:07:39 UTC
From: hesche@lovelace.cs.tu-berlin.de
Message-ID: <2ms3at$162@news.cs.tu-berlin.de>
Source record: 33643

In article <2mrfkf$bv9@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:

> 1) Is there a newer version of ORCS out there (I'm currently using ver 1.00)?

Yes, one year ago V1.09 was up to date. Its no longer Shareware:
RICHTER DISTRIBUTOR
Hagener Str. 65
5820 Gevelsberg
Germany
Tel. 02332 / 2706 (german phone-number/FAX)
FAX / 2703
cost: DM 89,-- (one year ago).
'Official' anouncement (MausNet-Mail): ftp.cs.tu-berlin.de (130.149.17.7, mail-server@cs.tu-berlin.de), pub/atari/Programmind/orcs.info

> 2) Does the author have an Internet e-mail addres?

No.

Hasta la vista
Herwig

--
Herwig Schelauske, Charlottenburger Ufer 1, 10587 Berlin, Germany
Phone: +49 30.342 05 39 | InterNet: hesche@cs.tu-berlin.de | MAUS: B
Please send flames to /dev/null

1611. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 13:48:06 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2ms5mm$55a@aggedor.rmit.EDU.AU>
Source record: 33644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Hi, What is going on with ICD , posting No.2..

: I sent a faulty ADspeed back 2 months ago, with a RMA Number,
: I have left 2 E-Mails on GEnie and I have since Fax them,
: 3 days ago but still no Reply...

: Have they gone belly up, chapter 11 I think its called
: in the USA...

: Gee, give me Gribnif any time, far better responce and service...

Maybe theyve heard about you.. ;)

I had a resonse from icd within 24 hours in the last week...

icdinc@genie.geis.com seemed to work _very_ well...

--

Rob. (roba@nutmeg.ntu.edu.au)

1612. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 15:37:05 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn6E1u.216@cix.compulink.co.uk>
Source record: 33645

In message <wqrwngt14ia@moacs11>, walra@moacs11 said:
>
>It would be nice if there were a standard way for applications to commu-
>nicate with the desktop (program). An application could pass objects
>(icons) to the desktop, to display them. The desktop manages the objects
>and sends a message to the appropriate application when the user selects
>or activates an object. Upon termination the application tells the desk-
>top that the objects can be removed.
>
>Does such a standard already exist?

In a way yes. An application can simply install a toolbox window on the
desktop and use WF_BEVENT so that it does not have to be topped each
time. That requires AES 4.xx or Winx.

Ofir ogal@cix.compulink.co.uk

1613. Re: QUES: gcc setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 15:48:17 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2msco1$n0k@lehtori.cc.tut.fi>
Source record: 33646

>|> 1) are there any non-MiNT shells that I can use with gcc and g++ and

>I use gulam under TOS on both ST & Falcon without problems. It fails under
>MultiTOS. It includes lots of built in unix style commands including
>setenv and doesn't take much memory which is important in 4 Meg since gcc does.

You forgot one of the strong points under non-multitasking enviroment:
ue (a special version of Microemacs), which is an integral part of
Gulam -> ue can be 'suspended' with ^Z (in practice works just like ^Z
in Unix, although there is no multitasking) + commandline has full(?)
emacslike editing facilities (you can even cut text from editor and
execute it on commandline...).

I recommend editing Microemacs keybindings before using it. Keybindings
can be changed with kb command or using diskeditor (I prefer this method,
it gives me perverse pleasure to fiddle with program innards ;-).

I also would do some aliases and a script for d: (instead of cd d:) style
directory changes.

Gulam has one bug, if cp has only one parameter Gulam kick user back to
GEM (hasn't bothered me).

- Eero -

1614. Re: Print Spoolers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 16:34:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn6GpE.4Jq@cix.compulink.co.uk>
Source record: 33647

In message <7d3_9403231521@dswhq.omahug.org>, bryan.hall@206-2703.dswhq.omahug.org said:
>
> What print spooler programs are available that work ok with an 030 (SST).
> Hi or low memory does not matter, although I would want it to print from
>either one?

Have you tried GSpool? It's very good.

Ofir ogal@cix.compulink.co.uk

1615. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 16:34:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn6GpF.4KB@cix.compulink.co.uk>
Source record: 33648

In message <2mrki1$fkd@chico.staf.phil.ruu.nl>, hjv@phil.ruu.nl said:
>
>I hope you realise that normal compression methods (zip, zoo, lharc, etc)
>almost give you *no* gain when used on audio samples. In the past I've tried
>to compress samples from my sampler, but the best I got (on some samples)
>was some 80%. Typically 90-99%...
>So you should be on the outlook for compression methods that are particularly
>suited for use on sample-files.
>I think that algorithms that use a kind of delta-compression might work. I
>don't know if delta-comp is the right term; I mean a compression method that
>doesn't compress the actual numeric values, but stores/compresses them as
>offsets from the previous value. The problem with audio is that there's little
>pattern-repeat in general, so little to compress. However, I wouldn't be
>surprised if there _was_ a kind of 'regularity' in the differences between two
>adjacent numbers (i.e. between sample(i) and sample(i+1)). Just a wild guess
>though...

I do realise that ZIP style compression methods are useless for this sort
of thing and that delta comopression is probably the way to go. Trouble is
that I know very litlle about compression technique so I would need some
source code examples. Maybe even a lossy compression system like JPEG for
audio.

Ofir ogal@cix.compulink.co.uk

1616. Re: Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 16:34:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cn6GpH.4Kw@cix.compulink.co.uk>
Source record: 33649

In message <1994Mar24.105229.27323@jet.uk>, djs@jet.uk said:
>Zoo, including source, is available for ftp from many sites (although
>I don't know whether the copyright holder would mind you nicking his/her
>code, especially if it's for inclusion in your VoiceMail thingy for HiSoft).
>The high-compression mode works well for `general' files, I can't
>vouch for its effectiveness on audio data. Especially if you need
>real-time (de)compression. Perhaps, as a Falcon user, you might find
>something useful by looking in DSP books. Try contacting Motorola too,
>they may have sample code libraries for the 56k.

Zoo is probably not the way to go. Thanks for the info.

>Do you use DevPacDSP? I'm looking for some opinions on whether it's worth
>getting.

I don't but you could try mailing sabbath@cix.compulink.co.uk with the
same question.

Ofir ogal@cix.compulink.co.uk

1617. SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 16:38:35 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2msfmb$obr@ccpnws.in2p3.fr>
Source record: 33650
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

Hi,
Can someone tell me the difference beetween ICD's "The LINK" and
GE SOFT's "TOPLINK" ?

If I buy a TOPLINK adapter, can I use ICD Pro utilities ?

Thanks for the answers.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

1618. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 16:55:16 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Cn6Ho5.7Dn@hermes.hrz.uni-bielefeld.de>
Source record: 33651

In article <...>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> >I thought that Atari were \asking people not to use Line-A anymore because
|> >it is not guaranteed to be available in the future.
|>
|> That's correct. People should STOP USING LINE-A. Switch to VDI. It's just
|> as fast (after all, it simply calls Line-A on some machines).

That's right, but how am I supposed to get information about the screen resolution for a program which needs to know this *before* the VDI has been initialized? Even the VDI takes its information from line-a. Point: The falcon seems to report strange numbers for getrez() (so I was told). Question: What can I do on the falcon to get information about screen things without asking the VDI and still being compatible with all other ST's? Shall I read registers from the shifter?

TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15" for adresses & more. |
| Last updated: Probably yesterday. |

1619. Re: DSP help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 17:47:29 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Mar24.174729.3336@unix.brighton.ac.uk>
Source record: 33652

```
You don't want much !
--

pf21@unix.bton.ac.uk
```

1620. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 18:10:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cn6Kxr.1L0@westminster.ac.uk>
Source record: 33653

In article <1994Mar21.171954.5527@news.unige.ch> mike@divsun.unige.ch (Mike Morris) writes:
> Has anybody produced a Mosaic/World Wide Web interface program
>for the Atari? It would be very useful....
> hopefully, Mike

Haven't come across it for the Atari.....lots of graphics...wouldn't it just slow the system down? maybe, it's more feasible on the Falcon/TT/Medusa/Eagle.

I've got the binary for the Sun 4 though......awfully slow...anyone know how to use it?

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1621. Re: AP_TERM and AP_RESCHNG messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 18:42:51 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.736129@cix.compulink.co.uk>
Source record: 33654

In article <ZszvQPi.sdssoft@delphi.com>, sdssoft@delphi.com writes:
>When the AES goes to change resolutions, it sends AP_TERM to every running
>AES application and waits two seconds. It essentially gives apps two seconds
>to fail. This is probably a bad way to handle it but it's better than nothing.
>
>Please don't take this as gospel because this might be bad later on but you
>might try sending AP_TFAIL immediately, and then if the user confirms a save
>(or doesn't), resart the res change yourself (and set a flag to not run
>through your confirmation process again.

So why am i doing this ?...

shel_write(9, 1, 0, NULL, NULL); // inform AES that we understand AP_TERM

Why is the AES sending out messages to 'every running AES application'
including those that have not registered that they comprehend the message? i'll
have to try it without the shel_write to see if the AP_TERM still arrives.

Adam.

1622. *** ST game/demo etc sources uploaded to UMICH! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 19:35:09 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2msq1d$3jh@news.tamu.edu>
Source record: 33655

I'm leaving the Atari scene so I have decided to upload the sources to
all the stuff I've ever written(including the Dangimere RPG stuff)
Look on atari.archive.umich.edu for the file stsource.lzh in the
/Programming directory.

Hope this will help someone out...

--
[%%]===[%%]
[%%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%%]
[%%] Texas A&M University, College Station,Tx Serie A * [%%]
[%%]===[%%]

1623. Re: ** Triple Yahoo game uploaded to a.a.u.e!!! ***

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 19:58:50 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar24.195850.22286@beaver.cs.washington.edu>
Source record: 33656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:

: It's not bad though, the reg' fee is more than the _real_ Yahtzee game
: costs over here though! :) It even works in ST-Low!

You can hardly compare the two...one is a few dice and a pad of paper...
oh, and a plastic cup. It doesn't even come with a calculator!
Just think of all the things Triple Yahoo does that regular Yahtzee doesn't!

If you like math, play _real_ yahtzee. Triple Yahoo is NOT _real_ yahtzee.
Just like STrabble is not _real_ scrabble.

Oh, well...

1624. Re: Using third party 720k/1.4 Meg drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-24 20:48:30 UTC
From: winnipg@sys6626.bison.mb.ca
Message-ID: <JBmPJc3w165w@sys6626.bison.mb.ca>
Source record: 33657

warrl@hebron.connected.com (Donald Edwards) writes:

> Jeff M Bilger (jbilger@cs.tamu.edu) wrote:
> : My SF314 (atari double sided drive) just died. The major problem is
> : that ALL my disks are DS/DD. What third party disk drives will work on
> : the ST?
>
> Essentially any of them. Don't bother with a 1.44 or 2.88 unless you can
> get it significantly faster (you get to decide what would be significant).
>
> The big issue is whether you can install the bare drive (that's what you
> want to buy) in the case you have, without having to do any cutting.
>
> Suggest you take your old, dead drive in for comparison.
>
> Also, the length of the drive may be a problem -- so take the cables
> which attach directly to the drive, along as well. When I upgraded from
> SS to DS on my original drive, the DS was about 1.5" shorter and there was
> *not* any excess cable length -- so (on an external drive) I had some
> real interesting arranging to do.
>

When my internal drive died I replaced with a Chinon fz-354 and it is not
100% compatible, so you should watch out and keep the receipt.

1625. Re: graphics cards memory format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 00:12:12 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.738597@cix.compulink.co.uk>
Source record: 33658

In article <2mmm3d$8p6@bambam.cs.city.ac.uk>, steve@snark.cs.city.ac.uk (Steven Eker) writes:

Steven,

>I'd like to know what memory format (interleaved bit plane, separate bit plane,
>byte chunky, work chunky...) various 3rd party graphics cards use and
>how to identify them.

One suggestion was to write pixels to memory and then interpret the format
from that.

Adam.

1626. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 00:57:52 UTC
From: walra@moacs11
Message-ID: <m9fq9ihlkim@moacs11>
Source record: 33659

In <2mrhhj$t84@news.cs.tu-berlin.de>, Karsten Isakovic wrote:

> In article <qeozretkwja@moacs11>, Waldi Ravens <walra%moacs11@nl.net> wrote:
> >By the time the auto folder programs are executed the VDI is up and
> >running! It is the AES that is started after processing the auto
> >folder, *not* the VDI.
>
> This is false. The physical VDI workstation is openend after the start
> of the AES. Just have a look with SysMon.

Karsten, please pay attention to the thread!
I claimed that an auto folder program can open a physical VDI
workstation, I explicitly mentioned ,,(*not* a virtual one!)''.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1627. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 02:31:37 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2mtie9$72c@charm.magnus.acs.ohio-state.edu>
Source record: 33660
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ms5mm$55a@aggedor.rmit.EDU.AU>,
Rob Adams TopFM <roba@nutmeg.ntu.edu.au> wrote:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: Hi, What is going on with ICD , posting No.2..
>
>(Stuff Deleted)>
>icdinc@genie.geis.com seemed to work _very_ well...
>
>--
>
>Rob. (roba@nutmeg.ntu.edu.au)

I have talked with ICD, on March 23, 1994.
There Atari Technical assitance hours are:
Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
Talk to Howard Peters 815-968-2228

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

1628. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 02:34:05 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar25.023405.4707@isle.waterloo-rdp.on.ca>
Source record: 33661

> Maybe I'm being stupid here, but why use LineA to turn off the mouse when
> you can use the VDI or AES to do the same? It's not like you're going to
> gain much speed...

We did gain quite a bit of speed actually, because our screen system does not use any AES or VDI calls... Though that is being changed for the sake of newer machines with better resolutions, more colours, and faster processors.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

1629. FPU in TT/Falcon question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 04:08:19 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <146866@hydra.gatech.EDU>
Source record: 33662

One thing I've been curious about. I know that the FPU in a TT/Falcon runs as a coprocessor (FPU opcodes can be written directly in the program code). Does the FPU also support the peripheral interface found in the Mega ST/STE? (In other words, does code written to utilize a FPU in a ST/STE utilize the FPU in a TT/Falcon?)
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1630. THE STORM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 05:46:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mttrt$866@golem.wcc.govt.nz>
Source record: 33663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have noticed that Some German sites that have the STORM
comms program...

But Please note: there are 4 Parts to the STORM at present...

They are all needed..

Here is a list, I don't have the file names
at present but will post them later....

THE STORM 1.00

PATCH TO 1.01

ZMODEM 1.01

PATCH TO 1.02

NOTE: all programs are need to complete the sequences of patches..

Please EMail me if you don't understand....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1631. THE STORM file NAMES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 06:18:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2mtvni$89a@golem.wcc.govt.nz>
Source record: 33664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Here is the Full list of THE STORM files
that were posted on GEnie..

Can some make sure that all these parts are on your FTP site
that has the STORM....

No. File Name Type Address YYMMDD Bytes Access Lib
----- ----------------------- - ------------ ------ ------- ------ ---

31031 PATCH02.LZH X A.PAGE3 931208 81280 383 7
Desc: Storm patch from 1.01 to 1.02
30661 SPATCH01.LZH X A.PAGE3 931110 32896 533 7
Desc: Patches STORM 1.00 to 1.01
30602 STORM100.LZH X A.PAGE3 931104 227968 751 7
Desc: Storm v. 1.00. shareware terminal
30711 ZMPTCH01.LZH X A.PAGE3 931116 5632 436 7
Desc: Storm ZMODEM 1.00->1.01 patch

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

1632. portfolio Xfer problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 08:12:20 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <Cn7o4L.34J@info.bris.ac.uk>
Source record: 33665

[Article crossposted from comp.sys.palmtops]
[Author was Toni Woodward]
[Posted on Thu, 24 Mar 1994 08:09:36 GMT]

I am having problems transfering files between an Atari ST and a portfolio. I have Xterm2 on the portfolio and I am using vanterm on the ST. Can anyone offer any help. All I seem to get is a too many errors message on the ST.

Toni

++
This is the end | From | This space is left
of the message | | intentionally
there is no more | T.R.Woodward@Bristol.ac.uk | blank.
... so stop | |
reading. | |
++

1633. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 09:29:50 UTC
From: rincewind@discworld.oche.de
Message-ID: <2d931ebc5fa5c6@discworld.oche.de>
Source record: 33666
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2m02b5$27a@golem.wcc.govt.nz>,
Roger Sheppard (sheppard_r@kosmos.wcc.govt.nz) wrote:

RS>Hi, ICD uses a 3 second Boot Delay, is there any way I can turn this OFF..

You can. At least in my version of the 6.2.3 booter, look for the bytes
$06B900000258000071E4
^^^^
$0258 = 600 = 3 * 200 = 3 seconds delay.
Insert your favourite value here.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K

1634. UNIX on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 10:42:53 UTC
From: pagan@meiko.co.uk
Message-ID: <2muf7d$509@bart.meiko.com>
Source record: 33667
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone figured out what the 'None/Unix/Tos' preference is on the
Falcon in the NVRAM settings yet? Has anyone tried attaching a unix
disk to a Falcon? Wonder what happens...

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

1635. Re: FPU in TT/Falcon question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 13:19:59 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.764601599@acp5>
Source record: 33668

gt1448b@prism.gatech.EDU (David Forrai) writes:

>found in the Mega ST/STE? (In other words, does code written to
>utilize a FPU in a ST/STE utilize the FPU in a TT/Falcon?)

No, it doesn't.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1636. Q: About building G++ tests

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 14:33:14 UTC
From: bobhays@spss.com
Message-ID: <bobhays-250394083314@haysmac.spss.com>
Source record: 33669

I tried this morning building one of the tests for the G++ compiler, and I got a lot of errors. I also had problems using make from a unixutil collection, so, my question is, is makefile.32 designed for use with GNU make (gmake)?

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

1637. Epson 1.44 drive - jumpers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 18:30:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2d932fbe@daggskim.ct.se>
Source record: 33670

For the past year I've been trying in vain to get the specs on the jumper positions for an Epson SMD-340 1.44 drive. Suppiers and service techies just shrug their shoulders, saying they have no idea as they don't have the info. Something is set wrong for Atari use, but what? Anyone?

Seen from behind, the settings as shipped are:

```
(power) o o o o o o=o o
( ) o o=o o=o o o o
```

(Oh well, perhaps academic question now. Just dropped the drive on the floor - might be ok, might not... Still, it would be nice to know.)

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1638. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-25 19:20:09 UTC
From: rm03@sg1.cc.ic.ac.uk
Message-ID: <1994Mar25.192009.11042@cc.ic.ac.uk>
Source record: 33671

in article <Cn4ssw.MGA@cix.compulink.co.uk>, Ofir Gal (ogal@cix.compulink.co.uk) wrote:

:I think it's a bad idea to install a desktop under MTOS, it makes the
:program less multi-tasking friendly as the user has to reach for the menu
:bar to activate other apps.

Why would a desktop-installing program make app switching harder? Surely you
can still top another application's window, as well as choose from the menu
bar?
(Note: I don't have MTOS, I'm judging this on seeing a brief demo of it.)

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

1639. Blowup Demo Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-26 07:33:52 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2n0oh0$sbk@darkstar.UCSC.EDU>
Source record: 33672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just discovered something weird with the BlowUp demo. When I set
it to 40 columns and line doubling on in the 16 color mode, my screen size
stays at the 800 x 480 I set it to, but the system font uses the small
8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
and am wondering, does the commercial and Hard versions keep this "feature"?

~Chris

1640. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-26 14:03:36 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <Cn9z20.LzH@cix.compulink.co.uk>
Source record: 33673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>stays at the 800 x 480 I set it to, but the system font uses the small
>8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
>and am wondering, does the commercial and Hard versions keep this "feature"?

The full version still allows this bug to be exploited.

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1641. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-26 15:33:04 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2n1kjg$3hd@charm.magnus.acs.ohio-state.edu>
Source record: 33674
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>I have talked with ICD, on March 23, 1994.
>>There Atari Technical assitance hours are:
>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>Talk to Howard Peters 815-968-2228
>
>Yes but are you willing to pay for the Phone call, its
>$3nz per min here....

No!!!!!!!!! I pay child support for 3 kids already. I don't need another
kid to support!

>T0-day my ADspeed arived, it took 2 months to replace via
>Air-mail..

If you sent a check they waited until the funds cleared thats 2-3 weeks.
ICD's bank to mail your bank and your bank to mail to ICD's bank.

Money order; ICD's bank waits for your funds to clear 2-3 weeks.

I sent cash in sterling to UK for shareware, they sent the program
within 4 hours of receiving the letter but it still took 10 days
for my letter to get there and 10 to get to me once it was mailed.

>It only took 8 days from the USA to get to me, so how can it
>take some 6 weeks for them to replace it...
Perhaps they were waiting for new units to arrive.

I do know that they went to the Sacramento Atari Group EXPO
March 12-13, and they did not return to the office until 15 March.
I beleive Howard Peters is the only person who handles Atari
support at ICD.

>Plus I never recieved any replied to my E-Mails or Fax...

Send me the Internet address and I will try it to see if it is still in use.

>Not a good service do you think....???

I have had no problems with service but I am closer than you.

Raymond Collins
rcollins@magnus.acs.ohio-state.edu
Atari TT030, 4/4Meg RAM, 245Meg HD

1642. drawing line in asm

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-26 17:38:26 UTC
From: moisy@etu.univ-compiegne.fr
Message-ID: <1994Mar26.173826.1@etu.univ-compiegne.fr>
Source record: 33675

I'm trying to draw a line in assembly using line-a functions or using
bresenham algo. What is the adress of this function and its parameter?
Thanx
CRIS MOISY

1643. Re: Epson 1.44 drive - jumpers?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-27 11:37:17 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n3r5d$9md@nasim.sta.sub.org>
Source record: 33676

Bo Leuf (bo.leuf@daggskim.ct.se) wrote:
> For the past year I've been trying in vain to get the specs on the jumper
> positions for an Epson SMD-340 1.44 drive. Suppiers and service techies just
> shrug their shoulders, saying they have no idea as they don't have the info.
> Something is set wrong for Atari use, but what? Anyone?

> Seen from behind, the settings as shipped are:

> (power) o o o o o o=o o
> ( ) o o=o o=o o o o

Try this:

9 o o o o o o-o o 16
|
1 o-o o o o o o o 8

1-2 The 2 M mode is set by the HDI input "HIGH" (ATARI).
2-3 LOW

4-5 The mode is switched by the internal sensor (DUMB-DOS).
5-13 HDI input (ATARI).

14-15 Drive Select 0
15-16 Drive Select 1

Hope that helps.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1644. Re: Latest GCC Libraries and headers!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-27 11:57:00 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2n3sac$9mv@nasim.sta.sub.org>
Source record: 33677

wtuart Denman (sdenman@wolf.cs.washington.edu) wrote:
> Could somebody please tell me where I can get the latest GCC GEM Libraries
> and header files in full? There are so many split up files at a.a.u.e, that I
> just want ONE file with all the stuff.
> If somebody could uuencode it to me, that would be great!

Get something like this:

-rw-r--r-- 1 knarf admin 210416 Feb 20 22:27 gemlib30.zoo
-rw-r--r-- 1 knarf admin 65896 Feb 20 22:27 gemolb30.zoo

The lib-file contains the Sources of the GEM-Library and the olb-file
contains the compiled libraries.

The include-files are included in the latest MiNT library PL44. They
are also in the latest GNU Library, but there is no need for them.

> Also, what's the difference between GEM.OLB and GEM16.OLB?

gem16.olb (NOT called GEM16.OLB) is for compiling with -mshort.
Otherwise use gem.olb.

> Also, why do a lot of the VDI routines take int's as parameters when the
> should be short, shouldn't they? According to the Atari Compendium, they
> should be WORD parameters, which is the same as short isn't it?

There is no standard how long a 'short' or an 'long' has to be. The
standard only says that a 'long' has to be longer than a 'short'.

If you compile with -mshort a 'int' should be 16 Bit:

-mshort: Consider type int to be 16 bits wide, like short int and
causes the macro __MSHORT__ to be defined. Using this option also
causes the library 'library16.olb' to be linked.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1645. Re: Working TAPEBIOS with DAT drives for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-27 18:56:12 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.752343@cix.compulink.co.uk>
Source record: 33678

> Along the same line, does anyone know how to get the TapeBIOS 1.5 to work
>with an SST'd Mega with tos 2.06? It worked great with the 68000 and 1.4, but
>the system now hangs when booting. I'm using it with a Tandburg QIC drive
>(150MB).

You need to patch it to take into account the exrta word on the stack frame.
Test the word in $59e == _longframe. If it is non zero then there has been an
extra word pushed on the stack.

1646. heirarchal menus question.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-27 20:08:59 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Mar27.200859.10503@news.csuohio.edu>
Source record: 33679

Please don't tell me to get the atari compendium or developers docs. Neither is available at any library in the us, and I don't have enough money to buy them. I want to write popup menu routines which will be compatible with aes 3.3+. This is for my mint acc loader _lack_, and once it works, one will be able to load programs into acc slots. This will not give you pre-emptive multitasking of gem applications like multitos, however it has the potentional to be more stable than chameleon, multigem, et. al. under mint. Looking at gemlib pl30, I have no idea how popup menu's work. An object can have a submenu flag: Does the item which has a submenu attachted get this flag, or the box around the submenu items? Will menu_attach set this flag or should the user do it themself?
Also, what is the new format of shel_write? Will gemlib ever support multitos?

Thanks,
Jason

1647. Bigsreen Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 00:03:24 UTC
From: dac@pta.pyramid.com.au
Message-ID: <2n56sc$o6@pta.pyramid.com.au>
Source record: 33680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Hi Folks ,
Have a question here someone may have come across before.
(This is for a friends set-up). He is running a Moniterm 19" (194 Model)
high res mono screen on a Atari Mega. He has had some problems running
some applications on the big screen and was recommended to get a program
called "xmon" (Written by a Don Wheeler ?). This apparently centres any
programs to the screen allowing them to run like on a 14" screen. I've
tried to find the program on the ftp sites but as yet have been unable to
find it. Does anyone know of where I might find this program or any
similar programs which do the same thing (Preferably via ftp).
He has been running bigmon but it does not seem to work with
programs wanting to see a smaller monitor. Bigmon I think is an Atari
product?

Any info appreciated!

Cheers

David

1648. Re: Falcon attached to Moniterm?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 03:31:03 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2n5j1n$37p@cxc1.cl.msu.edu>
Source record: 33681

paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

>>Anybody heard of or seen a Falcon driving a Viking Moniterm monitor?

>Nope, but I was just wondering if you ventured to connect yours..
>(I have a Moniterm too.. :)

Looks as if we're both in the same boat... I understand there are VME
interface boards and methods of connecting them to Mega E/TT/Falcon
machines, but the rub is that there's noone who will write a driver
for it anymore.
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1649. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 06:21:30 UTC
From: dburns@world.std.com
Message-ID: <CnD2zu.G3B@world.std.com>
Source record: 33682
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:

>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>>Hi,
>>Can someone tell me the difference beetween ICD's "The LINK" and
>>GE SOFT's "TOPLINK" ?

>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?

> It says 'FR.' in the newsgroup name.

> On parle francais ici.

> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
> c'est lent.

> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
> (chip d'ID sur la carte)
> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
> 'debridee' :-)
> -- Phil
>

Gee Phil, I tried ROT3 on this, and it still didn't make any sense.

(tee-hee)

1650. Re: Clipboard problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 14:43:55 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2n6qfb$oue@percy.cs.bham.ac.uk>
Source record: 33683

evanlang@uss.lonestar.org (Evan Langlois) writes:
>In article <2mqrbc$50a@uqcspe.cs.uq.oz.au>,
>Warwick Allison <warwick@cs.uq.oz.au> wrote:
>>IMO, this is how the standard should read. If there is no clipboard
>>installed, the user probably doesn't want to transfer data between
>>applications, and therefore the clipboard should be kept internal to
>>the program (if that would be more efficient).
>>
>

>Warwick, I'm gonna have to disagree. When you select a group of
>characters, this is a CUT. And should put the characters in a memory
>buffer. Getting them top the clipboard would mean doing a PASTE onto
>the clipboard. And therefore reading data from another app would mean
>CUTting from the clipboard and PASTEing into the document. This also
>means you can implement drag-n-drop much better since the CUT data is
>simply in a memory buffer (either a separate buffer or a pointer into
>your data or whatever - just internal). Then, the user decide later
>whether to paste it to the clipboard, paste it to a document, drag it
>to the clipboard, or drag it to an open window, or drag it to the
>trash, or drag to the printer, etc.
>
>This illiminates the slowdown and makes the programming part a bit
>easier.
>

Unfortunately your 'method' is completely alien to most users of
computer software, ie Macintosh, Windows, X Windows etc. When you Cut
something, it is *immediately* placed on the 'clipboard', which other
apps can use to paste from. It doesn't go into some intermediate
limbo, unless (as Warwick pointed out) the user is not interested in
transferring data between apps.

Perhaps you are missing the distinction between making a selection, and
cutting something?

Making life easier for the programmer is *not* the idea. Making life
easier for the user *is*.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1651. Hard drive problem 2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 14:47:41 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2n6qmd$b7q@clss3.bangor.ac.uk>
Source record: 33684

Thankyou to the people who have replied to my previous article
regarding my hard drive problems, namely Dave Foy, Brian Robson,
and Steve Woodford.

The power supply problem is being investigated at the moment (the
connections are alright but the supply might be waning)

I am currently trying to find a suitable driver though. The hard
drive did come with a BBDP Electronics driver (version 3.0) for
the XS1410 but when installed the drive starts to boot but then
crashes.

Does anyone know of any other Xebec S1410 (or ST506) drivers ?
Is writing a driver a pretty tough task ? - I am competent with C
but not too familiar with the workings of the ST itself !
Does any one have information on the Xebec controller or know
where I can contact Xebec ?
Failing that I might have to buy the ICD AdSCSI interface to
replace the BBDP board.
What are the differences between the ICD Link and the ICD AdSCSI ?
Lastly can anyone tell me the differences between ACSI, SASI, and
SCSI ?

all help is much appreciated !!
thanks a lot,

Dylan
dbanarse@sees.bangor.ac.uk

PS Please could replies be mailed to me (dbanarse@sees.bangor.ac.uk).
Unfortunately the news server here is quite unreliable.

1652. Re: Good Kermit Performance!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 17:57:01 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.94Mar28175701@hill.gnu.ai.mit.edu>
Source record: 33689

In article <Cn5KK3.2rtC@austin.ibm.com> mlehmann@austin.ibm.com (Mark Lehmann) writes:

>I finally learned how to make Kermit get drastically better performance.
>One is to up the receive and send packet lengths, but the major way
>is to borrow Z-modem's window concept.
>
>To do the window concept, you must have a version of Kermimt that supports
>it, C-Kermit. Anonymously ftp "ckser.ttp" from kermit.columbia.edu.
>
>But, I can only get C-kermit to handle high speeds with MiNT 0.95, but when
>I run C-kermit in a TOSWIN window, every packet ends up with a NAK.
>
>Does anyone use Mint and KERMIT. Does it work well for you? Has anyone
>recompiled C-Kermit for MiNT?
>
>I would recompile it, but I don't know the GNU C directory structure. I
>have the latest MiNT libraries but I don't know where to put them inside
>my MiNT Distribution Kit structure. If some kind sole would help me get
>my MiNT GNU C setup right, I would be glad to attempt the conversion.

I've ported C-Kermit 5A(189) to MiNT and it seems to work fine. The
only tricky part is getting the "connect" command to work, as it uses
two processes running concurrently, which is a pain since MiNT doesn't
yet have a non-blocking fork(). I used the tfork() function and a few
kludges to get it working under MiNT.

This version does support large packets and sliding windows, and seems
to give pretty good performance at high speeds (though I haven't
bothered to clock it and get an exact cps). I'll try to post it on
atari.archive within a few days.

-entropy

p.s. I don't use TOSWIN myself, but it runs under mgr, can't see how
TOSWIN would be a problem.

p.p.s. I'm not sure if 5A(189) is the latest and greatest kermit, if
there's a newer one out there let me know...

--
entropy -- it's not just a good idea, it's the second law.
Personal mail: entropy@gnu.ai.mit.edu
MiNT library mail: entropy@terminator.rs.itd.umich.edu

1653. Re: Reading ST disks on Mac or IBM (HELP!?!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 18:03:21 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Mar28180321@hal.cerfacs.fr>
Source record: 33690

And DOSMOUNT on a Mac or Spectre should read IBM compatible ST
floppies.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1654. Re: MIDI programming problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 18:16:55 UTC
From: hjv@phil.ruu.nl
Message-ID: <2n76un$jht@chico.staf.phil.ruu.nl>
Source record: 33685

jules@cs.ruu.nl (Jules Vleugels) writes:

> Is there a faster way to check and read the incoming MIDI data, or
> perhaps it is possible to enlarge the system buffer for incoming
> data?

Yes, you can install a new buffer quite easily:

```
#define BUFSIZE 1024

long *newbuf, *oldbuf;
int oldsiz;
/* .... */
oldbuf = Iorec(2)->ibuf;
oldsiz = Iorec(2)->ibufsiz;
if ((newbuf = (long *) malloc(BUFSIZE)) == NULL) {
fprintf(stderr, "Out of memory");
exit(-1);
}
/* from now on you can safely use the following 2 functions to install and
deinstall your custom buffer */

void new_buf( void )
{
Iorec(2)->ibuf = newbuf;
Iorec(2)->ibufsiz = BUFSIZE;
Iorec(2)->ibufhd = 0;
}

void old_buf( void )
{
Iorec(2)->ibuf = oldbuf;
Iorec(2)->ibufsiz = oldsiz;
iorec(2)->ibufhd = 0;
}
```

Be careful however: if your rogram exits (intended or not :-) while your
custom buffer is still installed, you will surely freeze the ST. Therefore
the safest approach is to install the custom buffer immediately before you
use it, and deinstall it immediately afterwards:

```
...
new_buf();
io_routine();
old_buf();
...
```

Hope this helps...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1655. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-28 23:51:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2n7qhg$ina@uqcspe.cs.uq.oz.au>
Source record: 33686

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <1994Mar21.171954.5527@news.unige.ch>, Mike Morris writes:
>> Has anybody produced a Mosaic/World Wide Web interface program
>> for the Atari? It would be very useful....

>It'd be a bit pointless since you need a TT and big bucks for an
>Ethernet interface...

>I suppose you could do it over SLIP with ka9q, but I doubt anyone's
>ported Mosaic.

Indeed. Mosaic is not the only possible interface to the Web. A text-only
interface would be possible. And yes, SLIP would be fine for that.

But I agree - I know of none.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1656. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 00:24:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2n7sgd$7k6@golem.wcc.govt.nz>
Source record: 33687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n1kjg$3hd@charm.magnus.acs.ohio-state.edu>,
rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:
>>>I have talked with ICD, on March 23, 1994.
>>>There Atari Technical assitance hours are:
>>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>>Talk to Howard Peters 815-968-2228
> >
>>Yes but are you willing to pay for the Phone call, its
>>$3nz per min here....
>
>No!!!!!!!!! I pay child support for 3 kids already. I don't need another
>kid to support!

>
>
>>T0-day my ADspeed arived, it took 2 months to replace via
>>Air-mail..
>
>If you sent a check they waited until the funds cleared thats 2-3 weeks.
>ICD's bank to mail your bank and your bank to mail to ICD's bank.

There was no money invoved, it was a Waranty job...

I had a look at the ADspeed RTC on GEnie, this is normal for ICD to not respond
to E-Mails and take months to send suff back or even send suff at all, there
are many complaints about this there.

>Raymond Collins

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1657. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 01:38:08 UTC
From: jhogan@uqac.uquebec.ca
Message-ID: <CnEKJL.51I@uqac.uquebec.ca>
Source record: 33688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n44km$jf@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: In article <2ms5mm$55a@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>: >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>And I dont have a Genie account...

That is an easy problem to correct. Just mail to icdinc@genie.geis.com

GEnie is able to send and receive mail to and from the internet.

Joseph

--
Joseph Hogan * 'The first time I ever read
l'Univerite de Quebec * the dictionary, I thought
a Chicoutimi * it was a poem about
jhogan@uqac.uquebec.ca * everything' - Steven Wright

1658. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 04:19:15 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnEs04.6yH@netcom.com>
Source record: 33491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

REPOST - No changes

Send email to jhoffman@netcom.com

Atari Sale

*** Hardware ***
Atari Mega4ST $250
4 MB RAM Memory
3.5 Inch 720KB Internal Floppy
Keyboard with Extra Long cable

Epix 500XJ Joystick $8
Mouse Master Mouse/Joystick switch box $15
Logitech Mouse $10

SC1224 Color Monitor $80

230MB SCSI Hard Disk (Less than 1 year old) $275
Mini Tower PC case & Power supply
ICD ADSCSI Controller
ICD SCSI Host Software 6.2.0
SCSI - Atari Cable 2+ feet

*** Mac Emulation ***
Spector GCR with Mac chips $100
Spector Software 3.0
Mac System software & manuals
Sim Ant Mono disks only
Floppy - Spector Cable
Right Writer

Atari Monochrome Monitor $40
Monitor Master Switchbox $15

*** Application & Utility Software ***
Geneva - Multitasking Applications Environment 1.01 $30
Neodesk V3.04 $25
DC Shower - MultiFile Viewer $20
DC Utilities v2.0f - Ram disk, Self Extracting $15
DC Multi format uncompress, DC Squish, DC Deskey
DC Freeze Frame, DC desk organizer
DC Shareware $10
MouseBoot IV + other utilities from author $15
Beckmeyer Dev Tools HD Sentry V1.10 $12
Beckmeyer Dev Tools HD Toolkit Backup V2.0 $15

Speedo GDOS $22
Wordperfect Speedo font pack - 50 typefaces $12
Codehead Mutidesk Accessory Manager $20
Codehead Utilities Rel #4 $15
Codehead Shareware disk $10
Codehead Warp 9 & Extend-o-pak screen saver V3.8 $20
Edhak 2.3 (3.0 on Hard disk) $15
Diamond Back II V2.2+ $22
Diamond Edge 1.0+ $30
Atari Works V1.2 w/ coupon for free upgrade $32
Timeworks Publisher 1.0 $20
Easy Draw V2.2 Docs only. Installed on HD $10
Electronic Arts Deluxe Paint $28
Disk Doctor (disk only) $5
Michtron Hard Disk Turbo Kit $7
Zoomracks II $12
Phasor V4.0 Money management $20
Flash II V2.1 $20
Flash (No Box) $12
Shadow (No Box) $10
DC Desktop 1.2F $15
Access 3.01 Dos like windowing CLI $18
Advanced OCP Art Studio $12

****
*** Most of this software is already installed on the Hard disk ***
*** So I will sell the Hard Disk system and all software for ***
*** ***
*** $550 a discount of $229 ***
*** ***
*** Other discounts don't apply to this deal ***
****

*** Educational ***
Preschool Kids Programs Michtron $12
First Class, The Shoe People $15
Disney, Mickey's Run Away Train $12
Stone & Associates, My Letters, Numbers & Words $12
7 Shareware disks of Kids software $12

*** Programming & Unix ***
Laser C V2.1 $25
Laser Debuger $17

Minix V1.5 (Unix for ST) $35
Minix Hardback Textbook $18

*** Books ***
Atari ST Internals (Abacus) $12
Atari ST Gem Programming Reference (Abacus) $12
Atari Disk Drives: inside & out (Abacus) $10

Atari ST Applications Programming $15

*** Magazines ***
Start 32 Issues (Winter 87 - May 91) $25
Cover Disks - 31 $35
ST Action 21 Issues (Apr 90 - Oct 93) $20
Cover Disks - 24 Disks $25
ST Review 6 Issues (Oct 92 - July 93) $10
Cover Disks - 9 Disks (Complete Applications) $15
ST User 18 Issues (Dec 89 - Oct 93) $25
Cover Disks - 16 Disks (Complete Applications) $25
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Knightmare (RPG) $22
Shadow Worlds (RPG) $17
Shadow Lands (RPG) $17
Disciples of Steel (RPG) $20
Lure of Temptress (Adventure) $17
Caesar (Simulation) $15
Indiana Jones & The Fate of Atlantis (Adventure/Action) $15
Bat I (RPG) includes MV16 16 Bit Sound Cartridge $20
Bat II (RPG) 16 bit sound support $20
Amberstar (Original disks are bad) $10
Transartica (RPG/Adventure) $17
Ishar (RPG) $15
Ishar II & Hint book (RPG) $22
Supremacy (Strategy) $15
Balancy of Power (Strategy) $12
Sorcerer Lord (Strategy) $10
Civilization (Simulation) $25
Captive (RPG) $20
Ultima 5 (RPG) $17
Ultima 6 (RPG) $17
Legend (RPG) $20
Megatraveller I: Zhodani Conspiracy (RPG) $15
Legend of Faerghail (RPG) $17
Battletech: The Crescent Hawk's Inception (RPG/Action) $15
Stellar Crusade (Strategy) $10
Questron II (RPG) $10
Legends of Valour (RPG) $20
Leisure Suit Larry, Looking for Love. (Adventure) $15
Heimdall (RPG) $20
Epic (Flight Simulator) $15
Bards Tale $10
Populous II 512K version (Simulation) $20
Slaygon (Action/RPG) $10
Goldrunner II (Arcade) $7
Goldrunner Scenery Disk (Addon for Goldrunner) $5
Deja Vu (Adventure) $12

Curse of the Azure Bonds (Missing a Disk) $5
Empire 2.0 (Strategy) $12
Tales of Lore (RPG) $12
Sim City (Simulation) $15
Space Rogue (RPG) $15
Demon's Winter (RPG) $15
Alternate Reality V2.0 $15
Space Ace (Adventure/Action) No Box $12
Dungeon Master (RPG) No Box $17
Chaos Strikes Back (RPG) No Box $17
Sun Dog (RPG) Disk Only $10
Phantasie III (RPG) No Box $10
Phantasie I & II Rule book only $4
Falcon Code Wheel $4
Hippo Backgammon Disk Only $3

**** Discounts for Big Buyers *****
buy $100 software & Books = 10% discount
buy $200 software & Books = 15% discount
buy $325 software & Books = 20% discount

Buy ST system and get 300 Floppies free

Shipping in US is included in all prices.

Unless otherwise stated all software is complete with manuals, disks,
code wheels, hardware locks, etc.

Almost all of the software runs on TOS 1.4 which I was using. Older
software may only run on TOS 1.0. I can't guarantee the operation of
any software but will be reasonable.
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1659. Re: ICD BOOT DELAY...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 06:10:36 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.tepv3t5vjD2@yonder.equinox.gen.nz>
Source record: 33492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2n38nn$p5m@golem.wcc.govt.nz>, Roger Sheppard. writes:
>I tried patching both of these, still gave me 3 second..
>
>Very puzzed...???

One thing i'm curious about, why are you re-booting all the time for
it to matter?

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1660. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 06:51:15 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnEz1F.BAI@netcom.com>
Source record: 33493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I believe that postage to canada is the same as US so unless it's drastically more I'll cover shipping to canada for equipment on the sale list.

John Hoffman
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1661. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 07:43:55 UTC
From: bjb@praxis.co.uk
Message-ID: <1994Mar29.074355.29555@praxis.co.uk>
Source record: 33494

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>I've not used programs that install their own desktop under MTOS, but I would
>assume that other applications' windows would NOT show through the
>new installed desktop.

Other application windows DO show through the new installed desktop.
It's a pain to have new desktops though because in 640x400 (and
certainly smaller screens) it's nice to be able to close desktop
windows to save space and just double click a drive or folder to
reopen them.
Is anyone out there interested in writing a "Desktop Manager" program
which looks after various objects from different programs on a single
communal desktop? I've considered doing it in the past but never got
round to it (too many other ideas that never work ;-)
It could install it's desktop and accept new icons using the dragdrop
protocol (as well as other methods).

If anyone writes this could they tell me?

==
Ben Bell

Praxis plc,
untitled.sig the software engineering company of Touche Ross,
20 Manvers Street, Bath, BA1 1PX, UK.
Tel +44 225 444700 xt374
Fax +44 225 465205.
bjb@praxis.co.uk

These opinions are my own and do not necessarily reflect those of my employers.
==

1662. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 08:01:57 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2n8n9l$jv0@snlsu1.london.sinet.slb.com>
Source record: 33495

In article <1994Mar25.023405.4707@isle.waterloo-rdp.on.ca>
ktessner@isle.waterloo-rdp.on.ca (Kevin Tessner) writes:
>> Maybe I'm being stupid here, but why use LineA to turn off the mouse when
>> you can use the VDI or AES to do the same? It's not like you're going to
>> gain much speed...
>
>We did gain quite a bit of speed actually, because our screen system does not
>use any AES or VDI calls... Though that is being changed for the sake of
>newer machines with better resolutions, more colours, and faster processors.

I don't understand this. How does using one VDI call to turn off the mouse
(plus a few others only at start-up/shut-down) loose quite a bit of speed?

The fact that your application doesn't make any other VDI calls is
irrelevant. It's not as if using the VDI for a one-off operation somehow
(by some voodoo effect) makes the whole of the rest of your application
slower. Or am I missing something? Does calling v_opnvwk() turn on some
sinister cycle-stealer?

Mat
--
Mathew Lodge	"This is *the* Jane Harrington?" "Yes"
lodge@ferndown.ate.slb.com	"Jane 'Bury-me-in-a-Y-shaped-coffin'
Schlumberger Technologies,	Harrington?" "I think maybe there are
ATE division, Ferndown, UK	two Jane Harringtons" -- Blackadder 2

1663. TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 08:22:55 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar29.082255.2601@beaver.cs.washington.edu>
Source record: 33496

I'm having trouble getting the trap #2 vector (address 0x88) to stay
the way I set it. First, I set it to the address of my routine I want to run,
which bypasses to AES and VDI if it doesn't need to do anything.
The vector points to my routine until after I run a program from the desktop,
and then when I quit that program, the vector gets reset to what it was
before I set it with Setexc()...bios #5.

How do I get this to stay pointing to my routine all the time? Somehow the
OS is resetting the vector when a program terminates. I need to know how to
tell the OS that my vector is the new one.

Universal Item Selector and other programs seem to change the TRAP #2 vectors
without any trouble. They stay the same when you exit a program. You can
even run them from the desktop as well as from the AUTO folder for the same
effect.

Thanks for any help you can offer...

1664. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 08:53:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2n8qa4$a8k@golem.wcc.govt.nz>
Source record: 33497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.UP7BMO91XJ6@yonder.equinox.gen.nz>, craig@yonder.equinox.gen.nz (Craig Shore) writes:
>In <2n10g4$g8l@golem.wcc.govt.nz>, Roger Sheppard. writes:
>>In article <2mtie9$72c@charm.magnus.acs.ohio-state.edu>,
> rcollins@magnus.acs.ohio-state.edu (Raymond Collins) writes:

>>>There Atari Technical assitance hours are
>>>Mon - Wed - Fri 10:00 am to 2:00 pm Central Time Zone.
>>>Talk to Howard Peters 815-968-2228
>>>
>>
>>Yes but are you willing to pay for the Phone call, its
>>$3nz per min here....
>
>
>No Roger, it's only $2.73 Standard, or $1.89 Economy through Telecom,
> or $2.71 Standard, $1.88 Economy through Clear Communicatins.
>
>Craig.

Wrong again Craig, you can't call them during Economy Times, as there office is only open from 10AM, I have been there done all that, also I don't like getting up at 6am just to here a recorded message.

By the way you prices don't include GST, gee were did you go to school..???

Plus there is no Clear here on the Gold Coast....

>:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::

Plus from what I have read in the ADspeed RTC on GEnie, this is the normal way they treat people, don't respond to E-Mails take for ever to send things back etc.......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1665. Re: Help needed with interupt routines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 09:31:49 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2n8si5$ca4@bambam.cs.city.ac.uk>
Source record: 33498

In article <4282@btmwj1.se.bel.alcatel.be>, cgra@se.alcbel.be (Chris Gray) writes:
|>
|> This thread interests me because I was interested in the idea of writing
|> a filter which would process MIDI input before it reached a sequencer
|> program. Would it be enough to trap the XBIOS call where the sequencer
|> reads the MIDI port, or do some sequencers by-pass this?

IMHO any sequencer worth using will bypass the OS for both MIDI input and output.
Even if you fixed the ACIA overruns and the TOS buffer overflows in some way
you won't get anything like stable timing or 192ppqn accuracy unless the
sequencer core is interrupt driven.

Top professional sequencers also do their own screen handling to
provide real time MIDI clock displays etc.

The situation is somewhat different with synth editors since only reliability
of data transmission is important, not timing.

The is a comercial DA called MIDIspy which may do what you are trying to do
but I have no idea of how it does it or what software it is compatible with.

Steven

1666. Re: Line-A mouse control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 10:17:50 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2n8v8e$ca4@bambam.cs.city.ac.uk>
Source record: 33499

In article <CnAKKD.MAn@uss.lonestar.org>, evanlang@uss.lonestar.org (Evan Langlois) writes:
|> In article <2mmhob$8p6@bambam.cs.city.ac.uk>,
|> Steven Eker <steve@snark.cs.city.ac.uk> wrote:
|>
|> >Suppose you need to write directly to the screen (VDI is not reentrant and can
|> >not called from an interrupt for example). How do you find the number of bytes
|> >per line (say if you have some fancy bloup/virtual screen mode) without
|> >inspecting the lineA variables?
|>
|> Your not SUPPOSED to write directly to the screen! Your program will fail
|> on graphics cards and will likely fail if the user is not using the EXACT
|> same graphics cards. Why would you inspect the number of bytes per line
|> during an interrupt anyway? You only need to know stuff like that once,
|> not every interrupt (I'm assuming this interrupt happens more than once).
|> Just open a VDI workstation at the start of the program to inquire such
|> info and then close it. Then you can move data directly to the screen during
|> an interrupt if you absolutely have to. Generally, you should just set
|> a flag or something during an interrupt. And then do the work outside the
|> interrupt handler.

Well I was talking about writing to the screen during an interrupt.
Naturally I only call Line-A once during initialization
to get address of the Line-A variable table and the system ROM fonts.

|> >Also there anyway of getting at the ROM system fonts other than than through
|> >lineA?
|>
|> I don't know. The accepted method is to use GDOS for fonts. In fact, the\
|> newer AES versions allow you to install a font other than the ROM font as
|> the system font for AES operations, so getting at the ROM font just doesn't
|> make sense. What sort of program is this for? You should be using GEM,
|> not playing about in ROMs and LineA.

A MIDI Sequencer with real time displays (the next version of EKSEQ1 to be
exact). This kind of program tends to be notoriously brittle and incompatible
with other hardware/software - when you're writing a real time app under a
non-real time OS you have to cheat...

|> You can use the VDI from within a TSR program. Just open a physical
|> workstation instead of a virtual workstation and then close it before the
|> program ends.

Does that mean before it does a terminate and stay resident call? For my
next MIDI program I'm considering putting all the nasty MIDI/real time stuff
into a TSR which will add real time facilities to TOS. This TSR will

grab loads of systems vectors and in particular I need a reliable way of grabbing the GEM vex vectors. Will open a physical workstation and then making the approriate vex calls be adequate? what about under NVDI?
Do the open/close physical workstation calls actually exist unless you load some version of GDOS?

Steven

1667. Hard disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 10:35:29 UTC
From: w.purvis@dl.ac.uk
Message-ID: <2n909h$qjb@mserv1.dl.ac.uk>
Source record: 33500

I have just acquired a hard disk from a machine that is being junked. The disk was working fine prior to being scrapped. I have also borrowed an ICD adaptor from a friend who no longer uses it. I put the two together and connected it to my STe (4 megs). I booted up the ICD utility disk and selected ICDFMT.PRG so as to re-format the disk for TOS, but the program reports 'no devices connected to scsi'. The controller appears to be working OK as when I boot up I get messages about hard disk driver being installed, cache sizes and Clock. The disk is a Priam 738 (never heard of it before either!) which I believe to be 300+ Mbytes. It spins up and do its initial seeks OK.

Can anyone make any suggestions as to what I might be doing wrong?

Bill

1668. Re: Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 13:00:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2n98okINN2hsl@rs1.rrz.Uni-Koeln.DE>
Source record: 33501

In <1994Mar23.125236.2532@bay.cc.kcl.ac.uk> sjg@phlim.ph.kcl.ac.uk (Simon Gornall) writes:

>Can anyone tell me how to use the floating point co-processor in gcc?
>I have a 68882 fitted which I'd love to use :-)

1. Compile with the -m68881 option (there's no -m68882 option, as
far as I understand it, the M68882 is faster than the M68881, but
has basically the same instruction set).
2. Make sure that the math-68881.h header is included when
__M68881__ is defined (the compiler driver defines this macro
when it is called with -m68881). math-68881.h (possibly called
MATH-688.H if you use the TOS file system) implements many math
functions as assembler inlines that call the FPU.
3. You have to recompile certain libraries with the -m68881
option (add this to the CFLAGS defined in the Makefile). This is
necessary even with OS interface libs that don't seem to need the
FPU, if the lib contains functions that return floating point
types. The most prominent example is the mintlib, which contains
the strtod() function. You need a special FPU version of such
libs because real types are returned in FPU registers when you
compile with -m68881. Your programs don't work if they expect a
value to be returned in an FPU register and the lib functions
that were linked to the program return the value in CPU
registers.

That's all I can think of now. I should add that this works for
me on my TT, but the Falcon should not behave significantly
differently with respect to using the FPU. Good luck and have
fun!

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1669. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 13:12:36 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1691@usdtsg.DaytonOH.NCR.COM>
Source record: 33502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jhoffmanCnEz1F.BAI@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
>I believe that postage to canada is the same as US so unless it's drastically
>more I'll cover shipping to canada for equipment on the sale list.

If I remember correctly (and if not, someone yell :-) that at the
moment, a first class letter sent from the U.S to the U.S. is
29 cents, sent to Canada is 40 cents, and sent to Europe is 50 cents.
At least this is what I recall when registering a couple programs...

I dunno how this reflects on packages, etc...

"oh no, it's the disgruntled postal workers..." - Frank Drebin

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1670. ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 14:00:14 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFIqD.M5F@westminster.ac.uk>
Source record: 33504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi guys

Subject says it all really.

I look forward to your replies.

danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1671. REQ: Docs for bash and gem++, man

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 14:00:49 UTC
From: bobhays@spss.com
Message-ID: <bobhays-290394080049@haysmac.spss.com>
Source record: 33505

Says it all - anyone know of an ftp site with ready-to-print docs of bash and gem++ (by printable, I mean either <80 column text or PostScript that will print okay)? And, I need a man application to read all those neat man pages I've pulled down.

Aside: I tried to print the PostScript file from the bash distribution at a mirror of umich and it printed "very funny" (only some pages, overran the margins, etc.).

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

1672. Puny MegaST power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 14:15:36 UTC
From: vosst@urz.unibas.ch
Message-ID: <1994Mar29.141536.43647@urz.unibas.ch>
Source record: 33503

hi everyone,
i seem to have some power supply trouble with my trusty old mega st. it has an internal maxtor 7245 scsi harddisk an a hi-density floppy drive. since i put in dave small's megatalk board (for use with spectre) i have been experiencing some strange stuff. first it went well for a few weeks. then, on a sunny afternoon (what was i doing inside, anyway?), the computer startet resetting itself whenever it accessed drive a: during the boot-up sequence. i let it sit for a while and tried again - same thing! it seemed as if the power supply's output was just not enough. i have never since got it to run again, so i took the megatalk board out. but i would like it all to work. now, here's what i want to know:

- is there a way of tuning up the mega st power supply in order for it to put out more juice?
- is it the hi-density floppy drive's fault?
- could my soldering on the harddisk controller (!) (i had to connect the 12v dc to scsi pin number xy for the icd micro st host adapter to work) have anything to do with it?
- what is the meaning of life?

please post replies here or e-mail them to me at vosst@urz.unibas.ch
thank you all for your endeavours,

toby

---

1. man = body + sum(experiences)
2. don't hunt the whale
3. freedom for tibet

to be continued...

1673. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 15:41:13 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnFnKs.G3I@westminster.ac.uk>
Source record: 33506
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:
>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>
>>Hi,
>>Can someone tell me the difference beetween ICD's "The LINK" and
>>GE SOFT's "TOPLINK" ?
>
>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?
>
> It says 'FR.' in the newsgroup name.
>
> On parle francais ici.
>
> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
> c'est lent.
>
> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
> (chip d'ID sur la carte)
> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
> 'debridee' :-)
>
> -- Phil
>

Oh come on.....I am too interested in this topic, and don't understand any French at all..... Please repost the reply...this time in English.

OK, so you are French and can speak English......why shouldn't I know French...

Wel, I'd like to learn, and will in the near future. Languages I can speak fluently:

English
Hindi
Punjabi
Urdu

Languages I am learning:

Japanese
Mandarin

Languages I want to learn:

German
French
Spanish (Already know some)

So please take pity on me....and repost in English

Danny
CyberSTrider =);-)
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1674. Folder Access Prob

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 16:03:17 UTC
From: davidb@sterbbs.nl
Message-ID: <012404DXUFVCVPBETUOR@sterbbs.nl>
Source record: 33507

Kr>I am having a problem with my 1040. With a few files and when I
Kr>try to show info on the HD, the sys shows a box saying that I can't
Kr>access folders this far down the directory path. I can access
Kr>programs in these folders, but I can't delete them or change the
Kr>names or copy. I'm not sure where to start to fix this.

Could 'folderxxx.prg' (autofolder) help? It corrects some bug that has
to do with the number folders.

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1675. Re: TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 19:16:49 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar29.191649.5242@beaver.cs.washington.edu>
Source record: 33508

I made the program into an AUTO-folder TSR, and trap #2 seems to be staying set the way I set it. Someone suggested traping the bios Setexc() command as well so that you could just ignore any resettings anyone tried, but then someone could just write directly to 0x88, avoiding Setexc() and you wouldn't catch it.

I guess I'll stick with the TSR method...

1676. Re: ** System, Apps, & Games **

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 20:36:28 UTC
From: jhoffman@netcom.com
Message-ID: <jhoffmanCnG18s.ABD@netcom.com>
Source record: 33509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: In article <jhoffmanCnEz1F.BAI@netcom.com> jhoffman@netcom.com (John Hoffman) writes:
: >I believe that postage to canada is the same as US so unless it's drastically
: >more I'll cover shipping to canada for equipment on the sale list.

: If I remember correctly (and if not, someone yell :-) that at the
: moment, a first class letter sent from the U.S to the U.S. is
: 29 cents, sent to Canada is 40 cents, and sent to Europe is 50 cents.
: At least this is what I recall when registering a couple programs...

: I dunno how this reflects on packages, etc...

I did check into packages to europe and found that it is pretty
expensive and takes 6-8 weeks by sea. Air is way too expensive.
Presumably since canada is connected by roads it shouldn't be to much
different from US shippment.

: "oh no, it's the disgruntled postal workers..." - Frank Drebin

:
: --
: >>| "Some say the glass is half full,
: Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
: anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
: >>| twice as big as it should be..."
--
+---+
| John Hoffman | jhoffman@netcom.com | Boring Sigfile |
+---+

1677. Re: AP_TERM and AP_RESCHNG mes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 22:42:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A8438@M4.maus.de>
Source record: 33510

>Why is the AES sending out messages to 'every running AES application'
>including those that have not registered that they comprehend the
>message? i'll have to try it without the shel_write to see if the
>AP_TERM still arrives.

If there's any program that doesn't understand the message, then the user will get an alert box "You must leave all programs before changing screen resolution" from the system.

1678. Re: TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-29 23:05:28 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Mar29.230528.25447@news.csuohio.edu>
Source record: 33511

In article <1994Mar29.191649.5242@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>I made the program into an AUTO-folder TSR, and trap #2 seems to be staying
>set the way I set it. Someone suggested traping the bios Setexc() command as
>well so that you could just ignore any resettings anyone tried, but then
>someone could just write directly to 0x88, avoiding Setexc() and you wouldn't
>catch it.
>
I knew I wasn't making much sense in the mail I sent. Every
time the gem desktop starts or wakes up from running a program, it
directly sets the trap 2 vector. It then calls Setexc to set the
etv_critic vector. If a program steals the trap 2 vector, the proper
thing to do is also take trap 13. If setexc(101, ...) is called in
supervisor mode, you should set 0x404 to what the caller wants, put
your vector back into 0x88 and return. The only reason that your
program works from the auto folder is because some other program
steals your trap 2 vector and handles setexec(101, ...) appropriately.
If you move your program to the end of the auto folder, your problem
will return. Look for the trap 13 handler for UIS, warp 9 or anything
else that steals trap 2. My program has the following code, and does
not get unhooked from trap 2:

```
_trap_13:
btst #5, sp@ | called in super?
beq not_gem
tstw 0x59e
beqs 0f
movl sp@(12), d1 |call address
movl sp@(8), d0 |func and first arg
bras 1f
0: movl sp@(10), d1
movl sp@(6), d0
1: cmpl #0x50101, d0 | Setexc(101 ?
bnes not_gem
movw #1, _is_desk
movl #_gem + 12, 0x88 | the jmp instruction in my
| xbra struct
movl d1, 0x404
rte
```

I hope this is of some help,
Jason

PS I don't think that there is a way to stop all programs from
reseting your trap 2 vector. But then again, programs shouldn't do
this so it should not be a problem.

1679. Re: Hard disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 01:00:20 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CnGDGK.H8C@cix.compulink.co.uk>
Source record: 33512

In message <2n909h$qjb@mserv1.dl.ac.uk>, w.purvis@dl.ac.uk said:
>
>I have just acquired a hard disk from a machine that is being junked. The dis
>k
>was working fine prior to being scrapped. I have also borrowed an ICD adaptor
>from a friend who no longer uses it. I put the two together and connected it
>to my STe (4 megs). I booted up the ICD utility disk and selected ICDFMT.PRG
>so as to re-format the disk for TOS, but the program reports 'no devices
>connected to scsi'. The controller appears to be working OK as when I boot
>up I get messages about hard disk driver being installed, cache sizes and
>Clock. The disk is a Priam 738 (never heard of it before either!) which I
>believe to be 300+ Mbytes. It spins up and do its initial seeks OK.

I have some data on the Priam 738 which may perhaps be of interest:

SCSI 329MB formatted
1225 cylinders
15 heads
RLL encoding
Transfer rate 10 MBits/s
Av. Access 20mS

>Can anyone make any suggestions as to what I might be doing wrong?

If the cable is OK, perhaps the drive is not terminated, and was working
in the previous machine while terminated externally. Perhaps it may
also be an idea to check that the ICD driver has not been set to 'skip'
the drive's SCSI ID, and run 'IDCHECK' to see if the SCSI address is
recognised...

Best Regards,
Brian

brobson@cix.compulink.co.uk

1680. Desktop resource trees!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 02:16:18 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Mar30.021618.11732@beaver.cs.washington.edu>
Source record: 33513

How do you obtain the address from GEM of the current desktop resource tree?
I know with AES version 4.0 and above, you can get it from wind_get(0, 14,...).
It would also have to point to the new desktop tree when a program replaced it
by using wind_set(0,14,...).

Thanks!

1681. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 03:54:29 UTC
From: mlehmann@austin.ibm.com
Message-ID: <CnGLIt.3Dw8@austin.ibm.com>
Source record: 33514

<1994Mar21.171954.5527@news.unige.ch>, Mike Morris writes:
>Well, I did port lynx, the curses based www browser once, and I plan to do
>it again now that MiNT-net is here (for people on the mint mailinglist).
>The problem I have now is that ncurses, the System V compatible curses
>library, does not yet work right on my ST. (although a previous version did)

Please forgive my ignorance, I don't know what MiNT-net is. I think I would
like to be on the mint mailing list if it talks about networking programs
for MiNT.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

1682. NVDI Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 04:32:02 UTC
From: tekmar@oar.net
Message-ID: <2navc2$7tn@dialup.oar.net>
Source record: 33515

Everyone,

Im having a very wierd problem with my TT system running NVDI/ET 4000. Im hoping someone out there on the net can help me out! The problem is as follows.

When I have NVDI/ET4000 loaded all of the software I have that plays MOD files (Desk Tracker, Juke Box, Paula, etc) work fine until I move the mouse around (so I can't close Paula down and listen to a MOD while I do something else). When I move the mouse around enough the system bombs (usually address error). Ive set up a boot disk with only NVDI/ET 4000 and Paula and booted from that disk and it still bombs. I can boot the system using the base Crazy Dots software and not have any bombs, only problem is I don't have the screen acceleration NVDI gives me.

I had this problem on my Mega STE system, and figured it would go away when I put the Crazy Dots II card in my TT. Unhappily it did not.

Ive also had similiar problems with Aladdin in that it bombs out if Im capturing messages and move the mouse. I also had a program I wrote for my Mega STE that let me use a IBM serial mouse in one of the extra serial ports of the Mega STE/TT. It worked great until I moved up to the NVDI software. Again, it bombs after a little while. It seems to be a common factor that all these problems are related to the mouse. Im wondering if the NVDI code is faulty and is doing something it shouldn't be doing when it comes to handling mouse packets.

I have tried every combination of ST Ram/TT Ram, NVDI settings (Line-A, mouse accel,GDOS,etc) and nothing seems to make a difference.

Anyone have any ideas on what could be going on? Im beginning to think I might have a bad copy of NVDI ET/4000 (ordered it from Gribnif).

If anyone has any solutions, please drop them to me in email. I dont frequent this group as often as I would like.

Please send replies to the following email address as I know I will receive it!

Mike Hill
mike.hill@cccbbs.cincinnati.oh.us

1683. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 07:49:26 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2nbau6$pfn@ccpnws.in2p3.fr>
Source record: 33516
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

PLEASE STOP THIS FLAME-WAR !!!!
SVP, ARRETEZ CETTE POLEMIQUE !!!!

I am French and lazy, this is why I posted the question about SCSI
controllers in English (on 3 newsgroups, 2 are in English) and posted
it too on fr.comp.sys.atari without any translation. I didn't think
this could start a flame-war. (now the same in French!)

Je suis Francais et faineant, voila pourquoi j'ai poste cette question
sur les controleurs SCSI en Anglais (sur 3 groupes ATARI, 2 sont en Anglais)
et aussi sur fr.comp.sys.atari sans l'avoir traduite. Je ne pensais pas
que cela declencherai une polemique. Milles excuses.

NOW PLEASE, ANSWER MY QUESTION AND STOP THIS FLAME-WAR. THANK YOU
MAINTENANT SVP, REPONDEZ-MOI ET ARRETEZ CETTE POLEMIQUE. MERCI
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

1684. Auto OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 07:59:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nbbg4$hco@golem.wcc.govt.nz>
Source record: 33517
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can some one tell me the latest version of Auto Overscan,
I have 3.0zh is there a later one....

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1685. 3d graphics source code u/l to umich...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 08:33:36 UTC
From: jbilger@cs.tamu.edu
Message-ID: <2nbdh0$f1a@news.tamu.edu>
Source record: 33518

I just sent a file to atari.archive.umich.edu called 'spin3d.lzh'
it contains source code that shows you how to create 3d graphics
that rotate around your screen......

it'll be in the atari/Programming directory
--
[%]===[%]
[%] Jeffrey Bilger jbilger@cs.tamu.edu InterMilan/Juventus [%]
[%] Texas A&M University, College Station,Tx Serie A * [%]
[%]===[%]

1686. GEM: Dialogs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 08:52:29 UTC
From: petep@info.isbiel.ch
Message-ID: <2nbekd$off@vega.info.isbiel.ch>
Source record: 33519

i'm writing an application for GEM (with PureC and RCS 2.9). For that i need dialogboxes which stay on the screen (in german: "modale dialoge"), p.ex. like the dialogs in papyrus,winrec,...

can someone give me an example (if possible in c) or point me a magazine/book about that?

please post to this group or e-mail me: petep@info.isbiel.ch

thanks!

1687. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 10:03:48 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EC5JBIZB@asharak.apana.org.au>
Source record: 33448

At last, a real reply 8)

>No I am not Stupid, but your Quotes are, German stuff is far to dear and
>IDE/SCSI drives here are about the same price here, also IDE drives are
>very slow...

Too dear? my buy price on the IDE adapter (and that's not as a dealer) was
a smidgin under A$100.00, INCLUDING FREIGHT.

The last price I was quoted on an ICD link here was about twice that, and
the sucker who ordered it is _still_ waiting for it (and he handed over
the cash in December).

As far as 'slow' is concerned, I don't think so. In fact, I know so.
A megaST2 is not going to be able to stress any modern drive, IDE or SCSI
anywhere _near_ its limits - on the ST2 I just did I was getting over 700K/sec
with the somewhat bogus AHDI 6.x (HuSHi 4.07 had some problems with his
laserprinter - I understand that's long fixed.)

>Plus there is No Mail order in Germany, I have been there done that...

Well, I sure as hell didn't swim there you know. Wonder how it got here?

>Try and use a MasterCard in Germany.....

How about a bank cheque? cost me _six_ dollars - big spender.

>The ICD Micro Host adapter is very simple to fit, fits over the Roms in a Maga
>ST, it also has a built in Boot delay so that the hard drive can come up to
>speed, and I would rate it some 200%....

You can't plug Tos 2.06 into it, and we know _all_ about your ratings 8)

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1688. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 10:15:34 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2nbjg6$5fr@aiscube.AIS-Dortmund.DE>
Source record: 33520

schuller@dutiws.twi.tudelft.nl wrote:
: In article <2n7qhg$ina@uqcspe.cs.uq.oz.au>,
: Warwick Allison <warwick@cs.uq.oz.au> wrote:
: >cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
: >>In <1994Mar21.171954.5527@news.unige.ch>, Mike Morris writes:
: >>> Has anybody produced a Mosaic/World Wide Web interface program
: >>> for the Atari? It would be very useful....

: Well, I did port lynx, the curses based www browser once, and I plan to do
: it again now that MiNT-net is here (for people on the mint mailinglist).
: The problem I have now is that ncurses, the System V compatible curses
: library, does not yet work right on my ST. (although a previous version did)

: So it's possible, just make sure your compiling environment is as UNIX-like
: as possible (use MiNT).

But remember that Mint-0.3 does NOT support TCP yet. Although it is possible
to compile things like ftp, telnet and so on, they probably will not work
right now. But Kay Roemer, the author of Mint-Net is working on a TCP
implememtation for his Software. So all our TCP/IP Problems/Wishes should
be gone/fullfilled in the near future. Thanx to Kay !

cheerio Theo

: --
: / Bart Schuller \
: /P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
: My WWW page
: \ Insert your favourite witty saying here, I can't choose! /

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
-----Don't force it, use a bigger hammer !-----

1689. Re: Working TAPEBIOS with DAT drives for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 10:24:58 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EC5JBIZE@asharak.apana.org.au>
Source record: 33449

In <702_9403242227@dswhq.omahug.org> Bryan Hall wrote :

>In a message of 15 Mar 94 04:24:17, Eliot Miranda;w211 wrote:
>
>EM> has anyone got Alan Hourihane's TapeBIOS to work with a DAT drive,
>EM> preferrably on an STe? I'm using TapeBIOS 1.5 with a HP 35480A DAT,
>EM> and ICD's SCSI interface.
>
> Along the same line, does anyone know how to get the TapeBIOS 1.5 to work
>with an SST'd Mega with tos 2.06? It worked great with the 68000 and 1.4, but
>the system now hangs when booting. I'm using it with a Tandburg QIC drive
>(150MB).

There's a bug in the Tapebios driver - it doesn't correctly handle the long
stackframe generated by the 68030.

If you have to use it, get the source and look at the exception handlers.

As far as I can remember, one of them reaches back into the stack to frob
some stuff - without the source handy I can't give you more information
I'm sorry. I know that with this patched, it ran _fine_ on my TT.

If you're desperate, mail me the source for the driver and I'll mail you
back the section you have to patch. (I might even be nice and give you details
for patching the binary if you don't have gas 8)

>"MICRO"

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

1690. Re: Blowup Demo Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 11:43:30 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Mar30.114330.989@cathy.ijs.si>
Source record: 33521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2n0oh0$sbk@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>stays at the 800 x 480 I set it to, but the system font uses the small
>8 x 8 size, and all my window gadgets are small! I happen to like this a LOT
>and am wondering, does the commercial and Hard versions keep this "feature"?

Yes, this feature is documented in the manual to the commercial version.
I have a Hard II, BTW.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1691. Re: Puny MegaST power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 12:18:44 UTC
From: rappleye@felix.kodak.com
Message-ID: <1994Mar30.121844.5736@kodak.rdcs.kodak.com>
Source record: 33522

In article <1994Mar29.141536.43647@urz.unibas.ch>
vosst@urz.unibas.ch writes:

> - is there a way of tuning up the mega st power supply in order for it to
> put out more juice?
> - is it the hi-density floppy drive's fault?
> - could my soldering on the harddisk controller (!) (i had to connect the
> 12v dc to scsi pin number xy for the icd micro st host adapter to work)
> have anything to do with it?
> - what is the meaning of life?

Your power supply is probably toast. Without getting into the specific
things you did, in general hooking more things up tends to take out the
wimpy atari pwer supplies. The symptoms strongly suggest a power
supply that just doesn't have what it takes any more. Repairs will not
last. Call toad and get a new (non-atari) one.

Life sucks, then you die.

1692. HELP! Directory deleted! *&$#*&

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 12:58:52 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nbt2c$l58@chico.staf.phil.ruu.nl>
Source record: 33523

Yeah, well, the subjectline sez it all in fact...
I had been working on a programming project for 2 weeks, when suddenly
a nameless file appeared (just a bunch of blanks as filename). Upon
inspection this appeared to be a copy of one of my sourcefiles, so I
thought I might as well delete it.
Dragged the thing to the trashcan -- and the machine starts deleting
the COMPLETE directory !!! *&$^^#
Problems:
1. Two weeks of work is gone (no, I didn't have a backup -- flame me)
2. Both FAT's are not identical
3. The files weren't contiguous

Solution:
Ask you guys out there what I should do...
Is there a good undelete-program -- preferably one that is able to track down
non-contiguous deleted files, and one that lets you save the undeleted file
on _another_ partition (just for safety)? Preferably PD/shareware/freeware.
Any suggestions, hints, tips and tricks?
I'm really desperate so *any* reaction or suggestion is more than welcome.

Email and follow-up are both ok with me...

Geesh, there are days when I simply *hate* those machines...

P.S. does anybody have any idea as to what *caused* the problem in the first
place? I've never seen anything like this...

Thanks in advance for any and all help.

Hendrik Jan

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1693. Re: 68000 -> 68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 14:41:07 UTC
From: GARY_BURKE@bdt.COM
Message-ID: <CnHFGL.2z0@bdt.com>
Source record: 33524

I Need some help with tasking. Is there any books out there that could shed some light on the subject.
What i want to do is swap between stacks, sortof like michtron bbs is doing, does anyone have any code or examples of stack swaping thought a time routine.
Thanks for any help
Gary burke

1694. Mintlibs for Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 15:18:04 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Mar30.151804.22589@unix.brighton.ac.uk>
Source record: 33525

I have a copy of Lattice C v5.06.02 and have noticed that the source forthe mintlibs contains a lattice folder. I tried to create the libs but have had no success. Up until now I used GCC for writing mint programs, but libs for lattice would really be nice.I know the latest version of Lattice C has its mint libs but I cannot afford to upgrade.

Anyone got any help...maybe you could send me the libs?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1695. Help w/flaky 1040ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 15:27:27 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <CnHHLs.6nr@cbfsb.cb.att.com>
Source record: 33526

Help! I've got a very early vintage 520ST that I upgraded a year ago to 4Meg of ram by hacking in 4 1Mx9 SIMMs, and I got an ICD adapter from somebody on the net, and stuck an 80MB drive on there, and I've got Mint and GCC and Sozoban and a whole bunch of stuff on there that I fool around with when I need a break from real work. I've got TOS 1.4 ROMS.

And now the hardware has gone flaky! Symptom is that I can't boot successfully from either floppy or hard disk. I get 2 or 3 or some large number (10? 12? I didn't count) of bombs. With the ICD unplugged and just a floppy attached, sometimes it gets as far as putting up the desktop and then crashes, but mostly it crashes before it even gets that far.

I've unplugged and re-inserted the various ic's, since I know the sockets on Atari's are notoriously flaky, and that hasn't helped.

How do I track this down?

Is one of the plcc devices more likely to fail than another?

How can I test memory if I can't boot to run the memory test software?

Or have the sockets just finally died completely?

I'm an experienced electrical engineer with a decent oscilloscope at home, so you needn't "dumb down" the discussion for J. Random Luser.

Bill Dudley
AT&T Bell Labs
dud@nucleus.att.com

1696. VERY dim question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 17:16:14 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EC5RBBUQ@deluxe.textlitho.nl>
Source record: 33527

Okay, here 'tis:

How does one produce m-MODs?

(I m-mean - I have MIDI software + keyboard, have done a bit of harddisk recording and I still don't get how they put 5 min. of 25 khz stereo music into a file of 100k.. - but then again, the answer is probably so obvious that I'll be wearing a paper bag on my head for weeks.. :)

Paul

--
paul@textlitho.nl

'Pray send more beans, for my brethern are visiting me!'

Mystery statement on Discovery Channel

Atari UUCP : UPoint-'light'

1697. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 18:51:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d99cb3b@p2.stacken.ct.se>
Source record: 33528

On 29 Mar 94, Denesh Bhabuta wrote:

> Subject says it all really.

Well, I have it on my original Atari language disk (C)1985. Guess that makes it illegal to put it on ftp sites?

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON030 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

1698. EMACS Installation Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 19:12:35 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2nciv3$fft@hpbab.mentorg.com>
Source record: 33529

I recently downloaded the EMACS archive from atari.umich
and am having a problem getting it installed. I have
carefully followed the directions in the accompanying
documentation. The setup looks like:

```
EMACSLOADPATH=g:\emacs\e-bin
EMACSLIB=g:\emacs\e-lisp
EMACSDOC=g:\emacs\e-etc
UNIXMODE=/.,rDLAHdb
HOME=d:\cc\work
```

The command line .\temacs -batch -l loadup.el dump
results in the error "Unable to open load file loadup.el"
(or something of that sort) whether the command is
initiated by dumpemac or directly issued to the shell.

Changing the command line to:
.\temacs -batch -l $EMACSLIB\loadup.el dump
results in loadup.el being loaded correctly, but the
first load operation within loadup.el fails with the
previously mentioned error message.

I have tried many permutations of UNIXMODE settings,
as well as Unix-type environment variable settings to
no avail. Changing EMACSLIB to a bogus location results
in the correct error message "Emacs library (bogus path)
does not exist." (my paraphrase, because I don't have
a photographic memory.)

The specific file I downloaded is 1858b-d3.zoo.

Anybody know what is going on?

paul
pstoaks@mentorg.com

1699. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 20:18:56 UTC
From: woodford@esca.com
Message-ID: <1994Mar30.201856.1371@esca.com>
Source record: 33530
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Oh come on.....I am too interested in this topic, and don't understand any
>French at all..... Please repost the reply...this time in English.

>In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe
Regnauld) writes:
>>acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:
>>
>>>Hi,
>>>Can someone tell me the difference beetween ICD's "The LINK" and
>>>GE SOFT's "TOPLINK" ?
>>
>>>If I buy a TOPLINK adapter, can I use ICD Pro utilities ?
>>
>> It says 'FR.' in the newsgroup name.
>>
>> On parle francais ici.
Not all of us, so I'll attempt to translate...

>>
>> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
>> c'est lent.
Ok, your question: The GE Soft is pretty worthless, I have tested it
and found it to be slow.

>>
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
Also, the ICD software only works with ICD cards (DMA->SCSI boards)
(ID chip on the card)

>> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
>> 'debridee' :-)
(It's been a while since I saw a 'hacked' version :-)

This is just a translation, and in no way reflects my opinions on
the matter...

Cheers, Steve

1700. Re: Icons puzzler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 22:39:06 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.776964@cix.compulink.co.uk>
Source record: 33531

>Is anyone out there interested in writing a "Desktop Manager" program
>which looks after various objects from different programs on a single
>communal desktop? I've considered doing it in the past but never got
>round to it (too many other ideas that never work ;-)
>It could install it's desktop and accept new icons using the dragdrop
>protocol (as well as other methods).

There is one called DOCK which is not bad. Wouldn't do any harm if it were
better though ;-) i havn't the time unfortunately.

1701. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 22:50:20 UTC
From: craig@yonder.equinox.gen.nz
Message-ID: <H.eg.lFUypUbKayo@yonder.equinox.gen.nz>
Source record: 33532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2n8qa4$a8k@golem.wcc.govt.nz>, Roger Sheppard writes:
>In article <H.eg.UP7BMO91XJ6@yonder.equinox.gen.nz>,
craig@yonder.equinox.gen.nz (Craig Shore) writes:

>>No Roger, it's only $2.73 Standard, or $1.89 Economy through Telecom,
>> or $2.71 Standard, $1.88 Economy through Clear Communicatins.
>>
>>Craig.
>
>Wrong again Craig, you can't call them during Economy Times, as there office is
>only open from 10AM, I have been there done all that, also I don't like
>getting up at 6am just to here a recorded message.

No, I'm not "Wrong again"

10am in IL,USA is 4am NZST , 4am is economy.
(Note:I think they switch into DST at 1am this Sunday, so that will
make 10am there 5am here)

Ecomony is 10pm to 8am, so if you called just before 8am, it would be
just before 2pm there (3pm next week).

When you called at 6am, it would have been 12pm there... maybe they
all went off to lunch and left an answering machine on??? Try ringing
a bit earlier or later.
Oh, and don't bother calling on a Monday, it's Sunday there.

>By the way you prices don't include GST, gee were did you go to school..???

I went to school here in Christchurch, New Zealand.... I guess they
taught you differently in the uk? Assuming that's where you're from?

I'll Quote from the Clear Residential rates book.... "International
rates are quoted in dollars per minute (GST inclusive).

And in the Telecom rates book, it's got 2 columns , one says GST Incl, the
other GST Excl, I quoted the rates from the GST Incl column.

>Plus there is no Clear here on the Gold Coast....

So you're paying 1 or 2 cents a minute more through Telecom... no great loss.

Craig.
--
:: Craig Shore. Phone +64 3 385-6554 (Christchurch, New Zealand.) ::
:: (CraigS on IRC) ::

1702. Re: VERY dim question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-30 23:19:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nd1eg$m4o@mailer.fsu.edu>
Source record: 33533

Paul Tuijnman (paul@deluxe.textlitho.nl) wrote:
> Okay, here 'tis:

> How does one produce m-MODs?

> (I m-mean - I have MIDI software + keyboard, have done a bit of
> harddisk recording and I still don't get how they put 5 min. of 25
> khz stereo music into a file of 100k.. - but then again, the answer
> is probably so obvious that I'll be wearing a paper bag on my head
> for weeks.. :)

A sound module (mod file) contains up to 31 sampled instruments, and
sequencing information to play them. They are not direct samples of
music. Grab a good tracker and some mods (I suggest Protracker ST 2.0),
and watch the module information stream by to get a better idea of what is
going on. You can also play and see the individual samples.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1703. MEGA ST UPGRADE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 02:04:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ndb38$nvu@golem.wcc.govt.nz>
Source record: 33534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well at last I have a upgraded Mega ST 2...

I brought the Mega just befor Xmas as I wanted a machine
with Overscan and a Built in Hard Drive, Falcons/Mega ST
and TT are far to dear here...

I had all ready ordered the ADspeed and Micro Host adapters
made by ICD from a friend, he was send a flyer stating
that these were on sale, $39us for the Micro Host and
$99 for the ST ADspeed..

They took a bit of time to get here, but then I did not have
my Mega yet..

Well I did not fully test the Mega, it looked OK and when I run it..

Well as soon as I recieved the these upgraded bit I fitted them
all to the Mega, the Overscan was the only problem, were to fit it,
well I found a place just above the CPU, also the ADspedd cut trace link
that was mentioned for the blitter patch was not needed, the 68000 CPU
had the IC leg lifted out from the PCB...

I did a small mod, to the PSU as the 5 volts was low, no adjustment on this
version, its set by 2 fixed resitors, so I just shunted one to bring it
up to 5 volts...

Well after it was all together it seem to run for 8 hours them crash on me,
the Neodesk could not find its resource file,?? I would copy a new one and all
would run again till I rebooted..??

Well it finally gave up, so out came the ADspeed and the Hard Drive, patched
out the Overscan mod also the New TOS 1.04 Roms that I had fitted, still no
joy.

Well out came my trusted 1740A HP scope, and found a short in one of the Ram
chips, as I could not get Nmos Rams any more I replaced it with a Cmos one,
this was then tested for a day with the Supra memory test program, all was
ok..!

Replaced the ADspeed, but that would fail after 8 mins, this was finally
returned to ICD, a replacement came back after a 2 months delay..

Every thing was reassembled, and has now been working for some 4 days now,
the only other problem is the ADSPEED.PRG, it looks like it has some Bugs,
this has been mentioned by ICD, TEMPUS II will crash after 20 seconds..

The ADspeed is very nice and well made product and so is the Micro Host adapter, its a pitty that they are no longer made, but I think they still have stock left..

So why not give that old Mega a new lease on life and fit these upgrades, well worth it..

If any one needs any help about these upgrades Please E-Mail me....

PS. The ST_FORMAT free copy of Arabesque Pro does not like Overscan, but that was version 2.14 and I know there is a later version 2.15....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1704. Re: MEGA ST UPGRADE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 07:00:44 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnIot8.Mzn@cix.compulink.co.uk>
Source record: 33535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <2ndb38$nvu@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>Well at last I have a upgraded Mega ST 2...

[...stuff deleted...]

Roger, you will find that many older programs do not work with Overscan r
ADspeed. Many programs assume a fixed screen size and others (Tempus) rely
on the CPU timing for some operation (some blitting in Tempus, but I'm not
sure). These are all bad practices, but were common to optimise speed.

You can change the ADSpeed frequency by poking the registers:

```
-------+-----+-----------------------------------------------------+----------
###############ADSPEED Configuration registers ###########
-------+-----+-----------------------------------------------------+----------
$F00000|byte |Switch to 16 Mhz |W
$F10000|byte |Switch to 8 Mhz |W
$F20000|byte |Turn on high speed ROM option in 16 Mhz |W
$F30000|byte |Turn off high speed ROM option |W
$F40000|byte |Unknown |W
$F50000|byte |Turn off cache while in 16 Mhz |W
| | >> Write 0 to an address to set it. << |
```

This was taken from a document produced by: Dan Hollis.

Ofir ogal@cix.compulink.co.uk

1705. Re: Help w/flaky 1040ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 08:57:32 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-310394085733@ngalm099.gal.nt.com>
Source record: 33536

In article <CnHHLs.6nr@cbfsb.cb.att.com>, dud@cbnewsf.cb.att.com (William F. Dudley Jr.) wrote:

********** Stuff deleted **********

> And now the hardware has gone flaky! Symptom is that I can't boot
> successfully from either floppy or hard disk. I get 2 or 3 or some large
> number (10? 12? I didn't count) of bombs. With the ICD unplugged and
> just a floppy attached, sometimes it gets as far as putting up the desktop
> and then crashes, but mostly it crashes before it even gets that far.
>

I had a similar problem, loads of bombs, was caused by bad connection on a Marpet SIMM board. Maybe one of your wires has come loose?. The only way I could debug the problem was to take a logic probe & inspect each pin on the SIMMs.
When I found a pin that was not toggling or set high/low, I then checked the connection back to the DRAM controller with a DVM. If it was o/c or high resistance I resoldered it.

Hope this helps.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1706. OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 09:08:11 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2ne3tr$52l@usenet.INS.CWRU.Edu>
Source record: 33537

i'm trying to modify my mega to the overscan (wired version...)...

i hooked up everything like in the docs, but there seems to be a problem...

I switch to overscan, then reboot.. the HD seems to load its driver and
then the ST hangs... it boots fine when the switch isn't in overscan...
any ideas??

--Bart

1707. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 09:10:31 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2ne427$57s@usenet.INS.CWRU.Edu>
Source record: 33538

In article <2ne3tr$52l@usenet.INS.CWRU.Edu> jaszcz@donald.EEAP.CWRU.Edu (jaszcz) writes:
> i'm trying to modify my mega to the overscan (wired version...)...
>
> i hooked up everything like in the docs, but there seems to be a problem...
>
> I switch to overscan, then reboot.. the HD seems to load its driver and
>then the ST hangs... it boots fine when the switch isn't in overscan...
>any ideas??
>
> --Bart

one more thing... when I switch to overscan, the screen (mono) goes
black...

1708. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 10:03:09 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ne74t$q7l@golem.wcc.govt.nz>
Source record: 33539
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnEKJL.51I@uqac.uquebec.ca>, jhogan@uqac.uquebec.ca (Joseph Hogan) writes:
>In article <2n44km$jf@aggedor.rmit.EDU.AU> roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>>: In article <2ms5mm$55a@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
>>: >Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>>And I dont have a Genie account...
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I DID NOT WRITE THIS...!!!!!!

>That is an easy problem to correct. Just mail to icdinc@genie.geis.com

PLEASE READ MY SIG, I do have a GEnie acc...!!!!

>Joseph

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1709. 68010, etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 12:12:21 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1695@usdtsg.DaytonOH.NCR.COM>
Source record: 33540

Reading the group, I think I heard mentioned that the 68010 and 68000
are pin compatible, and that the 68010 could increase speed by 10%.
I also remember hearing mentioned that a "patch" program is needed
for everything to work right (and TOS 2.06).

My question is: is there any documentation on how to do the whole
project? Like where to get a (preferably 16mhz) 68010 and price on it,
what patch program to use, etc. I intend to try this on my
16mhz MegaSTe (TOS 2.06) if possible. Thanks for any pointers...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

1710. Accessing the SCC Lan port, experiences anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 12:16:10 UTC
From: laverman@cs.rug.nl
Message-ID: <2neeua$7at@rug16.cs.rug.nl>
Source record: 33541

Hi.
We're trying to get two Mega STe 4's connected through their
'Lan port's. So far, a student has managed to get the SCC working
in local loopback, but not to the outside. Has anyone any
experience with this?

Greetings, Bert
--

Bert Laverman, Dept. of Computing Science, Groningen University
Email: laverman@cs.rug.nl Phone: +31-50-633948
Home: bert@rakis.iaf.nl Fax: +31-50-633800

1711. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 13:10:01 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2nei39$rjl@snlsu1.london.sinet.slb.com>
Source record: 33542

In article <jonal.1891.2D96BAA6@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>In article <H.eg.2zb5TlU7A4c@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>In <1994Mar21.171954.5527@news.unige.ch>, Mike Morris writes:
>>> Has anybody produced a Mosaic/World Wide Web interface program
>>> for the Atari? It would be very useful....
>
>>It'd be a bit pointless since you need a TT and big bucks for an
>>Ethernet interface...
>
>>I suppose you could do it over SLIP with ka9q, but I doubt anyone's
>>ported Mosaic.
>
>Pointless only in the sense that you would need that TT+big $$ to get onto
>the net. Remember that HTML is a very good hypertext format with very low
>treshold on the authoring side. I've checked out most of the hypertext
>packages for the Atari and have yet to fing a good one. A GEM port of a HTML
>reader would be an excellent starting point for making good hypertext
>documents a standard on this platform as well. I can see more uses for such
>a tool than just gathering material from the net.

Right -- NCSA provides the source for a HTML widget (i.e. X windows widget).
It shouldn't be very hard to port that to the ST and add a wrapper for
loading HTML etc.

Mat
--
Mathew Lodge	"This is *the* Jane Harrington?" "Yes"
lodge@ferndown.ate.slb.com	"Jane 'Bury-me-in-a-Y-shaped-coffin'
Schlumberger Technologies,	Harrington?" "I think maybe there are
ATE division, Ferndown, UK	two Jane Harringtons" -- Blackadder 2

1712. DMA Chip req'd : UK

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 14:32:12 UTC
From: cf580@city.ac.uk
Message-ID: <1994Mar31.143212.6363@city.ac.uk>
Source record: 33543

Just a brief note; does anyone know where I could obtain DMA chips in the UK? Either mail order or London, preferably.

TIA...

--
Tim Wright - T.J.Wright@city.ac.uk

1713. Upoint april fool warning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 15:36:04 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EC6PCCUQ@deluxe.textlitho.nl>
Source record: 33544

Hi there,

You've got to hand it to the author of UPOINT: he's a clever bastard.
Last december he launched his UUCP point package - a PD version which
could be upgraded into a somewhat larger 'medium' version - shareware.
The package itself is by far the most clever UUCP mailing utility on
any platform: small, friendly, fast.
You cast aside all the other UUCP stuff you have and you expose
yourself to UPOINT's uncanny slickness. Then april comes, you know,
april first .. and suddenly UPOINT is no more. Well, it's still
there, but you can't access it any more. You disconnect your system,
dismantle your modem, all the other stuff still works fine and then
you find UPOINT on your other computer also passed away..

narrowing eyes

Fair enough, good joke. But why wasn't UPOINT light released as just a
DEMO with a mystery restriction?

(had to set back the clock to write this one - it's march 31 and
all's quiet on the western front..)

Paul :/
--
paul@textlitho.nl

'Pray send more beans, for my brethern are visiting me!'

Mystery statement on Discovery Channel

Atari UUCP : UPoint-'light'

1714. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 15:40:38 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Mar31.094038.1@fnalo.fnal.gov>
Source record: 33545

In article <2nei39$rjl@snlsu1.london.sinet.slb.com>, lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
> In article <jonal.1891.2D96BAA6@dhhalden.no> jonal@dhhalden.no (JON ARVID LOVSTAD) writes:
>>In article <H.eg.2zb5TlU7A4c@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>>
>>>In <1994Mar21.171954.5527@news.unige.ch>, Mike Morris writes:
>>>> Has anybody produced a Mosaic/World Wide Web interface program
>>>> for the Atari? It would be very useful....
>>
>>>It'd be a bit pointless since you need a TT and big bucks for an
>>>Ethernet interface...
>>
>>>I suppose you could do it over SLIP with ka9q, but I doubt anyone's
>>>ported Mosaic.
>>
>>Pointless only in the sense that you would need that TT+big $$ to get onto
...
> Right -- NCSA provides the source for a HTML widget (i.e. X windows widget).
...
> | Mathew Lodge | "This is *the* Jane Harrington?" "Yes" |

It might be better to port the tk/tcl package. Then we could use the tkWWW browser , as well as many other tk/tcl based programs. This is also a very nice tool for building new applications, which is catching on like wildfile in the Unix community. It happens to use Xwindows there, but I don't see why it cannot be implemented on top of GEM (if that has not already been done).

1715. Re: Folder Access Prob

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 16:30:30 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnJF6x.2GJ@westminster.ac.uk>
Source record: 33547

In article <-2082476065.3650925@cyberden.cyberden.com> Kronos@cyberden.com writes:
>I am having a problem with my 1040. With a few files and when I try to show
>info on the HD, the sys shows a box saying that I can't access folders this
>far down the directory path. I can access programs in these folders, but I
>can't delete them or change the names or copy. I'm not sure where to start to
>fix this.

This is a bug in older TOSs. What happens is that when you access a directory,
some memory is put aside. This happens everytime you access a directory. When
you leave the directory, that amount of memory is supposed to be freed, but due
to the bug, this does not happen, and you are left with the warning dialogue
box 8*((

Anyway, help is at hand, with a patch by Atari themselves, and it is
free....you can find it on ftp sites, or PD libraries (what are those....evcer
since I've been ftp'ing...never seem to use those). The program is called
folderxxx.prg, and it is placed in the Auto folder.

Hope this helps.....and oh, you guys out there, if any of this is wrong, please
don't flame me. However, do inform me of what is wrong.

Thanx

Danny
CyberSTrider =);-)
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1716. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 17:09:51 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2nf04v$s8e@acme.gatech.edu>
Source record: 33548

In article <2d99cb3b@p2.stacken.ct.se>
patrik.sanfridsson@p2.stacken.ct.se writes:

>Well, I have it on my original Atari language disk (C)1985. Guess that
>makes it illegal to put it on ftp sites?

I have seen the original ST Logo and BASIC advertised as available
from PD/Shareware disk distributors. Also I think I saw the original
control panel and VT 52 accessories available on atari.archive. Does
anyone know what the real status of these formerly distributed with
STs and now unsupported programs is?
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1717. Re: TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 17:22:04 UTC
From: mk@anuurn.do.open.de
Message-ID: <2d9b4eec844a5@anuurn.do.open.de>
Source record: 33546

In <1994Mar29.230528.25447@news.csuohio.edu>,
Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:

>In article <1994Mar29.191649.5242@beaver.cs.washington.edu>
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>>I made the program into an AUTO-folder TSR, and trap #2 seems to be staying
>>set the way I set it. Someone suggested traping the bios Setexc() command as
>>well so that you could just ignore any resettings anyone tried, but then
>>someone could just write directly to 0x88, avoiding Setexc() and you wouldn't
>>catch it.
>>
> I knew I wasn't making much sense in the mail I sent. Every
>time the gem desktop starts or wakes up from running a program, it
>directly sets the trap 2 vector.

If I remember correctly, this only happens when a TOS or TTP program
is executed.

> It then calls Setexc to set the
>etv_critic vector. If a program steals the trap 2 vector, the proper
>thing to do is also take trap 13. If setexc(101, ...) is called in
>supervisor mode, you should set 0x404 to what the caller wants, put
>your vector back into 0x88 and return. The only reason that your
>program works from the auto folder is because some other program
>steals your trap 2 vector and handles setexec(101, ...) appropriately.
>If you move your program to the end of the auto folder, your problem
>will return. Look for the trap 13 handler for UIS, warp 9 or anything
>else that steals trap 2. My program has the following code, and does
>not get unhooked from trap 2:
>_trap_13:
> btst #5, sp@ | called in super?
> beq not_gem
> tstw 0x59e
> beqs 0f
> movl sp@(12), d1 |call address
> movl sp@(8), d0 |func and first arg
> bras 1f
>0: movl sp@(10), d1
> movl sp@(6), d0
>1: cmpl #0x50101, d0 | Setexc(101 ?
> bnes not_gem
> movw #1, _is_desk
> movl #_gem + 12, 0x88 | the jmp instruction in my
> | xbra struct
> movl d1, 0x404

> rte

I see two problems with this approach:

1: You should do something like
movea.l _oldtrap13,a0
jmp (a0)
instead of simply stuffing the new vector into 0x404...
Otherwise other TSRs that grabbed the trap 13 vector before you
did (probably for the same reason you did) will *never* "see" the
Setexc() call!

(Besides, you forgot to handle a special case: if the new vector
is _negative_, Setexc() will only return the old value and not
modify the vector at all; calling the "real" Setexc() at the end
would fix this bug, too!)

2: Simply overwriting the AES trap vector with the address of your
routine is a little drastic - suppose another TSR installed itself
in the meantime?

I think it's *much* better to do the following:
- Examine the AES vector's XBRA chain (if present) wether your TSR
is still installed (this could happen if Setexc() was not called
by the AES but by a shell/user program/other TSR)
- If your TSR didn't find itself, save the current value of the
trap vector in the "next" field of your XBRA structure and
then overwrite the vector with the address of your handler.

BTW: if MiNT is used, your TSR should be loaded *after* MiNT; otherwise
the "called in super" check won't work...

Martin
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

1718. gcc/g++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 17:25:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2d9b07f9@p2.stacken.ct.se>
Source record: 33549

What was the last version that supported the 68000 cpu?

___ _ _ _/ _ o /_
/ (0)__ /_)(_\ / / / /\ FALCON 4/60
/,,,,|--\ / patrik.sanfridsson@p2.stacken.ct.se

1719. Upgrades avail for MEGA-2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 17:26:18 UTC
From: bartok@bnr.ca
Message-ID: <2nf13q$hui@crchha60.bnr.ca>
Source record: 33550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been experimenting with Mint on my stock MEGA-2 ST (not STe) and
have come to the conclusion that I need more memory and speed, so I need
answers to the following. BTW - I am using TOS 1.04

1. What is the easiest and safest DIY (Do It Yourself) method of upgrading
to 4 meg of RAM? Could someone please send me the specifics including
a source for the chips?

2. What options do I have for increasing processor speed? I am running at
8 MHz with a 68000 CPU. Compatability with older programs like Flash
and WordPerfect is important as well as MIDI programs (I use SmpteTrack
which is suppossed recognize faster clocks, but other progs might not.)
Something that has a physical switch for the clocks would be ideal.

If you have any information that might help me, please send email to:

vcross@genie.geis.com
(the bnr.ca address will bounce, so don't mail me there)

Thanks,
Vince
--
****
* #include std.disclaimer /// No email to above address - it will bounce *
* Instead post replies in USENET. Ain't this a boring sig? zzzzzzzzzz *
****

1720. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 18:20:55 UTC
From: nagel_e@cecehv.enet.dec.com
Message-ID: <CnJ157.Ft1@ryn.mro.dec.com>
Source record: 33551
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnFIqD.M5F@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes...

>Where can I get logo?

Logo came with the first ST's on the language disk. It never became very popular unfortunately, so it was never upgraded. Digital Research, who wrote the language did some weird things with the file selector, and that is where things went wrong when I installed TOS 1.4. I didn't have any time yet to check for a possible fix.

Erlend.

1721. Want to buy a Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 18:54:26 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2nf692$l7f@hpbab.mentorg.com>
Source record: 33552

Does anybody out there have a used 4Mb Stacy they'd like
to sell?

I would very much like to pick one up to complement my
Mega St.

Thanks,
paul
pstoaks@mentorg.com

1722. Re: MIDI programming problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 21:00:38 UTC
From: healy@nosc.mil
Message-ID: <1994Mar31.210038.10962@nosc.mil>
Source record: 33553

In article <CnDH0C.8uE@cs.ruu.nl> jules@cs.ruu.nl (Jules Vleugels) writes:
>Hello,
>
> perhaps it is possible to enlarge the system buffer for incoming
> data?
>

Yes, you should increase the size of the input buffer:

```
flushmidi();
Ioptr = (struct iorecinfo *)(Iorec(2));
Origbuf = Ioptr->ibuf;
Origsize = Ioptr->ibufsiz;
Ioptr->ibuf = malloc(MIDIBUFSIZ);
Ioptr->ibufsiz = MIDIBUFSIZ;
Ioptr->ibuftl = Ioptr->ibufhd = 0;
```

Mike Healy

healy@nosc.mil

1723. Re: Puny MegaST power supply?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 21:56:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nfgv2$p6@mailer.fsu.edu>
Source record: 33554

vosst@urz.unibas.ch wrote:

> hi everyone,
> i seem to have some power supply trouble with my trusty old mega st. it has
> an internal maxtor 7245 scsi harddisk an a hi-density floppy drive. since
> i put in dave small's megatalk board (for use with spectre) i have been
> experiencing some strange stuff. first it went well for a few weeks.
> then, on a sunny afternoon (what was i doing inside, anyway?), the computer
> startet resetting itself whenever it accessed drive a: during the boot-up
> sequence. i let it sit for a while and tried again - same thing! it seemed
> as if the power supply's output was just not enough. i have never since
> got it to run again, so i took the megatalk board out. but i would like
> it all to work. now, here's what i want to know:
>
> - is there a way of tuning up the mega st power supply in order for it to
> put out more juice?
> - is it the hi-density floppy drive's fault?
> - could my soldering on the harddisk controller (!) (i had to connect the
> 12v dc to scsi pin number xy for the icd micro st host adapter to work)
> have anything to do with it?
> - what is the meaning of life?

I would suggest that you either replace the power supply with a non-Atari
unit (available from Best Electronics, here in the state at least) or
mount your hard disk in an external case. The latter should reduce the
load enough to use the Megatalk board without problems (a guess, but easy
to test). Atari power supplies are famous for being wimpy.

Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1724. Re: Help w/flaky 1040ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-03-31 22:52:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nfk86$14d@golem.wcc.govt.nz>
Source record: 33555

In article <CnHHLs.6nr@cbfsb.cb.att.com>, dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
>Help! I've got a very early vintage 520ST that I upgraded a year ago
>to 4Meg of ram by hacking in 4 1Mx9 SIMMs, and I got an ICD adapter from
>somebody on the net, and stuck an 80MB drive on there, and I've got Mint
>and GCC and Sozoban and a whole bunch of stuff on there that I fool around
>with when I need a break from real work. I've got TOS 1.4 ROMS.
>
>And now the hardware has gone flaky! Symptom is that I can't boot
>successfully from either floppy or hard disk. I get 2 or 3 or some large
>number (10? 12? I didn't count) of bombs. With the ICD unplugged and
>just a floppy attached, sometimes it gets as far as putting up the desktop
>and then crashes, but mostly it crashes before it even gets that far.

Most problems that I have had with Ataries is with the PLCC devices
having dirty contacts...

The other one that I had was a Mega ST that had TOS 1.04 fitted by the Agent
here, guess what they done the normal thing and bent under one of the Rom
pins, this I have seen many many times in the course of my work as a Computer
Engineer....

Did the machine work for some time after the mods,,?? days, weeks, months.?

The other thing to try is to disable the top 2 meg Ram banks...

>Bill Dudley
>AT&T Bell Labs
>dud@nucleus.att.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1725. Re: RCS 2.9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 00:49:56 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.kDufUKk2PPY@lionbbs.escape.de>
Source record: 33556

In <2n66gv$b85@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter) writes:
>
>is there a documentation about rcs 2.9 available? if yes where?
>
Dunno!

But as far as I know the actual Version of RCS is 5.6.0.1.
Why stick to this Methusalem?

Uwe

1726. Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 02:41:16 UTC
From: af900@yfn.ysu.edu
Message-ID: <2ng1kc$ded@news.ysu.edu>
Source record: 33557

A guy at Computer STudio told me that the falcon has a serial
port limited to 19.2 kbps...is this true?
That means no 14.4 @ v.42bis right ? ! :(! ?

I dont have one but i am in the market to get a new computer
but if this is true, well...

--
Brandon Applegate - usr9786a@tso.uc.edu
Amiga 1200/'020/2/65/1942/14.4kbps
PeeCee 486/SX25/4/130/SVGA
P3ac3 !

1727. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 04:40:18 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2ng8ji$cva@scapa.cs.ualberta.ca>
Source record: 33558

af900@yfn.ysu.edu (Brandon L. Applegate) writes:

>A guy at Computer STudio told me that the falcon has a serial
>port limited to 19.2 kbps...is this true?
>That means no 14.4 @ v.42bis right ? ! :(! ?

>I dont have one but i am in the market to get a new computer
>but if this is true, well...

>--
>Brandon Applegate - usr9786a@tso.uc.edu
> Amiga 1200/'020/2/65/1942/14.4kbps
> PeeCee 486/SX25/4/130/SVGA
> P3ac3 !

Yes it does but the Falcon also has ANOTHER serial port which can
achieve faster speeds. It goes quite fast. ;)

--
\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

1728. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 05:31:10 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnKFBy.9sr@cix.compulink.co.uk>
Source record: 33559

In message <2ng1kc$ded@news.ysu.edu>, af900@yfn.ysu.edu said:
>
>A guy at Computer STudio told me that the falcon has a serial
>port limited to 19.2 kbps...is this true?
>That means no 14.4 @ v.42bis right ? ! :(! ?
>
>I dont have one but i am in the market to get a new computer
>but if this is true, well...

It is not true, but you can't acces the higher rates via the Control Panel. Most new comms programs like Connect support rates up to 150kbaud on the Falcon. I get around 3000 cps on text and 1700 cps on compressed files with a similar modem.

Ofir ogal@cix.compulink.co.uk

1729. Falcon (hardware) Bugs .IMG files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 06:31:21 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ngf3p$dmq@cxc1.cl.msu.edu>
Source record: 33560

If you haven't seen them, there are a couple .IMG pics in a file called
FALCNBUG.ZIP on atari.archive.umich.edu:/atari/Falcon This _HUGE_
.IMGs show how to modify the machine to combat some hardware deficiencies
involving the hard drive and also some sound problems. They appear to
be converted to .IMG from a FAX, I had to reduce them to 25% of size
to get them to print on one page using PageStream...
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1730. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 06:34:50 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ngfaa$dnt@cxc1.cl.msu.edu>
Source record: 33561

af900@yfn.ysu.edu (Brandon L. Applegate) writes:

>A guy at Computer STudio told me that the falcon has a serial
>port limited to 19.2 kbps...is this true?
>That means no 14.4 @ v.42bis right ? ! :(! ?

Why should a 19.2 serial port preclude use of a 14.4 modem?

For what it's worth, I'm running my Falcon right now at 38.4 with a 14.4
modem (which ran just fine when I was running the Falcon at 19.2)
--
=-=
They said it was time for change. ||| It's the SPENDING,
They _didn't_ say they meant the ||| Stupid! How could
change in my wallet... / | \ it be any plainer?

1731. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 06:43:27 UTC
From: davidb@sterbbs.nl
Message-ID: <16591TLIHYVXJRFTKOW@sterbbs.nl>
Source record: 33562

ja>> I switch to overscan, then reboot.. the HD seems to load its
ja>driver and >then the ST hangs... it boots fine when the switch
ja>isn't in overscan... >any ideas??
ja> one more thing... when I switch to overscan, the screen (mono)
ja>goes black...

Sounds very bad. Is this the old, non-autoswitch version? I had it
until the upgrade to autoswitch, worked first time. You have probably
checked already, but I can only suggest you check again
(component-types, values and orientation(+/-)).

good luck, david (davidb@sterbbs.nl)

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1732. Re: MIDI programming problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 11:36:12 UTC
From: hjv@phil.ruu.nl
Message-ID: <2nh0vc$nne@chico.staf.phil.ruu.nl>
Source record: 33563

healy@nosc.mil (Mike Healy) writes:

>In article <CnDH0C.8uE@cs.ruu.nl> jules@cs.ruu.nl (Jules Vleugels) writes:
>>Hello,
>>
>> perhaps it is possible to enlarge the system buffer for incoming
>> data?

>Yes, you should increase the size of the input buffer:

> flushmidi();

Not a library function. Probably you meant 'while(Bconstat3)) Bconin(3);'.

> Ioptr = (struct iorecinfo *)(Iorec(2));

The cast should be '(IOREC *)', and is not needed anyway, since Iorec() already
returns a 'IOREC *'.

> Origbuf = Ioptr->ibuf;
> Origsize = Ioptr->ibufsiz;
> Ioptr->ibuf = malloc(MIDIBUFSIZ);

This is asking for Big Problems. *Always* check the return value of malloc().

> Ioptr->ibufsiz = MIDIBUFSIZ;
> Ioptr->ibuftl = Ioptr->ibufhd = 0;

Sorry, just in a picky mood... :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

1733. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 13:06:05 UTC
From: regnauld@imladris.frmug.fr.net
Message-ID: <2nh67t$8nr@imladris.frmug.fr.net>
Source record: 33564
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>> Donc: pour ta question: le GE Soft est assez nul, je l'ai teste,
>> c'est lent.
>>
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
>> (Quoique... mais ca fait longtemps que je n'ai pas vu de version
>> 'debridee' :-)
>>
>> -- Phil
>>

>Oh come on.....I am too interested in this topic, and don't understand any
>French at all..... Please repost the reply...this time in English.

Ok, Mea Culpa: I didn't SEE the crosspost!

I said that the GE Software wasn't worth a dead cockroach, furthermore
there ARE some bugs in the adapter card itself, especially with
extensive SCSI use (like, hard disks will work fine, but I don't
know about Tape drives our CD-Roms).

ICD on the other hand works perfectly, and (as Ralph Sobek corrected)
their software works with any hardware (it doesn't need to recognize
an ICD board adapter online).

>OK, so you are French and can speak English......why shouldn't I know French...

Sorry about that, again!

>So please take pity on me....and repost in English

Done! :-)

-- Phil
--

| "Quack? Quack, quack... Quack! Quackquack, quack: quack, quack." |
| - Gary Larson |
+---+---+---+
- [regnauld@imladris.frmug.fr.net / +48.8N+2.3E / +33 1 4071 0548 / Sol 3] -
GCS/SS d-- -p+ c++ l+ u+ e+(*) m++(-) s++/- n(-) h+(*) f+ g- w+ t r(+) y+(*)

1734. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 13:07:59 UTC
From: regnauld@imladris.frmug.fr.net
Message-ID: <2nh6bf$8oj@imladris.frmug.fr.net>
Source record: 33565
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>PLEASE STOP THIS FLAME-WAR !!!!
>SVP, ARRETEZ CETTE POLEMIQUE !!!!

>NOW PLEASE, ANSWER MY QUESTION AND STOP THIS FLAME-WAR. THANK YOU
>MAINTENANT SVP, REPONDEZ-MOI ET ARRETEZ CETTE POLEMIQUE. MERCI

I have repondu to votre question.

En plus , ce n'etait pas une flamewar.

J'ai juste pas fait gaffe au header de crosspost, et tout le
monde m'a allume.

Si tu veux un vraie flamewar, tu postes en fr.news.divers:

"Tous des gros cons a l'EPITA"

La, c'est une flame war! :-)

-- Phil
--

| "Quack? Quack, quack... Quack! Quackquack, quack: quack, quack." |
| - Gary Larson |
+---+---+---+
- [regnauld@imladris.frmug.fr.net / +48.8N+2.3E / +33 1 4071 0548 / Sol 3] -
GCS/SS d-- -p+ c++ l+ u+ e+(*) m++(-) s++/- n(-) h+(*) f+ g- w+ t r(+) y+(*)

1735. Re: SCSI controlers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 14:33:52 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr1143352@hal.cerfacs.fr>
Source record: 33574
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,fr.comp.sys.atari

>>>>> Regarding Re: SCSI controlers; woodford@esca.com (Steven Woodford) adds:

>In article <2n21d5$pv6@imladris.frmug.fr.net> regnauld@imladris.frmug.fr.net (Philippe Regnauld) writes:
>> En plus, les soft ICD ne fonctionnent qu'avec la carte ICD.
>> (chip d'ID sur la carte)
Steve> Also, the ICD software only works with ICD cards (DMA->SCSI boards)
Steve> (ID chip on the card)

I have already followed up on this point: IT IS FALSE. ICD Pro
software does *not* require their adaptor cards.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1736. QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 15:30:03 UTC
From: bobhays@spss.com
Message-ID: <bobhays-010494093003@haysmac.spss.com>
Source record: 33566

I pulled GNUmake from a umich mirror and it works except when it has to spawn a shell - then, it barfs. I tried adding a SHELL variable def as per the notes, but then it failed to find the gulam.g file. I defined shell as:

SHELL=e:\gulam\gulam.prg

Any suggestions? If I get past this one, I think I've got gcc and g++ all set (now that I have matching g++ and ginclude files:-).

Thanks and have fun! - Bob

--
Bob Hays, SPSS Inc. says, "Anything I say has nothing to do whatsoever with SPSS Inc." bobhays@spss.com, (312) 329-3529 (w) (312) 329-3657 (fax)
"Love is a ring on the telephone." - Patti Smith and Bruce Springstein

1737. Re: EMACS Installation Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 15:31:24 UTC
From: ulf@pc0435.psychologie.uni-marburg.de
Message-ID: <2nheod$sps@surz03.HRZ.Uni-Marburg.DE>
Source record: 33567

Paul Stoaks (pstoaks@spider.mentorg.com) wrote:
: I recently downloaded the EMACS archive from atari.umich
: and am having a problem getting it installed. I have
: carefully followed the directions in the accompanying
: documentation. The setup looks like:

: EMACSLOADPATH=g:\emacs\e-bin
: EMACSLIB=g:\emacs\e-lisp
: EMACSDOC=g:\emacs\e-etc
: UNIXMODE=/.,rDLAHdb
: HOME=d:\cc\work
If I remember well, he problem lays in the 'e-bin' , 'e-lis'
etc. try to use 'ebin','elisp','eetc'. This directories must exist,
of course.

Hope this helps,
Ulf

1738. Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 17:29:18 UTC
From: renfro@bnr.ca
Message-ID: <2nhlle$bl7@crchh610.bnr.ca>
Source record: 33568

What are people using for Resource Construction Sets these days?
I have only used the one that comes with GFA Basic and it has been
okay, but I am seeing more and more 'nice' looking dialogs with
pop menus and such. Is there anything available PD or commercial
or is this stuff only available to developers?

Thanks,
RandyH

1739. Re: Floating point usage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 17:31:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.eQXc9sKYc1U@semprini.waterloo-rdp.on.ca>
Source record: 33569

In <1994Mar23.125236.2532@bay.cc.kcl.ac.uk>, Simon Gornall writes:
> Can anyone tell me how to use the floating point co-processor in gcc?
> I have a 68882 fitted which I'd love to use :-)

-m68881

You'll need to use the appropriate libraries too, I think.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1740. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 18:12:24 UTC
From: jaszcz@donald.EEAP.CWRU.Edu
Message-ID: <2nho69$sfe@usenet.INS.CWRU.Edu>
Source record: 33570

```
In article <16591TLIHYVXJRFTKOW@sterbbs.nl> davidb@sterbbs.nl writes:
>
>ja>> I switch to overscan, then reboot.. the HD seems to load its
>ja>driver and >then the ST hangs... it boots fine when the switch
>ja>isn't in overscan... >any ideas??
>ja> one more thing... when I switch to overscan, the screen (mono)
>ja>goes black...
>
>Sounds very bad. Is this the old, non-autoswitch version? I had it
>until the upgrade to autoswitch, worked first time. You have probably
>checked already, but I can only suggest you check again
>(component-types, values and orientation(+/-) ).
>
>good luck, david (davidb@sterbbs.nl)
>

this is the old overscan, yes...
what is this autooverscan? how much and where can i get it?
```

1741. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 20:25:25 UTC
From: glea0015@maroon.tc.umn.edu
Message-ID: <glea0015.765231925@maroon>
Source record: 33571

In <2ng1kc$ded@news.ysu.edu> af900@yfn.ysu.edu (Brandon L. Applegate) writes:

>A guy at Computer STudio told me that the falcon has a serial
>port limited to 19.2 kbps...is this true?
>That means no 14.4 @ v.42bis right ? ! :(! ?

No. that isn't true. I am running on a Falcon 030 with a 14.4
modem at full speed. No patches, no modifications. It runs great! The
falcon is a really great comp! ;) I recommend it to anybody! (esp. the
people who like to flame me for having an Atari! (Until they see mine!
GRIN))

Have a good one!

>I dont have one but i am in the market to get a new computer
>but if this is true, well...

>--
>Brandon Applegate - usr9786a@tso.uc.edu
> Amiga 1200/'020/2/65/1942/14.4kbps
> PeeCee 486/SX25/4/130/SVGA
> P3ac3 !
--

Ni!
-Nights of Ni, Peng, and NEEWOM!
Jt Gleason | |
glea0015@maroon.tc.umn.edu ____/
\/\/\/

1742. Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 20:30:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2d9c846c@secom.ct.se>
Source record: 33572

In a message of 01 Apr 94 03:41:16, Brandon L. Applegate wrote:

BL> A guy at Computer STudio told me that the falcon has a serial
BL> port limited to 19.2 kbps...is this true?
BL> That means no 14.4 @ v.42bis right ? ! :(! ?

1) You can run 14400/v42bis on a 19200 port

2) the Falcon does up to 157600 bps ...

BL> I dont have one but i am in the market to get a new computer
BL> but if this is true, well...

It's not.

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1743. Re: gcc/g++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 21:55:00 UTC
From: walra@moacs11
Message-ID: <ri2asfv3geo@moacs11>
Source record: 33573

In <2d9b07f9@p2.stacken.ct.se>, Patrik Sanfridsson wrote:

> What was the last version that supported the 68000 cpu?

gcc 2.5.8
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1744. 1040st schematics, memeory map

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-01 23:13:38 UTC
From: jrote.mhs.mendocino.k12.ca.us
Message-ID: <jrote.mhs.mendocino.k12.ca.us-010494151659@rop4.mhs.mendocino.k12.ca.us>
Source record: 33575

1040STf Schematics and Memory map wanted, NEEEDED!

I need a copy of the Schematics and memory map for the 1040 STf. I have contacted Atari and the places they reffered me to and according to their story it
is not to be had. I am studying electronics and computer hardware. my sacraficial lamb is my old 1040. help if you can. Reply to this Internet address:

jrote@mhs.mendocino.k12.ca.us>
or Fax to (707) 961-5463.

1745. gcc258b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 01:07:27 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr2.010727.11861@beaver.cs.washington.edu>
Source record: 33576

When I tried to compile one of my old programs using gcc258, I got an error:

undefined symbol ___main referenced from text.

It didn't do this with older versions...what is wrong? Did anyone else get
this problem?

1746. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 02:19:34 UTC
From: davidb@sterbbs.nl
Message-ID: <21629EPUMDHHQAEOOPU@sterbbs.nl>
Source record: 33577

ja> this is the old overscan, yes...
ja> what is this autooverscan? how much and where can i get it?

Auto-Switch Overscan. It switches automatically between overscan and
normal mode or not, as you start applications, depending on the
contents of a overscan.inf file. Very convenient.
The hardware consists of a small board with one chip, some small
stuff and a lot of wires. Takes quite some surgery to install.
I Guess it should cost about 70 US$. It is widely available in
Germany and Holland, don't know about UK (i think it is). And i sure
don't know about US.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1747. HELP! I've killed my Mega!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 03:11:31 UTC
From: steveg@cseic.saic.com
Message-ID: <22305564@MVB.SAIC.COM>
Source record: 33578

The Patient: Mega 4 w/ICD AdSpeed, motherboard modified from 2 chip to
6 chip ROM set (when I went from TOS 1.2 to 1.4)

History: A couple years back I stuck in a board from Wizztronics that let me
switch between TOS 1.0 and 1.4. All was fine but board had to just
'lay' inside the box - no problem as machine never moved and was
securely wedged between my hard drive case and monitor.

Well, I just sold this thing on the net and wanted to remove the
board before shipping, so out with the board, and back in with the
1.4 chips. Then...

Symptoms: On a color monitor when I turn it on, I get a white border, and
solid black screen. Floppy drive never lights up. Have tried
various ROM orderings just in case I got hi/lo banks switched etc,
with no effect (tho some combos yield solid white screen).
Same happened when I tried the 1.0 ROMS direct on the board
(in case I had zapped one of the 1.4 ROMS). I've moved ROMS
on this machine and many others before, and aside from the
occasional bent pin or two, have never had a problem.

Prognosis/Cure: Do the above symptoms ring a bell with anyone? The machine
has been working flawlessly for years. There were no obvious
flames, smoke, or screams of pain. No traces were cut or
jumpers moved to my knowledge. Any ideas?

Please reply by *MAIL* I'll summarize if I find a cure.

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

1748. How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 08:39:52 UTC
From: mike@ionews.io.org
Message-ID: <2njb0o$kjp@ionews.io.org>
Source record: 33579

I'm working on hooking up an ADC to my ST, and found some good information in a book called 'Midi and SoundBook for the Atari St', by Bernd Enders, and Wolfgang Klemme.

They have some example code to play the samples *out* through the sound chip.

The code is working, but it's a mystery to me how it works.

What it seems to be doing is using the sample data value to index into a table of amplitudes to be sent to the sound chip. Ok I understand that.

What I don't understand, is that the initialization code turns the sound channels *off* by setting reg 7 to 0x00111111.

Then to play the sample data, only regs 8-9-10 are being loaded with amplitude data. Don't the channels have to 'enabled' with a 0 value in one or more of bit positions 0-5 ? .. Apparently not.

Does anyone 'here' know how this works?

Mike
--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

1749. Re: Auto OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 12:21:59 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CnMt0n.3ur@cix.compulink.co.uk>
Source record: 33580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Can some one tell me the latest version of Auto Overscan,
>I have 3.0zh is there a later one....
I habe 3.0zi but I don't believe there has been much if any significant
changes for quite a while.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

1750. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 15:13:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mnrNiqlbhv6@semprini.waterloo-rdp.on.ca>
Source record: 33581

In <jonal.1891.2D96BAA6@dhhalden.no>, JON ARVID LOVSTAD writes:
> Pointless only in the sense that you would need that TT+big $$ to get onto
> the net. Remember that HTML is a very good hypertext format with very low
> treshold on the authoring side. I've checked out most of the hypertext
> packages for the Atari and have yet to fing a good one. A GEM port of a HTML
> reader would be an excellent starting point for making good hypertext
> documents a standard on this platform as well. I can see more uses for such
> a tool than just gathering material from the net.

True. I've even considered working on something like that, but I know
nothing about SGML, the basis for HTML... Doesn't HTML implement all
SGML tags as well as the extra hypertext stuff?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1751. Re: gcc258b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 15:55:01 UTC
From: cs90cpr@brunel.ac.uk
Message-ID: <Cnn2vs.JJ9@brunel.ac.uk>
Source record: 33582

In article <1994Apr2.010727.11861@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>When I tried to compile one of my old programs using gcc258, I got an error:
>
>undefined symbol ___main referenced from text.
>
>It didn't do this with older versions...what is wrong? Did anyone else get
>this problem?

I got this when compiling stuff for MiNT, so I just added a '-mint' flag,
and that fixed it. I think it just wants MiNT libraries...

Take care,
Charlie...
--
_____ Charlie Rusbridger So many gerbils - <nl>
\ / Home phone: (0956) 298940 So little time. <nl>
\ / email: cs90cpr@brunel.ac.uk <nl>
\/ T6C1L2(w)hd+a-y++e++t+(1,6,8)kq-

1752. Re: TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 16:04:54 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Apr2.160454.22300@news.csuohio.edu>
Source record: 33583

```
In article <2d9b4eec844a5@anuurn.do.open.de> mk@anuurn.do.open.de (Martin Koehling)
writes:
>In <1994Mar29.230528.25447@news.csuohio.edu>,
>Jason Baker (llunch@knuth.cba.csuohio.edu) wrote:
>
>>In article <1994Mar29.191649.5242@beaver.cs.washington.edu>
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>>>I made the program into an AUTO-folder TSR, and trap #2 seems to be staying
>>>set the way I set it. Someone suggested traping the bios Setexc() command as
>>_trap_13:
>> btst #5, sp@ | called in super?
>> beq not_gem
>> tstw 0x59e
>> beqs 0f
>> movl sp@(12), d1 |call address
>> movl sp@(8), d0 |func and first arg
>> bras 1f
>>0: movl sp@(10), d1
>> movl sp@(6), d0
>>1: cmpl #0x50101, d0 | Setexc(101 ?
>> bnes not_gem
>> movw #1, _is_desk
>> movl #_gem + 12, 0x88 | the jmp instruction in my
>> | xbra struct
>> movl d1, 0x404
>> rte
>
>I see two problems with this approach:
>
>1: You should do something like
> movea.l _oldtrap13,a0
> jmp (a0)
> instead of simply stuffing the new vector into 0x404...
> Otherwise other TSRs that grabbed the trap 13 vector before you
> did (probably for the same reason you did) will *never* "see" the
> Setexc() call!
>
This is what I want. My xb_old already points to the last
program to catch trap 2. If I gave them the Setexc call, they would
overwrite trap 2 and cut me out. If someone else stole trap 2 in the
meantime, (this is the usual case since I have to start mfsfm after my
program), I will never see the Setexc call and I will remain in the
trap 2 vector automaticly.
```

> (Besides, you forgot to handle a special case: if the new vector
> is _negative_, Setexc() will only return the old value and not
> modify the vector at all; calling the "real" Setexc() at the end
> would fix this bug, too!)
>
>2: Simply overwriting the AES trap vector with the address of your
> routine is a little drastic - suppose another TSR installed itself
> in the meantime?
>
> I think it's *much* better to do the following:
> - Examine the AES vector's XBRA chain (if present) wether your TSR
> is still installed (this could happen if Setexc() was not called
> by the AES but by a shell/user program/other TSR)
> - If your TSR didn't find itself, save the current value of the
> trap vector in the "next" field of your XBRA structure and
> *then* overwrite the vector with the address of your handler.
>
>BTW: if MiNT is used, your TSR should be loaded *after* MiNT; otherwise
>the "called in super" check won't work...
>
If I load after mint, I should actually ignore the super bit.
Otherwise, mint will send all Setexc(101, ...) calls down the xbra
chain in super mode, and programs started before mint will unhook me
from trap 2. The only time I have seen this happen is with xya.ttp.
Before I wrote my trap 13 handler, I looked at chameleon, quickst
2.2adspeed and mfsfm. It is possible that I misread them, but I
really doubt it. I think this alternate scheme, even if it is better,
will only succeed in allowing other programs to unhook me from trap 2
when they handle Setexc in the usual way.

Jason

1753. Re: HELP! I've killed my Mega!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 17:18:48 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Cnn6rC.D8x@cix.compulink.co.uk>
Source record: 33584

>Prognosis/Cure: Do the above symptoms ring a bell with anyone? The machine
> has been working flawlessly for years. There were no obvious
> flames, smoke, or screams of pain. No traces were cut or
> jumpers moved to my knowledge. Any ideas?

To fit TOS 1.4 6 chip set to a MegaST with a TOS 1.2 2 chip set you had to do
the following (so reverse the mods):

Jumper W2 (bottom left edge of the board) moved from 2-3 to 1-2
Jumper W3 (bottom left edge of the board) moved from 2-3 to 1-2
Jumper W4 made with piece of wire

Chip U12 (SN74LS11N) had its leg 12 cropped or the whole chip removed.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

1754. Re: gcc258b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-02 18:40:52 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2nke7k$eq1@nasim.sta.sub.org>
Source record: 33585

Stuart Denman (sdenman@wolf.cs.washington.edu) wrote:
> When I tried to compile one of my old programs using gcc258, I got an error:

> undefined symbol ___main referenced from text.

> It didn't do this with older versions...what is wrong? Did anyone else get
> this problem?

Go and get a newer Library (MiNT Library is at PL44 now).

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1755. Accessory Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 00:37:10 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr3.003710.23295@beaver.cs.washington.edu>
Source record: 33586

I'm writing an accessory with a window that opens (and is created when opened the first time) when the accessory gets an AC_OPEN message. The window opens fine when I first load the accessory, but as soon as I run a program, the window doen't open after that. I send GEM a wind_open command, but the window just doesn't appear.

I'm using a Falcon without MTOS. Does GEM delete the window when I run a program? How do I know if GEM has done this or not? Do I have to re-create it then?

Thanks in advance!

1756. Re: Upoint april fool warning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 00:44:58 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDDBEAUQ@dksoft.ping.dk>
Source record: 33441

In <Up-EC6PCCUQ@deluxe.textlitho.nl> Paul Tuijnman wrote :

>*narrowing eyes*
>
>Fair enough, good joke. But why wasn't UPOINT light released as just a
>DEMO with a mystery restriction?
>
>(had to set back the clock to write this one - it's march 31 and
>all's quiet on the western front..)
>
>

Dear Paul. i also found this little annoying thing on the 1. of april, but to help you a bit, i'll let you know, that the latest version works fine after the 1. of april 8-) (i had both version. Used the old cause i had some strange bug's with the latest. Now i have solved almost all bug's in the latest, and is using this right now).

(the bug i still havn't fix'ed, is a bug which appear everytime i reply to an artikle and save it, after that i can't acces any more news unless i restart Upoint...Very annoying!).

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1757. Re: HELP! I've killed my Mega!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 00:54:50 UTC
From: steveg@cseic.saic.com
Message-ID: <22335157@MVB.SAIC.COM>
Source record: 33587

The problem is not 2 ROMS vs. 6 ROMS.
When I first went to TOS 1.4, the proper mods were made and 6 sockets
placed on the motherboard.

The switchable TOS board was switching between 6 chip sets of 1.4 and 1.0.

All I did was put the 1.4 chips directly in the sockets (vs. the board's
connectors). The 2 chip set of TOS 1.2 is completely out of the picture.

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

1758. Major Help Needed FAST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 04:02:22 UTC
From: starr@bio4.csuohio.edu
Message-ID: <1994Apr3.040222.10709@news.csuohio.edu>
Source record: 33588

Greetings all!
I really hope that there are a few of you out there that can answer my questions I have. I have a 1040STf and I really want to tweak it out, As part of my physics project. I am going to want to upgrade to 4 megs RAM. What is the cheepest way to do this? I also want to go from the whimpy TOS1.08 to at least 1.4. Who do I contact for that? The Major thing I want to do though is that mem upgrade. It is for a grade...well at least the lab write-up is. I would however like to turn in a project that actually has the item I write about built.
An for my final question, I need some software. I need to know where to get a hold of SimCity for the ST...Don't we all need to relax?:) but more importantly I need MIDI software. WEither Shareware or not., I know Dr.T's has some good stuff but I don't have that money now. I have Alchimie JR here that I got off of archive.umich.edu and it will not run for me...gives me two bombs or a TOS 35 error...it decides. I have a show I need to drop some samples at and I am going to do it via the ST. However for that to happen I need a working program that will spit out sound samples when I want it to.
I really would appreciate as much help on this as possible and as fast as possible. Thank you very much!

-J.Starr
starr@bio4.csuohio.edu

1759. Wanted: GEM PTK

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 05:32:03 UTC
From: cerious@vnet.net
Message-ID: <2nlkcj$4s7@rtp.vnet.net>
Source record: 33589

--

```
\_\_\_ _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ =D--- [ Product Plug ] =D---
\_ \_ Phillip Crews /
\_ / Try ThumbsUp, the premier graphic
\_ Cerious Voice: (704)529-0200 / file browser for Windows 3.1.
\_ Software Internet: cerious@vnet.net /
\_ Compuserve: 71501,2470 / Anonymous ftp from vnet.net:
\_ \_ America Online: CeriousSW / /pub/cerious/thumbs.zip
\_\_\_ --------------------------- Current version: 1.3d
```

1760. MasterBrowse Survey

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 07:04:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.Fd7vvyxKKaE@elfhaven.ersys.edmonton.ab.ca>
Source record: 33590
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
M A S T E R B R O W S E S U R V E Y
-----------------------------------

Hello,

Since MasterBrowse was first released, one year ago, it has grown in
many ways. Unfortunately, one of the ways it has grown is in size. I
am writing this survey in an attempt to determine if MasterBrowse has
become too large, and what should be done about the problem if it has.

To take the survey, simply answer ALL of the questions below, and
send the reply to:

mforget@elfhaven.ersys.edmonton.ab.ca

-------------------------------------------------------------------------------

1. Do you feel that MasterBrowse is too large? It currently uses 150K
of disk space, and 315K of memory. (This is for the unoptimized
version, though. The optimized version is 26K smaller.)

2. If MasterBrowse is too large in your opinion, which features should
be removed?

3. What features would you like to see MasterBrowse have? (For
example, the next version of MasterBrowse, currently under testing,
has full Unix regular expression matching, rounded radio buttons,
and real checkboxes with crosses.)

That is all there is to it! (Short survey, huh? If you have any kind
of opinion about MasterBrowse, let me know what you think!)

--Michel Forget
Electric Storm Software

--
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
```

1761. G++ help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 09:18:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nm1ld$539@darkstar.UCSC.EDU>
Source record: 33442

I tried to compile a C++ "hello world" using G++, but the iostream.h file generates compiler errors, several of the "unterminated character constant" or something like that... :/ Any clues?

~Chris

1762. Re: Auto OVERSCAN

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 11:13:21 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2nm8ch$aq9@news.cs.tu-berlin.de>
Source record: 33443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnMt0n.3ur@cix.compulink.co.uk>,
Mark Baines <msbaines@cix.compulink.co.uk> wrote:
>>Can some one tell me the latest version of Auto Overscan,
>>I have 3.0zh is there a later one....
>I habe 3.0zi but I don't believe there has been much if any significant
>changes for quite a while.

The current version is 3.0zm (12.02.94), which now works with WiNX 2.2 and
the MagiX 2.0 OS.

Greetings, Karsten

1763. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 15:11:02 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CnovIE.MJn@cix.compulink.co.uk>
Source record: 33444

In message <21629EPUMDHHQAEOOPU@sterbbs.nl>, davidb@sterbbs.nl said:
>==========
>comp.sys.atari.st.tech #167, 1215 chars, Apr 2 02:19 94
>From: davidb@sterbbs.nl,
>>----------
>Article: 10354 of comp.sys.atari.st.tech
>Date: Sat, 02 Apr 94 02:19:34 GMT
>Path: cix.compulink.co.uk!uknet!EU.net!sun4nl!sterbbs.nl!davidb
>From: davidb@sterbbs.nl
>Newsgroups: comp.sys.atari.st.tech
>Organization: Mountain Rose Multi Media
>Message-ID: <21629EPUMDHHQAEOOPU@sterbbs.nl>
>Subject: Re: OVERSCAN problem...
>Lines: 20
>Auto-Switch Overscan. It switches automatically between overscan and
>normal mode or not, as you start applications, depending on the
>contents of a overscan.inf file. Very convenient.
>The hardware consists of a small board with one chip, some small
>stuff and a lot of wires. Takes quite some surgery to install.
>I Guess it should cost about 70 US$. It is widely available in
>Germany and Holland, don't know about UK (i think it is). And i sure
>don't know about US.
You can get the Autoswitch Overscan from;

The Desktop Centre Windsor Business Centre
17-19 Blackwater Street Vansittart Estate
East Dulwich off Duke Street
London SE22 8RS Windsor SL4 1SE
Tel. 081 693 3355 Tel. 0753 832212
Fax 081 693 6936 Fax 0753 830344

The price is £39.95 plus P&P UKP.

ATB
G. Campo
ssolutions@cix.compulink.co.uk

1764. Wanted: GEM PTK

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 16:36:47 UTC
From: cerious@vnet.net
Message-ID: <2nmrav$7lj@rtp.vnet.net>
Source record: 33445

I'm searching for a used copy of the GEM PTK, specifically for information related to GEM metafiles.

If you don't want to part with yours, I'm particularly interested in:

How curves are implemented as polyline sub-function 0x0d?
What is the default color map?

Thanks for any help!
--

___ _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ =D--- [Product Plug] =D---
_ _ Phillip Crews /
_ / Try ThumbsUp, the premier graphic
_ Cerious Voice: (704)529-0200 / file browser for Windows 3.1.
_ Software Internet: cerious@vnet.net /
_ Compuserve: 71501,2470 / Anonymous ftp from vnet.net:
_ _ America Online: CeriousSW / /pub/cerious/thumbs.zip
___ ---------------------------- Current version: 1.3d

1765. Re: Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 19:12:00 UTC
From: mikael.hermansson@p8.secom.ct.se
Message-ID: <2d9f1595@p8.secom.ct.se>
Source record: 33446

In a message of <01 Apr 94 18:29:18>, Randy Hoekstra (2:200/427.3) writes:

RH> From: renfro@bnr.ca (Randy Hoekstra)
RH>
RH> What are people using for Resource Construction Sets these days?
RH> I have only used the one that comes with GFA Basic and it has been
RH> okay, but I am seeing more and more 'nice' looking dialogs with
RH> pop menus and such. Is there anything available PD or commercial
RH> or is this stuff only available to developers?
RH>

Hisoft have one called WERCS. The latest version supports 3D buttons etc...

1766. thanks for the memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 20:45:02 UTC
From: Kronos@cyberden.com
Message-ID: <1141632990.22230@cyberden.cyberden.com>
Source record: 33447

Ok, now that I got your attention. I've got a 1040ST, ICD host adapter on a 40 meg HD, and a 4 meg upgrade card in the box. I recently switched out the 1-meg simms and put in 256k simms so my 1040 is a 1-megger again.
Working with such a cramped RAM though I need every byte, so I've noticed that no matter how I configure the HD and boot-up, no cache, no accessories, etc., I can't get more than half a meg of free RAM. Since TOS is in ROM, I thought I'd have close to a meg to play with. What's the scoop?

1767. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-03 22:45:00 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.mRsuba2AZp2@lionbbs.escape.de>
Source record: 33450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CnJ157.Ft1@ryn.mro.dec.com>, nagel_e@cecehv.enet.dec.com (Erlend) writes:
>
>In article <CnFIqD.M5F@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes...
>
>>Where can I get logo?
>
>Logo came with the first ST's on the language disk.
Yes, But what is now the staus of it?
Trash-Can ware?
May it be resold (once, without keeping another copy!)
as any other sw-package one has bought ?

Is it in the PD?

>It never became very
>popular unfortunately, so it was never upgraded. Digital Research, who wrote
>the language did some weird things with the file selector, and that is where
>things went wrong when I installed TOS 1.4.
The 'weird thing' was, that te program grabbed all the memory it could
get. It over left nothing! So even the OS could no longer open a fileselector box.

> I didn't have any time yet to check
>for a possible fix.
Some (long) time ago a fix for the mentioned problem was publishe in a
jounal.

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

1768. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 01:44:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nnrdt$lm0@golem.wcc.govt.nz>
Source record: 33451

In article <Up-EC5JBIZB@asharak.apana.org.au>, miff@asharak.apana.org.au (michael smith) writes:
>At last, a real reply 8)
>
>>No I am not Stupid, but your Quotes are, German stuff is far to dear and
>>IDE/SCSI drives here are about the same price here, also IDE drives are
>>very slow...
>
>Too dear? my buy price on the IDE adapter (and that's not as a dealer) was
>a smidgin under A$100.00, INCLUDING FREIGHT.

Are we talking a Internal Hard Drive..??

The ICD Micro Host is $39us, this is for a Internal Hard Drive, the
LINK is for a External Boxed Hard Drive, I don't think you know what you are
talking about....

What software supports the IDE host adapter, verly little I think, I would
rather stay with some thing thats fully suported...

>The last price I was quoted on an ICD link here was about twice that, and

No the Micro Host is $39us....

>As far as 'slow' is concerned, I don't think so. In fact, I know so.
>A megaST2 is not going to be able to stress any modern drive, IDE or SCSI
>anywhere _near_ its limits - on the ST2 I just did I was getting over 700K/sec
>with the somewhat bogus AHDI 6.x (HuSHi 4.07 had some problems with his
>laserprinter - I understand that's long fixed.)

I get 1200, so your IDE is VERY VERY SLOW. even PC clone users that I know
state that IDE is very slow, so you don't know what you are talking about
again..

>
>>Try and use a MasterCard in Germany.....
>
>How about a bank cheque? cost me _six_ dollars - big spender.

Thats not mail order....

>>The ICD Micro Host adapter is very simple to fit, fits over the Roms in a Maga
>>ST, it also has a built in Boot delay so that the hard drive can come up to
>>speed, and I would rate it some 200%....
>
>You can't plug Tos 2.06 into it, and we know _all_ about your ratings 8)

No your ratings are a BIG 0, the TOS 2.06 does not fit into the ROM sockets
but the Buss expander....

Go back to School and learn some thing about Computers/Electronics, you now
very little about both these subjects, to me you sound more like
a Amiga whinger..

>>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
>
>
>--
>--
>mike smith : silicon grease monkey | If you think it can't be done, |
>miff@asharak.apana.org.au | it means you don't have enough |
>miff@apanix.apana.org.au | money in your budget. |
>
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1769. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 01:51:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2nnrqs$lm0@golem.wcc.govt.nz>
Source record: 33452

Hi, G Campo

Do you know how I can get my Overscan updated for version 3.0zh to 3.0zm..?

Thanks

Roger.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1770. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 05:42:00 UTC
From: mjuschke@tartarus.uwa.edu.au
Message-ID: <2no9b8$9vd@styx.uwa.edu.au>
Source record: 33453

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <20MAR94.03404575@nauvax.ucc.nau.edu>, sak@nauvax.ucc.nau.edu (MC STUDENT)
writes:
>>I just got my little hands on a MEGA ST2. I also have a SCSI drive that I
>>would like to attach to the ST. I thought that I read that there was a
>>50 pin SCSI plug in the ST, I opened it up (10 minutes after I got it home)
>>and found that there is not a 50 pin plug inside, there is a plug but it is a
>>62? pin. (what is this for?) there is the port on the back for an external
>>HD (is this SCSI?) but the drive I have is internal. That external port]
>>looks WAY to small to be SCSI. So what do I do?
>>Thanks in advance for any help with this.
>>
>>SCott .
>>sak@nauvax.ucc.nau.edu

>ICD did make a Kit to fit a Low Power 3 1/2 SCSI hard drive inside the Mega,
>this I have done, I am using a Quantum LPS 240, I think it draws only about
>6 Watts..

Just make sure you get a low power drive. I got a Quantum LPS120 3 1/2
drive and installed it into my Mega2 using the AdSCSI Micro Kit. Next
thing I noticed were frequent bombs and full crashes after 1 to 2 hours of
running the computer. Switching it off for a while gave me another two
hours. Finally the ST would not start up (black screen).
Why ? The BRACKETED !!!! MMU chip which sits directly under the HDD had
moved sufficiently out of the socket, because the drive above the chip
got frying hot. The small fan of the power supply cannot cool the drive.

Result: a second hand lift-top PC case and PC fan to house the ST board
and drives.

>ICD was doing a clear out sale (1993) for these host adapters called,
> AdSCSI Micro ST.

>I think they went for about $39us, there is two problems with them,
>they don't support Parity and it stuffs up the external hard drive feature,
>so that you can only use the later ICD Host Adapters with it, so if you have a
>Atari external hard drive, it will not work...

>The other way is to fit your drive in a Box and get a AdSCSI Host adapter,
>or a LINK host adapter all made by ICD....

>To me there is no other way.....

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com

>
> GEnie - r.sheppard5

1771. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 06:29:44 UTC
From: steve-j@teleport.com
Message-ID: <2noc4o$jj7@elaine.teleport.com>
Source record: 33454

In article <2ngfaa$dnt@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>af900@yfn.ysu.edu (Brandon L. Applegate) writes:
>
>>A guy at Computer STudio told me that the falcon has a serial
>>port limited to 19.2 kbps...is this true?
>>That means no 14.4 @ v.42bis right ? ! :(! ?
>
>Why should a 19.2 serial port preclude use of a 14.4 modem?
>
>For what it's worth, I'm running my Falcon right now at 38.4 with a 14.4
>modem (which ran just fine when I was running the Falcon at 19.2)

Since V.42 at 14.4kbps yields up to 57.6kbps, a 19.2kbps serial port
would limit throughput to 19.2kbps.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1772. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 11:38:00 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.765459480@acp5>
Source record: 33455

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:

>What software supports the IDE host adapter, verly little I think, I would
>rather stay with some thing thats fully suported...

There are several hard disk drivers that support Falcon compatible IDE (AHDI,
HUSHI, HDDRIVER). You don't need more than that because other applications
are not concerned with the type of hard disk you use. So IDE is no problem
at all.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1773. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 14:09:28 UTC
From: stevew@teleride.on.ca
Message-ID: <CnqnBs.MDF@teleride.on.ca>
Source record: 33456

In article <bobhays-010494093003@haysmac.spss.com>,
Robert L. Hays <bobhays@spss.com> wrote:
>I pulled GNUmake from a umich mirror and it works except when it has to
>spawn a shell - then, it barfs. I tried adding a SHELL variable def as per
>the notes, but then it failed to find the gulam.g file. I defined shell
>as:
>
>SHELL=e:\gulam\gulam.prg
>
>Any suggestions? If I get past this one, I think I've got gcc and g++ all
>set (now that I have matching g++ and ginclude files:-).

Yeah. Gulam is non-reentrant. Try getting a shell (as opposed to a CLI --
nothing against gulam, but there's a difference between shells and CLIs)
like tcsh or bash. If you have enough memory to run g++, you should have
enough for multiple instances of tcsh.

--
Stephen M. Webb ------- Consider Whirled Peas ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never
paid any taxes to Washington.

1774. Re: Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 17:16:33 UTC
From: davidb@sterbbs.nl
Message-ID: <013896EEGBHKXNVOUDYF@sterbbs.nl>
Source record: 33457

mi> RH> What are people using for Resource Construction Sets these
mi>days?
mi> RH> I have only used the one that comes with GFA Basic and it has
mi>been RH> okay, but I am seeing more and more 'nice' looking
mi>dialogs with RH> pop menus and such. Is there anything available
mi>PD or commercial RH> or is this stuff only available to
mi>developers?

Interface from Shift (Germany) is up to date and real nice. Or how
about ACS(pro) (Application Construction System?): sort of visual
basic for C and Pascal (Maxon, Germany).

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1775. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 18:53:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da06238@secom.ct.se>
Source record: 33458

In a message of 04 Apr 94 07:29:44, Steve Johnson wrote:

SJ> Since V.42 at 14.4kbps yields up to 57.6kbps, a 19.2kbps serial port
SJ> would limit throughput to 19.2kbps.

Not all 14400 modems can handle 57600 DTE, and some can use 115200 ... you're talking about the MAXIMUM throughput you can get with YOUR modem .. and on compressed files you'll NEVER reach above 19200 with a 14400 modem ..

(Yes, I've been using 14.4 modemsfor a LONG time, and 19200 DTE is more than enough, even though my moem can do 16.8 aswell.)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1776. Deskjet 500C & 550/560 compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 19:21:16 UTC
From: dunham@src.honeywell.com
Message-ID: <2nppbc$fnc@moon.src.honeywell.com>
Source record: 33459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

So my questions to you, the printer gurus are:

1. Is there a Deskjet 500C GDOS printer driver?
2. If I return this unit (30 day evaluation time) and exchange it for either the 550 or the very latest 560 (built-in smoothing), will my 500C drivers still talk to the newer HP printers?

Thanks :-)

1777. Memory protection and MiNT!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 20:16:13 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr4.201613.28812@beaver.cs.washington.edu>
Source record: 33460

Is there anyway to change a program's memory protection AFTER the program is loaded and is executing (i.e. the program will change its OWN protection)? PRGFLAGS only set it when the program first loads.

Thanks!

1778. *.IMG -> POSTSCRIPT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 23:15:54 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CnrCMJ.F8o@mach1.wlu.ca>
Source record: 33461

Does anyone know if such a file exists for either the ST or UNIX? I have
a need to print *.IMG files at school.

Keith

--
_____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
(__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

1779. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 23:16:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A9055@M4.maus.de>
Source record: 33462

>Logo came with the first ST's on the language disk. It never became very
>popular unfortunately, so it was never upgraded. Digital Research, who
>wrote the language did some weird things with the file selector, and
>that is where things went wrong when I installed TOS 1.4. I didn't have
>any time yet to check for a possible fix.

I have a later ST Logo version that even runs on the Falcon030, in any resolution, as long as it's 16 colors or less. Don't know if I may pass it to a public site, though.

bye, Peter

1780. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 23:18:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <A9056@M4.maus.de>
Source record: 33463

>A guy at Computer STudio told me that the falcon has a serial port
>limited to 19.2 kbps...is this true? That means no 14.4 @ v.42bis right
>? ! :(! ?

Not true. I've seen it do 115200 (or something) on a direct ZModem connection
to a DOS box. Modems happily run at 57600 (or higher, I didn't try). You'll
need a terms program that supports these speeds, however.

bye, Peter

1781. Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-04 23:18:23 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <CnrCqp.FrF@mach1.wlu.ca>
Source record: 33464

Has anyone EVER run Notator 3.1 on a colour monitor from a 1040 ST with four megs? I just had a ST upgraded to 4 megs and it refuses to run in colour but runs fine in monochrome and it runs every other program fine. The only problem is Notator in colour.. All help (even: yes It ran for me in colour,) would be appreciated

KEith

--
_____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
(__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

1782. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 03:04:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2nqkg0$6k7@mailer.fsu.edu>
Source record: 33465

Steve Johnson (steve-j@teleport.com) wrote:
>
> Since V.42 at 14.4kbps yields up to 57.6kbps, a 19.2kbps serial port
> would limit throughput to 19.2kbps.

True, but the 4:1 ratio is potential, not sustained. It is unlikely that
you will greatly notice the difference between 19.2 and 57.6 on a 14400 baud
modem. I get (on my MegaSTE) about 1650-1700 CPS sustained during binary
downloads (this translates to 16500-17000 baud). Text, while reading news
for example, might burst up to 1920 CPS occasionally, but not very often.
So, while it is nice to have it set that high, it is certainly not necessary
to get excellent performance from your modem.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1783. RE: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 03:38:21 UTC
From: sak@nauvax.ucc.nau.edu
Message-ID: <5APR94.03382153@nauvax.ucc.nau.edu>
Source record: 33466

Ok gentlemen. I have called both Toad and PCP or whatever their name is and neither of them have a $39 host adapter. The Micro host that they had was $79 and that is not what I was expecting after hearing about these $39 jobies.

So, if someone can tell me where (and part number) I can get one I would be Extremly happy.

Thanks
SCott

1784. Re: gcc/g++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 05:49:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2nqu4n$9nn@uqcspe.cs.uq.oz.au>
Source record: 33467

patrik.sanfridsson@p2.stacken.ct.se (Patrik Sanfridsson) writes:

>What was the last version that supported the 68000 cpu?

... to 2.4.5 did
2.5.0 to 2.5.7 did not
2.5.8 does

(2.5.8 is the latest version)
--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1785. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 05:57:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2nqujh$a2f@uqcspe.cs.uq.oz.au>
Source record: 33468

lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:

>Right -- NCSA provides the source for a HTML widget (i.e. X windows widget).
>It shouldn't be very hard to port that to the ST and add a wrapper for
>loading HTML etc.

I can do that part. I've got no experience with MintNET, etc. though.

(The HTML widget should derive fairly easily from the GEMcanvas class of GEM++)

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1786. Re: Accessory Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 07:43:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2nr4rp$bap@percy.cs.bham.ac.uk>
Source record: 33469

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>I'm using a Falcon without MTOS. Does GEM delete the window when I run a
>program? How do I know if GEM has done this or not? Do I have to re-create
>it then?
>
>Thanks in advance!

Without MTOS, GEM sends an AC_CLOSE message when it starts another
app. This means that it has *already* closed and deleted your window
for you.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1787. Re: Memory protection and MiNT!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 10:16:58 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.765541018@acp5>
Source record: 33470

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>Is there anyway to change a program's memory protection AFTER the program is
>loaded and is executing (i.e. the program will change its OWN protection)?

No, there isn't.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

1788. Re: Mintlibs for Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 10:28:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2nreg3$egu@percy.cs.bham.ac.uk>
Source record: 33471

mm68@unix.brighton.ac.uk (Allanon) writes:
>I have a copy of Lattice C v5.06.02 and have noticed that the source forthe mintlibs
contains a lattice folder. I tried to create the libs but have had no
>success. Up until now I used GCC for writing mint programs, but libs for
>lattice would really be nice.I know the latest version of Lattice C has its
>mint libs but I cannot afford to upgrade.
>

Actually, the libs with the latest version of Lattice (v5.6) only
contain Mint bindings (mintbind.h, cf osbind.h); the standard library
itself does not know about Mint. So the free mintlibs are actually
darned useful for Lattice too.

I have a feeling that libs built with Lattice 5.6 will not work with
Lattice 5.06, but I'll try to post you something next week (I'll build
'em this weekend). Any particular model you want? 16-bit or 32-bit etc
etc?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1789. Re: *.IMG -> POSTSCRIPT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 12:21:47 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr5122147@hal.cerfacs.fr>
Source record: 33478

If you can create GEM metafiles there is MF2PS. It runs both on
Atari's and under Unix.

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1790. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 12:27:21 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr5122721@hal.cerfacs.fr>
Source record: 33479

>>>>> On Mon, 4 Apr 1994 14:09:28 GMT, stevew@teleride.on.ca (Stephen
>>>>> M. Webb) said:

SMW> Yeah. Gulam is non-reentrant. Try getting a shell (as opposed
SMW> to a CLI -- nothing against gulam, but there's a difference
SMW> between shells and CLIs) like tcsh or bash. If you have enough
SMW> memory to run g++, you should have enough for multiple instances
SMW> of tcsh.

I am not going to argue about memory requirements, though gulam
requires less! Anyhow, there is a special way to call gulam (with an
extra argument) so that cp, echo, rm would work out of make. I did
manage this some time back when all I had was a 1040 ST. I think it
is described in the Gulam manual. Gulam _is_ partially reentrant!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1791. FALCON 030 DSP D/A converter wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 12:37:56 UTC
From: Jens.Burkert@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Apr5.124330.8632@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 33472

HI
The D/A converter in the Falcon cut frequenzies over 10 KHz and
makes a Bass boost.
I'm looking for a external solution to get a linear output.
Any suggestions ?

And I'm lookin for a good DSP an C developing Pack.
All software I got gcc asm68
didn't work well (compiler errors, missing librarys).
Where can I get a working one ?

Thanks in advance
Jens
--
/***/
Jens Burkert * FB 10 / Abteilung Prozessinformatik
Carl-von-Ossietzky-Universitaet * Oldenburg i.O. (FRG)
ISO: Jens.Burkert@arbi.informatik.uni-oldenburg.de

1792. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 13:35:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <CnsGBA.v9@westminster.ac.uk>
Source record: 33473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnEKJL.51I@uqac.uquebec.ca> jhogan@uqac.uquebec.ca (Joseph Hogan) writes:
[Loads and loads of he/she/they wrote sentences]

>>And I dont have a Genie account...
>
>That is an easy problem to correct. Just mail to icdinc@genie.geis.com
>
>GEnie is able to send and receive mail to and from the internet.

So how come, when I try and send mail to someone on genie, my mail gets
returned? I am on the internet too........

Anyone else have this problem?

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1793. Re: TRAP vectors don't STAY set!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 13:42:02 UTC
From: djs@jet.uk
Message-ID: <1994Apr5.134202.25443@jet.uk>
Source record: 33474

Re: Keeping a Trap 2 vector set...

There is a discussion of this subject, including source, in Jon Ellis'
Programmers' Forum section of ST Applications magazine, issue 40 (April 94).
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1794. *.IMG -> POSTSCRIPT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 13:53:05 UTC
From: davidb@sterbbs.nl
Message-ID: <05247BTYNQWFJMGHSUO@sterbbs.nl>
Source record: 33475

bi>Does anyone know if such a file exists for either the ST or UNIX?
bi>I have a need to print *.IMG files at school.

What exactly do you want? As i understand it, img-files can be
included in an eps-file, making it possible to print img-files via
a ps-interpreter (or ps-printer, i expect). But this is almost the
same as printing the img directly. It is not such an uncommon
file-format is it? Why not convert it to unix-native bitmap-format?
Alternatively you can convert the img to a vector-file ('tracing'),
exporting it as eps (or gem, or cvg). On the st this can be done
using Avant-Vector (was distributed on the coverdisk of some
uk-magazine recently).

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

1795. Re: gcc258b

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 14:57:00 UTC
From: Bjarne_Pohlers@ms2.maus.de
Message-ID: <A9389@MS2.maus.de>
Source record: 33476

SD>When I tried to compile one of my old programs using gcc258, I got an error:
SD>
SD>undefined symbol ___main referenced from text.
You should also update your library (and of course, the include-files).

Regards, Bjarne

1796. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 17:11:08 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <CnsqEp.KCw@cbnewse.cb.att.com>
Source record: 33477
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is just to let everyone know that ICD is starting to ship their latest version of the Pro Utilities (version 6.4.3 - if I didn't transpose the 4 and 3). I had ordered an update from them back in late January. I called in early March to see what was happening - and they said they were holding my order since a new version was just about to be released. I concurred with them that the wait would be worth it to me. Yesterday the new version arrived. No report yet on it. So to all the naysayers out there - sorry, but ICD is alive and well and still producing updates for our systems. Amen.
Wayne

1797. Re: Upoint april fool warning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 21:12:12 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <Up-EDGIFFUY@albemuth.equinox.gen.nz>
Source record: 33481

In <Up-EDDBEAUQ@dksoft.ping.dk> Kim Andersen wrote :

>Dear Paul. i also found this little annoying thing on the 1. of april,
>but to help you a bit, i'll let you know, that the latest version works
>fine after the 1. of april 8-) (i had both version. Used the old cause
>i had some strange bug's with the latest. Now i have solved almost all
>bug's in the latest, and is using this right now).
>
> (the bug i still havn't fix'ed, is a bug which appear everytime i reply
> to an artikle and save it, after that i can't acces any more news unless
> i restart Upoint...Very annoying!).

Yep, I have this bug too. The solution is to quit back to the
newsgroup selection screen and then re-enter the newsgroup. Also
another bug is that if you have written any-newsitems, you have to run
the make index menu-item before you poll the remote site. If you
don't, the newsfile will be deleted after transfer, _before_ it gets a
chance to be indexed into your own local news. This leaves a *.y file
hanging around in the OUT directory which means you will get an error
message everytime the Indexer is run, because it can't find the data
file. If this happens, the solution is to delete any odd *.y files in
your OUT directory.

--
|John Collis
|Email to: john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|Phone: +64-3-379-8921

1798. format of the colour icon resource files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-05 21:41:05 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr5.214105.2619@bay.cc.kcl.ac.uk>
Source record: 33480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know what the DESKICON.RSC format is ? I know there are some commercial editors, and one pd one that I know of, but no source is available...

What I want to do is have a program that reads in the .xpm files I have (some 6 Mbytes) and writes a file for me that the desktop will read. I (obviously) don't want to use all these icons, but there are some very nice ones. Basically they're all the windows icons converted to Xpixmap form.

If the guy who wrote iconedit is reading this, I'd really appreciate it if you sent me the above info.

ATB,
Simon.

--

```
_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

1799. EMACS 18.58 help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 00:40:26 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2nt0dq$kk2@hpbab.mentorg.com>
Source record: 33482

Earlier I posted a request for help with EMACS 18.58, and
I thought I would let you know what I found. I then have
another question. The problem I was having was that I
couldn't dump EMACS because it couldn't find the Lisp
library, even though I had the EMACSLIB environment
variable set correctly. It turns out that the archive
has all of the LISP code in a directory named 'e-lisp'.
It turns out that EMACS doesn't like this name for some
reason. I solved the problem by creating a link in the same
directory named 'lisp' that pointed to 'e-lisp'
(i.e. lisp->e-lisp). I did this using Bash. It didn't
matter whether I set EMACSLIB to 'e-lisp' or 'lisp', EMACS
dump worked great. Dumping the 'temacs' binary suggests that
the problem lies in an internal path to EMACSLOADPATH/../lisp.
I can't be sure.

Anyway, my next question. Life is good, EMACS runs reasonably
well, (although it still has some trouble finding library files
unless you give it a full pathname, which I have done in all
cases that matter), but it crashes every time EMACS needs to
do garbage collection. I get two bombs (? Seg violation ?) a
few seconds into garbage collection. Anybody have any ideas as
to what is going on?

G++ is working well for me (even in 2 MB, as long as I use
MSH from MWC instead of BASH, and don't use gmake), and I am
very impressed with the gem++ GEM library. Kudos to the author!

paul

1800. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 03:53:52 UTC
From: walra@moacs11
Message-ID: <gx1h8nadb5u@moacs11>
Source record: 33483

In <2noc4o$jj7@elaine.teleport.com>, Steve Johnson wrote:

> Since V.42 at 14.4kbps yields up to 57.6kbps,

Impossible!
The most you can get with V.42 is (14400/8 - <overhead>) * 10,
which is less than 18000bps, no sign at all of 57600bps.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1801. Re: Memory protection and MiNT!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 04:08:26 UTC
From: walra@moacs11
Message-ID: <mnycrftzv4g@moacs11>
Source record: 33484

In <1994Apr4.201613.28812@beaver.cs.washington.edu>, Stuart Denman wrote:

> Is there anyway to change a program's memory protection AFTER the program is
> loaded and is executing (i.e. the program will change its OWN protection)?
> PRGFLAGS only set it when the program first loads.

You should be able to do that with Mxalloc(). Set bit 3 of the 'mode'
parameter to indicate that you want to change the protection mode of a
region. Bits 4-7 contain the new protection mode, as usual.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1802. RE: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 10:40:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nu3jo$ar5@golem.wcc.govt.nz>
Source record: 33485

In article <5APR94.03382153@nauvax.ucc.nau.edu>, sak@nauvax.ucc.nau.edu (MC STUDENT) writes:
>Ok gentlemen. I have called both Toad and PCP or whatever their name is and
>neither of them have a $39 host adapter. The Micro host that they had was
>$79 and that is not what I was expecting after hearing about these $39 jobies.
>

>SCott

No ITS ICD that has a clear out sale, I should know I brought 4 Micro Host Adapters...

Contact them on GEnie or there BBS.....

NOTE: this host adapter is intended for the Mega ST, it does not come with a 19 pin cable to pug into the back of your ST etc, but they have been used for external hard drive, the Power drives are one that used this host adapter for a very small drive...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1803. Re: Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 10:45:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2nu3sa$ar5@golem.wcc.govt.nz>
Source record: 33486

In article <CnrCqp.FrF@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
>
>Has anyone EVER run Notator 3.1 on a colour monitor from a 1040 ST with

>
>KEith
>
>--
> _____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
>(__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

This sounds very much like some one has a Pirated Copy, would not this
Info be in the manual..??

Or did you not read the manual...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1804. Re: FALCON 030 DSP D/A converter wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 11:28:44 UTC
From: cgra@se.alcbel.be
Message-ID: <4369@btmwj1.se.bel.alcatel.be>
Source record: 33487

In article <1994Apr5.124330.8632@arbi.Informatik.Uni-Oldenburg.DE>,
Jens.Burkert@arbi.informatik.uni-oldenburg.de (Jens Burkert) writes:

> HI
> The D/A converter in the Falcon cut frequenzies over 10 KHz and
> makes a Bass boost.
> I'm looking for a external solution to get a linear output.
> Any suggestions ?

It's the audio output stage rather than the DAC which contains the bass boost.
I've seen and *internal* solution in some German (:^>) magazine or other, it
didn't look that hard. Cut out that wretched internal speaker while you're
in there :).

> And I'm lookin for a good DSP an C developing Pack.
> All software I got gcc asm68
> didn't work well (compiler errors, missing librarys).
> Where can I get a working one ?

The official Atari toolkit includes DSP assembler and debugger. It costs
about 150 DM plus your a nondisclosure agreement, and you get it from a guy
called Kilwinger at Atari in Vianen, NL. Warning: this is about as easy as
getting blood out of a stone. :{ But I've got mine now, and as soon as my
SCSI drive arrives I'm going to have some fun.

(Hey I'm having a lot of fun already, but it's got nowt to do with DSP 8->).

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

----
Wear your propeller with pride!

1805. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 11:31:00 UTC
From: cgra@se.alcbel.be
Message-ID: <4370@btmwj1.se.bel.alcatel.be>
Source record: 33488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> So how come, when I try and send mail to someone on genie, my mail gets
> returned? I am on the internet too.....

I seem to recall that the internet/genie gateway got a little fucked up
in the not-too-distant past. But I thought the problem was fixed by now.

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth
---
Wear your propeller with pride!

1806. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 11:59:42 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1698@usdtsg.DaytonOH.NCR.COM>
Source record: 33489

In article <gx1h8nadb5u@moacs11> walra%moacs11@nl.net writes:
>In <2noc4o$jj7@elaine.teleport.com>, Steve Johnson wrote:
>
>> Since V.42 at 14.4kbps yields up to 57.6kbps,
>
>Impossible!
>The most you can get with V.42 is (14400/8 - <overhead>) * 10,
>which is less than 18000bps, no sign at all of 57600bps.

Perhaps he meant "virtually 57.6k", a la data compression
(where the apparent throughput might be higher due to such
compression, though the actual transfer rate might not be quite as
high). Of course, data compression probably doesn't do much for ya
(may even work against ya) when transferring already-compressed
stuff (like ZIPs, LZHs, GIFs, etc)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

1807. Re: Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 14:23:13 UTC
From: ant@mks.com
Message-ID: <1994Apr6.142313.9334@mks.com>
Source record: 33490

> Interface from Shift (Germany) is up to date and real nice. Or how

An english version of Interface is sold by Gribnif. This tool is supurb!
Support for all the latest objects and unused flags, built in icon editor,
test-run dialog ability, and more...

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

1808. Re: Memory protection and MiNT!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 15:26:14 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <CnuG7r.K1w@hermes.hrz.uni-bielefeld.de>
Source record: 33341

In article <...>, sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

|> Is there anyway to change a program's memory protection AFTER the program is
|> loaded and is executing (i.e. the program will change its OWN protection)?

No chance.

TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15" for adresses & more. |
| Last updated: Probably yesterday. |

1809. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 16:19:27 UTC
From: healy@nosc.mil
Message-ID: <1994Apr6.161927.15172@nosc.mil>
Source record: 33342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CnJ157.Ft1@ryn.mro.dec.com> nagel_e@cecehv.enet.dec.com (Erlend) writes:
>
>Logo came with the first ST's on the language disk. It never became very
>popular unfortunately, so it was never upgraded. Digital Research, who wrote
>the language did some weird things with the file selector, and that is where
>things went wrong when I installed TOS 1.4. I didn't have any time yet to check
>for a possible fix.

I think there is a patch for logo to run under TOS 1.4.

Mike Healy

healy@nosc.mil

1810. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 19:33:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnurns.6z6@cix.compulink.co.uk>
Source record: 33343

In message <seimet.765459480@acp5>, seimet@chemie.uni-kl.de said:
>
>There are several hard disk drivers that support Falcon compatible IDE (AHDI,
>HUSHI, HDDRIVER). You don't need more than that because other applications
>are not concerned with the type of hard disk you use. So IDE is no problem
>at all.

Both AHDI and HDDriver work very well with IDE drive on the Falcon. I
experienced no problems. It is slower that SCSI, but I still get about
800k/s on my Seagate which is not bad.

Ofir ogal@cix.compulink.co.uk

1811. Re: Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 22:59:58 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2nvete$j7h@darkstar.UCSC.EDU>
Source record: 33344

In <2nu3sa$ar5@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard) writes:

>This sounds very much like some one has a Pirated Copy, would not this
>Info be in the manual..??

Whoah. A little quick to jump in there... It's tough to pirate Notator, with
the cartige port-based dongle and all...

>Or did you not read the manual...??

His point is that it was WOrking before he upgraded to 4 megs but not after.

~Chris

>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

1812. LAN Connector on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-06 23:49:44 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <765685262.0@mettav.royle>
Source record: 33345

How do I communicate with the LAN port on a Falcon?

I have got an Appletalk-DB9 connector and want to try and make use of it as another comm port but can't figure out how to communicate with the LAN interface!

Spencer

spencer@mettav.royle.org

* Origin: Faster than you can say "spencer@mettav.royle.org" (100:1011/0.2)

1813. Re: *.IMG -> POSTSCRIPT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 03:32:30 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2nvuse$621@elroy.jpl.nasa.gov>
Source record: 33346

In article <CnrCMJ.F8o@mach1.wlu.ca>,
bilinsky keith <bili6745@mach1.wlu.ca> wrote:
>Does anyone know if such a file exists for either the ST or UNIX? I have
>a need to print *.IMG files at school.

Get the pbmplus package from ftp.ee.lbl.gov, it will convert GEM .IMG
files to portable format, and converts portable format to PostScript.
I haven't checked to see if an Atari port exists but it will certainly
run on your Unix box.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1814. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 03:52:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o002b$784@elroy.jpl.nasa.gov>
Source record: 33347

In article <RALPH.94Apr5122721@hal.cerfacs.fr>,
Ralph Sobek <ralph@cerfacs.fr> wrote:
>>>>>> On Mon, 4 Apr 1994 14:09:28 GMT, stevew@teleride.on.ca (Stephen
>>>>>> M. Webb) said:

>SMW> Yeah. Gulam is non-reentrant. Try getting a shell (as opposed
>SMW> to a CLI -- nothing against gulam, but there's a difference
>SMW> between shells and CLIs) like tcsh or bash. If you have enough
>SMW> memory to run g++, you should have enough for multiple instances
>SMW> of tcsh.

>I am not going to argue about memory requirements, though gulam
>requires less! Anyhow, there is a special way to call gulam (with an
>extra argument) so that cp, echo, rm would work out of make. I did
>manage this some time back when all I had was a 1040 ST. I think it
>is described in the Gulam manual. Gulam _is_ partially reentrant!

True. In fact, requiring "multiple instances of tcsh" implies that it
is *not* re-entrant (otherwise you could get away with using only a
single instance of it, right??). Gulam installs a special routine in
the TOS _shell_p system vector, provided specifically for this purpose,
that probably no modern software ever uses any more. (Is it completely
forgotten or something? Oh well.) The _shell_p routine is called with
a command-line as an argument, and the installed shell is supposed to
Do The Right Thing with it - spawn the specified commands, perform any
I/O redirections expected, etc.

I've never seen much (or any!) documentation on the use of this vector;
in particular, nowhere is it written what kind of shell syntax to expect
there - DOS shell, Bourne shell, C shell, who knows what. Perhaps this
lack of specification is what made its usage die out. Or perhaps it's
just not meaningful in this age of MiNT and shared-text shells...

Anyway, your problem with GNUmake is that it is spawning a brand new
copy of Gulam each time it wants to execute a command line, and Gulam
wants it's gulam.g file to be in the current working directory whenever
it is started from scratch like this. One of the unfortunate behaviors
you get from porting Unix software directly to the Atari - every command
is a new process. While process startup is supposed to be cheap on Unix,
and generally is cheap on Ataris too, it's far more efficient to look
for and use an already-loaded shell and take advantage of its built-in commands
than to spawn a shell process that has to spawn more subprocesses of its own
to handle a command line.

So it goes.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1815. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 05:48:01 UTC
From: steve-j@teleport.com
Message-ID: <2o06qh$m4m@elaine.teleport.com>
Source record: 33348

In article <1698@usdtsg.DaytonOH.NCR.COM>,
anisko <anisko@usdtsg.DaytonOH.NCR.COM> wrote:
>>
>>> Since V.42 at 14.4kbps yields up to 57.6kbps,
>>
>>Impossible!
>>The most you can get with V.42 is (14400/8 - <overhead>) * 10,
>>which is less than 18000bps, no sign at all of 57600bps.
>
> Perhaps he meant "virtually 57.6k", a la data compression
>(where the apparent throughput might be higher due to such
>compression, though the actual transfer rate might not be quite as
>high). Of course, data compression probably doesn't do much for ya
>(may even work against ya) when transferring already-compressed
>stuff (like ZIPs, LZHs, GIFs, etc)...

Yes, that is what I meant. On text transfers, I've gotten rates
over 20,000bps on my 14.4kbps modem w/ V.42 with my serial port
set at 38.4kbps. However, I usually transfer pre-compressed
files, which cuts the data compression down a bit.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1816. Re: ST Logo.....where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 06:40:26 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2o09sq$it6@news.dmpe.CSIRO.AU>
Source record: 33349

>Well, I have it on my original Atari language disk (C)1985. Guess that makes it
>illegal to put it on ftp sites?

Doesn't copyright run out after 7 years!?

Anyone!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 622 H: +61 3 853 9622 Fax: +61 3 252 6244 |

1817. Fax/BBS SW combo for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 07:54:57 UTC
From: cgra@se.alcbel.be
Message-ID: <4378@btmwj1.se.bel.alcatel.be>
Source record: 33350
Cross-posted to: comp.dcom.fax,comp.sys.atari.st.tech

I have a Mega ST with a fax/data modem and its own 'phone line, and I'm looking for software that allows people to dial into me with either a fax or a data call. The combination Qfax/Pro + Michtron BBS (old cover-disc version) *nearly* works, but after one modem call the BBS hogs the line and no more calls can get in.

If the fax part of the software were to support Class 1 then that would be k00l.

TIA, Chris

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102

1818. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 08:23:40 UTC
From: jhh@cwi.nl
Message-ID: <CnvrBH.LI6@cwi.nl>
Source record: 33351

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

>In article <RALPH.94Apr5122721@hal.cerfacs.fr>,
>Ralph Sobek <ralph@cerfacs.fr> wrote:
>>>>>>> On Mon, 4 Apr 1994 14:09:28 GMT, stevew@teleride.on.ca (Stephen
>>>>>>> M. Webb) said:

>>SMW> Yeah. Gulam is non-reentrant. Try getting a shell (as opposed
>>SMW> to a CLI -- nothing against gulam, but there's a difference
>>SMW> between shells and CLIs) like tcsh or bash. If you have enough
>>SMW> memory to run g++, you should have enough for multiple instances
>>SMW> of tcsh.

>>I am not going to argue about memory requirements, though gulam
>>requires less! Anyhow, there is a special way to call gulam (with an
>>extra argument) so that cp, echo, rm would work out of make. I did
>>manage this some time back when all I had was a 1040 ST. I think it
>>is described in the Gulam manual. Gulam _is_ partially reentrant!

>True. In fact, requiring "multiple instances of tcsh" implies that it
>is *not* re-entrant (otherwise you could get away with using only a
>single instance of it, right??). Gulam installs a special routine in
>the TOS _shell_p system vector, provided specifically for this purpose,
>that probably no modern software ever uses any more. (Is it completely
>forgotten or something? Oh well.) The _shell_p routine is called with
>a command-line as an argument, and the installed shell is supposed to
>Do The Right Thing with it - spawn the specified commands, perform any
>I/O redirections expected, etc.

Someone else in this thread mentioned this feature of Gulam using _shell_p
too. So I thought about writing a little program that takes some arguments,
converts them back into one string, checks whether Gulam is running (using the
magic number it is supposed to install at *_shell_p - 12l) and then calls
Gulam through _shell_p. If the program were to be called 'GU.TTP', then setting
the SHELL variable to GU in GNU-make would speed up things considerably.

Now I tried to do this on a Falcon, but for some reason reading the value
stored at _shell_p (which is 0x04f6 I believe) bombs (2 bombs = bus error)
in normal mode of operation. However, if I tell FalconSX to set the bus to
STe instead of Falcon (whatever that may mean) I can read the value, but it
doesn't seem to contain a valid address. Strangely enough, gdb can read
the value of _shell_p without any difficulties, but returns 0x0l. Can anybody
tell me what's going on here?

--

Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

1819. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 09:10:48 UTC
From: walra@moacs11
Message-ID: <eznrcbt_0so@moacs11>
Source record: 33352

In <2o06qh$m4m@elaine.teleport.com>, Steve Johnson wrote:

> Yes, that is what I meant. On text transfers, I've gotten rates
> over 20,000bps on my 14.4kbps modem w/ V.42 with my serial port
> set at 38.4kbps. However, I usually transfer pre-compressed
> files, which cuts the data compression down a bit.

You're talking V.42bis now, V.42 is only about errorprotocols, no
datacompression.

Regards,
Waldi (walra%moacs11@nl.net)
--
De grondwet verdwijnt waar Hirsch Ballin verschijnt

1820. Problem with gemini and env vars

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 09:15:11 UTC
From: pschalie@mswe.dnet.ms.philips.nl
Message-ID: <1994Apr7.101511.131860@mswe.dnet.ms.philips.nl>
Source record: 33353
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a problem with GEMINI 1.99.
Several programs (make, cc) seem to "forget" the environment
varables when started from the console window. They cant fing the
programs they are supposed to kick off (cc in the case of make, and
cc0 in the case of cc).
When i leave gemini and start a shell (msh or gulam) from the atari
desktop all works well.
I have tried to use gemenv.prg, but gemini starts to complain about
illegal env names (ENV$ROOTSIZE and ENV$OPTIONS). other env
variables defined in the root.env file are available in gemini, but
the problem with make and cc still remains.
Can anybody help me?

Pim van der Schalie / PHILIPS Medical Systems Nederland B.V.
Dept.: MR Hardware Development / Building QR2310 / tel +31 40 763220
PO Box 10000 / 5680 DA Best / The Netherlands

Internet : pschalie@mswe.dnet.ms.philips.nl
DECNET : MSWE::PSCHALIE

1821. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 10:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A16833@MS.maus.de>
Source record: 33354

In article <2nnrdt$lm0@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@kosmos.wcc.govt.nz) wrote:
>What software supports the IDE host adapter, verly little I think, I would
>rather stay with some thing thats fully suported...

All significant hard disk software I am aware of (AHDI, ICD, HDDRIVER and
Hard&Soft's).

>I get 1200, so your IDE is VERY VERY SLOW. even PC clone users that I know
>state that IDE is very slow, so you don't know what you are talking about
>again..

It depends on the drive and the computer. As I said, you can get over 1MB
/sec with a Quantum LP120A, and much more when you have a faster machine.
Connected to a Falcon, an IDE drive can easily outperform a comparable
SCSI drive (because the SCSI controller seems to be limited to transfer
rates < 2MB per sec).

>No your ratings are a BIG 0, the TOS 2.06 does not fit into the ROM sockets
>but the Buss expander....

???

The IDE host adapter from H&S is *designed* to be used with TOS 2.06
ROMs. Perhaps *you* don't know what you're talking about?

>Go back to School and learn some thing about Computers/Electronics, you now
>very little about both these subjects, to me you sound more like
>a Amiga whinger..

I won't comment that. But please check your behaviour, you won't impress
anyone with mindless flames like that.

1822. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 10:27:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A16832@MS.maus.de>
Source record: 33355

In article <Up-EC5JBIZB@asharak.apana.org.au>, michael smith
(miff@asharak.apana.org.au) wrote:
>As far as 'slow' is concerned, I don't think so. In fact, I know so.
>A megaST2 is not going to be able to stress any modern drive, IDE or SCSI
>anywhere _near_ its limits - on the ST2 I just did I was getting over 700K/sec
>with the somewhat bogus AHDI 6.x (HuSHi 4.07 had some problems with his
>laserprinter - I understand that's long fixed.)

With a plain 260 ST and a Quantum LP240A, you can get a sustained transfer
rate of > 1024 KByte / sec. The same drive connected to an SCSI adapter
should be a bit faster, but not much. In fact, the IDE drive will be
faster for short transfers, because the programming overhead is
significantly smaller.

>>The ICD Micro Host adapter is very simple to fit, fits over the Roms in a
Maga
>>ST, it also has a built in Boot delay so that the hard drive can come up to
>>speed, and I would rate it some 200%....
>
>You can't plug Tos 2.06 into it, and we know _all_ about your ratings 8)

In fact, TOS 2.06 has a built in boot delay :-)

1823. Everest 3.2e is available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 10:34:15 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2o0nj7$g89@percy.cs.bham.ac.uk>
Source record: 33356

I've just emailed the latest English version of Everest to the a.a maintainers (ftp access being somewhat impossible at umich). If anyone wants a copy *now*, please email me and I will send you a copy directly.
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1824. Re: Mintlibs for Lattice C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 11:48:06 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr7.114806.15635@unix.brighton.ac.uk>
Source record: 33357

I think what is needed here is a bit of advice from the lattice library asministrator. I do not have his email address on me, but if you are reading this then would you lend a hand. I have had email messages from several people who want a working mint library.

I notice all the other compiler support directories have infomation on compilation and use of the libs, but lattice has nothing. Come on, please let us Lattice users have access to a working set of mint libs.

Michael May

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

1825. Re: VERY dim question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 11:57:19 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2o0sev$r66@lsupoz.apana.org.au>
Source record: 33358

Paul Tuijnman (paul@deluxe.textlitho.nl) wrote:
: Okay, here 'tis:

: How does one produce m-MODs?

Don't think of it as a big sample, think of it as a MIDI file with the voices built in to the file. The voices are samples of an instrument, a lyric or a hellish noise and can be played at any pitch and duration.

Simple really... (I meant the answer, not the questioner!)

--
Ian Mackereth | I didn't mean to sound condescending.
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | (That means talking down to someone)

1826. Need Help with Falcon-Scart

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 13:25:59 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-070494152103@bransen.mac.phil.ruu.nl>
Source record: 33359

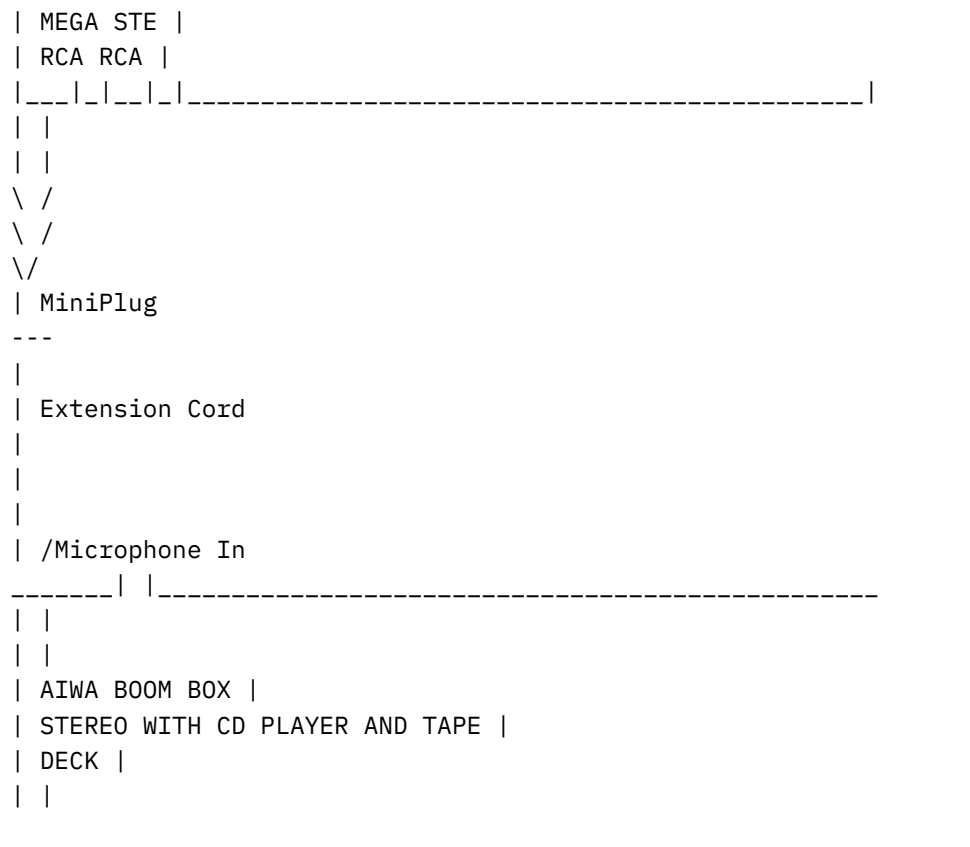
I need help with the following problem: I recently connected my Falcon to a TV via a Scart cable made for the ST. After some time my screen starts to flikker, untill it's totally unreadable. The people U spoke had the same problem but instantly instead after some time. This may be caused by the fact that my TV accepts NTSC as Pal. The manufactors of the cable said that they couldn't fix it. After that I found out whta the problem was: the 16 Hrz proccesor time. If i switched it to 8 Hrz I got a clear and stable picture. According to the Manufactors this is impossible, so it was a shame I didn't have a vid phone (;-)). Does anybody outthere know a) Is it possible to make a VBL/VBI routine to stop it, or b) is there a correct Scart cable for the Falcon, or c) Is there a blue print of a correct Scart Cable?

Joost.

1827. MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 15:05:08 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2o17f4$afl@usenet.INS.CWRU.Edu>
Source record: 33360

Current Setup Schematics:



~~~~~~
~~~~

Ok, so how do I get stereo sound out of my STE as this setup?
Right now I have the RCA(2) to miniplug Y-adapter then an
extension cord hooked up. I get A LOT of line noise from the
computer. A screaching in the background of the speakers. Also,
when I use that extension cord I have
it comes out in MONO through the headphones. Is the line noise
caused by the MONO extension cord, the Y-adapter, or both? If I
get a stereo extension cord, will the Y-adapter be stereo, or am
I doing the whole thing wrong? Any ideas?

Benjamin Hoppe
Thomas Riker
usr1322a@tso.uc.edu
ch866@cleveland.freenet.edu

Thank you for any help.

--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks about the size of Mickey Rooney. It's big and black and inky, and we are small and dinky, It's a great big universe, and we're not!"

1828. QWK for BBS express

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 15:26:00 UTC
From: carl@picard.infonet.net
Message-ID: <2o18m8$cvp@insosf1.infonet.net>
Source record: 33361

I have posted this question once but I forgot which group I posted in.
So I thought I would hit them all:)

I was wondering if there is a QWK compatible door for BBS express 1.87(I
think). This is for a friend who does not have access to the net but
wanted me to check for him.

I am currently reading this group and find out now that I wish I had had
an atari when I first started out. These seem like nice machines.
Anyway, I am cosysop on his board in charge of the MSDOS files.

A shameless plug is in order. If anyone wants to check it out the
number is 1 606 886 0914. It is kinda small right now but growing. The
BBS is called Darkforce BBS and supports 1200-14.4 callers.

Any help anyone can give will be greatly appreciated.

 Sign v1.0 End of Message.
Beware of bugs in the above code; I have only proved it
correct, not tried it.
- Donald E. Knuth

 CLmail 0.99.99.9 and a half!

1829. Mintlibs for Lattice uploaded

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 15:39:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2o19ek$krh@percy.cs.bham.ac.uk>
Source record: 33362

I'm uploading a copy of the mintlibs pl44 compiled for Lattice C
(v5.6) to atari.archive. If anyone wants them immediately, please
email me and prepare to receive a 600K mail message in reply :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1830. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 16:00:46 UTC
From: c0031098@rzab4.rz.tu-bs.de
Message-ID: <1994Apr7.160046.7647@ibr.cs.tu-bs.de>
Source record: 33363

Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:

: Current Setup Schematics:

: | MEGA STE |
: | RCA RCA |
: |___|_|__|_|____|
: | |
: | |
: \ /
: \ /
: \/
: | MiniPlug
: ---
: |
: | Extension Cord
: |
: |
: |
: | /Microphone In
: _______| |____
: | |
: | |
: | AIWA BOOM BOX |
: | STEREO WITH CD PLAYER AND TAPE |
: | DECK |
: | |

: ~~~~~~
: ~~~~

: Ok, so how do I get stereo sound out of my STE as this setup?
: Right now I have the RCA(2) to miniplug Y-adapter then an
: extension cord hooked up. I get A LOT of line noise from the
: computer. A screaching in the background of the speakers. Also,
: when I use that extension cord I have
: it comes out in MONO through the headphones. Is the line noise
: caused by the MONO extension cord, the Y-adapter, or both? If I
: get a stereo extension cord, will the Y-adapter be stereo, or am
: I doing the whole thing wrong? Any ideas?

: Benjamin Hoppe
: Thomas Riker
: usr1322a@tso.uc.edu
: ch866@cleveland.freenet.edu

Don't use the microphone socked!
There ought to be a line in (Tape in Aux in or something
like that). This is a stereo input which will operate with
the right level. The microphone is to sensitiv and my be
destroied by the high voltage from the Atari (about 1 V)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

1831. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 16:18:51 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <2o1bpb$hi@proffa.cc.tut.fi>
Source record: 33369

In <CnvrBH.LI6@cwi.nl> jhh@cwi.nl (Jaap Henk Hoepman) writes:

>Someone else in this thread mentioned this feature of Gulam using _shell_p
>too. So I thought about writing a little program that takes some arguments,
>converts them back into one string, checks whether Gulam is running (using the
>magic number it is supposed to install at *_shell_p - 12l) and then calls

Better check also that the address in shell_p has a valid command
(jmp), because some programs leave shell_p 'on' when exited.

Btw. old Mupfel also installed shell_p.

- Eero - t150315@cc.tut.fi / puujalka@modeemi.cs.tut.fi

1832. Fsck may have trashed my MinixFs. Anyone else had this?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 17:14:00 UTC
From: woodford@esca.com
Message-ID: <1994Apr7.171400.13146@esca.com>
Source record: 33364

If you use MinixFs and have suffered a corrupt root filesystem,
read on, and let me know if the following events are something
you've seen before:

System Config: ST, TOS1.4, MiNT1.09, MinixFs PL9

I regularly run fsck (ie. every other day) on my 64Meg MinixFs
partition (e:), usually while my current directory is U:

A few days ago, I strayed from my usual routine and ran it while
8 directory levels down in the MinixFs partition. It passed with
no problems found. But, when fsck finished, an 'ls' showed that
my current directory was root! (of e:) I should have realised at
the time that an inode had been trashed, but....

However, later on after a reboot (I always do a 'sync' first), the
MinixFs partition refused to come up. Both MinixFs & fsck reported
that the root inode was not a directory. I'm sure you can imagine
my delight at seeing this... (I do backups once a week, so only
recent stuff would be lost).

Anyway, I dug out the disk editor and found that inodes 1 & 2 had
indeed been stomped on: (mode, nlinks, size & 1st block address had
been corrupted or zeroed). There was also a hard link to the root inode
in the tmp directory which shouldn't have been there (not including '..')
Fortunately they were all quite easy to patch up using the disk editor.
After patching them, the partition was useable so I made an immediate
full backup then ran fsck once more. There were some problems found,
but I just let fsck get on with it. (Couple of minor inode & directory
entry problems, plus the zone map had around 30000 errors!)

The filesystem came back up ok after all this so I carried on using it.
One thing I noticed was that the first file I tried to create after
fixing the filesystem returned an error. The file was in the directory,
but of zero size... Subsequent file creations worked ok, even repeating
the original failed request worked, and fsck reports a clean filesystem.

This whole problem of a currupt root inode has happened twice now in
the last few days, each time with similar symptoms (zone map errors,
1st file creation failed). Although the last time I wasn't running fsck.

I'm considering just 'mkfs'ing the partition & restoring from backup
but if this is a known problem with the MinixFs version I have, I'd
rather upgrade (if one is available) to a more stable version at the
same time.

Any suggestions?

Cheers, Steve

1833. Allocating memory in accessories...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 19:59:15 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr7.195915.5980@beaver.cs.washington.edu>
Source record: 33365

How do you allocate memory from an accessory on the fly? If you use the GEMDOS Malloc() and you're running an accessory from within a program, it associates that memory block with the program you're running at the time, and then frees it on program termination.

The only way I could think of is to have a buffer that you allocate upon loading the accessory, then dynamically allocate from this yourself. I would rather allocate the memory whenever I needed it.

Any suggestions?

1834. Latest gcc includes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-07 20:05:12 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr7.200512.6197@beaver.cs.washington.edu>
Source record: 33366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can somebody please send me the latest includes for gcc.

This includes AESBIND.H with all the commands for AES 3.4 and above.

Also, does gmlibo30.zoo contain GEM libraries for these commands as
well. Commands from AES 3.4 include objc_sysvar(), appl_getinfo(),
and others.

Thanks,

Stuart Denman

1835. Re: QUES: Gulam from GNUmake

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 01:04:38 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2o2aj6$r59@elroy.jpl.nasa.gov>
Source record: 33378

In article <CnvrBH.LI6@cwi.nl>, Jaap Henk Hoepman <jhh@cwi.nl> wrote:
>Someone else in this thread mentioned this feature of Gulam using _shell_p
>too. So I thought about writing a little program that takes some arguments,
>converts them back into one string, checks whether Gulam is running (using the
>magic number it is supposed to install at *_shell_p - 12l) and then calls
>Gulam through _shell_p. If the program were to be called 'GU.TTP', then setting
>the SHELL variable to GU in GNU-make would speed up things considerably.

>Now I tried to do this on a Falcon, but for some reason reading the value
>stored at _shell_p (which is 0x04f6 I believe) bombs (2 bombs = bus error)
>in normal mode of operation. However, if I tell FalconSX to set the bus to
>STe instead of Falcon (whatever that may mean) I can read the value, but it
>doesn't seem to contain a valid address. Strangely enough, gdb can read
>the value of _shell_p without any difficulties, but returns 0x0l. Can anybody
>tell me what's going on here?

Since _shell_p is a system variable in the first 2K of RAM, you must be in
supervisor mode to access it. Too bad the default memory protection wasn't
to make those areas read-only in user mode; life would sure be a lot simpler.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1836. Falcon IDE drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 01:34:25 UTC
From: jeff@jupiter.Arizona.EDU
Message-ID: <2o2cb1$bbh@auggie.CCIT.Arizona.EDU>
Source record: 33367

Hi Atari Tech Gurus! Every few months I test the waters again to see if anyone has any thoughts to my Falcon problem. The dealer I bought the Falcon from has no idea how to fix it, and Atari's never heard of a problem like this, so I'm just hoping one of you Falcon owners out there can help me.

The problem is simple... Changing graphics resolutions on my desktop takes 25 seconds. This may not sound like much, but it's EXTREMELY annoying. In the past, people have pointed to my drive as the problem, but I've re-formatted it several times with no effect. The drive is not "spinning down", and is in fact not really being accessed, other than about 5 pulses roughly 4 seconds apart.

So I don't know what the problem is. Occasionally on trying to switch graphics modes, the Falcon either bombs out completely, or goes to a white screen in which typing produces key sounds, but that's all you can do. However, the occurance of these effects is well within the expected limits for Atari oddities.

Any ideas?

Thanks a bundle!
Jeff

1837. Atari 20meg SUPRA HD For Sale $100

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 04:55:22 UTC
From: jhurwitz@access.digex.net
Message-ID: <2o2o3q$ebf@access3.digex.net>
Source record: 33368
Cross-posted to: dc.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

I have an external Atari SUPRA 20meg Hard Drive to sell. I'd like to
get $100 for it. Buyer pays shipping, or pick up in DC area.

Send email if interested.
--

- jhurwitz@digex.net ---------- LINUX, the choice of a GNU generation -
---

1838. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 06:56:34 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2o2v72$r8d@golem.wcc.govt.nz>
Source record: 33370

In article <Cnurns.6z6@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <seimet.765459480@acp5>, seimet@chemie.uni-kl.de said:
>>
>
>Both AHDI and HDDriver work very well with IDE drive on the Falcon. I
>experienced no problems. It is slower that SCSI, but I still get about
>800k/s on my Seagate which is not bad.
>
>Ofir ogal@cix.compulink.co.uk

This chap was on about a MEGA ST, not a Falcon, he did not even know that
IDE drives are slow..??

Its far better to stick to the Norm with a Mega ST and Note: internal
hard drive, the ICD Micro Host is Great and gives me 1200 with RateHead..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1839. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 08:08:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnxLAo.BAJ@cix.compulink.co.uk>
Source record: 33371

In message <2nqkg0$6k7@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>
>Steve Johnson (steve-j@teleport.com) wrote:
>>
>> Since V.42 at 14.4kbps yields up to 57.6kbps, a 19.2kbps serial port
>> would limit throughput to 19.2kbps.
>
>True, but the 4:1 ratio is potential, not sustained. It is unlikely that
>you will greatly notice the difference between 19.2 and 57.6 on a 14400 baud
>modem. I get (on my MegaSTE) about 1650-1700 CPS sustained during binary
>downloads (this translates to 16500-17000 baud). Text, while reading news
>for example, might burst up to 1920 CPS occasionally, but not very often.
>So, while it is nice to have it set that high, it is certainly not necessary
>to get excellent performance from your modem.

Well I get >3000cps on my system. Falcon at 38.4, Modem at 14.4.

Ofir ogal@cix.compulink.co.uk

1840. Re: Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 08:08:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CnxLAq.BB6@cix.compulink.co.uk>
Source record: 33372

In message <CnrCqp.FrF@mach1.wlu.ca>, bili6745@mach1.wlu.ca said:
>
>Has anyone EVER run Notator 3.1 on a colour monitor from a 1040 ST with
>four megs? I just had a ST upgraded to 4 megs and it refuses to run in
>colour but runs fine in monochrome and it runs every other program fine.
>The only problem is Notator in colour.. All help (even: yes It ran for me
>in colour,) would be appreciated

Notator is not meant to run in colour and anyway it would be a bad idea as
the resolution is far too low for any score editing.

Ofir ogal@cix.compulink.co.uk

1841. Re: Fsck may have trashed my MinixFs. Anyone else had this?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 08:51:51 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr8105151@issan.informatik.uni-dortmund.de>
Source record: 33373

In article <1994Apr7.171400.13146@esca.com>, woodford@esca.com (Steven Woodford) writes:

|> A few days ago, I strayed from my usual routine and ran it while
|> 8 directory levels down in the MinixFs partition. It passed with
|> no problems found. But, when fsck finished, an 'ls' showed that
|> my current directory was root! (of e:)

This is normal and has nothing to do with MinixFS. fsck locks the
drive with Dlock, and any current directories located on this drive
are then reset to the root directory by MiNT. I don't think that this
is the reason for trashing your root inode.

--

Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

1842. Re: Allocating memory in accessories...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 10:13:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnxr1o.G2G@cix.compulink.co.uk>
Source record: 33374

In message <1994Apr7.195915.5980@beaver.cs.washington.edu>, sdenman@wolf.cs.washington.edu said:
>
>How do you allocate memory from an accessory on the fly? If you use
>the GEMDOS Malloc() and you're running an accessory from within a
>program, it associates that memory block with the program you're
>running at the time, and then frees it on program termination.
>
>The only way I could think of is to have a buffer that you allocate
>upon loading the accessory, then dynamically allocate from this
>yourself. I would rather allocate the memory whenever I needed it.
>
>Any suggestions?

That is the only way, unless you are running under MTOS.

Ofir ogal@cix.compulink.co.uk

1843. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 10:13:02 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnxr1q.G33@cix.compulink.co.uk>
Source record: 33375

In message <2o2v72$r8d@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>This chap was on about a MEGA ST, not a Falcon, he did not even know that
>IDE drives are slow..??
>
>
>Its far better to stick to the Norm with a Mega ST and Note: internal
>hard drive, the ICD Micro Host is Great and gives me 1200 with RateHead..

The figures RateHD gives are meaningless in my experience. The difference
between IDE and SCSI is very small. I know, I have both.

Just for the record, RateHD uses rwabs() I believe, bypassing the file
system. It also gives very strange results on the Falcon.

Ofir ogal@cix.compulink.co.uk

1844. Re: Major Help Needed FAST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 11:04:01 UTC
From: bretwake@terapin.com
Message-ID: <bretwake.3nt3@terapin.com>
Source record: 33376

RE: Economical MIDI software. ST FORMAT (UK) January 1994 had a cover disk of KCS Omega. I haven't tried working with it yet, but it seems to be a working copy (Dr. T having released KCS Omega II). The mag cost me $8.95 US at my bookstore.
Brett bretwake@terapin.com

1845. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 11:19:34 UTC
From: nhkknick@rrzn-nis.uni-hannover.de
Message-ID: <1994Apr8.111934.13526@newsserver.rrzn.uni-hannover.de>
Source record: 33377

In article <2nnrqs$lm0@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard) writes:
|> Hi, G Campo
|>
|> Do you know how I can get my Overscan updated for version 3.0zh to 3.0zm?

You've got to send them your original disk plus 8DM in stamps (german stamps, I'm afraid).
I've checked it at the CeBIT with Mr. OverScan himself.
He promised version 3.0zm does work under MiNT, but not yet under MultiTOS.
They are working on the MultiTOS version, which will be 3.1, and are going to send
update notes to the registered users then.

I think they would accept cash, too; try to get a 10DM-note at your bank
(I know they tend to charge rather steep fees for things like that).

And wait, they've got a new address!!!
Let me just look that up, I'll be back on Tuesday or something.

1846. Yamaha Soundchip

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 13:53:10 UTC
From: muth@drios.rbi.informatik.uni-frankfurt.de
Message-ID: <2o3nk6$dlu@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 33379

Hello,

I want to write an emulator for the yamaha soundchip
that was build in the old atari st series, so that I
can play the old atari songs (xbios(32)) on my soundblaster
card. Unfortunately, I do not know how this chip generates noise
from the input of the noise register(s).

Where can I get information on the internal behaviour of the atari
soundchip ???

Best regards,

Robert muth

1847. Re: Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 14:00:57 UTC
From: bhawker@midi.ham.almanac.bc.ca
Message-ID: <agVgkc1w165w@midi.ham.almanac.bc.ca>
Source record: 33380

bili6745@mach1.wlu.ca (bilinsky keith) writes:

>
> Has anyone EVER run Notator 3.1 on a colour monitor from a 1040 ST with
> four megs? I just had a ST upgraded to 4 megs and it refuses to run in
> colour but runs fine in monochrome and it runs every other program fine.
> The only problem is Notator in colour.. All help (even: yes It ran for me
> in colour,) would be appreciated
>
> KEith
>
> --
> _____/| _____/| bili6745@mach1.wlu.ca |_____ |_____
> (__|__\|______ (__|__\|______ KEITH Bilinsky ______|/__|__) ______|/__|__)

I _used_ to run Notator 3.1 on a colour monitor with a 4meg 1040 ST. Yes,
it would display properly, and work ok.... up to a point. Notator does
not print properly from a colour monitor, and never has. You will find
missing note heads dispersed throughout the music score.

The manual does not recommend using a colour monitor. In fact, when I
looked into the problem, I found that only by switching to a mono monitor
would the printing problem be resolved. So I did, and so it has....

If you already have a mono monitor, use *it* for Notator. It can all be
compared to using Pagestream or Calamus in colour on an 8mhz 1040 ST -
not so wonderful!

Bruce

=-=-=-

1848. Re: Notator 3.1 on a Colour monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 14:05:20 UTC
From: jperez@Hawaii.Edu
Message-ID: <Cny1sx.3CJ@news.Hawaii.Edu>
Source record: 33381

Roger Sheppard (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <CnrCqp.FrF@mach1.wlu.ca>, bili6745@mach1.wlu.ca (bilinsky keith) writes:
: >
: >Has anyone EVER run Notator 3.1 on a colour monitor from a 1040 ST with

: This sounds very much like some one has a Pirated Copy, would not this
: Info be in the manual..??
: Or did you not read the manual...??
: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

Uh, no it is nearly impossible that it is a pirated copy since Notator
uses a cartridge dongle (which I loathe and despise) and the program will
not run without it.
My Notator manual says that Notator works in color or mono - what
they don't tell you is that in color, everything is crammed and
overlapping; generally unpleasant to work with. After that, I realized
that I needed to buy a mono monitor.
Borg

1849. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 18:35:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da5b216@secom.ct.se>
Source record: 33382

In a message of 08 Apr 94 10:08:48, Ofir Gal wrote:

OG> Well I get >3000cps on my system. Falcon at 38.4, Modem at 14.4.

Yes, on UNCOMPRESSED files ... but in real life noone hardly ever transmits uncompressed files ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1850. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-08 23:20:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2o4orv$3a1@golem.wcc.govt.nz>
Source record: 33383

In article <Cnxr1q.G33@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <2o2v72$r8d@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>>
>>This chap was on about a MEGA ST, not a Falcon, he did not even know that
>
>The figures RateHD gives are meaningless in my experience. The difference
>between IDE and SCSI is very small. I know, I have both.
>>

Well would you believe 1100 reading with Howfast1, using a very large test
block....

Try that on a IDE drive..??

>Ofir ogal@cix.compulink.co.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1851. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 10:51:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o61ba$5uc@golem.wcc.govt.nz>
Source record: 33384

In article <A16833@MS.maus.de>, Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>In article <2nnrdt$lm0@golem.wcc.govt.nz>, Roger Sheppard
>(sheppard_r@kosmos.wcc.govt.nz) wrote:
>>What software supports the IDE host adapter, verly little I think, I would
>>rather stay with some thing thats fully suported...
>
>
>I won't comment that. But please check your behaviour, you won't impress
>anyone with mindless flames like that.

Julian, If you check on the original Post you will find that this
person attacked me for no reason at all, I give back what I get....

My article was all about a Internal Hard drive using
a Quantum 240LPS and a ICD Micro Host...

Then I get this upstart raving about IDE and running my statments down,
I have been in the game to long to stand for this rubish....

Please tell me how can a IDE Host Adapter be fast on a Mega ST, unless
it connects to the internal buss....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1852. Prism Paint picture format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 13:25:47 UTC
From: d92jk@efd.lth.se
Message-ID: <2o6acr$954@nic.lth.se>
Source record: 33385

Does anyone know how the Prism Paint .PNT format works? If so please let me know.

Johan Karlsson (d92jk@efd.lth.se)

1853. Re: MEGA STE/Stereo Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 13:33:18 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2o6aqu$ocg@lsupoz.apana.org.au>
Source record: 33386

Benjamin Joab Hoppe (ch866@cleveland.Freenet.Edu) wrote:

: Current Setup Schematics:

: Ok, so how do I get stereo sound out of my STE as this setup?
: Right now I have the RCA(2) to miniplug Y-adapter then an
: extension cord hooked up. I get A LOT of line noise from the
: computer. A screaching in the background of the speakers. Also,
: when I use that extension cord I have
: it comes out in MONO through the headphones. Is the line noise
: caused by the MONO extension cord, the Y-adapter, or both? If I
: get a stereo extension cord, will the Y-adapter be stereo, or am
: I doing the whole thing wrong? Any ideas?

Is the microphone port the only connection you have? It's the likely
cause of the noise, since it's at a very low level and will amplify
the noise that the computer generates.

If you have a pair of "Aux in" or similar connections (usually RCA sockets)
then use those direct from the MSTe and it should work as well as my
similar setup.

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

1854. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 13:37:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cnzv6F.rF@cix.compulink.co.uk>
Source record: 33387

In message <2o4orv$3a1@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:
>
>Well would you believe 1100 reading with Howfast1, using a very large test
>block....
>
>Try that on a IDE drive..??

OK. I get 700 k/s on my Falcon IDE. That's a 65MB drive, I know there are
faster ones around. I get 1100 on a 210 SCSI Maxtor and 1600 on a 1GB
Fujitsu. All these figures are for reads, writing is slower.

Ofir ogal@cix.compulink.co.uk

1855. Re: gcc/g++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 15:14:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Fnr09zDk2Mc@semprini.waterloo-rdp.on.ca>
Source record: 33388

In <2d9b07f9@p2.stacken.ct.se>, Patrik Sanfridsson writes:
> What was the last version that supported the 68000 cpu?

2.5.8, the current version. Previous 2.5.x versions had problems
producing working 68k code on the Atari ('030 worked fine) due to an
optimiser bug.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1856. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 15:30:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co00EF.3uz@cix.compulink.co.uk>
Source record: 33389

In message <2da5b216@secom.ct.se>, rickard.troedsson@secom.ct.se said:
>
>OG> Well I get >3000cps on my system. Falcon at 38.4, Modem at 14.4.
>
>Yes, on UNCOMPRESSED files ... but in real life noone hardly ever transmits
>uncompressed files ...

On CIX we do, these Usenet messages come as uncompressed text and all CIX message base is uncompressed text. Ther is of course a compression option.

Ofir ogal@cix.compulink.co.uk

1857. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 16:33:17 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2o6lcd$ja@charm.magnus.acs.ohio-state.edu>
Source record: 33390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

They are also about ready to release a "Link II", not certain about the stats but the press release should be forthcoming.

Dan Ackerman
ackerman.29@osu.edu

1858. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 18:27:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2da70194@secom.ct.se>
Source record: 33391

In a message of 09 Apr 94 17:30:15, Ofir Gal wrote:

OG> On CIX we do, these Usenet messages come as uncompressed text and all CIX
OG> message base is uncompressed text. Ther is of course a compression option.

Sheesh ... even this little UUCP site compresses my mail .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+

1859. NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 19:49:09 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HAZ5T29T0I8WX2GB@SNYONEVA.CC.ONEONTA.EDU>
Source record: 33392

Hi all. I am guilty of stupidity - I played around with my Falcon's NVRAM settings and I've really screwed things up!

Ok, here's what happened:

In a desperate attempt to run a Falcon game which seem hardcoded to work in European PAL video, I changed my NSTC US video setting to PAL.
As I have an RGB monitor, my screen is now unreadable. The screen rolls vertically in an uncontrollable fashion. I have the proper NVRAM restoration program(s) but I can't read what's on my display...catch 22!

I was told that if I attach a VGA monitor to my Falcon I should be able to use it to make the necessary changes (i.e. see whay's on my screen!)

Question 1: Would such a method work? I don't have a VGA monitor but I know many people who do...

Question 2: Can I open up my Falcon and yank out the NVRAM battery like you can on PCs when settings go bad? If so, could someone tell me how to do this?

I'd appreciate any info here as this simple thing just renders my Falcon useless and I've got term papers and other things to do!

Thanks,

Ari

1860. Copyrights (was Re: ST Logo.....where?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 22:13:48 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Apr9.221348.23940@gumby.cc.wmich.edu>
Source record: 33393

In article <2o09sq$it6@news.dmpe.CSIRO.AU> karlm@highett.mel.dbce.csiro.au (Karl Meyland) writes:
>
> >Well, I have it on my original Atari language disk (C)1985. Guess that
> >makes it illegal to put it on ftp sites?
>
> Doesn't copyright run out after 7 years!?

I can't speak for Australia, but for the U.S. and other countries following the Berne conventions, copyright lasts for the original author's life + 50 years. For computer software where the author is unknown, the term of protection is 75 years from date of publication (or 100 years from date of creation).

So, no, copyright doesn't run out in 7 years. But look for it on an ftp site near you, in 2060 AD. ;-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1861. System RAM Access (was Re: QUES: Gulam from GNUmake)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 22:38:06 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Apr9.223806.24358@gumby.cc.wmich.edu>
Source record: 33394

In article <2o2aj6$r59@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>
> Since _shell_p is a system variable in the first 2K of RAM, you must be in
> supervisor mode to access it. Too bad the default memory protection wasn't
> to make those areas read-only in user mode; life would sure be a lot simpler.

Yes, and a lot faster too. Having to toggle Super, or go through SupExec
just to read a system memory location adds a lot of extra overhead, up
to 100x overhead! when there's a few TSRs chained into the system vectors.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1862. Re: Upoint april fool warning

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-09 23:56:10 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDKAFEUQ@dksoft.ping.dk>
Source record: 33401

In <Up-EDGIFFUY@albemuth.equinox.gen.nz> John Collis wrote :

>> (the bug i still havn't fix'ed, is a bug which appear everytime i reply
>> to an artikle and save it, after that i can't acces any more news unless
>> i restart Upoint...Very annoying!).
>
>Yep, I have this bug too. The solution is to quit back to the
>newsgroup selection screen and then re-enter the newsgroup. Also
>another bug is that if you have written any-newsitems, you have to run
>the make index menu-item before you poll the remote site. If you
>don't, the newsfile will be deleted after transfer, _before_ it gets a
>chance to be indexed into your own local news. This leaves a *.y file
>hanging around in the OUT directory which means you will get an error
>message everytime the Indexer is run, because it can't find the data
>file. If this happens, the solution is to delete any odd *.y files in
>your OUT directory.
>

Hmm. This i havn't found yet.. Thanks for letting me know.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

1863. Re: No Responce From ICD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 00:21:27 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Co0ozt.3BH@cbnewse.cb.att.com>
Source record: 33395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've gotten the ICD Pro Utilities version 6.4.3 up and running on my Falcon. Appears to be in good shape - just as you would expect.

I've also spoken with ICD the other day. They will be coming out with a CD-ROM reader that will work on the Falcon very shortly.

If you are trying to call ICD, you should realize that technical support for Atari is only provided Mon, Wed, and Fri from 10am - 2pm CDT (Central Daylight Time). When you reach them and talk with them, you will find Howd Peters very knowledgable. Wayne

1864. Re: OVERSCAN problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 00:36:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o7hn6$9n5@golem.wcc.govt.nz>
Source record: 33396

In article <1994Apr8.111934.13526@newsserver.rrzn.uni-hannover.de>,
nhkknick@rrzn-nis.uni-hannover.de () writes:
>In article <2nnrqs$lm0@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard)
writes:
>|> Hi, G Campo
>|>
>|> Do you know how I can get my Overscan updated for version 3.0zh to 3.0zm?
>
>You've got to send them your original disk plus 8DM in stamps (german stamps, I'm afraid).
>I've checked it at the CeBIT with Mr. OverScan himself.
>He promised version 3.0zm does work under MiNT, but not yet under MultiTOS.
>They are working on the MultiTOS version, which will be 3.1, and are going to send
>update notes to the registered users then.
>
>I think they would accept cash, too; try to get a 10DM-note at your bank
>(I know they tend to charge rather steep fees for things like that).

All what you state is ilegal here and we don't sell German stamps here,
this is New Zealand...:-)

Why not do the Upgrade the same way that GSZRZ (Michael Ziegler) does,
you log onto a presdecribed BBS and dnload the Update, this I have just
done for my Old version of GSZRZ and it worked 100%....

Also how does one go about changing registration, my one is a second hand one,
but was never installed, the user had a STE, I never found a registration card.
..??

May be its about time that Germany uses BankCards, a far easyer way to get
money overseas...

So if any one here buys Auto Overscan, there is no easy way for him to updated
it.....

Come on you Germans let get with it, its 1994 not 1930...!!!

If Michael Ziegler can do so can you.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1865. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 01:52:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Co0t6z.M65@cix.compulink.co.uk>
Source record: 33397

In message <01HAZ5T29T0I8WX2GB@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU said:
>
>Hi all. I am guilty of stupidity - I played around with my Falcon's NVRAM
>settings and I've really screwed things up!
>
>Ok, here's what happened:
>
>In a desperate attempt to run a Falcon game which seem hardcoded to work
>in European PAL video, I changed my NSTC US video setting to PAL.
>As I have an RGB monitor, my screen is now unreadable. The screen rolls
>vertically in an uncontrollable fashion. I have the proper NVRAM restoration
>program(s) but I can't read what's on my display...catch 22!
>
>I was told that if I attach a VGA monitor to my Falcon I should be able to
>use it to make the necessary changes (i.e. see whay's on my screen!)
>
>Question 1: Would such a method work? I don't have a VGA monitor but I
>know many people who do...

It would, but you will need the VGA adaptor (about 10-15 US$). You may
actually like your Falcon with a VGA - better resolutions.

Ofir ogal@cix.compulink.co.uk

1866. Re: Working TAPEBIOS with DAT drives for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 03:03:16 UTC
From: Bryan.Hall@206-2703.dswhq.omahug.org
Message-ID: <b93_9404101818@dswhq.omahug.org>
Source record: 33398

In a message of 30 Mar 94 14:54:58, Michael Smith wrote:

MS> If you're desperate, mail me the source for the driver and I'll mail you
MS> back the section you have to patch. (I might even be nice and give you
MS> details
MS> for patching the binary if you don't have gas 8)

Anyone have the source code for tapebios? I have it for all the other utilities, but the archive I ftp'd had no source for tapebios itself. Without it, this tape drive is just collecting dust :-(

"MICRO"

1867. Dupicate Files..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 03:13:50 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2o7qte$aga@golem.wcc.govt.nz>
Source record: 33399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help..

DUPLICATE FILES....

Is there a program for finding Duplicate files..??

I have one DUPFIND but its Buged..

I need to tidy up my hard drive, and I have to many copies of things
lying around....

DUPFIND could do the job but it comes up with a error after some time..

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1868. Re: Prism Paint picture format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 03:28:31 UTC
From: Lexicor@world.std.com
Message-ID: <Co0xnK.I1E@world.std.com>
Source record: 33400

In article <2o6acr$954@nic.lth.se>, Johan Karlsson <d92jk@efd.lth.se> wrote:
>Does anyone know how the Prism Paint .PNT format works? If so please let me know.

If you want to know everything on Prism Paint or the .PNT file format you can
email me ay ysiu@lexicor.com, I'd be more than happy to help.

The PNT format however doesn't support more than 8bit, and there are no plans
in improving it to date.

Yat

>
> Johan Karlsson (d92jk@efd.lth.se)
>
>

1869. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 09:59:27 UTC
From: steve-j@teleport.com
Message-ID: <2o8ilv$gj6@elaine.teleport.com>
Source record: 33402

In article <01HAZ5T29T0I8WX2GB@SNYONEVA.CC.ONEONTA.EDU>,
<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:
>Hi all. I am guilty of stupidity - I played around with my Falcon's NVRAM
>settings and I've really screwed things up!
>
>Ok, here's what happened:
>
>In a desperate attempt to run a Falcon game which seem hardcoded to work
>in European PAL video, I changed my NSTC US video setting to PAL.
>As I have an RGB monitor, my screen is now unreadable. The screen rolls
>vertically in an uncontrollable fashion. I have the proper NVRAM restoration
>program(s) but I can't read what's on my display...catch 22!

Something else you can do is adjust the vertical hold on your
monitor (and then adjust it back when you get it back into NTSC
mode). I'm lucky... my SC1224 syncs to NTSC or PAL signals by
itself!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1870. Re: Allocating memory in accessories...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 12:48:35 UTC
From: gutschk@jacquard.world
Message-ID: <GUTSCHK.94Apr10144835@jacquard.world>
Source record: 33403

If you want to allocate memory dynamically you can make use of a *dirty* trick.
Beware, Atari documented this trick to be illegal, so you should only use it,
if the OS version number is less or equal 4.04 and this is a single tasking
OS (under these circumstances, the trick ought to work fine). If the program
has been started from MTOS, you can allocated memory without bothering about
ownership. I do not know, about how to deal with Magix and Genava, so maybe
somebody else can help with that information.

What you need do is to find the address of the act_pd pointer. In TOS
1.00 this was at $602C (except for Spanish TOS, which had $873C),
newer TOS versions supply the address in the ROM-header. You will then have
to save the value stored in this vector, set the vector to point to your
basepage address, call Malloc (or malloc() if you want to), and restore
the vector. This procedure is also neccessary for handling file I/O!
Please pay attention not to call AES while the vector has been changed!

Markus

1871. Re: NVRAM HELP!!! (Thanks)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 16:24:01 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HB0CY3KC4I8WWKNF@SNYONEVA.CC.ONEONTA.EDU>
Source record: 33404

Thanks for the quick responses to my question...

I have a late model SC1224 display attached to my Falcon and it apparently seems unable to cope with the 50hz refresh rate that the NVRAM PAL setting created...

I understand that this problem affects only some models of Atari RGB displays as I have a Magnavox 1CM-135 RGB display attached to my STE at home at it seems to properly adjust to 50hz settings (my original SC1224 was unstable at 50HZ but as bad as my newer one!)

SO, the concensus appears to be that if I attach an ordinary VGA monitor, I should be able to fix things on my system...

I have since ordered the proper adapter and will try it with a friend's VGA monitor as soon as I receive the package...

Yes, one of the first things I tried was to adjust the vertical hold of my display. However, this didn't seem to do very much (at least on my system).

Thnaks again and I will let you all know if its fixed!

Ari

1872. Re: Latest gcc includes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 16:35:59 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994Apr10.163559.3118@news.csuohio.edu>
Source record: 33405
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994Apr10.011154.25886@news.csuohio.edu> llunch@knuth.cba.csuohio.edu (Jason Baker) writes:
> e_gem includes an appl_getinfo function for pure C, and it is
>easy enough to use this to write 1 for gemlib. I'm including a shar
>containing this function and gemlib pl30 common.h.simply compile
>appl_geti.c (This is supposed to be 8+3, don't I count well?) with or
>without -mshort and add it to gem.olb or gem16.olb as appropriately.
>Now, ap_gtype=0 returns info on the primary font and ap_gtype=1
>returns info on the small font, does ap_gtype have other settings?
>For the exact info returned with ap_gtype = 0 or 1, I refer you to
>e_gem135 and the file dial.c.
My last post had two mistakes in it. I should have said
#include "common.h" not <common.h>. Also, the opcode for appl_getinfo
is 0x82 not 82. appl_getinfo is NOT morally equivalent to scrp_clear!
>
> Jason
>PS Is there anything I have to do before rn can automatically extract
>this?

```
----------begin----------------
#!/bin/sh
# to extract, remove the header and type "sh filename"
if `test ! -s ./appl_geti.c`
then
echo "writing ./appl_geti.c"
cat > ./appl_geti.c << '\End\Of\Shar\'
#include <stddef.h>
#include "common.h"

int appl_getinfo(int ap_gtype, int *ap_gout1, int *ap_gout2, int *ap_gout3,
int *ap_gout4)
{
int r;

_int_in[0]=ap_gtype;
r= __aes__(AES_CONTROL_ENCODE(130, 1, 5, 0));
*ap_gout1=_int_out[1];
*ap_gout2=_int_out[2];
*ap_gout3=_int_out[3];
*ap_gout4=_int_out[4];
return r;
}
\End\Of\Shar\
else
echo "will not over write ./appl_geti.c"
```

```
fi
if `test ! -s ./common.h`
then
echo "writing ./common.h"
cat > ./common.h << '\End\Of\Shar\'
/*
* gemlib bindings library visible commons only
*
* ++jrb bammi@cadence.com
*
* modified: mj -- ntomczak@vm.ucs.ualberta.ca
*/
#ifndef _COMMON_H
#define _COMMON_H

/* Array sizes in vdi control block */

#define CNTRLMAX 12 /* It seems that 11 is enough - max reached
for vex_* functions */
#define INTINMAX 255 /* This library will allow strings up to this
size in v_gtext and vr[qm]_string */
#define INTOUTMAX 45 /* A limit for number of elements in _intout
for usual functions - reached for v_opnwk */
#define PTSINMAX 1024 /* Max number of points in _ptsin - 2 shorts
for a point. Value raised to accomodate
TT and fsmgdos printer drivers */
#define PTSOUTMAX 6 /* Max number of points in _ptsout - 2 shorts
for a point. Max reached in v_opnwk */

/* Size for _global in aes control block - most other stuff overlapped
with arrays for vdi - sizes needed for _control, _int_in, _int_out,
respectively are 5, 16 and 7 shorts and 2 and 1 longs for
_addrin and addrout */

#define GLOBMAX 15

#define _control (&_contrl[0])
#define _int_in (&_intin[0])
#define _int_out (&_intout[0])
#define _addrin ((void **)(&_ptsin[0]))
#define _addrout ((void **)(&_ptsout[0]))

/* code up _control[] elements for __aes__() calls
* (evaluated at compile time, no runtime overhead)
* see common.c for encoding semantics.
*/
#define AES_CONTROL_ENCODE(A, B, C, D) (unsigned long) \
( \
(((unsigned long)A) << 24) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)D) ) \
```

```
)

/*
* code up _contrl[] elements for __vdi__() calls
* (note with gcc hardly any runtime overhead, most of the uses
* end up getting evaluated at compile time)
* see common.c for encoding semantics.
*/
/*
* WARNING!! - this coding will accomodate vdi calls with
* opcodes (A) in range 0 - 255
* _ptsin size (B) up to 2047 = 0x7ff nodes (up to 1024 currently used)
* _intin size (C) up to 255 = 0xff shorts
* and subcodes (D) in range 0 - 31
* Any function for which parameters "stick out" has to be coded
* without using this macro. Failure to comply may cause very
* funny results.
*/
#define VDI_CONTRL_ENCODE(A, B, C, D) (unsigned long) \
( \
(((unsigned long)D) << 27) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)A) ) \
)

/* binding arrays */
/* takes care of ptsin containing upto PTSINMAX vertices
* (tt and fsmgdos require this value to be not smaller than 1024)
*/
#ifndef __IN_COMMON_C__
extern short _intin[INTINMAX], _intout[INTOUTMAX];
extern short _ptsin[2 * PTSINMAX], _ptsout[2 * PTSOUTMAX];
extern unsigned short _contrl[CNTRLMAX], _global[GLOBMAX];
extern int gl_apid, gl_ap_version;
extern void *_vdiparams[];
#endif

/* aes trap interface func */
int __aes__(unsigned long coded_control);

/* vdi trap interface func */
void __vdi__(unsigned long coded_contrl, int handle);
void vdi(void);

#endif /* _COMMON_H */
ion for which parameters "stick out" has to be coded
* without using this macro. Failure to comply may cause very
* funny results.
*/
#define VDI_CONTRL_ENCODE(A, B, C, D) (unsigned long) \
( \
```

```
(((unsigned long)D) << 27) | \
(((unsigned long)B) << 16) | \
(((unsigned long)C) << 8) | \
(((unsigned long)A) ) \
)

/* binding arrays */
/* takes care of ptsin containing upto PTSINMAX vertices
* (tt and fsmgdos require this value to be not smaller than 1024)
*/
#ifndef __IN_COMMON_C__
extern short _intin[INTINMAX], _intout[INTOUTMAX];
extern short _ptsin[2 * PTSINMAX], _ptsout[2 * PTSOUTMAX];
extern unsigned short _contrl[CNTRLMAX], _global[GLOBMAX];
extern int gl_apid, gl_ap_version;
extern void *_vdiparams[];
#endif

/* aes trap interface func */
int __aes__(unsigned long coded_control);

/* vdi trap interface func *
Oh boy, weird xmodem problems */
#endif /* _COMMON_H */
\End\Of\Shar\
else
echo "will not over write ./common.h"
fi
echo "Finished archive 1 of 1"
exit
```

1873. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 20:52:30 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Co29zI.n2D@cix.compulink.co.uk>
Source record: 33406

In message <2o4orv$3a1@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:

>>The figures RateHD gives are meaningless in my experience. The difference
>>between IDE and SCSI is very small. I know, I have both.

That's my observation too.

>Well would you believe 1100 reading with Howfast1, using a very large test
>block....
>Try that on a IDE drive..??

Tried it, I get >1100 on Seagate 3.5in IDE on Falcon.

Barry

1874. Re: Memory protection and MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 21:07:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A17104@MS.maus.de>
Source record: 33419

In article <mnycrftzv4g@moacs11>, Waldi Ravens (walra@moacs11) wrote:
>> Is there anyway to change a program's memory protection AFTER the program is
>> loaded and is executing (i.e. the program will change its OWN protection)?
>> PRGFLAGS only set it when the program first loads.
>
>You should be able to do that with Mxalloc(). Set bit 3 of the 'mode'
>parameter to indicate that you want to change the protection mode of a
>region. Bits 4-7 contain the new protection mode, as usual.

No. This mode has been removed (take a look at the MiNT source).

1875. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-10 23:30:18 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Co2HAJ.472@cix.compulink.co.uk>
Source record: 33407

In message <01HAZ5T29T0I8WX2GB@SNYONEVA.CC.ONEONTA.EDU>, FELDAK79@SNYONEVA.CC.ONEONTA.EDU said:

>In a desperate attempt to run a Falcon game which seem hardcoded to work
>in European PAL video, I changed my NSTC US video setting to PAL.
>As I have an RGB monitor, my screen is now unreadable. The screen rolls
>vertically in an uncontrollable fashion. I have the proper NVRAM restoration
>program(s) but I can't read what's on my display...catch 22!

>I was told that if I attach a VGA monitor to my Falcon I should be able to
>use it to make the necessary changes (i.e. see whay's on my screen!)
>
>Question 1: Would such a method work? I don't have a VGA monitor but I
>know many people who do...

It's worth a try, surprised your RGB monitor couldn't handle PAL frequencies though.

>Question 2: Can I open up my Falcon and yank out the NVRAM battery like
>you can on PCs when settings go bad? If so, could someone tell me
>how to do this?

Not so easy, I believe the nvram is built-in to the Dallas clock module, only way to get that out is by de-soldering.

You could also try connecting to a modern TV. Some sets can handle both NTSC and PAL frequencies.

BTW, if you cannot get a synchronised picture on your monitor or TV, then turn it off to reduce any risk of damage.

Barry

Barry

1876. Re: Dupicate Files..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 00:39:06 UTC
From: hallvart@ifi.uio.no
Message-ID: <2oa67a$gri@yrsa.ifi.uio.no>
Source record: 33408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2o7qte$aga@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Help..
>
> DUPLICATE FILES....
>
> Is there a program for finding Duplicate files..??
>
>
> I have one DUPFIND but its Buged..
>
> I need to tidy up my hard drive, and I have to many copies of things
> lying around....
>
> DUPFIND could do the job but it comes up with a error after some time..
>
>
> Thanks....
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

Try out "mfd.zoo" on: info2.rus.uni-stuttgart.de /pub/systems/atari/util/disk/

Hallvard, Oslo, Norway

1877. Recommended format?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 00:58:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2oa7bu$msl@uqcspe.cs.uq.oz.au>
Source record: 33409

```
XIMG
+ Supports all resolutions
+ Converts well to VDI format
+ Fast
- Not used outside Atari community

GIF
+ Widespread use outside Atari community
- Slow
- Max 256 colours

JPEG
+ Supports all resolutions
+ Excellent compression
- Slow
- Lossy

TIFF
+ Supports all resolutions
? Hard to code

Comments?

Personally, I use XIMG for everything Atari-related and GIF for showing
to a wider audience, except for truecolour images which I send in TIFF.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
\_.-._/ University of Queensland, _// || \\_ C++ is the FUTURE
v Brisbane, Australia. |_/ || \_| Use GNU C++ = FREE
```

1878. Re: Allocating memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 01:33:00 UTC
From: rick.flashman@the-spa.com
Message-ID: <7d.2495.1655.0NA91CFD@the-spa.com>
Source record: 33410

```
-=> Quoting Gutschk@jacquard.world to Comp Sys Atari St Tech
on 04-10-94 07:48 <=-

Gu> If you want to allocate memory dynamically you can make use of a
Gu> *dirty* trick.
Gu> Beware, Atari documented thisNewsgroups: comp.sys.atari.st.tech
Subject: Re: Allocating memory...
From: rick.flashman@the-spa.com (Rick Flashman)
Path: thespa!rick.flashman
Distribution: world
Message-ID: <7d.2495.1655.0NA91CFD@the-spa.com>
Date: Sun, 10 Apr 94 20:33:00 -0500
Organization: the spa! 24 lines! (413) 536-4365

-=> Quoting Gutschk@jacquard.world to Comp Sys Atari St Tech
on 04-10-94 07:48 <=-

Gu> If you want to allocate memory dynamically you can make use of a
Gu> *dirty* trick.
Gu> Beware, Atari documented this trick to be illegal, so you should only
Gu> use it, if the OS version number is less or equal 4.04 and this is a
Gu> single tasking OS (under these circumstances, the trick ought to work
Gu> fine). If the program has been started from MTOS, you can allocated
Gu> memory without bothering about ownership. I do not know, about how to
Gu> deal with Magix and Genava, so maybe somebody else can help with that
Gu> information.

For purposes of memory allocation, Geneva works the same as MultiTOS.
Geneva is basically a complete AES replacement that emulates AES 4.x,
adds its unique features, and leaves the VDI and TOS alone.

Rick Flashman,
Gribnif Software
___ Blue Wave/QWK v2.12
```

1879. Re: Falcon IDE drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 03:13:19 UTC
From: steve-j@teleport.com
Message-ID: <2oaf8f$20t@elaine.teleport.com>
Source record: 33411

In article <2o2cb1$bbh@auggie.CCIT.Arizona.EDU>,
Jeff Diamond <jeff@jupiter.ame.Arizona.EDU> wrote:
>
>Hi Atari Tech Gurus! Every few months I test the waters again to see if anyone
>has any thoughts to my Falcon problem. The dealer I bought the Falcon from has
>no idea how to fix it, and Atari's never heard of a problem like this, so I'm
>just hoping one of you Falcon owners out there can help me.
>
>The problem is simple... Changing graphics resolutions on my desktop takes 25 seconds.
>This may not sound like much, but it's EXTREMELY annoying. In the past, people
>have pointed to my drive as the problem, but I've re-formatted it several times
>with no effect. The drive is not "spinning down", and is in fact not really
>being accessed, other than about 5 pulses roughly 4 seconds apart.
>
>So I don't know what the problem is. Occasionally on trying to switch graphics modes,
>the Falcon either bombs out completely, or goes to a white screen in which
>typing produces key sounds, but that's all you can do. However, the occurance
>of these effects is well within the expected limits for Atari oddities.
>
>Any ideas?

Since changing resolutions causes desk accessories to be reloaded, that
could be why it takes so long (perhaps some of the desk accessories you
use are taking up all the time being re-initialised).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1880. Re: Upload in comp.binaries|sources.atari.st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 08:14:38 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.94dIdLtcgzo@elfhaven.ersys.edmonton.ab.ca>
Source record: 33412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Up-EDQKBGYD@jimmy.sta.sub.org>, Achim Wilhelm writes:

[> Could someone be so kind and tell me how I con manage to upload files to
[> comp.binaries.atari.st and to comp.sources.atari.st?

To upload a file to comp.binaries.atari.st or comp.sources.atari.st you
should send your submission to avg@cwi.nl where the moderator will look
at it, make sure it works, and post it. I think the archive needs to be
a ZOO archive, though, and the UUEncoded pieces should be no larger than
45K.

If any of this is wrong, I'm sure someone will correct me.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1881. Re: Assembler!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 08:23:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.ANpZWhhj4Jk@elfhaven.ersys.edmonton.ab.ca>
Source record: 33413

In <CoCBJ3.8y1@sdf.lonestar.org>, Evan K. Langlois writes:

[> I require a macro assembler for a 68K ST. It should produce standard DRI
[> or GNU format object files. I want Motorola syntax, and not MIT syntax.
[> I do NOT see any reason why something as simple as an assembler should
[> modify any vectors or use any illegal programming.

I have two suggestions: MadMac, and DevPac.

MadMac comes with the Atari developer kit. It has documentation, but
nothing fantastic. It is a TTP program, and barely does any output
anyway, so you should be able to use it with TOSWIN. On the other
hand, it is quite old and probably does not support the 68020 (and
above) command set.

DevPac is newer, faster, better, and cheaper. It came on a magazine
disk some time ago (DevPac 2) but I do not know which one anymore.
It does support the new command sets, but it has a built-in editor,
which you said you HATED...:) The editor is like Tempus, apparently,
and is rich in features. If worse came to worse, you could just use
VI to write your code and then load it into the assembler and go
from there.

[> If worst comes to worst I'll get Sozobon C and use it's Assembler! I heard
[> of an version of gcc-as that works with Motorola syntax. If you have it,
[> please Email it to me. If you know of a good macro assembler, please tell
[> me where to find it - but no GFA BASIC crap!

Please keep in mind that Turbo assember was written quite some time ago.
There was no Falcon, or MultiTOS, so it was not written with these
things in mind. It is actually a very good assember, I've been told.
I'm not an assembly programmer, though, so I cannot say for sure.

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

1882. Re: Memory protection and MiNT!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 08:55:06 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Co37Fw.BGL@hermes.hrz.uni-bielefeld.de>
Source record: 33414

In article <...>, walra@moacs11 (Waldi Ravens) writes:

|> You should be able to do that with Mxalloc(). Set bit 3 of the 'mode'
|> parameter to indicate that you want to change the protection mode of a
|> region. Bits 4-7 contain the new protection mode, as usual.

You're sure this still works? Have heard it did some versions ago, but was
removed in the meantime, and highly undocumented anyway.

TeSche
--
Torsten Scherer (Schiller, TeSche...)
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15" for adresses & more. |
| Last updated: Probably yesterday. |

1883. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 09:24:59 UTC
From: cgra@se.alcbel.be
Message-ID: <4395@btmwj1.se.bel.alcatel.be>
Source record: 33415

I have a *very* vague idea that you might be able to force PAL (or NSCT)
mode by holding down some key at bootup. Now where did I get that idea?
In the docs for that German VRAM-fiddling util perhaps?

BTW have you tried asking Atari, or the people at STFormat?

Chris Gray cgra@se.bel.alcbel.be Compu$erve: 100065.2102
Ignore my broken mailer - the addresses above are the only truth

---
Wear your propeller with pride!

1884. FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 11:18:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2obbmu$1i8@golem.wcc.govt.nz>
Source record: 33416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been some changes to this site, the mail-server
works like a remote FTP server..

BUT THIS BIG PROBLEM IS WERE ARE THE ATARI FILE...???

Also some one mentioned a DUP File finder called
MFD.ZOO, as I can't get this from Stuttgart, were else
can I get this file from..

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1885. [HELP] Bug in VIEWER.APP & Gulam on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 11:33:53 UTC
From: jhh@cwi.nl
Message-ID: <Co3EsH.Ftn@cwi.nl>
Source record: 33417

Hi,

Does anyone know how to treat (circumvent, or whatever) the following two bugs?

1. If lines longer than the width of the screen are being output by a command
executed from Gulam, each spillover character is output on single line like
t
h
i
s
.
This happens when I boot my Falcon without MultiTos running.

2. If I do use MultiTos, and want to show a file with VIEWER.APP, I get
an empty window with the VIEWER-icon in the middle and a transparent
window status line (i.e. the line just below the window title).
Clicking the scrollbars sometimes shows me part of the text to be
shown, but with truncated characters. It seems as if VIEWER.APP thinks the
upper-left corner of its window is always located at the upper-left corner,
because if I move the window to that position it will show me most of the
text (provided I scroll it first).

I have a 4Mb/85Mb TOS 4.01 Falcon with SVGA, usually operating in 16 colour
mode, and FPATCH2 installed.

Thanks,

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

1886. Re: [HELP] Bug in VIEWER.APP & Gulam on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 13:36:28 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2objos$63a@percy.cs.bham.ac.uk>
Source record: 33418

jhh@cwi.nl (Jaap Henk Hoepman) writes:
>2. If I do use MultiTos, and want to show a file with VIEWER.APP, I get
> an empty window with the VIEWER-icon in the middle and a transparent
> window status line (i.e. the line just below the window title).
> Clicking the scrollbars sometimes shows me part of the text to be
> shown, but with truncated characters. It seems as if VIEWER.APP thinks the
> upper-left corner of its window is always located at the upper-left corner,
> because if I move the window to that position it will show me most of the
> text (provided I scroll it first).
>
>I have a 4Mb/85Mb TOS 4.01 Falcon with SVGA, usually operating in 16 colour
>mode, and FPATCH2 installed.

It works fine on my TT with NVDI. Perhaps your should get a less buggy
version of the Falcon TOS, eg 4.04

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1887. Re: Falcon 030 ser. port ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 17:26:11 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Co3v3n.875@cix.compulink.co.uk>
Source record: 33420

>Sheesh ... even this little UUCP site compresses my mail .. ;)
We have a compressed option but most of us choose not to use it as it is
faster to download uncompressed text files at 38400 cps or above (and
allowing for the compression time).
Those ST users at 19200 use compression files.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

1888. Re: FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 21:13:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2oceie$l4t@holmenkollen.ifi.uio.no>
Source record: 33421
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2obbmu$1i8@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> There have been some changes to this site, the mail-server
> works like a remote FTP server..
>
>
> BUT THIS BIG PROBLEM IS WERE ARE THE ATARI FILE...???
>
>
> Also some one mentioned a DUP File finder called
> MFD.ZOO, as I can't get this from Stuttgart, were else
> can I get this file from..
>
>
> Thanks.....
>
>
>
> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
> r.sheppard5@genie.geis.com
>
> GEnie - r.sheppard5

The atari ST files are at : pub/systems/atari/

I guess I was the one who mentioned the MFD.ZOO program- I don't know where else to find that program, as I just happened to see it there.
Check out my FTP list for the ST if you haven't already, and look around on various sites.
Good luck

Hallvard, Oslo, Norway

1889. C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-11 22:50:35 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2ock7r$1si@charm.magnus.acs.ohio-state.edu>
Source record: 33422
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What are the best PD C interpreters and compilers?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

1890. Gemini and TRASHDIR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 05:40:45 UTC
From: marc@targon.UUCP
Message-ID: <4231@targon.UUCP>
Source record: 33423

Yesterday the root directory of my harddisk was trashed for the second
time in a month. Both times, the directory had become overwritten
by temporary files (from elvis and bison actually) that are normally
to be created in $TMPDIR (not in the root directory anyway :-).
I don't know whether it is related, but it started after having upgraded
Gemini to Gemini 1.99.

I wonder, how does Gemini treat $TMPDIR/$TEMP and what is the special
meaning of TRASHDIR? (I saw a variable with that name defined in one
of the profiles, but noticed also a directory TRASHDIR, possibly hidden,
in the trashed root directory.
Does Gemini have any known bugs that may have this effect?

Marc

1891. Re: FTP.UNI-STUTTGART.DE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 06:58:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2odgpu$9o4@golem.wcc.govt.nz>
Source record: 33424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2oceie$l4t@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>In article <2obbmu$1i8@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>> There have been some changes to this site, the mail-server
>> works like a remote FTP server..
>
>The atari ST files are at : pub/systems/atari/
>
>
>I guess I was the one who mentioned the MFD.ZOO program- I don't know where else to find
>that program, as I just happened to see it there.
>Check out my FTP list for the ST if you haven't already, and look around on various sites.
>Good luck
>
>
>Hallvard, Oslo, Norway

```
Yes I found that out after a bit of playing around...

I also found the MFD is a GNU port, and has been updated to FDF/SFDF,
this info was sent to me by e-mail and was on sun.rz.tu-clausthal.de,
its in /pub/atari/disktools/info

fdf101s.lzh 36204 sources to fdfb.lzh
fdfb.lzh 56850 find duplicate files on your discs

Thanks for you help.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5
```

1892. Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 07:59:44 UTC
From: nike@indirect.com
Message-ID: <2odkdg$3br@herald.indirect.com>
Source record: 33425
Cross-posted to: comp.sys.atari.st.tech,ny.test

Green Card Lottery 1994 May Be The Last One!
THE DEADLINE HAS BEEN ANNOUNCED.

The Green Card Lottery is a completely legal program giving away a certain annual allotment of Green Cards to persons born in certain countries. The lottery program was scheduled to continue on a permanent basis. However, recently, Senator Alan J Simpson introduced a bill into the U. S. Congress which could end any future lotteries. THE 1994 LOTTERY IS SCHEDULED TO TAKE PLACE SOON, BUT IT MAY BE THE VERY LAST ONE.

PERSONS BORN IN MOST COUNTRIES QUALIFY, MANY FOR FIRST TIME.

The only countries NOT qualifying are: Mexico; India; P.R. China; Taiwan, Philippines, North Korea, Canada, United Kingdom (except Northern Ireland), Jamaica, Domican Republic, El Salvador and Vietnam.

Lottery registration will take place soon. 55,000 Green Cards will be given to those who register correctly. NO JOB IS REQUIRED.

THERE IS A STRICT JUNE DEADLINE. THE TIME TO START IS NOW!!

For FREE information via Email, send request to cslaw@indirect.com

--
****
Canter & Siegel, Immigration Attorneys
3333 E Camelback Road, Ste 250, Phoenix AZ 85018 USA
cslaw@indirect.com telephone (602)661-3911 Fax (602) 451-7617

1893. TEAC HD drive jumper settings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 08:40:55 UTC
From: mbdqbest@horus.sara.nl
Message-ID: <1994Apr12.094055.4605@news.sara.nl>
Source record: 33426

I try to set the jumpers for a TEAC FD-235-HF (4240-45) floppy drive 1.44 MB.
Who knows the right settings for Atari ST?

```
(power)
A B C D E

2 o o o o o
1 o o o o o
```

I have set 2AB and 2DE but DD disksave is not recognised. (HD works ok.)

Robert Best rwbest@sara.nl

1894. Re: Mega ST2 and SCSI HD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 08:58:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <A17211@MS.maus.de>
Source record: 33427

In article <2o61ba$5uc@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@ix.wcc.govt.nz) wrote:
>Julian, If you check on the original Post you will find that this
>person attacked me for no reason at all, I give back what I get....

I've followed the discussion and see it differently.

>My article was all about a Internal Hard drive using
>a Quantum 240LPS and a ICD Micro Host...
>
>Then I get this upstart raving about IDE and running my statments down,
>I have been in the game to long to stand for this rubish....
>
>Please tell me how can a IDE Host Adapter be fast on a Mega ST, unless
>it connects to the internal buss....

It *is* connected to the CPU. And you get more than 1MB/s with the
right drive. This is fact (measured by reading the full disk, 240 MB,
and dividing by the time needeed for that).

1895. Re: Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 10:22:47 UTC
From: g051@cpcw4.uea.ac.uk
Message-ID: <2odspn$m8l@cpca3.uea.ac.uk>
Source record: 33428

>What are people using for Resource Construction Sets these days?
>I have only used the one that comes with GFA Basic and it has been
>okay, but I am seeing more and more 'nice' looking dialogs with
>pop menus and such. Is there anything available PD or commercial
>or is this stuff only available to developers?

>Thanks,
> RandyH

I use Wercs from Hisoft, it's not bad - it just about does the job but it is
a bit slow and there are ways to crash it.

g051@uea.ac.uk Ian B.

1896. Re: How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 10:28:37 UTC
From: g051@cpcw4.uea.ac.uk
Message-ID: <2odt4l$m8l@cpca3.uea.ac.uk>
Source record: 33429

>I'm working on hooking up an ADC to my ST, and found some good information
>in a book called 'Midi and SoundBook for the Atari St', by Bernd Enders,
>and Wolfgang Klemme.
>
>They have some example code to play the samples *out* through the sound chip.
>
>The code is working, but it's a mystery to me how it works.
>
>What it seems to be doing is using the sample data value to index into a
>table of amplitudes to be sent to the sound chip. Ok I understand that.
>
>What I don't understand, is that the initialization code turns the sound
>channels *off* by setting reg 7 to 0x00111111.

>Then to play the sample data, only regs 8-9-10 are being loaded with
>amplitude data. Don't the channels have to 'enabled' with a 0 value in
>one or more of bit positions 0-5 ? .. Apparently not.

>Does anyone 'here' know how this works?

No, but one thing I was wondering about. Playing samples on a pre STE
machine takes processor time right? How about this (it's only an idea)
tkae the sample playback code and after the sound chip data has been
calculated, instead of sending it to the sound chip, store it in a
table - and then to disk. Now, when it is memory, would you be able to
use this data to play samples in the background, i.e. would you be
able to use this method to 'convert' samples to sound chip data that
can be played in the background. By sound chip data I mean the tunes
that really grate on the ears.

An interesting idea methinks.

g051@uea.ac.uk

Ian B.

1897. jpeg <-> gif converter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 10:56:34 UTC
From: vctec@westminster.ac.uk
Message-ID: <Co57qB.30J@westminster.ac.uk>
Source record: 33430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

There was a thread recently about viewing jpegs on an ST, and someone replied
that they could convert jpegs into gif format before viewing with Photochrome.

Well, if anyone was wondering where to get a conversion utility, then you can
can anonymous ftp it from micros.hensa.ac.uk

path to directory: micros/atari/tos/n/n070/<files>

Enjoy

Danny
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1898. Falcon & GFA's HARDCOPY command

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 14:16:49 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404121340.AA00443@ilmen.lanl.gov>
Source record: 33431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Someone recently told me that GFA BASIC's HARDCOPY command (the built-in screendump that makes an XBIOS(20) call) doesn't work on the Falcon. Since my old Epson printer is temporarily out of commission I am unable to double-check on this. I'm aware that HARDCOPY or the ALT-HELP built-in screendump only works in ST compatability modes and only on Epson compatible printers.

Could someone please confirm (or deny) this for me and let me know?

Thanks!

-Hutch- @ Fair Dinkum Tech

Please reply to hutch@ilmen.lanl.gov as I'm using a temporary mail poster.

1899. Re: How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 15:04:10 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2oed9a$ifo@usenet.INS.CWRU.Edu>
Source record: 33432

In article <2odt4l$m8l@cpca3.uea.ac.uk> g051@cpcw4.uea.ac.uk (Ian Brown#) writes:
>
>
>>I'm working on hooking up an ADC to my ST, and found some good information
>>in a book called 'Midi and SoundBook for the Atari St', by Bernd Enders,
>>and Wolfgang Klemme.
>>
>>They have some example code to play the samples *out* through the sound chip.
>>
>>The code is working, but it's a mystery to me how it works.
>>
>>What it seems to be doing is using the sample data value to index into a
>>table of amplitudes to be sent to the sound chip. Ok I understand that.
>>
>>What I don't understand, is that the initialization code turns the sound
>>channels *off* by setting reg 7 to 0x00111111.
>
>>Then to play the sample data, only regs 8-9-10 are being loaded with
>>amplitude data. Don't the channels have to 'enabled' with a 0 value in
>>one or more of bit positions 0-5 ? .. Apparently not.
>
>>Does anyone 'here' know how this works?
>
>
>
>No, but one thing I was wondering about. Playing samples on a pre STE
>machine takes processor time right? How about this (it's only an idea)
>tkae the sample playback code and after the sound chip data has been
>calculated, instead of sending it to the sound chip, store it in a
>table - and then to disk. Now, when it is memory, would you be able to
>use this data to play samples in the background, i.e. would you be
>able to use this method to 'convert' samples to sound chip data that
>can be played in the background. By sound chip data I mean the tunes
>that really grate on the ears.
>
>An interesting idea methinks.
>
>
>g051@uea.ac.uk
>
>Ian B.

there is a program that does this (sort of). it's called mcompile--for
mod compile. problem is that it takes a lot of memory and time to do it.

i stopped playing with it when it took ten minutes to compile a mod i had and then ran out of memory (on a four meg machine), erasing everything it has done... oh well...

nice idea tho...

--Bart

1900. Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 16:21:06 UTC
From: woodford@esca.com
Message-ID: <1994Apr12.162106.12315@esca.com>
Source record: 33433

Ok all you game writing gurus, this should be an easy one...

I'm writing an ST game which uses double buffered screen memory,
ie. one screen on display, the other being updated.

I have an assembly routine hooked directly into the VBL interrupt
vector at 0x0070 which checks a flag in a variable global to
my program and if it's non-zero, loads the hardware at 0xff820[13]
with the address of the screen to be displayed. It then zeroes
the flag to signal my main software loop that the screen memory
has been swapped and that it's safe to update the other screen.

However, it appears that the new screen is not displayed until
after the *next* VBL, resulting in flickering sprites since my
main loop erases sprites which are still on screen!

If I make a few changes so that I'm using triple buffered screen
memory (ie. one on display, one updated ready to go on display,
another being updated) everything works fine. I can easily sustain
60 frames per second with >20 12x12 bit sprites this way, but
triple buffering is a bit more of a pain, not to mention memory
hog, than double buffering...

So, why won't the hardware use the new address immediately? Is my
VBL routine being pre-empted by an MFP interrupt before loading
the hardware? (I know, I should try disabling the MFP interrupts)
Or should I load the hardware with the screen address at some
other time, perhaps on the last Hblank?

Come on guys, I'm sure this is an old problem which has long been
overcome!

Cheers, Steve

1901. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 19:28:58 UTC
From: BACH@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <2oespq$aac@elna.ethz.ch>
Source record: 33434

In <1994Apr12.162106.12315@esca.com> woodford@esca.com writes:
>
> However, it appears that the new screen is not displayed until
> after the *next* VBL, resulting in flickering sprites since my
> main loop erases sprites which are still on screen!
>
Why do you ask questions if you know the answer? You just have to set
the screenadress one VBL before you want the screen to be seen.

> So, why won't the hardware use the new address immediately? Is my

The VBL is called when the vertical blank is done, so displaying of the screen
has begun.

> VBL routine being pre-empted by an MFP interrupt before loading
> the hardware? (I know, I should try disabling the MFP interrupts)
> Or should I load the hardware with the screen address at some
> other time, perhaps on the last Hblank?
>
This is possible, but actually far too complicated for just switching
screen-adresses.

> Come on guys, I'm sure this is an old problem which has long been
> overcome!
>
> Cheers, Steve

BTW I assume that you write directly to Videohardware!!! (Who uses TOS anyway
?!?)

1902. Re: FALCON & GFA's HARDCOPY command

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 21:03:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9404122027.AA00498@ilmen.lanl.gov>
Source record: 33435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In regards to my earlier post about the screendump XBIOS(20) call not working properly on the Falcon, I've found out it only fails in ST Low Resolution mode. ST High and Medium res work fine as I thought. Since I never program apps in ST Low, I didn't know about the screendump failure in that resolution.

Does anyone have a routine that could be incorporated that WILL do a standard screendump in ST Low on a Falcon? My friend is using GFA so that's preferred but of course C or Assembly executable is OK as that can be embedded.

Thanks!

-Hutch- @ Fair Dinkum Tech

Please reply to hutch@ilmen.lanl.gov as I'm using a temporary mail poster.

1903. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-12 23:56:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Co67uF.42x@cix.compulink.co.uk>
Source record: 33436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> What are the best PD C interpreters and compilers?

GNU C (if you have at least 2MB and a hard disk - preferably 4MB !)

:-)

Roland.

@CiX

1904. Re: LAN Connector on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 01:56:53 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2ofjh5$hik@elroy.jpl.nasa.gov>
Source record: 33437

In article <765685262.0@mettav.royle>,
Spencer Davies <Spencer.Davies@mettav.royle.org> wrote:
>How do I communicate with the LAN port on a Falcon?
>
>I have got an Appletalk-DB9 connector and want to try and make use of it as
>another comm port but can't figure out how to communicate with the LAN
>interface!

The LAN port in the Falcon is just BIOS device number 8. You can use Bconin
and Bconout to dev 8 to push data thru it.

If you want to adjust the settings using Rsconf, you'll need to use Bconmap,
and you'll need to have a fixed Bconmap for everything to work. FPATCH2 ought
to do the trick for you.

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

1905. Porting Word Writer Files to Mac and/or MS-DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 03:47:07 UTC
From: rrosenberg@aol.com
Message-ID: <2ofpvr$nam@search01.news.aol.com>
Source record: 33292

I am posting this as a favor for a friend with an Atari ST who uses Word Writer, published (and apparently subsequently orphaned) by Timeworks, as her Word Processing Program.

She wants to port a number of large and complex Word Writer created Word Processing files to the Mac Platform (although going to IBM MS-DOS is adequate since the Mac can finish the port by reading MS-DOS media and doing the Conversion from a PC WP-Format Document to a Mac WP Document).

Since it is my understanding that the physical formatting of ST formatted 3.5s is not compatible with either Mac or MS-DOS, the actual transfer of files would be done via a CPU to CPU link (either via Null Modems or doing an Upload/Download [or EMAIL] transmission via a Computer Network). BTW: If the disks _are_ physically readable (including the directory structures) by an MS-DOS machine (or the ST can format/create either MS-DOS or Mac disks [without any extra hardware like an emulator card <g>]), I'd appreciate hearing this.

The major stumbling block to accomplishing the porting is that, to my knowledge, Word Writer does not use (or has the ability to create) a file that is usable by any IBM Word Processing Programs (nor can it create RTF transfer format text files [which is one way to transfer formatted WP documents between WPs who can not read each other's native formats and which do not share any common native formats that can be written/read]). Are there any conversion programs that can run on the ST that will read WW files and output RTF, MS-DOS or Mac format WP files? If so, where can I locate the program. Note that just creating Text (ASCII) files is _not_ a viable option since that loses all Formatting (Headings, Centering, etc) as well as Styling (bold, italic, underlining, etc).

Thank you.

NOTE: Please send EMAIL (if any) to my Internet address: hal9001@panix.com. Thank you.

1906. Status of Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 04:04:30 UTC
From: Bryan.Hall@206-2703.dswhq.omahug.org
Message-ID: <161_9404141723@dswhq.omahug.org>
Source record: 33438

I've been out of the ST world since about 6 months now (as you may well have noticed). What is the status of the latest MiNT releases? The last version I used (1.08) was fast, but the file system was unstable (fseeks, etc). Have they been fixed, and how (in anyones opinion) does the latest version run (as multitos)?

"MICRO"

1907. Re: [HELP] Bug in VIEWER.APP & Gulam on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 05:35:12 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2og0ag$kco@nasim.sta.sub.org>
Source record: 33439

Jaap Henk Hoepman (jhh@cwi.nl) wrote:
> Hi,

> Does anyone know how to treat (circumvent, or whatever) the following two bugs?

> 1. If lines longer than the width of the screen are being output by a command
> executed from Gulam, each spillover character is output on single line like
> t
> h
> i
> s
> .
> This happens when I boot my Falcon without MultiTos running.

This is a bug in the VT52-Emulator of TOS 4.01. Get 4.04 instead.

> 2. If I do use MultiTos, and want to show a file with VIEWER.APP, I get
> an empty window with the VIEWER-icon in the middle and a transparent
> window status line (i.e. the line just below the window title).
> Clicking the scrollbars sometimes shows me part of the text to be
> shown, but with truncated characters. It seems as if VIEWER.APP thinks the
> upper-left corner of its window is always located at the upper-left corner,
> because if I move the window to that position it will show me most of the
> text (provided I scroll it first).

Didn't see that bug, because I don't use VIEWER.APP. But I know there
were some bugs in earlier VIEWER.APP's which were fixed in sperate,
free releases later.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1908. [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 07:23:39 UTC
From: jhh@cwi.nl
Message-ID: <Co6sJF.5qy@cwi.nl>
Source record: 33440
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are there any patches for the following three bugs?

1. The VT52 Escape sequences "\033j" for save position and "\033k" for restore position do not seem to work. Whatever I do, restore position puts me at (0,0) = (upper-left). According to the documentation it is only allowed to do so if no position was saved previously.

2. If lines longer than the width of the screen are being output by a command executed from Gulam, each spillover character is output on single line like
t
h
i
s
.
This happens when I boot my Falcon without MultiTos running.

3. If I do use MultiTos, and want to show a file with VIEWER.APP, I get an empty window with the VIEWER-icon in the middle and a transparent window status line (i.e. the line just below the window title). Clicking the scrollbars sometimes shows me part of the text to be shown, but with truncated characters. It seems as if VIEWER.APP thinks the upper-left corner of its window is always located at the upper-left corner, because if I move the window to that position it will show me most of the text (provided I scroll it first).

I have a 4Mb/85Mb TOS 4.01 Falcon with SVGA, usually operating in 16 colour mode, and FPATCH2 installed.

Thanks,

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

1909. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 08:25:10 UTC
From: vctec@westminster.ac.uk
Message-ID: <Co6vD4.8HC@westminster.ac.uk>
Source record: 33291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jeff Poling (jpoling@magnus.acs.ohio-state.edu) wrote:
: What are the best PD C interpreters and compilers?

Well, theres Gnu C, Heat n' Serve C, and Sozobon....for now try these.

Danny
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1910. Re: Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 11:30:33 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr13113033@hal.cerfacs.fr>
Source record: 33297
Cross-posted to: comp.sys.atari.st.tech,ny.test

Flood this guy's mailbox!
--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

1911. Unix ands XWin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 14:29:09 UTC
From: g051@cpcw8.uea.ac.uk
Message-ID: <2ogvjl$t4p@cpca3.uea.ac.uk>
Source record: 33293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody out there have Unix and XWin running on their Atari?
How would I go about getting it?

Thanks in advance.

Ian B. g051@uea.ac.uk

1912. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 14:52:48 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Apr13.145248.1025@cathy.ijs.si>
Source record: 33294

In article <2o8ilv$gj6@elaine.teleport.com>,
Steve Johnson <steve-j@teleport.com> wrote:
>In article <01HAZ5T29T0I8WX2GB@SNYONEVA.CC.ONEONTA.EDU>,
> <FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:
>>Hi all. I am guilty of stupidity - I played around with my Falcon's NVRAM
>>settings and I've really screwed things up!

I think that the NVRAM archive on a.a contains an autofolder program that
resets the NVRAM to a reasonable state. Get it, create an auto folder and boot
with that in the drive. (You might also have to supress HD boot, I don't
remember). Ask some friend who also has an atari to do it for you.

Don't feel stupid. I did it myself the first day that I got my falcon.
I changed the settings (because I thougth I pressed cancel and it was really
OK - stupid software). And I didn't know it until I rebooted some hours later.
Took me a few hours just to figure out what had happened. Fortunately I still
have my old Mega ST, so I was able to set up that disk.

otherwise...
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1913. Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 14:55:58 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2oh16f$i68@ornews.intel.com>
Source record: 33295

Hi,

I'm considering the purchase of a Maxtor 7345S for use on my Mega STe
with the built-in Atari host adapter.

I have a choice of either Atari HDX, or possibly ICD's newest
utilities to prepare the drive and mount the hard disk driver.

Question: I haven't actually used ICD's software on an Atari host,
will this work successfully and will all features of the software be
available?

Second question: will the Maxtor hard disk be recognized by either
hard disk software, or will I have to manually enter the specs of the
drive in the drive table?

Thanks for any replies, this will save me quite a bit of money if I
were to purchase the drive and find it doesn't work!

Michael

--
=-=-=-

1914. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 18:23:53 UTC
From: wilsont@rahul.net
Message-ID: <Co7n3u.64z@rahul.net>
Source record: 33296

In <1994Apr12.162106.12315@esca.com> woodford@esca.com (Steven Woodford) writes:

>Ok all you game writing gurus, this should be an easy one...

>I'm writing an ST game which uses double buffered screen memory,
>ie. one screen on display, the other being updated.

>However, it appears that the new screen is not displayed until
>after the *next* VBL, resulting in flickering sprites since my
>main loop erases sprites which are still on screen!

Duh, don't use a VBL.

Why set a variable, that sets a pointer that does something else?
That sounds like a rube golberg type of thing.
Do it directly when you are done.

Its very simple:
...

```
while(running)
{
drawscreen();
pageflip();
dojoystick();
checkkeyboard();
}
```
...

```
void pageflip()
{
swap(page1,page2);
Setscreen(page1,page2,-1);
Vsync(); /* yes, it comes AFTER the setscreen */
}
```

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

1915. Re: Major Help Needed FAST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 19:38:17 UTC
From: healy@nosc.mil
Message-ID: <1994Apr13.193817.19210@nosc.mil>
Source record: 33298

In article <bretwake.3nt3@terapin.com> bretwake@terapin.com (Brett Wakefield) writes:
>RE: Economical MIDI software. ST FORMAT (UK) January 1994 had a cover disk of
>KCS Omega. I haven't tried working with it yet, but it seems to be a working
>copy (Dr. T having released KCS Omega II). The mag cost me $8.95 US at my
>bookstore.
>Brett bretwake@terapin.com

Dr T has been having a sale on Omega II (includes Omega, KCS, a scoring
program and a virtual mixer) for $49.00. I don't know if it is still
going on.

1916. desesperatly searching Gcc compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-13 20:00:46 UTC
From: mod4g76@cix.cict.fr
Message-ID: <2ohj1e$233@reseau.cict.fr>
Source record: 33299

Hello everybody !

I'd like to install GNU C compiler on my Falcon 030, but I can't find any where
a complete version... The gcc258b(etc) just contains the main executables, I uploaded
the libraries and include from archive.umcih.edu BUT I didn't find the executable
"gcc-ld.ttp" (the linker !) and I don't think do many things without it !

Could someone tell me where/how I could get it please ?

CKO (olivier)

replies : mod4g76@cix.cict.fr

1917. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 01:20:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tGDVE8QKEXA@semprini.waterloo-rdp.on.ca>
Source record: 33314

In <2nqujh$a2f@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
>
> >Right -- NCSA provides the source for a HTML widget (i.e. X windows widget).
> >It shouldn't be very hard to port that to the ST and add a wrapper for
> >loading HTML etc.
>
> I can do that part. I've got no experience with MintNET, etc. though.
>
> (The HTML widget should derive fairly easily from the GEMcanvas class of GEM++)

But, as you said in email, it looks like hellish amounts of work. Maybe
we should just start implementing an HTML class from scratch... we can
start with inline .IMG support and Atari sample support, and add more
standard things (ex, inline .GIF/JPEG, .AU samples) later.

I'm in favour of this because if we've got an HTML widget, we've got
instant online help with hypertext that's _standard_ on the Internet...
even if we can't support links to other machines, links within documents
or to other local documents would be very handy.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1918. Re: Recommended format?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 01:27:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.q&DTnoervK_@semprini.waterloo-rdp.on.ca>
Source record: 33315

In <2oa7bu$msl@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> XIMG
> GIF
> JPEG
> TIFF

> Comments?
>
> Personally, I use XIMG for everything Atari-related and GIF for showing
> to a wider audience, except for truecolour images which I send in TIFF.

Portable (Bit/Grey/Pix) Map (pbm, pgm, ppm) opens a whole world of possibility for UNIXen, TARGA is a faily simple and wide-spread 24-bit format (but with no compression). You've probably got enough RAM in your TT to successfully compile the TIFF library in PBM-Plus and/or NetPBM; that would probably help your TIFF problems (it'd take the pain out of "hard to code" at least).

Lots of DOS/Windows programs have problems (SEVER problems) reading and writing conforming TIFF files. That platform seems to have this huge ego that everyone else should be compatible with _them_ instead of following the established standards...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1919. MODs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 01:31:41 UTC
From: steve-j@teleport.com
Message-ID: <2oi6dt$85g@elaine.teleport.com>
Source record: 33300

Is there a MOD player for the ST/STE/Falcon that will play .669
format files?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

1920. Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 04:08:52 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Co8E6u.CH9@sdf.lonestar.org>
Source record: 33301

Help. I need a good assembler for what I am about to undertake.
The GCC-AS does NOT follow Motorola syntax (at least not the one on a.a.u.e,
if you have one that will give me Motorola syntax, uuencode it and cough it
up - mail ekl@sdf.lonestar.org). Also, how does one either get the assembly
source to interface to the start-up code or just produce an executable
withoput start-up code? Sample assembler source please! I have a small
test file in MIT syntax that GCC loved but the executable crashed, and I
assume I'm doing things right.

GDB doesn't recognize symbols and lately it just crashed when run. Has
anyone fixed GDB to work with the standard symbol tables so all Ihave to
do is say "gdb myprog.tos" and have it go?

Anyone have another debugger - even if it isn't symbolic, a plain assembler
debugger (should work with MiNT please! although that is not an absolute
requirement)??

OK, anyone have the Turbo Assembler they can email me (BART doesn't like me
anymore I guess - netquirk problems)? Can Turbo Assembler produce DRI
object code as well as standard TOS executables?? Any docs??

Any help appreciated. I really do need an assembler for what I'm going to
do and I'd hate to have to write one in C.

1921. Memory types

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 04:46:49 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Co8Fy2.Ctt@sdf.lonestar.org>
Source record: 33302

Will I be violating any rules by Malloc'ing a block of memory and then loading code into it? MiNT, the PMMU, or the 680x0 won't care if I execute code from an area that should be just data will it?

I'm operating under the assumption that it won't matter, so I'd like to be able to make "tables" of assembler code. Basically, I'll either Malloc the room for the table or use MiNT's SHM system (the table index's will be built at run time using a table of offsets, so that will bypass the pointer problem of SHM). What assembler pseudo-ops can I use to tell the assembler to not include any start-up or object-file header info. I just want it to assemble with labels being relative to offset 0 (so the labels will be my index pointers that I can put into a table). Also, how do I take the label values from multiple source files and put them in a table in another file?

I think I may be writting my own tools for this :-)

1922. Something that may interest you ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 05:20:22 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2oijqm$kn2@news.dmpe.CSIRO.AU>
Source record: 33304

Here's something that you budding techies out there may find interesting. I found this on a PC group while looking for DOOM clones sourcecode, and I saw that it never got here, so here it is!

Karl.

------------------- cut 8< ---------------------------

Article 54632 of comp.sys.ibm.pc.games:
Path: news.dmpe.CSIRO.AU!mel.dit.csiro.au!munnari.oz.au!ihnp4.ucsd.edu!usc!sol.ctr.columbia.edu!c3i.com
From: sdk@c3i.com
Newsgroups: sci.electronics,comp.sys.ibm.pc.game,rec.games.ibm.pc,comp.software.testing,alt.video.games.reviews,comp.sys.powerpc,comp.sys.ibm.pc.games,rec.games.video.3do,rec.games.video.atari,rec.games.video.arcade.collecting,alt.games.doom,rec.games.video.advocacy
Subject: Joystick Software Developers Kit Announcement
Date: Sun, 10 Apr 1994 05:34:00 GMT
Organization: C3I Precision Instruments
Lines: 173
Sender: sdk@c3i.com
Distribution: world
Message-ID: <1994Apr11.203350.7@c3i.com>
Reply-To: sdk@c3i.com
NNTP-Posting-Host: malins.mala.bc.ca
Keywords: joystick
Originator: sdk@c3i.com
Xref: news.dmpe.CSIRO.AU sci.electronics:62436 comp.software.testing:1182 alt.video.games.reviews:62 comp.sys.ibm.pc.games:54632

****
ATTENTION: ALL GAME PROGRAMMERS
****

*** SOFTWARE DEVELOPER'S KIT ANNOUNCEMENT ***

Available immediately: software developer's kit for a new joystick code-named 'C4'.

The 'C4' joystick has the following features:

o For use on all the following computers and game systems:
(specific cable required)
- IBM PC and compatibles
- Super Nintendo/Super Famicom
- Sega Genesis/Megadrive
- Macintosh with Apple Desktop Bus
- Amiga

- CD32
- Nintendo Entertainment System 8-bit
- Sega Master System
- AppleIIGS
- Atari
- Commodore 64
o Eight-button mode available on all platforms.
o Standard arcade size buttons in a compact arcade style
case.
o High strength steel shaft, with interchangeable handles.
o LCD display for button feedback, game messages, and
programming.
o Five year warranty.
o High precision and sensitivity.
o Special sensor technologies; no contacts to wear out on
primary components.
o Fully programmable.
- Turbo, slow, and custom modes available.
- Adjustable deadzone for rock-steady precision centering.
- Hundreds of presets available for the most popular
games.
o Selectable analog, digital, and other modes.
o Retains settings in non-volatile memory; no batteries
required.

At product release, the 'C4' will be available for an MSRP of
$99.95 and the developer's kit will be available for an MSRP of
$199.95.

SPECIAL SDK INTRODUCTORY PRICE FOR DEVELOPERS

A special pre-release offer is available to qualified developers.
This special offer includes the SDK and beta version of the 'C4'
joystick for $69.95. This price includes intermediate SDK
upgrades and a joystick upgrade to the production release.

To determine your eligibility for the SDK, please fill out the
following application, and return the completed form to:
sdk@c3i.com

Please include your e-mail address:
[ ]

Thank you in advance, and I look forward to hearing from you.

Jeremy McDonald
VP of Product Development
C3I Precision Instruments

--------8<---- cut here ----8<---- cut here ----8<---------

================= Software Developer Application ================

1. Please provide a brief description of software you are
currently working on, or are planning to work on through 1995.
[ ]
[ ]
[ ]
[ ]
[ ]
[ ]
[ ]

2. Input devices supported: (please mark one or more with x)
[ ] Joystick
[ ] Keyboard
[ ] Mouse

3. Systems supported: (please mark one or more with x)
[ ] IBM PC and compatibles
[ ] Super Nintendo/Super Famicom
[ ] Sega Genesis/MegaDrive
[ ] Macintosh with Apple Desktop Bus
[ ] Amiga
[ ] CD32
[ ] Nintendo Entertainment System 8-bit
[ ] Sega Master System
[ ] Apple IIGS
[ ] Atari
[ ] Commodore 64
[ ] Other (specify)
----

4. What is your preferred development language?
(please mark one or more with x)
[ ] C
[ ] Assembler
[ ] Other (specify)

================= Optional Personal Information =================

5. What is your primary gaming system? (please mark with x)
[ ] IBM PC and compatibles
[ ] Super Nintendo/Super Famicom
[ ] Sega Genesis/MegaDrive
[ ] Macintosh with Apple Desktop Bus
[ ] Amiga
[ ] CD32
[ ] Nintendo Entertainment System 8-bit
[ ] Sega Master System
[ ] Apple IIGS
[ ] Atari
[ ] Commodore 64
[ ] Other (specify)
----

6. What is your secondary system, if any? (please mark with x)
[ ] IBM PC and compatibles
[ ] Super Nintendo/Super Famicom
[ ] Sega Genesis/MegaDrive
[ ] Macintosh with Apple Desktop Bus
[ ] Amiga
[ ] CD32
[ ] Nintendo Entertainment System 8-bit
[ ] Sega Master System
[ ] Apple IIGS
[ ] Atari
[ ] Commodore 64
[ ] Other (specify)
---

7. What are three favorite games that you use with your
joystick?
1. [ ]
2. [ ]
3. [ ]

8. How many hours per week do you play games?
(please mark with x)
[ ] Less than five hours per week
[ ] Between five and fifteen hours per week
[ ] More than fifteen hours per week

9. Additional comments:
[ ]
[ ]
[ ]
[ ]
[ ]
[ ]
[ ]

============================ End ================================

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respective companies.

--
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1923. Search for technical Data of Atari SC1435 Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 05:29:37 UTC
From: Dirk.Rode@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Apr14.053244.4551@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 33303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Shalom,

I'm searching the following data about the Atari SC1435 Color Monitor:

- Pinout of the Video Connector
- technical Data: is it an 50 or 60 HZ Monitor etc
- technical Data: Signal Layout of the Video Signal (how much V etc)

thanks in advance
Dirk

--
* Dipl.Inform. Dirk Rode - Zwischenahner Str. 64 - D-W-2910 Howiek *
* E-Mail: dirk.rode@edison.phone.North.DE *
* Fuer Veroeffentlichungen _AUSSERHALB_ des Newssystemes gelten _MEINE_ *
* Geschaeftsbedingungen. Nichtbeachtung wird in der Regel zivil- und *
* strafrechtliche Folgen nach sich ziehen. gez. Dirk Rode *

1924. Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 12:28:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ojcu4$87@golem.wcc.govt.nz>
Source record: 33305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have been told the way to go is Mag!cs or what ever its called..

How does this stack up with Geneva, compatiblity with older software,
how much ram used etc...

What sort of support will I get here in New Zealand, and what will it cost me..

Can I buy it by Credit Card, etc..??

The other things are what type of DeskTop shell will I need, Please don't say
Gemini, I am fed up with half baked Translation of German programs, plus
I have never liked Gemini...

I still use Neodesk, will it work 100% with it and support all its features..??

No I don't wish to spash out hard earnt money just to fing I have been conned
like I have with Auto Overscan, with no support..

There is very little support for most German programs out side Germany,
so who will support Mag!cs...???

If its a good USA firm it will get my 100% attention, but if not silch...

I have yet to find a UK firm that support there users, or does not go belly
up..

With Neodesk and Geneva I get full support on GEnie, were would the update
support come for Mag!cs..??

A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
works like GSZRZ does.....??

All food for thought...???

Can any one answer these questions..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1925. Re: Gemini and TRASHDIR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 13:01:17 UTC
From: reschke@uni-muenster.de
Message-ID: <2ojeqt$1reu@obelix.uni-muenster.de>
Source record: 33308

In article 4231@targon.UUCP, marc@targon.UUCP (Marc Dierikx) writes:
>
> Yesterday the root directory of my harddisk was trashed for the second
> time in a month. Both times, the directory had become overwritten
> by temporary files (from elvis and bison actually) that are normally
> to be created in $TMPDIR (not in the root directory anyway :-).
> I don't know whether it is related, but it started after having upgraded
> Gemini to Gemini 1.99.
>
> I wonder, how does Gemini treat $TMPDIR/$TEMP and what is the special
> meaning of TRASHDIR? (I saw a variable with that name defined in one
> of the profiles, but noticed also a directory TRASHDIR, possibly hidden,
> in the trashed root directory.
> Does Gemini have any known bugs that may have this effect?
>
> Marc

Gemini only uses $TMPDIR for temp files (this is the POSIX way). $THRASHDIR can be used to preset the trashcan path.

I've never heard of Gemini 1.99 thrashing disks. It's unlikelz, because Gemini only uses GEMDOS calls to access disks.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

1926. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 13:18:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <Co93Mo.Aqv@barclays.co.uk>
Source record: 33307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ojcu4$87@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> There is very little support for most German programs out side Germany,
|> so who will support Mag!cs...???
I get very good support via e-mail from Germany authors.

|> I have yet to find a UK firm that support there users, or does not go belly
|> up..
What about System Solutions? They are pretty good, especially after sales service.

|> With Neodesk and Geneva I get full support on GEnie, were would the update
|> support come for Mag!cs..??
It's Mag!x BTW :-)

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

1927. Re: [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 15:02:30 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDOPEBUW@jimmy.sta.sub.org>
Source record: 33306
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Co6sJF.5qy@cwi.nl> Jaap Henk Hoepman wrote :

>Are there any patches for the following three bugs?
>
>1. The VT52 Escape sequences "\033j" for save position and "\033k" for restore
> position do not seem to work.>
>2. If lines longer than the width of the screen are being output by a command
> executed from Gulam, each spillover character is output on single line like
>t
>h
>i
>s

There was a patch in the german magazine ST Computer in the April-issue. Perhaps
someone typed in this listing?

bye, Jimmy

--
jimmy@jimmy.sta.sub.org | f1 - keyboard error, no keyboard connected | |||
Achim Wilhelm | press F1 to continue ... | / | \

1928. Re: Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 15:55:21 UTC
From: stevew@teleride.on.ca
Message-ID: <Co9Aw9.8wt@teleride.on.ca>
Source record: 33309

In article <2odkdg$3br@herald.indirect.com>,
Laurence Canter <nike@indirect.com> wrote:
>Green Card Lottery 1994 May Be The Last One!
>THE DEADLINE HAS BEEN ANNOUNCED.
>
>The Green Card Lottery is a completely legal program giving away a
>certain annual allotment of Green Cards to persons born in certain
>countries....

Uhhh, does being `completely legal' imply that it doesn't use line-a
calls? It should run on a falcon, then, or with a third-party video card,
right?

--
Stephen M. Webb ------- Consider Whirled Peas ------- stevew@teleride.on.ca

Canada: a part of the United States where people are so smart they've never
paid any taxes to Washington.

1929. Changing Screen address during VBL (Doesn' work)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 16:09:21 UTC
From: woodford@esca.com
Message-ID: <1994Apr14.160921.18497@esca.com>
Source record: 33313

Well, with the help of fellow netters, (esp. Frans Meulenbroeks)
I solved the problem I mentioned in an earlier post.

Basically, you can't set the address of the next screen to be
displayed from within a VBL routine since the hardware has already
pre-loaded the address _before_ the VBL interrupt is raised.

The VBL can only be used to syncronise with the hardware _after_
writing the address to hardware at some other arbitrary time.

But then you all knew that anyway! ;-}

Cheers, Steve

1930. Re: Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 17:13:18 UTC
From: lannie@picard.infonet.net
Message-ID: <2ojtje$9fo@insosf1.infonet.net>
Source record: 33310

mhsmith@ornews.intel.com (Michael Smith) writes:

>Hi,

>I'm considering the purchase of a Maxtor 7345S for use on my Mega STe
>with the built-in Atari host adapter.

>I have a choice of either Atari HDX, or possibly ICD's newest
>utilities to prepare the drive and mount the hard disk driver.

>Question: I haven't actually used ICD's software on an Atari host,
>will this work successfully and will all features of the software be
>available?

>Second question: will the Maxtor hard disk be recognized by either
>hard disk software, or will I have to manually enter the specs of the
>drive in the drive table?

>Thanks for any replies, this will save me quite a bit of money if I
>were to purchase the drive and find it doesn't work!

>Michael

You will have to get ICD pro utilities if you don't have an
ICD adapter. I have a maxtor drive on mine, and the ICD
FORMATTER listed a lot of Maxtor drives. My use with ICD
has been great. That is what I would recommend.

Lannie@ins.infonet.net

1931. SLIP FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 18:34:26 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404141834.OAA04363@beauty.magnus.acs.ohio-state.edu>
Source record: 33311
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well my Falcon is down for repairs, so I find myself with a litle free time. So I've decided to try to put it to some use.

I am looking for submissions, sugestions or pointers for a SLIP FAQ for the Atari 16/32 bit computers. I am fairly fluent in both french and german so if you don't feel comfortable with english, you can use one of these. I would also be interested in people willing to do a translation of this FAQ to their native language.

So PLEASE, if you have any info on software, tips, tricks or etc. Please mail me and let me know. If you are a (semi)expert on this please mail me and make yourself available for stupid questions. Remember stupid questions you answer now are ones you can avoid in the future. Hopefully we can come up with something that will be helpful to all.

Thanks,

Dan Ackerman
ackerman.29@osu.edu

1932. Re: desesperatly searching Gcc compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-14 18:47:46 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <2ok34iINN2gon@rs1.rrz.Uni-Koeln.DE>
Source record: 33312

In <2ohj1e$233@reseau.cict.fr> mod4g76@cix.cict.fr (mod4g76) writes:

> I'd like to install GNU C compiler on my Falcon 030,
>but I can't find any where
>a complete version... The gcc258b(etc) just contains
>the main executables, I uploaded

... guess you mean downloaded??

>the libraries and include from archive.umcih.edu
>BUT I didn't find the executable
>"gcc-ld.ttp" (the linker !) and I don't think do many things without it !

The linker, as well as other goodies such as strip, printstk and
fixstk are in the Utilities directory in an archive called
utlbinxx.zoo (where xx is actually a number, I think I use the
stuff from utlbin37.zoo).
Generally, gcc gets the more useful the more Unix-like your
environment is, therefore you might want to get a Unix-flavor
shell from Mint/Shells (I use tcsh). You'll need the file
utilities (ls, cp, rm & friends) in order to make the shell
useful. For projects of any appreciable size you also need GNU
make, which is in some subdirectory of the Gnu (or Gnustuff?)
directory.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

1933. Joystick Beta-test Program

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 04:19:15 UTC
From: sdk@vanbc.wimsey.com
Message-ID: <2ol4k3$ksr@vanbc.wimsey.com>
Source record: 33316

```
****************************************
ATTENTION: ALL GAME PLAYERS AND PROGRAMMERS
****************************************

For information on a Beta Test program and Software Developer's
Kit program for a new joystick, please send your email return
address to: sdk@c3i.com

Please indicate which program you want information on.

The joystick has the following features:

o For use on all the following computers and game systems:
(specific cable required)
- IBM PC and compatibles
- Super Nintendo/Super Famicom
- Sega Genesis/Megadrive
- Macintosh with Apple Desktop Bus
- Amiga
- CD32
- Nintendo Entertainment System 8-bit
- Sega Master System
- AppleIIGS
- Atari
- Commodore 64
o Eight-button mode available on all platforms.
o Standard arcade size buttons in a compact arcade style
case.
o High strength steel shaft, with interchangeable handles.
o LCD display for button feedback, game messages, and
programming.
o Five year warranty.
o High precision and sensitivity.
o Special sensor technologies; no contacts to wear out on
primary components.
o Fully programmable.
- Turbo, slow, and custom modes available.
- Adjustable deadzone for rock-steady precision centering.
- Hundreds of presets available for the most popular
games.
o Selectable analog, digital, and other modes.
o Retains settings in non-volatile memory; no batteries
required.

Thank you in advance.
```

Jeremy McDonald
VP of Product Development
C3I Precision Instruments

P.S.
Thank you to all who have already applied for the software developer's kit. The software developer's kit offer remains the same, and due to exceptional demand by game players to take part in a beta test program as well, we have put together the beta test offer.

1934. ORCS availability

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 04:38:29 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2ol5o5$72n@news.u.washington.edu>
Source record: 33317

A while back I posted a question asking about the status of ORCS, and someone replied that ORCS is now a commercial application. I would like to know:

1) Is there a demo of the new ORCS up on the net? If not, and if one exists, could someone plese u/l it? I would really like to see what has changed.

2) Is the commercial version of ORCS really Interface (by Shift, Imported into the states by Gribnif)? Interface and ORCS have quite a bit in common...

3) Where could one purchase the new version of ORCS?

4) Does the Author (Otto) reside on the internet? I'd love to ask him some questions....

Over here in the states we don't get much world on what's new in the Atari world, so please forgive me if all of my questions are common knowledge.

1935. Re: Unix ands XWin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 08:05:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoAJrq.20J@westminster.ac.uk>
Source record: 33318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Brown# (g051@cpcw8.uea.ac.uk) wrote:

: Does anybody out there have Unix and XWin running on their Atari?
: How would I go about getting it?

I have Minix running on my system....this is not a full implementation of UNIX
as we now know it, but an implementation of and old version of UNIX(v7).
However, it is fine to use, and learn about UNIX with.

There are UNIX tools available for the ST in the public domain, which can be
used with the desktop, but you really need a shell/cli which are also available.
And with MiNT available in the PD too, you have a type of UNIX box in you ST.

As for XWin, someone is supposed to be porting one over......however, some
problems with memory management, and sockets on the plain 68000. There is
supposed to be one available for the ST though, albeit quite expensive. I think
it is mentioned in the hardware FAQ for this newsgroup. The address is also
mentioned.

Hope this helps.

Danny.
CyberSTrider =);-)
--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1936. Re: [HELP] Falcon Bugs (VT52)??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 08:26:32 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr15.092632@cs.man.ac.uk>
Source record: 33319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is a major bug in the Falcon's console output, in that any output wrapping round the end of the last line on the screen causes it to forget to do the carriage return. I haven't used MultiTos much, but if I remember rightly this bug is fixed for it.

As far as I've seen, save/restore cursor still work. Remember, some of the other escape sequences use save/restore, and may disturb stored values. This may also occur if you cause the screen to scroll while the position is saved.

Dave Oldcorn

1937. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 08:30:41 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr15.093041@cs.man.ac.uk>
Source record: 33320

Use your swap screen, then immediately wait for a VBL. This will solve all your synchronisation problems and give you the maximum possible frame rate.

And about the 'who uses TOS anyway'... I do, the game I've been working on (for much too long now) is almost entirely O/S legal, because 1. it means your game coexists much better with your development environment, i.e. if it crashes you don't have to reboot, 2. my game is Falcon-compatible, 3. it's far more likely to carry on working in the future, unlike far too many games and demos programmed by idiots who reckon UNNECESSARY use of hardware registers and little CPU or hardware tricks are a good idea, and 4. it's a lot simpler, more robust, and easier to understand.

The same goes for my JPEG viewer, there's only a couple of things I have to go around TOS for, and all of those can be turned off to guarantee future compatibility.

Dave Oldcorn

1938. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 09:38:46 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2olnb6$kp8@snlsu1.london.sinet.slb.com>
Source record: 33321

In article <1994Apr12.162106.12315@esca.com> woodford@esca.com (Steven Woodford) writes:
>Ok all you game writing gurus, this should be an easy one...
>
>I'm writing an ST game which uses double buffered screen memory,
>ie. one screen on display, the other being updated.
>
>I have an assembly routine hooked directly into the VBL interrupt
>vector at 0x0070 which checks a flag in a variable global to
>my program and if it's non-zero, loads the hardware at 0xff820[13]
>with the address of the screen to be displayed. It then zeroes
>the flag to signal my main software loop that the screen memory
>has been swapped and that it's safe to update the other screen.
>
>However, it appears that the new screen is not displayed until
>after the *next* VBL, resulting in flickering sprites since my
>main loop erases sprites which are still on screen!

This is because the VBL interrupt occurs at the time of the vertical blank!
At this time, the start address of video memory has been read by the shifter
chip, so you wouldn't expect any change to take effect until the next VBL.

It seems that you expect the VBL interrupt to occur *just before* the VBL.

With this in mind, all you have to do is invert the logic of your screen
swapping routine to get rid of the flickering.

Mat
--
Mathew Lodge	"This is *the* Jane Harrington?" "Yes"
lodge@ferndown.ate.slb.com	"Jane 'Bury-me-in-a-Y-shaped-coffin'
Schlumberger Technologies,	Harrington?" "I think maybe there are
ATE division, Ferndown, UK	two Jane Harringtons" -- Blackadder 2

1939. Re: [HELP] Bug in VIEWER.APP & Gulam on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 10:22:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2olps8$r4e@percy.cs.bham.ac.uk>
Source record: 33322

knarf@nasim.sta.sub.org (Frank Bartels) writes:
>Didn't see that bug, because I don't use VIEWER.APP. But I know there
>were some bugs in earlier VIEWER.APP's which were fixed in sperate,
>free releases later.

I don't get that bug in VIEWER.APP, but my copy doesn't appear to draw
8-bit characters properly -- they are drawn corrupted (random pixels,
actually).

My copy came with MulTOS 1.04/AES 4.00 from Hisoft. Where do you get
the (free) updates?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

1940. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 16:01:02 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr15.170102.1@gst-soft.demon.co.uk>
Source record: 33323

TITLE: Re: Problem changing screen address in VBL interrupt

```
> void pageflip()
> {
> swap(page1,page2);
> Setscreen(page1,page2,-1);
> Vsync(); /* yes, it comes AFTER the setscreen */
> }
```

I have a feeling that SetScreen will not return until a VBL
has occurred anyway, so your Vsync() is unnecessary.

Chris Wood.
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

1941. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 16:01:05 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr15.170105.2@gst-soft.demon.co.uk>
Source record: 33324

TITLE: Re: Problem changing screen address in VBL interrupt

> don't have to reboot, 2. my game is Falcon-compatible, 3. it's far more likely
> to carry on working in the future, unlike far too many games and demos programmed
> by idiots who reckon UNNECESSARY use of hardware registers and little CPU or
> hardware tricks are a good idea, and...

Take-cover I have a feeling that the old thread about demo vs
application programmers is about to start.....

Chris Wood
cwood@gst-soft.demon.co.uk
Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

1942. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 16:37:48 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2omfss$ofi@acme.gatech.edu>
Source record: 33325

In article <1994Apr15.170102.1@gst-soft.demon.co.uk>
cwood@gst-soft.demon.co.uk (Chris Wood) writes:

> I have a feeling that SetScreen will not return until a VBL
> has occurred anyway, so your Vsync() is unnecessary.

Nope. There is a system variable to set a new screen in the VBL
vector but it is not used by the XBIOS. Even if you place a new
screen in this vector, you have to wait for the next VBL before it
gets set since the vector is executed afterwards.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

1943. Re: How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 16:40:54 UTC
From: woodford@esca.com
Message-ID: <1994Apr15.164054.8857@esca.com>
Source record: 33326

g051@cpcw4.uea.ac.uk (Ian Brown#) writes:

[munch]

>No, but one thing I was wondering about. Playing samples on a pre STE
>machine takes processor time right? How about this (it's only an idea)
>tkae the sample playback code and after the sound chip data has been
>calculated, instead of sending it to the sound chip, store it in a
>table - and then to disk. Now, when it is memory, would you be able to
>use this data to play samples in the background, i.e. would you be
>able to use this method to 'convert' samples to sound chip data that
>can be played in the background. By sound chip data I mean the tunes
>that really grate on the ears.

Most games which use 'samples' already implement this idea of playing
them in the background from a table like you describe. The problem is
the rate at which the CPU has to write data to the sound chip. Even at
slow sample rates, say 8KHz, the CPU has to update the sound chip 8000
times a second! Believe me, doing this on interrupts soaks up serious
CPU bandwidth, I speak from experience here! Sample rates lower than
8KHz would grate on your ears even more!

Cheers, Steve

1944. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 16:49:52 UTC
From: woodford@esca.com
Message-ID: <1994Apr15.164952.9043@esca.com>
Source record: 33327

oldcornd@cs.man.ac.uk (David Oldcorn) writes:

>Use your swap screen, then immediately wait for a VBL. This will solve all your
>synchronisation problems and give you the maximum possible frame rate.

Problem solved now anyway, using the same method as described above.

>And about the 'who uses TOS anyway'... I do, the game I've been working on (for
>much too long now) is almost entirely O/S legal, because 1. it means your game
>coexists much better with your development environment, i.e. if it crashes you
>don't have to reboot, 2. my game is Falcon-compatible, 3. it's far more likely
>to carry on working in the future, unlike far too many games and demos programmed
>by idiots who reckon UNNECESSARY use of hardware registers and little CPU or
>hardware tricks are a good idea, and 4. it's a lot simpler, more robust, and easier
>to understand.

Well, I've relented to the unyielding pressure of fellow netters, and
I am now using Setscreen & Vsync to implement screen swapping :-/
This is mainly due to the points raised above. I reserve the right,
however, to hack the hardware if I run out of CPU bandwidth!

Cheers, Steve

1945. Re: Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 17:27:00 UTC
From: bo.leuf@cindy.ct.se
Message-ID: <2daedd1c@cindy.ct.se>
Source record: 33328

> [...]
> I'm considering the purchase of a Maxtor 7345S for use on my Mega STe
> with the built-in Atari host adapter.
> [...]
>
> Question: I haven't actually used ICD's software on an Atari host,
> will this work successfully and will all features of the software be
> available?

If you buy the PRO level it will.

> Second question: will the Maxtor hard disk be recognized by either
> hard disk software, or will I have to manually enter the specs of the
> drive in the drive table?

It's a SCSI; the software will receive parameters from the drive, assuming
everything else is ok (termination, etc).

(illegible signature) Bo Leuf
- Email: bo_leuf@daggskim.ct.se

1946. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:45:06 UTC
From: woodford@esca.com
Message-ID: <1994Apr15.194506.12243@esca.com>
Source record: 33191

cwood@gst-soft.demon.co.uk (Chris Wood) writes:

>TITLE: Re: Problem changing screen address in VBL interrupt

>> by idiots who reckon UNNECESSARY use of hardware registers and little CPU or
>> hardware tricks are a good idea, and...

> Take-cover I have a feeling that the old thread about demo vs
> application programmers is about to start.....

Eek! What have I started?!

Cheers, Steve

1947. Re: Gemini and TRASHDIR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:55:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199404152155.a65380@sl.maus.de>
Source record: 33329

In article marc@targon.UUCP (Marc Dierikx) writes:

MD>I wonder, how does Gemini treat $TMPDIR/$TEMP and what is the special
MD>meaning of TRASHDIR? (I saw a variable with that name defined in one
MD>of the profiles, but noticed also a directory TRASHDIR, possibly
MD>hidden,
MD>in the trashed root directory.

Well, The Environment variable named $TRASHDIR shows the path of the Folder in
which the files are moved if you drag them on the trashcan icon (not the
shredder which works like the trashcan on the normal desktop)

My profile.mup looks like this about ist:

```
++++++++++++++++++++++++
# Verzeichnis fï¿½r temporï¿½re Dateien/ Path for temporary files
setenv TRASHDIR "$GEMINIHOME\usr\temp"
setenv TMPDIR $TRASHDIR
setenv TEMP $TRASHDIR
++++++++++++++++++++++++
```

This way all files dragged on the trahscan are moved in this folder and apps
using the $TMPDIR, $TEMP (or maybe $TRASHDIR) put their temporary files in
there too.

One important thing may be:
If there's not enough space on the partition of the $TEMP it MAY cause problems
(dunno about it ...)

MD>Does Gemini have any known bugs that may have this effect?
Which machine do you use? No problems here on my Falcon 4.04

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

1948. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6586@pb2.maus.de>
Source record: 33330

In article <A9132@AC2>, cgra@se.bel.alcbel.be (ChrisGray (cgra@se.alcbel.be)) typed:

Hi!

CGC>I have a *very* vague idea that you might be able to force PAL (or
CGC>NSCT)mode by holding down some key at bootup. Now where did I get that
CGC>idea? In the docs for that German VRAM-fiddling util perhaps?

I don't own a Falcon, but IMHO connecting a monochrome SM 1xx monitor resets the NVRAM as well. But I'm really _not_ sure about it :-o

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1949. Re: FALCON 030 DSP D/A convert

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6587@pb2.maus.de>
Source record: 33331

In article <A9125@AC2>, cgra@se.bel.alcbel.be (Chris
Gray (cgra@se.alcbel.be)) typed:

Hello!

CGC>The official Atari toolkit includes DSP assembler and debugger. It
CGC>costs about 150 DM plus your a nondisclosure agreement, and you get it
CGC>a guy called Kilwinger at Atari in Vianen, NL. Warning: this is about as
^^^^^^^^^

Well he's history. Effective with the beginning of April, he left Atari to
join Vopiss (major German computer chain for all sorts of Intel and Windoze
sh*t).

Anyway, you could try to contact

Jurek_Ceglarek@hal.maus.de

or use the hotline

int. code + (0)6196 888117.

HTH

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1950. Re: Porting Word Writer Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6585@pb2.maus.de>
Source record: 33332

In article <A8828@AC2>, rrosenberg@aol.com (RRosenberg) typed:

Hi!

R>Since it is my understanding that the physical formatting of ST
R>formatted 3.5s is not compatible with either Mac or MS-DOS, the actual
R>readable (including the directory structures) by an MS-DOS machine (or

Nope, you should be able to exchange floppies between PC's and Atari's.
I do this every other day with various PC's at work. The fat and directory
structure is compatible.

Best way to accomplish a disk interchange is to format the disk on the PC, as
some older TOS-versions do not create a correct DOZE format.

Newer Mac's should handle it as well. However you'll definetely need a little
piece of (Mac)-software to transfer the files to the Mac.

R>transfer of files would be done via a CPU to CPU link (either via Null
R>Modems or doing an Upload/Download [or EMAIL] transmission via a
R>Computer Network).

Should work as well. And you don't have to use SneakerNet ;-)

Don't know anything about the software, sorry! Someone, please?

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1951. Re: Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 19:58:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404152158.a6584@pb2.maus.de>
Source record: 33333

In article <A9181@AC2>, mhsmith@ornews.intel.com (Michael Smith) typed:

Hello World!

MS>I have a choice of either Atari HDX, or possibly ICD's newest
MS>utilities to prepare the drive and mount the hard disk driver.

I'd use ICD's software. I worked with it on several SCSI-drives and
everything worked just fine. In newer versions you can set AHDI-
compatibility, as well.

MS>Question: I haven't actually used ICD's software on an Atari host,
MS>will this work successfully and will all features of the software be

The combination Atari-host/ICD-tools shouldn't give you any trouble.
However, the Atari host _does not support parity_ ! You should make
absolutely shure that you can disable parity on your 7345S.

BTW, what is the current version of the ICD-driver and tools? I tested 6.4.3
but that gave me some trouble, so I'm still using 6.2.3.

MS>Second question: will the Maxtor hard disk be recognized by either
MS>hard disk software, or will I have to manually enter the specs of the

I don't know what AHDI does, but the ICD tools should recognize any standard
SCSI harddisk.

MS>Thanks for any replies, this will save me quite a bit of money if I
MS>were to purchase the drive and find it doesn't work!

You're welcome ;-)

But check the parity thing!

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

1952. Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 20:20:00 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <778@apdnews.idca.tds.philips.nl>
Source record: 33339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has someone around there any experience with using Spectre on
a ST with CPU accelerator AND a cache? I have built the PAK/3
(with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.

Without the cache SPectre runs like a charm, with the cache on
Spectre upon entering Mac mode hangs the system, leaving a
random bit pattern on the bottom of the screen.

The speed difference is enough to warrant me persuing this further.

Any comments? Maybe Dave's listening again? (Welcome back BTW,
news about Spectre has been missed by a lot of people).

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

1953. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-15 22:30:32 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CoBnuw.GAn@cix.compulink.co.uk>
Source record: 33340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have been told the way to go is Mag!cs or what ever its called..
It is [g], I have been using it now for few months and I find that is
very stable and runs most Atari software.
There are some problems with PD stuff which is not well written.

It works with the Auto Overscan and by now I have given up on software
that is not screen resolution independent, such as Protext, if I
wanted a PC I would have bought one. :-))

>How does this stack up with Geneva, compatiblity with older software,
>how much ram used etc...

It uses around 350K ram, I don't know how much Geniva uses with the
Shell included, no good quoting usage without a shell.

>What sort of support will I get here in New Zealand, and what will it cost me..
Well System Solutions is the UK distributor for Mag!x and the software
is properly supported.
The cost for upgrades will be a nominal fee of around £15 for minor
updates.
The present version of Mag!x works with Sts, STes, TTs but not
Falcons, the Falcon version is to be release sortly.

>Can I buy it by Credit Card, etc..??
Yes we do take CC.

>
>The other things are what type of DeskTop shell will I need, Please don't say
>Gemini, I am fed up with half baked Translation of German programs, plus
>I have never liked Gemini...

Mag!x has its on shell call Mag!x Desk, it is very good, has some
realy nice touches, such as unlimited number of Icons on desktop and
installed programs, additional program icons, additional file icons,
etc.

>I still use Neodesk, will it work 100% with it and support all its features..??
I don't really know, never like Neodesk and haven't tried, but it
should work.
We will be also selling a replacement desktop from Germany [g] called
Ease, this is very good, more flexible than the Mag!x desktop.

>No I don't wish to spash out hard earnt money just to fing I have been conned
>like I have with Auto Overscan, with no support..
No much to support with the Overscan, the software updates can be
obtain from us or from Compo.

>There is very little support for most German programs out side Germany,
>so who will support Mag!cs...???
We will. [g]

>With Neodesk and Geneva I get full support on GEnie, were would the update
>support come for Mag!cs..??
We are on Cix so you can always get through to me with any querries.

>A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
>works like GSZRZ does.....??
SS have a BBS running 24hrs and 14400, the number is; 081-299 3933

>All food for thought...???
Uhmm!

>Can any one answer these questions..??
I've tried. :-))

ATB
G. Campo
ssolutions@cix.compulink.co.uk

1954. Z85c30 SCC USART

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 01:13:21 UTC
From: <>
Message-ID: <2one3h$erv@mother.usf.edu>
Source record: 33334

I put these messages on GEnie, and I was wondering if anyone here could help.

I have been dinging around with the SCC for a while now with marginal success. I have a sequence of numbers that is sent to the SCC to initialize it, so I have been using that. In order to get baud rates higher than 19200, you have to set the chip to x1 mode, rather than the normal x16 clock mode. Well, in the process of figuring out the normal x16 rates, I discovered, that the values that the Falcon's BIOS gives to the chip are consistent with the PCLK signal being 8.0544mhz, NOT 8.0000mhz like we're told. This caused confusion, but in my tests, I would only have to try either to see what worked.

The next thing I did was to reset the chip with one change to the values being programmed into it. I set the chip to the x1 mode, instead of the x16 mode. I soon discovered that, using the formula for calculating the baudrate countdown values, the 8.whatever mhz signal does not allow me to hit any of the standard baud rates dead on. So when I set the closest value and tried to use the modem, it was apparent that the data rate was very wrong. Some times, I would get a rate that the modem would 'sort of' recognize, but when information came back from the modem at full tilt (I asked it 'at&v'), most of it came in garbled. Calculations also showed that the baudrates I was setting the chip to were only a few percent off, which is perfectly acceptable for async, and even 19200 and 9600 when the chip is in x16 mode are slightly off. This tells me that either x1 mode doesn't work, or that the PCLK rate that Atari says is being given to the chip is REALLY different.

Next, I'll be trying to use the RTxC signal being piped into the BR generator and see how that works. I want to avoid the TRxC signal since it can only be divided by 1, 16, 32, and 64. Ick.

Later......

OK... Just a minute a go, I made a few minor changes to my testing program. Instead of the PCLK, I connected the 3.672mhz RTxC clock in x16 mode to the baudrate generator. I was able to get baud rates with decent accuracy at up to 57600.

But then I put the chip in x1 mode and bye bye it went again.

The formula for calculating the timeconstant for baud rate is:

$$\frac{\text{clock frequency}}{(\text{bit rate}) * (\text{clock factor})} - 2$$

When I use the clock factor of 16, this works fine. When I use the clock factor of 1, it does not.

Given the data that's coming in, does anyone have any suggestions for a round-about way of determining if the baud rate is too fast or too slow? I know where I can find a device to measure the frequency coming out of the port, but taking my computer there would me most inconvenient. If I can find some that work correctly, then perhaps I can determine what's wrong with my use of that formula.

1955. PCS to GIF converter?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 02:36:17 UTC
From: Rob <robo28@delphi.com>
Message-ID: <hi0O6r5.robo28@delphi.com>
Source record: 33335

If a Photochrome to GIF converter exists I need it!!! Now I've got a Falcon and I miss my PCS pics.... Any Help? Thanks Rob

1956. Minixfs pl10 test version ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 02:50:14 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <1994Apr16.025014.14977@mnemosyne.cs.du.edu>
Source record: 33336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some people have been having problems locating the pl10 test version. Well its on atari.archive now (but you may have more luck accessing it as msdos.archive.umich.edu). I've also just sent it to ftp.uni-muenster.de (though it may take a while to get moved to a public area).
Steve.
P.S. In case anyone missed my earlier post, the pl10 test version may fix the Falcon crashes (but don't bet on it).

1957. Assembler!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 07:01:50 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoCBJ3.8y1@sdf.lonestar.org>
Source record: 33337

I require a macro assembler for a 68K ST. It should produce standard DRI or GNU format object files. I want Motorola syntax, and not MIT syntax. I do NOT see any reason why something as simple as an assembler should modify any vectors or use any illegal programming.

DO NOT tell me about Turbo Assembler. I tried 3 or 4 assemblers and the docs were crap on all of them, and most worked best under TOSWIN, although none would give me any code before crashing (normally booting bare made MORE crashes). Turbo Assembler was said to be very good and it seemed to have good docs so i tried it. EVEN it's sample apps crashed!!

I don't want a built-in editor (I'll use vi thank you or any other editor I damn well feel like! I hate built-in editors, and Turbo Assembler was the worst. It LOOKED like GEM, but was really a mock-up and was very instable. You had to flip screens to get to desk accs!! I hate GFA BASIC and I hate Turbo Assembler. I wanna do work, not watch my machine freeze.

Now, I know there is a simple AS.TTP out there that will take Motorola syntax and crank out a DRI format object file. I prefer macro capability or else I'm gonna have to figure out how to use Perl or something.

If worst comes to worst I'll get Sozobon C and use it's Assembler! I heard of an version of gcc-as that works with Motorola syntax. If you have it, please Email it to me. If you know of a good macro assembler, please tell me where to find it - but no GFA BASIC crap!

1958. Upload in comp.binaries|sources.atari.st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 09:49:26 UTC
From: jimmy@jimmy.sta.sub.org
Message-ID: <Up-EDQKBGYD@jimmy.sta.sub.org>
Source record: 33338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there.

Could someone be so kind and tell me how I con manage to upload files to comp.binaries.atari.st and to comp.sources.atari.st?

Can I send files directly to this groups? Or is there a moderator?

bye, Jimmy

--
jimmy@jimmy.sta.sub.org | f1 - keyboard error, no keyboard connected | |||
Achim Wilhelm | press F1 to continue ... | / | \

1959. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 12:49:30 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoCrMI.CJp@cix.compulink.co.uk>
Source record: 33192
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>The present version of Mag!x works with Sts, STes, TTs but not
>Falcons, the Falcon version is to be release sortly.

With no exact timescale known by anyone.

>Mag!x has its on shell call Mag!x Desk, it is very good, has some
>realy nice touches, such as unlimited number of Icons on desktop and
>installed programs, additional program icons, additional file icons,
>etc.

Tony, is there any way you guys could take a few 256 colour screen shots
of these new desktops and upload them to CIX, it would help with making
the coice of which to purchase, as I've got both Mag!x and Ease on
backorder.

= .---. Atari .------------ = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1960. Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 15:09:31 UTC
From: tintin@spuddy.uucp
Message-ID: <1994Apr16.150931.23159@spuddy.uucp>
Source record: 33193

Hi,

Could someone out there mail me some info (or tell me where to
find some on a.a.) about the drag and drop protocol and the
Atari Style Guide?

Thanks.

///
bjb
_/

tintin@spuddy.uucp
--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

1961. SLIP FAQ (Software List)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-16 21:22:00 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404162121.RAA21042@bottom.magnus.acs.ohio-state.edu>
Source record: 33194
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

As a start to the Atari SLIP FAQ, I have prepared a preliminary list of software available for the Atari 680x0 series. If you know of any additions or corrections please let me know.

ATARI 680x0 TCPIP Software List -- April 16, 1994

Ka9q (old version): Available at numerous sites, although several sites have been reported to have a corrupt version. Good copy located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip. Wolfgang Ley moderates this site and has made sample configs available in the same directory.

KA9Q-Nos: SLIP, PPP & NNTP software. Currently supported. Mail reader available. Located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/ka9q & ftp.demon.co.uk under pub/atari/ka9q (this site is maintained by the author of the atari version).

MiNT-Net : Port of Berkley Unix Sockets, still in an early stage. Looks promising. Still under development. Requires MiNT to run.\
Available at most Atari FTP sites. atari.archive.umich.edu in atari/Mint/Net

pe1chl: A version of Ka9q, available for both the Atari and MSDOS. Currently supported. Available ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/pe1chl

STICP: Available at many Atari FTP sites. I dont believe that it is supported any more.

TUW-TCP: Standard package designed for Ethernet card, but sources and instructions available for making your own driver. Runs as an .ACC or .PRG. Does not like MultiTOS. Located at ftp.tu-clausthal.de under pub/atari/telecomm/tcpip/tuw-tcp.

I have a volunteer willing to translate the final FAQ to dutch, it would be nice to have volunteers for french and/or german, etc. I am also still looking for suggestion, info, tips tricks etc. If you have any thing you would like to share about these packages or SLIP in general feel free to send it.

Dan Ackerman
ackerman.29@osu.edu

1962. ICD Link Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 01:37:21 UTC
From: m_fugate@delphi.com
Message-ID: <BS+sjAJ.m_fugate@delphi.com>
Source record: 33195

I have recently purchased and ICD Link ST Hard Drive Interface. After I have connected it between the ST via the DMA port and the SCSI controller and run the ICDBOOT.PRG either from the auto folder or manually I get the message "No ICD Host Adapter". Can anyone help me with this? The manual which came with the "Link" doesn't even mention the Link Adaptor in it ONCE!

1963. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 04:31:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404170631.a17540@ms.maus.de>
Source record: 33196

In article <2ojcu4$87@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@kosmos.wcc.govt.nz) wrote:
>I have been told the way to go is Mag!cs or what ever its called..

Mag!x.

>The other things are what type of DeskTop shell will I need, Please don't say
>Gemini, I am fed up with half baked Translation of German programs, plus
>I have never liked Gemini...

Gemini 1.21 has been available with english texts and english manuals.
Unfortunately, the feedback wasn't worth the trouble to do all this again
with the current version.

1964. Re: [HELP] Bug in VIEWER.APP & Gulam on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 09:56:11 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2or13r$5lb@nasim.sta.sub.org>
Source record: 33197

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> knarf@nasim.sta.sub.org (Frank Bartels) writes:
> >Didn't see that bug, because I don't use VIEWER.APP. But I know there
> >were some bugs in earlier VIEWER.APP's which were fixed in sperate,
> >free releases later.

> I don't get that bug in VIEWER.APP, but my copy doesn't appear to draw
> 8-bit characters properly -- they are drawn corrupted (random pixels,
> actually).

Yes, now I remember. This was one of the bugs which were fixed in the newer
release.

> My copy came with MulTOS 1.04/AES 4.00 from Hisoft. Where do you get
> the (free) updates?

Wilfred Kilwinger released it several months ago into the MausNet,
but I think you'll find it on several ftp-sites, too. Maybe it's on
a.a in atari/Falcon.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

1965. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 10:16:05 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2or295$n7q@golem.wcc.govt.nz>
Source record: 33198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CoBnuw.GAn@cix.compulink.co.uk>, ssolutions@cix.compulink.co.uk ("Brandt Fernades Europe ") writes:
>>I have been told the way to go is Mag!cs or what ever its called..
>It is [g], I have been using it now for few months and I find that is
>very stable and runs most Atari software.
>There are some problems with PD stuff which is not well written.
>
>>What sort of support will I get here in New Zealand, and what will it cost me..
>Well System Solutions is the UK distributor for Mag!x and the software
>is properly supported.
>The cost for upgrades will be a nominal fee of around ?15 for minor
>updates.

Here we go again, you meen I haveto pay for Bug fixes, Neodesk
and Geneva Bug fixes are free, you just dnload them from GEnie..

>>Can I buy it by Credit Card, etc..??
>Yes we do take CC.
>

Yes but what is the price,,,???

>We will be also selling a replacement desktop from Germany [g] called
>Ease, this is very good, more flexible than the Mag!x desktop.

But how much does it cost..??

>>There is very little support for most German programs out side Germany,
>>so who will support Mag!cs...???
>We will. [g]

Do you meen Real Online support with the ability to dload upgrades..??

>>With Neodesk and Geneva I get full support on GEnie, were would the update
>>support come for Mag!cs..??
>We are on Cix so you can always get through to me with any querries.
>

But that does not get me updates..??

>>A BBS may be, like GRSRZ has or even GEnie, or even a good FTP site, that
>>works like GSZRZ does.....??
>SS have a BBS running 24hrs and 14400, the number is; 081-299 3933

Will that let me dnload updates..??

>
>ATB

>G. Campo
>ssolutions@cix.compulink.co.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1966. My Falcon harddisk sounds to loud!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 15:14:00 UTC
From: patrik.sanfridsson@cindy.ct.se
Message-ID: <2db161b9@cindy.ct.se>
Source record: 33199

Is was once very quiet when I bought my Falcon but now it has begun to sound terrible!

```
_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se
```

1967. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 15:41:16 UTC
From: ssolutions@cix.compulink.co.uk
Message-ID: <CoEu8s.2KC@cix.compulink.co.uk>
Source record: 33200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
>Tony, is there any way you guys could take a few 256 colour screen shots
>of these new desktops and upload them to CIX, it would help with making
>the coice of which to purchase, as I've got both Mag!x and Ease on
>backorder.
>
>= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
>= / \ __ / ------ = 7, Crescent Road, Portwood, =
>= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
>= ////// ' \/ ` --- = United Kingdom. =
>= //// / // : : --- = Fax +44 (061) 429-9803 =
>=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

I'll try to get some screen shots uploaded of both Ease and Mag!desk
in the next few days.
Will let you know.
At the mo I am running in Mono, so will have to set up a TT to get
some colour on Mag!x and a Falcon for Ease.

1968. Astrolog and the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 16:03:39 UTC
From: bunka@mibm.ruf.uni-freiburg.de
Message-ID: <2ormkr$h2e@sun2.ruf.uni-freiburg.de>
Source record: 33201

Is there anybody out there who has sufficient experience in C-programming
in order to compile the C-program Astrolog 4.10 of Walter "Cruiser" Pullen
for the Atari ST ?

The sources are available via ftp in hilbert.maths.utas.edu.au in the
subdir pub/astrology/Astrolog named ast41src.zip.
I also can send them via email (270 KB, uuencoded even larger)

Astrolog 4.10 is a freeware program which can do basic astrological compu-
tations and which surely would be welcomed by many ST-Users. I also know
of some which are looking for such a kind of program.

Is there anybody who has enoug interest and knowledge of either astrology
and c-programming on the ST in order to do such a work ?

--
****
* Andreas Bunkahle * bunka@mibm.ruf.uni-freiburg.de **********************
* Cetero censeo televisionem videonemque esse delandam *******************
****

1969. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 17:12:36 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1gb6@outb.wimsey.bc.ca>
Source record: 33202

Geneva is around takes up around 192k of memory. Neodesk can be used as an overlay so that when a program is launched, only a 35k kernel remains. BTW-you don't need a desktop with Geneva-the hotkeys and filemenu are so good that I find very little use for a desktop now. I use Geneva and Harlekin, but you could also use Geneva with Maxifile or UIS.

1970. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 17:29:28 UTC
From: dbrewood@cix.compulink.co.uk
Message-ID: <CoEz94.6H9@cix.compulink.co.uk>
Source record: 33203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I'll try to get some screen shots uploaded of both Ease and Mag!desk
>in the next few days.

That would be superb, hopefully we can all then see what is on offer.

>Will let you know.

Awaiting an announcement.

>At the mo I am running in Mono, so will have to set up a TT to get
>some colour on Mag!x and a Falcon for Ease.

Grin, no trouble to you guys at SS I assume. BTW what is your own
machine Tony?

= .---. Atari .----------- = Daron M. Brewood - NeST ZC =
= / \ __ / ------ = 7, Crescent Road, Portwood, =
= / / \( )/ ----- = Stockport, Cheshire. SK1 2QG=
= ////// ' \/ ` --- = United Kingdom. =
= //// / // : : --- = Fax +44 (061) 429-9803 =
=Falcon 030/FPU/14Mb RAM/235Mb HD = 90:90/0@nest.ftn =

1971. Re: ICD Link Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 23:24:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2osgg9$rg6@golem.wcc.govt.nz>
Source record: 33204

In article <BS+sjAJ.m_fugate@delphi.com>, m_fugate@delphi.com writes:
>I have recently purchased and ICD Link ST Hard Drive Interface. After
>I have connected it between the ST via the DMA port and the SCSI
>controller and run the ICDBOOT.PRG either from the auto folder or
>manually I get the message "No ICD Host Adapter". Can anyone
>help me with this? The manual which came with the "Link" doesn't even
>mention the Link Adaptor in it ONCE!

The Link gets power from the SCSI drive, Pin 26 I think, also there
there is a jumper in some drives that could have to be fitted..

From memory this is to do with Termination power, the SCSI drive
can get Termination power from the Drive or via the SCSI Buss...

This is the main trap people have with the LINK..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1972. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 23:45:12 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2oshm8$cdo@uqcspe.cs.uq.oz.au>
Source record: 33205

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2nqujh$a2f@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>>
>> The HTML widget should derive fairly easily from the GEMcanvas class of GEM++

>But, as you said in email, it looks like hellish amounts of work.
>Maybe we should just start implementing an HTML class from scratch...

Yes. I've looked at the sources, and I can see that the basic parsing
library can be used directly (ie. no changes), but an HTML object would
best be written from scratch.

>I'm in favour of this because if we've got an HTML widget, we've got
>instant online help with hypertext that's _standard_ on the Internet...
>even if we can't support links to other machines, links within documents
>or to other local documents would be very handy.

Immensely.

Now all we need is people willing to do the work.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1973. PROPOSAL: /keys directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-17 23:57:06 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2osici$cv7@uqcspe.cs.uq.oz.au>
Source record: 33206

Registered shareware applications often create a `key' file, storing the licenced user's name, address, and key.

Wouldn't it be clever to put these key files in a standard place, so that there is less chance of the user accidentally passing the key file on when giving a (unregistered) copy to a friend.

Putting the key in the program is clearly out (it means the user has to keep the unregistered archive in order to pass it on).

How about:

$KEYS/<progname>.KEY (if KEYS variable exists)
or /keys/<progname>.KEY
or c:/keys/<progname>.KEY
or a:/keys/<progname>.KEY

Checked in that order. Create directory if possible.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

1974. SLM 605 and an IBM system

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 00:39:49 UTC
From: aj800@FreeNet.Carleton.CA
Message-ID: <CoFJ6D.3wx@freenet.carleton.ca>
Source record: 33207

This message has been posted elsewhere, but in an effort to reach every possible resource, I'll ask again. Is it possible to use an Atari 605 laser printer with an IBM compatible system?

1975. 1040Ste 14-pin joystick port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 01:49:44 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <LX8Xkc1w165w@charon.engga.uwo.ca>
Source record: 33208

I would like to get a listing of the pinout diagram of the Atari 1040STe's 14- (actually 15-) pin ports. I am hoping that this port can be used to interface with the Atari Touch Tablet (which was available for the 8-bit Ataris), which only has a 9-pin connector.

Aparently, (from what I've heard) the tablet needs some sort of Capacitor-discharge system so that the computer can read the correct resistance supplied by the touch tablet. It works off of two potentiometer inputs, to supply a 2-dimensional position sensor.

If anyone can help, please reply here. I hope to perform this interface for an Engineering project which has just been started. Don't worry about being too technical--it's my specialty.

Thanks very much.
Jerry

jchappel@charon.engga.uwo.ca (please reply to Usenet if possible)

1976. Re: ORCS availability

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 03:45:58 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1994Apr18.034558.16244@gumby.cc.wmich.edu>
Source record: 33209

In article <2ol5o5$72n@news.u.washington.edu> jbeeghly@u.washington.edu (Jeff Beeghly) writes:
>
> 1) Is there a demo of the new ORCS up on the net? If not, and if one
> exists, could someone plese u/l it?

No demo is available. I'd guess that they feel that a fully functional version 1.0 should be a good enough "demo".

> 2) Is the commercial version of ORCS really Interface (by Shift, Imported
> into the states by Gribnif)? Interface and ORCS have quite a bit in common...

No, they are different products, by different authors. And although they do have some aspects in common, there is a lot about them that is different.

> 3) Where could one purchase the new version of ORCS?

See below...

> 4) Does the Author (Otto) reside on the internet? I'd love to ask him
> some questions....

No, he doesn't (unfortunately).

Jeff, perhaps you missed the detailed response from Herwig Schelauske regarding the current status of ORCS? The last publicized release on ORCS was in April of '93. Here's the info on the current distributor, from Herwig's post:

RICHTER DISTRIBUTOR
Hagener Str. 65
5820 Gevelsberg
Germany
Tel. 02332 / 2706 (german phone-number/FAX)
FAX / 2703
cost: DM 89,-- (one year ago).

That's about $65 U.S., plus shipping. If you do contact Richter and find out more about ORCS, please post the information here, since I am sure there are others interested as well (myself included). Thanks.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1977. UIS 3 newest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 05:58:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ot7im$evj@mailer.fsu.edu>
Source record: 33210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of Universal Item Selector? Mine says "3.1,
Copyright 1988". Is there a patch program available? Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

1978. Re: Assembler!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 07:15:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2otc3d$1c3@golem.wcc.govt.nz>
Source record: 33211

In article <CoCBJ3.8y1@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>I require a macro assembler for a 68K ST. It should produce standard DRI
>or GNU format object files. I want Motorola syntax, and not MIT syntax.
>I do NOT see any reason why something as simple as an assembler should
>modify any vectors or use any illegal programming.

I thought there was only one real Assembler was the one by Hisoft, Devpac
and now upto version 3.....

This is the one that most people claim to use.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1979. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 08:07:29 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <1994Apr18.090729@cs.man.ac.uk>
Source record: 33212

Well, it wasn't really a flame, I was just trying to make a point... there are too many demo groups (notably) and games programmers who have in the past made use of unspecified tricks to get their software working. In some cases these are probably justified, but really silly things (my pet hate is people who used 'RTE' to set SR and PC without thinking about format/offset words, that us 030 people have) just get right up my nose.

Dave

1980. TosWin and Fonts Question ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 08:17:17 UTC
From: plord@novell.co.uk
Message-ID: <CoG4Cw.Grw@novell.co.uk>
Source record: 33213

I've been working on an application which runs in a toswin (actually, a teletext viewer). It uses toswin by simply sending the esc sequences as documented.

To make it look a bit better, I've designed a teletext GDOS font.

However, this font isn't really very good if you use it as a shell (some of the characters arn't the same). So what I would like to do is to change the font within my program and then change back to the original font on exit.

So any suggestions to how I can see what font is currently in use in a toswin and change this under program control?

Many thanks,

Pete

1981. Re: Assembler!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 09:39:08 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2otkfs$dch@bambam.cs.city.ac.uk>
Source record: 33214

In article <CoCBJ3.8y1@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
|> I require a macro assembler for a 68K ST. It should produce standard DRI
|> or GNU format object files. I want Motorola syntax, and not MIT syntax.
|> I do NOT see any reason why something as simple as an assembler should
|> modify any vectors or use any illegal programming.

[slagging off of turbo asm deleted]

|> If worst comes to worst I'll get Sozobon C and use it's Assembler! I heard
|> of an version of gcc-as that works with Motorola syntax. If you have it,
|> please Email it to me. If you know of a good macro assembler, please tell
|> me where to find it - but no GFA BASIC crap!

I did a lot of asm coding with the Sozobon assembler (jas) and I spent almost
as much time chasing down bugs introduced by the assembler as I did finding
my own mistakes. Basically only a subset of opcode/modes used by the compiler
work correctly.

A while back I translated all my stuff to Devpak 3 in about 2 days and have not
looked back since. Although Devpak is usually thought of as based in an
editor/debugger enviroment, I only use the command line version gen.ttp.
The only feature it lacks is auto calculation of instruction cycles and it's
resaonably fast (I get 250 lines/sec assembling from/to IDE on a falcon).

Steven

1982. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 13:04:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5oHgKGVmtzk@semprini.waterloo-rdp.on.ca>
Source record: 33216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> What are the best PD C interpreters and compilers?

I've never seen a C interpreter for the Atari platform.

The best PD C compilers are (in order of "bestness", which is IMHO):

GNU C - large, available for almost all platforms, you can
cross-compile on a much faster machine for your Atari, and also
is your only option for C++ on the Atari.

Heat & Serve C - based on Sozobon C 1.3, extensively hacked by Ian
Lepore; has a nasty bug in the supplied libraries
though (which only causes a crash under Gemini or
Mupfel shell)

Sozobon C 2.x - the official Sozobon C; dunno much about this

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

1983. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 13:32:56 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoGIyx.1nM@barclays.co.uk>
Source record: 33217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <H.eg.5oHgKGVmtzk@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
|> In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
|> > What are the best PD C interpreters and compilers?
|>
|> I've never seen a C interpreter for the Atari platform.
|>
Hisoft do a commercial C interpreter in the UK. It was actually given away on a
cover disk about a year ago.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

1984. Re: Resource Construction Sets

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 13:39:08 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.766676348@Chacewater>
Source record: 33218

g051@cpcw4.uea.ac.uk (Ian Brown#) writes:

>>What are people using for Resource Construction Sets these days?
>>I have only used the one that comes with GFA Basic and it has been
>>okay, but I am seeing more and more 'nice' looking dialogs with
>>pop menus and such. Is there anything available PD or commercial
>>or is this stuff only available to developers?

>>Thanks,
>> RandyH

>I use Wercs from Hisoft, it's not bad - it just about does the job but it is
>a bit slow and there are ways to crash it.

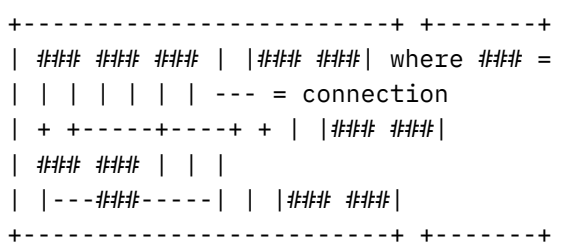
>g051@uea.ac.uk Ian B.

Interface is the best available - most german stuff is done with it.
--
|> | | Likes: Ataris, Synths,
|> E |\| |-| /\ |_ |_ Blakes7, Films.
Dislikes: Lines not long eno
(cb170@city.ac.uk ------- http://web.city.ac.uk/~cb170)

1985. GEM resource files/ gem++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 13:40:23 UTC
From: sjg@phlim.ph.kcl.ac.uk
Message-ID: <1994Apr18.134024.2712@bay.cc.kcl.ac.uk>
Source record: 33215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to write a cantata lookalike for gem, using gem++ as the
toolkit. I need to have the following arrangement:



The window on the left is a workspace window, the one on the right
is a toolbox window. Each of the icons in the toolbox is generated
by scanning the disk for executable programs -> a list of options.
Each of the icons in the workspace is placed there by dragging an
icon from the toolbox, and then connected to other icons.

The resource file format is a tree for the workspace, a tree for the
toolbox, and a tree for the icons. Thing is, I need to copy icons
from the icons tree to the toolbox and workspace trees. I can't just
hide the icons in the workspace trees, since I might have multiple
instantiations of the icons in the workspace/toolbox. AFAICT objc_add
only deals with adding icons in a given tree, whereas I need to copy
icons from one tree to another, so (at last :-) is there publicly
available source code to dynamically alter the structure of a resource
once it has been loaded into memory, or will I have to make it up
myself ?

It looks pretty complex to do, although I can simplify if I need to
by only adding to the root node of the workspace, and only supporting
ICON types etc. Still, I'd prefer it if it were already done ...

Simon.
Lepton Physicists get Hadrons!
--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

1986. Re: Fax/BBS SW combo for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 13:46:57 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2ou30h$n3u@ina.zfn.uni-bremen.de>
Source record: 33219
Cross-posted to: comp.dcom.fax,comp.sys.atari.st.tech

Chris Gray (cgra@se.alcbel.be) wrote:

:> I have a Mega ST with a fax/data modem and its own 'phone line, and I'm
:> looking for software that allows people to dial into me with either a fax
:> or a data call. The combination Qfax/Pro + Michtron BBS (old cover-disc
:> version) *nearly* works, but after one modem call the BBS hogs the line
:> and no more calls can get in.

:> If the fax part of the software were to support Class 1 then that would
:> be k00l.

Get the Madness Mailbox System, (c) by Juergen Meyer, Hamburg, Germany.
The actual version is 4.05 from 10.04.1994.

It works with Tele Office, HackFax and QFax.

If you want me to upload the shareware version to wowbagger.zfn.uni-bremen.de
in /incoming/atari or /pub/atari_st, please send me a email.

:> TIA, Chris

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

1987. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 14:25:20 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <CoGL8v.3B7@news.cis.umn.edu>
Source record: 33220

In article <H.eg.tGDVE8QKEXA@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>But, as you said in email, it looks like hellish amounts of work. Maybe
>we should just start implementing an HTML class from scratch... we can
>start with inline .IMG support and Atari sample support, and add more
>standard things (ex, inline .GIF/JPEG, .AU samples) later.

Plase don't do something that is NOT compatible with current HTML pages on
the Internet. If you want to provide a WWW client, the best thing to do is
to provide support for the Sun .au format sound file and inline GIFs. This
is the standard the Internet uses, and providing anything else is a waste of
energies.

>I'm in favour of this because if we've got an HTML widget, we've got
>instant online help with hypertext that's _standard_ on the Internet...
>even if we can't support links to other machines, links within documents
>or to other local documents would be very handy.

If you cannot support links to other machines (and there are some excellent
non-graphic HTML clients, such as Lynx...), you're NOT creating a WWW client,
you're creating a non-compatible "program" which will ensure that ST users
remain in a tiny Internet ghetto by themselves.

- David Paschall-Zimbel

1988. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:00:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoGn02.8on@westminster.ac.uk>
Source record: 33221
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
: > What are the best PD C interpreters and compilers?

: I've never seen a C interpreter for the Atari platform.
^^^^^

What do you mean? What about Hisoft C? That is a C interpreter.

However, if you were only talking about PD C, then I agree with you. But then,
Hisoft C is quite cheap to buy. Just think of it as a shareware program.

Danny.
CyberSTrider =);-)

--
<===>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

1989. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:12:16 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2055.2DB2A350@dhhalden.no>
Source record: 33222

In article <CoGL8v.3B7@news.cis.umn.edu> davidli@dragon.labmed.umn.edu (David Paschall-Zimbel) writes:

>>we should just start implementing an HTML class from scratch... we can
>>start with inline .IMG support and Atari sample support, and add more
>>standard things (ex, inline .GIF/JPEG, .AU samples) later.

>Plase don't do something that is NOT compatible with current HTML pages on
>the Internet. If you want to provide a WWW client, the best thing to do is
>to provide support for the Sun .au format sound file and inline GIFs. This
>is the standard the Internet uses, and providing anything else is a waste of
>energies.

I can only second that. HTML is HTML, support what's meant to be supported. As for further Atari formats support, this should be handled like it is handled on all other platforms - by spawning external programs suited for the task. Call up GemView, Paula or whatever when a .IMG and .MOD comes around.

>If you cannot support links to other machines (and there are some excellent
>non-graphic HTML clients, such as Lynx...), you're NOT creating a WWW client,
>you're creating a non-compatible "program" which will ensure that ST users
>remain in a tiny Internet ghetto by themselves.

You're not creating a WWW client, but a pure local HTML reader. As a standalone application that's not a waste of time since HTML is a very good hypertext format, easy to learn and with lots of possibilities (at least in HTML+). The lack of internet support would be missed by those having a SLIP setup or who are a "real" part of the net (ie. ethernet card onto a local network), but it wouldn't be crucial in the first release. You can get a snowball effect here - whenever someone codes a "new" thingie, others follow suit with a better one. Just look at replacement desktops, modular screensavers, bootmanagers, fileselectors etc. As soon as someone proves that there is a market out there, others follow. I'm expecting the same thing to happen with hypertext apps now that ST-Guide is gaining more ground.

Anyway, now that MiNTnet is happening, I can agree with you that an HTML reader without full WWW possibilites seems kind of stupid. Atari's have been sneakernetworked for too long.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1990. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:18:31 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2056.2DB2A4C7@dhhalden.no>
Source record: 33223

Oh, and I forgot... :)

http://student.dhhalden.no/studenter/jonal/Atari/Atari.home.html

Currently only a formatted and fully linked up version of Hallvard
Tanderaas' canonical list of FTP servers with Atari software, but with more
to come. The list is partly annotated by me (I haven't managed to get
through it completely yet) and should provide a good starting point for
getting stuff via a WWW client. Note! Make sure the client is set up to
properly recognize .zip, .lzh et al. Many Mac setups haven't got a clue
about those extenders...

Coming later are formatted versions of FAQ's and guides + my own software
Top 10/20/100/whatever.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

1991. Repost: Problem with Gemini 1.99 and env. vars

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:23:12 UTC
From: pschalie@mswe.dnet.ms.philips.nl
Message-ID: <1994Apr18.162312.131887@mswe.dnet.ms.philips.nl>
Source record: 33224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is a repost. Apparently the first posting didn't make it to
the net...
I have a problem with GEMINI 1.99.
I run a MEGA ST upgraded to 4 meg, with Gemini 1.99 as an
autobooting application.
Several programs (make, cc) seem to "forget" the environment
varables when started from the console window. They cant find the
programs they are supposed to kick off (cc in the case of make, and
cc0 in the case of cc).
When i leave gemini and start a shell (msh or gulam) from the atari
desktop all works well.
I have tried to use gemenv.prg, but gemini starts to complain about
illegal env names (ENV$ROOTSIZE and ENV$OPTIONS). other env
variables defined in the root.env file are available in gemini, but
the problem with make and cc still remains.
Can anybody help me?

Pim van der Schalie / PHILIPS Medical Systems Nederland B.V.
Dept.: MR Hardware Development / Building QR2310 / tel +31 40 763220
PO Box 10000 / 5680 DA Best / The Netherlands

Internet : pschalie@mswe.dnet.ms.philips.nl
DECNET : MSWE::PSCHALIE

1992. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:38:07 UTC
From: richara@westminster.ac.uk
Message-ID: <CoGoqH.BBK@westminster.ac.uk>
Source record: 33225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Denesh Bhabuta (vctec@westminster.ac.uk) wrote:

: What do you mean? What about Hisoft C? That is a C interpreter.
: However, if you were only talking about PD C, then I agree with you. But then,
: Hisoft C is quite cheap to buy. Just think of it as a shareware program.

The only problem with this is that a shareware program has to be good to get
your money. Based on the cover disk version of HiSoft C I couldn't
recommend it. Maybe its just me, but, it didn't like my style of 'C'.

I like the idea, I just didn't like the implementation, Had I been a
beginner with that program then *I* would have been in trouble. Just me,
nobody else, no Sir, no flames. Just me.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

1993. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 15:58:49 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2ouanp$845@lehtori.cc.tut.fi>
Source record: 33226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I've never seen a C interpreter for the Atari platform.

I remember seeing an article in an old Atari Explorer about Hisoft
C interpreter...

- Eero -

1994. Re: ICD Link Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 17:53:49 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994Apr18.175349.1356@ultb.isc.rit.edu>
Source record: 33227

In article <BS+sjAJ.m_fugate@delphi.com> m_fugate@delphi.com writes:
>I have recently purchased and ICD Link ST Hard Drive Interface. After
>I have connected it between the ST via the DMA port and the SCSI
>controller and run the ICDBOOT.PRG either from the auto folder or
>manually I get the message "No ICD Host Adapter". Can anyone
>help me with this? The manual which came with the "Link" doesn't even
>mention the Link Adaptor in it ONCE!

If it wasn't connected to a drive, then it won't show up. The Link gets
it's power off the SCSI bus. It sounds like you were just testing it
without the drive. It should work once it's connected to the drive
(and the drive is turned on :).

Hope this helps.

--
---------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
---------------------------*

1995. Question: Fread() and Fwrite() buffered?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 18:11:33 UTC
From: ant@mks.com
Message-ID: <1994Apr18.181133.11392@mks.com>
Source record: 33228

I'm curious as to whether or not GEMDOS's Fread() and Fwrite() are buffered streams, like Stdio, if they behave similar to Unix I/O read() and write()?

I ask the question because I was wondering if it would be possible to implement something similar to the "Alloc Stream Facility" as described in "IEEE Computer" March 1994.

Would it be possible to describe the "really low-level" file and terminal access performed by GEMDOS and/or the BIOS, in manner that I could substitute customized Fread() and Fwrite() (or point me to the relavent material in the Compendium)?

-ant

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

1996. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 20:06:03 UTC
From: bjgrier@bnr.ca
Message-ID: <CoH16A.372@nrtpa22.bnr.ca>
Source record: 33229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <778@apdnews.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte) writes:
|> Has someone around there any experience with using Spectre on
|> a ST with CPU accelerator AND a cache? I have built the PAK/3
|> (with 68020/68881 (16Mc) and 32kb cache) from the German magazine C't.
|>
|> Without the cache SPectre runs like a charm, with the cache on
|> Spectre upon entering Mac mode hangs the system, leaving a
|> random bit pattern on the bottom of the screen.
|>
|> The speed difference is enough to warrant me persuing this further.
|>
|> Any comments? Maybe Dave's listening again? (Welcome back BTW,
|> news about Spectre has been missed by a lot of people).

I found this problem when the AdSpeed-ST first came out. There is a small (no pun intended) bug in the routine that determines your memory size, when the cache is enabled. But this problem only arises only on systems that have 1 meg or 2.5 meg of memory.

The solution for the AsSpeed-ST is to setup such that Spectre runs in 8mHz no cache mode. Then, after Spectre is displaying it's setup screen, use the hot key sequence to switch to 16mHz and cache.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1997. Re: ICD Link Help Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 20:12:46 UTC
From: bjgrier@bnr.ca
Message-ID: <CoH1HM.3AD@nrtpa22.bnr.ca>
Source record: 33230

In article <BS+sjAJ.m_fugate@delphi.com>, m_fugate@delphi.com writes:
|> I have recently purchased and ICD Link ST Hard Drive Interface. After
|> I have connected it between the ST via the DMA port and the SCSI
|> controller and run the ICDBOOT.PRG either from the auto folder or
|> manually I get the message "No ICD Host Adapter". Can anyone
|> help me with this? The manual which came with the "Link" doesn't even
|> mention the Link Adaptor in it ONCE!

You MUST use the version of ICDBOOT that came with the LINK. If you are using it then somebody put the non-ICD Pro version on the Link Distribution disks.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

1998. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-18 20:41:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2our9a$6kj@golem.wcc.govt.nz>
Source record: 33231
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ot7im$evj@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>What is the newest version of Universal Item Selector? Mine says "3.1,
>Copyright 1988". Is there a patch program available? Thanks in advance.
>
>--

>* Mickey Boyd *

Well mine states 3.32, I think there was a a patch on GEnie but I could be
wrong about this..

I thought the Authors were bring out a complete new version, because they had
left MacDonald Associates....

Does any one know what is going on there, was there ever a New version of
UIS III or was this just talk.....??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

1999. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 00:56:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ova77$fij@uqcspe.cs.uq.oz.au>
Source record: 33232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Heat & Serve C - based on Sozobon C 1.3, extensively hacked by Ian
> Lepore; has a nasty bug in the supplied libraries
> though (which only causes a crash under Gemini or
> Mupfel shell)

>Sozobon C 2.x - the official Sozobon C; dunno much about this

I used Sozobon compiler to set up p2c. I use the GNUC-compiled p2c.ttp,
but I recompiled the libp2c.olb using sozobon. Worked perfectly, and
much faster than GCC. p2c generates plain old impossible-to-hand-code
K&R C, so sozobon is sufficient.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2000. Pascal, p2c

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 00:59:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ovae3$flc@uqcspe.cs.uq.oz.au>
Source record: 33233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To all wannabe Pascal users out there:

I used Sozobon compiler to set up p2c. I used the GNUC-compiled p2c.ttp,
but recompiled the libp2c.olb using sozobon. Worked perfectly*, and
much faster than GCC. p2c generates plain old impossible-to-hand-code
K&R C, so sozobon is sufficient.

Also, I vastly cut down the p2crc file (removed all comments and all
the blank variables).

This makes a very tidy, quite fast Pascal compiler.

If anyone wants it, I can upload it.

(no, I'm not a Pascal user - this was for my SO's university course, for which
she user my old ST)

--
Warwick
* except for minor problems, which I suspect will not show up with soz2
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2001. Re: TosWin and Fonts Question ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 01:03:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2ovaki$frm@uqcspe.cs.uq.oz.au>
Source record: 33234

plord@novell.co.uk (Peter Lord) writes:

>However, this font isn't really very good if you use it as a shell (some
>of the characters arn't the same). So what I would like to do is to change
>the font within my program and then change back to the original font
>on exit.

Well, you could use a modified version of TOSWIN which allows you to
specify the font, size, and windowposition of new windows via the TOSRUN
pipe. Then, your teletext window would open however you wanted.

I have such a modified version of TOSWIN, but I don't use it at the
moment (I just use MINIWIN).

Anyone wants it, let me know. It's unsupported though.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2002. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 01:24:16 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ovbs0$s8u@acme.gatech.edu>
Source record: 33235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2our9a$6kj@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:

>I thought the Authors were bring out a complete new version, because they had
>left MacDonald Associates....

Chris Latham, the author of UIS, did indeed leave Applications and
Design Software and started up his own company, Power Point Software.
The major product he offered was PowerNet. When he started his
company, he advertised that he was the author of Universal Item
Selector and Universal Network and would no longer be supporting those
products. He also advertised a product called FleXor which said it
was the ultimate replacement file selector. I don't think that FleXor
ever came out and I don't think he markets PowerNet anymore. I think
it may be marketed through Dragonware but I'm not sure.

As for UIS, I don't know if anyone at Applications and Design Software
has picked up support of it.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2003. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 01:37:35 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2ovckv$95e@acme.gatech.edu>
Source record: 33236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Scanning my old Cuurent Notes magazines, PowerNet was indeed
distributed by Dragonware for a while but then were sold to Viewtouch
Corporation. Anyway, I think Power Point Software still exists.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2004. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 02:59:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QbbVrqlWVGw@semprini.waterloo-rdp.on.ca>
Source record: 33237

In <H.eg.tGDVE8QKEXA@semprini.waterloo-rdp.on.ca>, Chris Herborth writes:
> > (The HTML widget should derive fairly easily from the GEMcanvas class of GEM++)
>
> But, as you said in email, it looks like hellish amounts of work. Maybe
> we should just start implementing an HTML class from scratch... we can
> start with inline .IMG support and Atari sample support, and add more
> standard things (ex, inline .GIF/JPEG, .AU samples) later.
>
> I'm in favour of this because if we've got an HTML widget, we've got
> instant online help with hypertext that's _standard_ on the Internet...
> even if we can't support links to other machines, links within documents
> or to other local documents would be very handy.

Ok, so, like Warwick's cajoled me in email into starting work on an HTML
widget for GEM++; voila, instant platform independant hypertext for our
poor little Ataris. After I'm done it, that is. ;-)

I'm not commiting to any particular date; I'm going to start work now
though on the HTML classes.

Just thought I'd let you all know so you can harass me in a few months
if I'm not getting anything useful done!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2005. Re: UIS 3 newest version?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 04:45:31 UTC
From: diehl@ionews.io.org
Message-ID: <2ovnlb$3n5@ionews.io.org>
Source record: 33238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

THe latest version I've gotten is version 3.32, which has a copyright date of 1989. I don't know if there is a newer version than that.

_____ ______ _____
_____<___ ___// __ // ___/ Tail of ______ Eric March (DragonLord) _____
_____/ / / <_/ // <__ the Comet _______ diehl@r-node.io.org _______
_____<_/ <_____/<____/ Productions ________ "ANSI? FANSI!" _____

2006. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 06:10:54 UTC
From: Marco_Fris
Message-ID: <b3774600@p11.f202.n281.z2.fidonet>
Source record: 33239

In a message of <Fri 15 Apr 94 22:20>, Wilko Bulte (2:281/202.0) writes:

WB> Has someone around there any experience with using Spectre on
WB> a ST with CPU accelerator AND a cache? I have built the PAK/3
WB> (with 68020/68881 (16Mc) and 32kb cache) from the German magazine
WB> C't.
WB> Without the cache SPectre runs like a charm, with the cache on
WB> Spectre upon entering Mac mode hangs the system, leaving a
WB> random bit pattern on the bottom of the screen.

There was a long article by Small concerning Spectre 3.1, to be released soon, in Atari Explorer Online's April issue. Your problem is solved in the upcoming release.

- Marco -

---
* Origin: Find an idea and kill it ! (2:281/202.11)

2007. Junior Office, Fax..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 07:50:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2p02g8$b22@golem.wcc.govt.nz>
Source record: 33240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need some help with Junior Office a Fax program
that I dnloaded from tu-berlin..

Does it work with NVDI..??

I had problems when using it, it would crash..

I replaced NVDI with AMCGDOS, it did not crash...??

Also will it run from another drive than C:

I could not get it to work on anothe drive came up with a STOP
dialog box, with some thing about module...!!!!

Does it support a Supa modem...

Is it any good...??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2008. Re: Spectre 3.0 and CPU accelerators with cache

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 08:04:06 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.766742646@spoetnix.idca.tds.philips.nl>
Source record: 33241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bjgrier@bnr.ca (Brian Grier Perpk) writes:

#In article <778@apdnews.idca.tds.philips.nl>, wilko@idca.tds.philips.nl (Wilko Bulte) writes:

#|> news about Spectre has been missed by a lot of people).

#I found this problem when the AdSpeed-ST first came out. There is a small
#(no pun intended) bug in the routine that determines your memory size, when
#the cache is enabled. But this problem only arises only on systems that
#have 1 meg or 2.5 meg of memory.

^--- is what I have :-/

#The solution for the AsSpeed-ST is to setup such that Spectre runs in
#8mHz no cache mode. Then, after Spectre is displaying it's setup screen,
#use the hot key sequence to switch to 16mHz and cache.

#Brian

Yesterday evening I found out a similar solution. After the Mac Finder
runs, I can throw the switch and enable the cache. Seems we are hitting
the same bug.

Probably Dave found this one also, and solved it for 3.1

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

2009. Re: NVRAM HELP!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 09:12:13 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2p079e$794@rs18.hrz.th-darmstadt.de>
Source record: 33242

Hi!

In article <199404152158.a6586@pb2.maus.de>, Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:
> In article <A9132@AC2>, cgra@se.bel.alcbel.be (ChrisGray (cgra@se.alcbel.be))
> typed:
>
> Hi!
>
> CGC>I have a *very* vague idea that you might be able to force PAL (or
> CGC>NSCT)mode by holding down some key at bootup. Now where did I get that
> CGC>idea? In the docs for that German VRAM-fiddling util perhaps?
>
> I don't own a Falcon, but IMHO connecting a monochrome SM 1xx monitor resets
> the NVRAM as well. But I'm really _not_ sure about it :-o
Connecting a SM1xx monitor will only ignore the settings in the NVRAM (not all, but most). You have to reset the NVRAM explicitly by using one of the reset-programs. Best idea is to have a bootdisk for that, which will only reset the NVRAM when you hold down the Shift-key during bootup, so you even don't need to have a SM1xx, you only have to connect the right monitor-pins to GND.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

2010. Memory upgrades for stock ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 12:30:14 UTC
From: ath@cscns.com
Message-ID: <ColAqF.BKy@cscns.com>
Source record: 33243

Hi, I have a 520ST w/512k, and had heard that this could be upgraded . . .
has anyone done this themselves? and what type of memory is needed? and
oh, yeah, cost . . . does anyone know how much a meg is going for?

Please give any info on how to upgrade memory; and also I have heard
that I can upgrade mboard to 16mhz, again, has anyone done this?

Thanks,
Matthew.

--
The NightWatchman . . .
ath@cscns.com

2011. Re: Memory upgrades for stock ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 12:50:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CoIBor.9wD@barclays.co.uk>
Source record: 33244

In article <CoIAqF.BKy@cscns.com>, ath@cscns.com (Matthew Athey) writes:
|> Hi, I have a 520ST w/512k, and had heard that this could be upgraded . . .
|> has anyone done this themselves? and what type of memory is needed? and
|> oh, yeah, cost . . . does anyone know how much a meg is going for?
|>
|> Please give any info on how to upgrade memory; and also I have heard
|> that I can upgrade mboard to 16mhz, again, has anyone done this?
You can currently go up to 4Mb of RAM and 36Mhz. How high do you want to go? Do
you want to DIY or buy a prebuilt upgrade?

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2012. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 14:17:09 UTC
From: cwood@gst-soft.demon.co.uk
Message-ID: <1994Apr19.151709.1@gst-soft.demon.co.uk>
Source record: 33245

TITLE: Re: Problem changing screen address in VBL interrupt

> Nope. There is a system variable to set a new screen in the VBL
> vector but it is not used by the XBIOS. Even if you place a new
> screen in this vector, you have to wait for the next VBL before it
> gets set since the vector is executed afterwards.

According to the XBIOS source we have here it definately
waits for a sync after setting the new address, or at least
looks like it does.

Chris Wood
cwood@gst-soft.demon.co.uk

Someone @ GST Software Products.
Meadow Lane, St Ives, Cambridgeshire, PE17 4LG, United Kingdom.
Tel: 44 (0)480 496789. Fax: 44 (0)480 496189.
E-mail: user@gst-soft.demon.co.uk

2013. I need your support (HENSA/micros moderator)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 14:53:21 UTC
From: vctec@westminster.ac.uk
Message-ID: <CoIHBt.7Ju@westminster.ac.uk>
Source record: 33246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear friends

Just started here at Hensa/micros (micros.hensa.ac.uk) and was lucky enough to
be put in charge of the ☐Atari section, as well as another one.

Problem:

Hensa have a *.msg file with every package, briefly summarising a few things.
One of the fields is machine type. So far this has just been filled in with
Atari ST, but i would like to bring this up to date. To be filled in with things
like St, STe, Falcon, TT. Here we have a Mega ST2, and at home got a STe
(TOS 2.06, not Mega). I can only test these progs on the machines I got. Falcon
I'll be getting at work, but don't know when yet. TT, out of the question.

What I'd like, if anyone would like to help me, is would you be willin to
test this software on your Falcon/TT? Test it to see if it works, and that it
doesn't crash. That's all. You do not need to test the program in any other way.
By that I mean you do not need to test it for it's GUI, etc.

I look forward to hearing from you guys/gals.

Things to look forward to:

I plan to make the Atari section at Hensa work, and one of the best places for
Atari PD.

A new Falcon section is being planned. It should (hopefully) be up and running
in about a months time.

All facon only software will go in this directory. Soft that works on both will go in the
TOS directory, and MiNT stuff in the MiNT directory. I plan to support
Mag!X and geneva, and OMEn too, if they are good enough to have PD patches etc.

Oh, and the mainframe is changing. The new one...HENSA/micros II (A Sun Sparc)
compared to the first one now (a Sequent Symmetry), will be a lot faster, more
memory, disk space, and support more users on-line.

At the mo, the Atari section doesn't have many people logging in. But I hope,
that from next week onwards....when the new machine is on-line, it will be
bustling. The new machine now supports, ftp, x,y,z modem, gopher, and
World Wide Web.

So come on you guys.....I need your support for the Atari section. Let people
know that Atari is not dead in this country. Log in to hensa

help needed with the following files for Falcon/TT compat:

STZIP2.5/2.4
BoozGEM 2.1.3
LHarc 3.0
Chameleon 1.19
ESS-Code 5.06
Pack_ice 2.40

These files, I installed on the new machine, over the past couple of days. OK,
so half of them are old files, but I felt that I needed to put them on the system.

e-mail:
D.Bhabuta@cent1.lancs.ac.uk
vctec@wmin.ac.uk
D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp

Thanx in advance.

Danny.
CyberSTrider =);-)

Denesh Bhabuta
HENSA/Micros Moderator/Support
Information Systems services
Computer Centre
University of Lancaster
UK
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2014. Tutorial on sprites and graphics ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 15:01:14 UTC
From: ant@mks.com
Message-ID: <1994Apr19.150114.13705@mks.com>
Source record: 33247

Is there a good reference or tutorial concerning either general or
Atari specific techniques to do with sprites and graphics as applied
to game and simulation design.

This is a subject area of have neglected for far too long and I would be
interested in finally investigating.

-ant
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"grrrrrr" - Worf

2015. Help to use a PC DS/DD in a 520 ST (old) ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 15:41:22 UTC
From: ebeard@araucaria
Message-ID: <1994Apr19.154122.22457@dcc.uchile.cl>
Source record: 33248

Does anybody knows if it's possible to connect (or fix) an PC DS/DD to use in a old 520 ST (tos 1.0), cause I have an old external SF 354 SS/DD; and I've tried to use an PC High Dens. DDrive, (but I think that works like DS/DD); and it doesn't works ... :(

Help me please ...

Edwin Beard

PS : ... " since 1988 (+-) there are no places where to buy or get hardware for the ST." :(

my E-Mail : ebeard@cec.uchile.cl

2016. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 16:05:37 UTC
From: t150315@lehtori.cc.tut.fi
Message-ID: <2p0vgh$j3r@lehtori.cc.tut.fi>
Source record: 33251

>>>start with inline .IMG support and Atari sample support, and add more
>>>standard things (ex, inline .GIF/JPEG, .AU samples) later.

>As for further Atari formats support, this should be handled like it is
>handled on all other platforms - by spawning external programs suited for
>the task. Call up GemView, Paula or whatever when a .IMG and .MOD comes

I don't completely agree, if this is to become a standard format for
the atari hypertexts too, and not just something to view 'that net
stuff'. Keep in mind that *atarists* would also like to create their
own documents and on ST it's a *lot* easier to make some IMGs than
gifs.

B&w IMG format is also so simple (It can be packed quite fast even
with basic ;) that depacking it won't take much coding. It could also
be easier (from the programmers view) to test inline picture funtions
with IMGs than gifs. On the other hand, (IMO) all sound formats can be
done with external programs as they normally aren't nearly as
important for the document as pictures (I can send some ST-rez
compatible examples for the interested parties).

>>If you cannot support links to other machines (and there are some excellent
>>non-graphic HTML clients, such as Lynx...), you're NOT creating a WWW client,

Well, those that need linked hmtl use lynx then ;-). Has it been
ported yet?

- Eero -

2017. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 16:28:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2db4166d@p2.stacken.ct.se>
Source record: 33249

```
>> What are the best PD C interpreters and compilers?
>
> I've never seen a C interpreter for the Atari platform.

But there is! The HiSoft C Interpreter. though it's not PD. It's quite good
actually, for learning purposes.

_ _ _/ _ o /_
/_)(_\ / / / /\ FALCON 4/60
/ patrik.sanfridsson@p2.stacken.ct.se
```

2018. Re: Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-19 18:54:54 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2p19ef$lai@ornews.intel.com>
Source record: 33250

I just downloaded a version of the ICD utilities a couple weeks ago
and when I tried using them, they informed me that I wasn't using an
ICD host. I've had other replies tell me that I need the Pro version.

I've also heard about the parity thing before. I will disable that
before using the drive. I also have access to a utility that will
turn on the 64K write cache on the drive.

Thanks for the input!

Michael

--
=-=-=-

2019. need help w/ Cumana OSK v2.3 for Atari-ST plz?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 01:48:04 UTC
From: paulseniura@delphi.com
Message-ID: <BQxNrgs.paulseniura@delphi.com>
Source record: 33252

Sorry to bother y'all again. I'm still trying to get my OSK v2.3 from Cumana (Atari-ST) talking to my SCSI drives. They're connected to ICD's host adaptor as SCSI IDs #0 & #2. They work 100% just fine with Atari TOS/GEM and ICD's drivers (v6.2.3 currently). But OSK gives me "Not Ready" errors on some files esp. big/large ones. And OSK doesn't like to do a "physical" format. But the STHD driver from Cumana (Reccoware) *can* see the drives and report their correct SCSI info (via FORMAT and FREE) -- honest.

When I posted this plea for help a couple of months ago, one person in Germany suggested I patch STFD (not STHD?) at offset $8E0 to make it $20 or more. Without any further details than that, I didn't do this (for obvious reasons!). So here's the IDENTs on these two modules as delivered by Cumana:

```
Header for: stfd
Module size: $CC6 #3270
Owner: 0.1
Module CRC: $A3FDB2 Good CRC
Header parity: $1E39 Good parity
Edition: $15 #21
Ty/La At/Rev $E01 $A001
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

```
Header for: sthd
Module size: $A9C #2716
Owner: 0.1
Module CRC: $C45E91 Good CRC
Header parity: $1E46 Good parity
Edition: $1F #31
Ty/La At/Rev $E01 $A000
Permission: $555 -----e-r-e-r-e-r
Dev Drv, 68000 obj, Sharable, System State Process
```

Another person (from France) thought I should get ICD's latest adaptor. I don't see why because the one I have can honor the SCSI commands just fine. And/or I should get OSK v2.4 -- talk about money I don't have!

Then Cumana told me they'll do some more testing -- I haven't heard back from them at all for 2 months almost. (I've stopped calling/faxing them since my phone bill grew to over $140 one month -- effectively doubling the price of this package!)

I don't see why I'm having so much trouble getting help! The two drives are a Seagate ST277N and a CDC 96-meg, and both are very reliable and quite fast for my purposes (never big enough, though, ya know). ICD's partitioning software can even make the part'n info AHDI-compatible. And.. it all *almost* works with OSK.

-*-

I'm also still inquiring on how to buy G- or K-Windows for this Cumana flavor of OSK. V2.3's "console" driver does support a Get/SetStat call to deliver the address of the screen memory, so I'd think we'd be able to run a window/gfx package. (Sadly that's all I know about the technical details -- Cumana only sent me Microware's v2.1 tech docs, not v2.3 or any Atari-specific tech docs.)

I'm about to give up, folks. I'm already hugely miffed how the CoCo/L2 support has withered. Those of you who know me, I want to write some MIDI packages (and you know why :) but I need gfx & windows! If there's no GW/KW for Cumana, just say so! I'll ask Cumana to give me my money back and you'll never hear from me again! This is getting way too expensive for a home hobbyist!

-*-

Thanks for putting up with me again. Please send me e-mail if you've got any clues I could try. I'll certainly appreciate it.

. -- thx, Paul Seniura (from Oklahoma City)
paulseniura@delphi.com

2020. Re: PROPOSAL: /keys directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 02:00:14 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2066.2DB48CAE@dhhalden.no>
Source record: 33253

In article <2osici$cv7@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>Registered shareware applications often create a `key' file, storing the
>licenced user's name, address, and key.

>Wouldn't it be clever to put these key files in a standard place, so that
>there is less chance of the user accidentally passing the key file on when
>giving a (unregistered) copy to a friend.

>How about:

> $KEYS/<progname>.KEY (if KEYS variable exists)
>or /keys/<progname>.KEY
>or c:/keys/<progname>.KEY
>or a:/keys/<progname>.KEY

>Checked in that order. Create directory if possible.

Sounds *very* sensible to me. Now, what about *.inf files? Most programs use
those as well and either put them in the working directory or in the root
directory of C:. I'm tired of a cluttered root directory - a few files are
OK, but 50+ files are too much. What about a $PREFS variable, for those *.
inf and similar files?

A further comment on the 'create directory' part: C:\KEYS as default + the
addition of 'setenv KEYS=c:\keys' in GEM.CNF if possible?

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

2021. DSP data transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 02:58:46 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.766810726@gold>
Source record: 33254

[No readable article body recovered]

2022. Re: LAN Connector on the Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 03:29:44 UTC
From: Spencer.Davies@mettav.royle.org
Message-ID: <766981390.0@mettav.royle>
Source record: 33255

On 13 Apr 94 at 01:56:53, Howard did truly state.....

HC> If you want to adjust the settings using Rsconf, you'll need to use
HC> Bconmap, and you'll need to have a fixed Bconmap for everything to
HC> work. FPATCH2 ought
HC> to do the trick for you.
Thanks Howard.
I shall give your info a try.

Spencer

spencer@boondock.mettav.royle.org

2023. MARKET SURVEY

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 03:50:14 UTC
From: sngmedia@world.std.com
Message-ID: <CoJHBs.C5n@world.std.com>
Source record: 33257

We are a small, dedicated group of people desperately trying to get a video production company off the ground.

Recently, we secured enough financial backing to produce several videos on the subject of personal computing.

Because we don't have the financial resources to perform a traditional market analysis, we considered several alternatives and concluded that we should consult the people of the Internet, who are technically proficient and tend to be enthusiastic personal computer users.

We would like you to indicate which three of the below described videos would appeal to you most.

Please note that each video synopsis is numbered. When you are ready to send your response, please specify the numbers corresponding to your three video selections, and use commas to separate the numbers.

For example, if you choose selections four, eight, and eleven, the body of your letter would simply be:

4,8,11

and nothing more.

When you send back your response, please specify "MARKET SURVEY" in the subject field. Then, direct your response back to sngmedia@world.std.com.

Please realize that this is not an advertisement, or solicitation. We simply would like to know your response. You will not be contacted further.

Thank you in advance for your help and cooperation.

Tom and Randi Fecker
sngmedia@world.std.com.

Please select three videos that interest you most:

1. The Internet Pilot's Guide
A plain English guide to getting around on the Internet by veteran users. How to use Internet resources to send/receive e-mail, and to search for documents and files relating to a particular subject. How to use LISTSERVs, GOPHER, ARCHIE, WWW and WAIS. How to use FTP and Telnet to access remote computers for file transfers, remote

logins, etc. Also, learning how to observe Internet's "netiquette." And how to access multimedia Mosaic bulletin boards.

2. How to Make Money at Home With Your PC I -- Successful PC-Based Businesses
Meet five successful entrepreneurs who started their own home-based businesses using a PC. Includes businesses that provide typing services, mailing list management, horoscopes, bookkeeping, and even a software developer who does not know how to program -- he hires other people to implement his software designs. Includes ideas for two dozen home-based businesses you can start using your PC.

3. How to Make Money at Home With Your PC II: Portfolio Management.
Whether you manage your own portfolio for investment gains, or you take on clients for a consulting fee, a PC can give you powerful tools for portfolio management. Meet three successful home-based portfolio managers who use their PCs to maximize profits. They'll inspire you, and share some tricks of the trade that can help you land clients and get started. We'll also show you how to determine which software applications will meet your needs, and which online services will satisfy your requirements.

4. How to Make Money at Home With Your PC III: Telecommuting
Learn how to use your PC to telecommute to companies across America that are looking for specialized consultants with skills like bookkeeping, software design and programming, editorial and script writing, technical proofreading, graphic design, copywriting, and more. Includes interviews with three successful telecommuters who use their PCs, faxes, modems and phones to serve distant clients, and information about a telecommuting referral service that could help you find employers.

5. How to Upgrade Your Hard Drive, Step-By-Step
From choosing your new hard drive, through ordering, installing and testing it. This plain English video shows you how to do the job correctly, one simple step at a time. Using industry-wide standards, we'll show you what all hard drives have in common. Includes how to determine if your controller will support a particular hard drive. How to remove the old drive, and install, format and test the new drive. Includes a discussion on the differences between the various standards.

6. How to Design Your Own PC
You don't have to be an engineer to design and build the PC of your dreams. This plain English video shows you how to figure out the PC design that is best for you, how to specify components, how to make sure they'll work together, and where to buy them. You'll end up with a top quality system that will save you money.

7. How to Build Your Own PC
Once you've designed your PC, we'll show you how to build it. The

actual process will take you only a few hours. Using an easy-to-understand method, we'll show you how to inspect, install and test components. Includes tips and tricks from computer production experts. The technical skills can be easily mastered by almost anyone, and you probably already own most of the tools you would need.

8. How to Increase Your Computer's Memory
This plain English video shows you how to determine whether your computer memory can be increased, and how to do the job correctly, one step at a time. You'll learn about industry-wide standards for memory, how to configure additional RAM and cache, how and where to buy RAM chips, and three ways to eliminate low-quality RAM chips. Covers all phases of the process from opening your computer, to testing your memory. Includes discussions on how to ensure your DOS set-up is able to access all available memory, and how to use various memory management software applications.

9. How to Use MS-Windows 3.1
This powerful graphical user interface can help you work smarter and faster, but the manual and the online tutorial that come with Windows leave many questions unanswered. This plain English, step-by-step video will show you how to install Windows on your computer and set it up to get optimum performance.

10. How to Find a Job in the Information Age
A PC can give you an incredible advantage when you're searching for a new job -- or even a new career. But you have to know just how it can help you. In this video, an experienced employment counselor will show you how to tap the power in your PC to find job leads, create a winning resume and customized cover letters, tap into databases and find bulletin boards that will lead you to job openings, and use online services to research potential employers.

11. How to Install a Sound Card in Your Computer
Here's how to add incredible stereo sound to your computer with step-by-step help. In plain English, you'll learn how to determine if your computer can support a sound card, how and where to buy a high-quality sound card. How to open your computer, and install and test the sound card.

12. How to Install a CD-ROM Drive in Your Computer
Using simple tools, this plain English video shows you how to install a CD-ROM Drive in your computer. You'll learn how to make sure your computer can support a CD-ROM drive -- and what to do if it can't. Covers internal vs. external drives, how and where to buy a high quality CD-ROM drive, what you need to know about differing industry standards, preparing the drive bay, testing and trouble-shooting. Covers SCSI and IDE.

13. How to Fix the Most Common Computer Problems
Your computer serviceman may not want you to know this, but all you need is the know-how you'll get from this video, simple tools, and

easily-obtainable diagnostic software -- and you can fix most common problems you'll ever encounter with a PC.

14. What to Do When a Virus Strikes Your Computer
Viruses can come from almost anywhere: a colleague or friend's disks, a network, a bulletin board, even commercial software. If you ignore the first warning signs, a virus can wipe out your data and permanently damage your computer's memory. In plain English, this video will tell you how to scan disks for viruses, how to check downloaded files from bulletin boards, how to set up a virus prevention program for your home or office computer, and how and where to buy the best anti-virus software. We'll also cover the pros and cons of the antivirus software in DOS 6.X and Windows 3.X, how to use antivirus software, and more.

15. How Your PC Works: Inside the Case
Here's a down-to-earth explanation of how your PC actually processes information, and what really goes on inside the case. You'll get a guided tour of the insides of a PC, learn about how the various components work and how they communicate with each other, and get a clear explanation of technical terms. A must for anyone who wants to really understand how to program, use and repair a PC.

16. How to Create Config.Sys, Autoexec.Bat and Batch Files
These basic files can make it much easier to use your computer -- or cause incredible headaches if they are not written properly for your particular software and peripherals. Now you don't have to be at the mercy of murky tech manuals, because we'll show you how to create files that work for your system -- step-by-step, in plain English. You'll learn how to write, modify and test Autoexec.Bat and Config.Sys files; and how to create batch files.

17. How to Add a Modem or Faxmodem to Your Computer
Here's the easy way to add a modem or faxmodem to your computer, with step-by-step guidance from this plain English video. You'll learn how to determine if your computer can support a modem or faxmodem, and what to do if it can't, how to choose and buy the best modem or faxmodem, how to open your computer, and install the modem or faxmodem, how to test it, how to quickly eliminate common problems, and how to set your modem or faxmodem correctly.

18. How to Make Money at Home With Your Computer
The information age is opening up incredible new opportunities for PC owners to make undreamed of money, using skills and knowledge you may already have! Here's inside information on the ten most promising telecommuting jobs and 12 small businesses you can run right from your home, using your PC. Includes profiles of PC owners who are actually running PC-based home businesses.

19. The Super-Highway Roadmap
This is your guide to where to go and what to see. You can make

incredible contacts and gather powerful, valuable information on the Internet, but the problem is that most people can't begin to imagine the potential of something that seems so abstract. This plain English video will introduce you to the Internet, and make these opportunities concrete. Includes interviews with 7 people who did the impossible by gathering information and making contacts on the Internet.

20. How to Upgrade and Repair Your PC I: Basic
This is the video your repairman doesn't want you to know about! Since the components of most PCs are highly modular, PC repair is easier than you think. Just pinpoint the problem component, unplug it, remove a few screws, replace it, and presto! You're in business again. This step-by-step video shows you how to pinpoint problems and replace your PC's components, using ordinary household tools.

21. How to Upgrade and Repair Your PC II: Multimedia
Here's how to save big money on a PC with all the latest multimedia peripherals. You learn how to determine if your PC can be upgraded, how to upgrade your video card and bus, and how to add a CD-ROM drive, sound card, video accelerator, and more. Presented in plain English. The procedures you'll learn require ordinary household tools -- nothing fancy!

22. Plain English Guide to DOS 6+.
The powerful sub-programs buried deep within DOS 6.0 and higher can help you work smarter and faster, but the manual and the online tutorial that come with DOS leave many questions unanswered. This plain English, step-by-step video will show you how to install DOS on your computer and set it up to get optimum performance. In addition to DOS commands, you'll learn how to use the shell, defragmentation, scan and antivirus programs that come with DOS.

23. Home Financial Management on a PC.
Your computer can help you create and manage a budget, keep track of your credit card accounts, handle your tax deductions, and reconcile your bank accounts. But that's not all! You can also determine whether you should pay down your mortgage, finance a new car or pay cash, buy or rent your home, and how much you'll need for retirement. The financial information your computer can give you might mean the difference between just getting by and a very comfortable lifestyle -- if you ask the right questions and use your PC to develop a financial strategy.

24. The Online Bulletin Board Guide
Bulletin boards can be the on-ramps to the Information Super Highway -- if you know how to access and use them. This step-by-step guide shows you how to find bulletin boards, set-up your modem, log on, find out what they have to offer, find bulletin board users who share your interests, search for information, and upload and download files.

Thank you.

2024. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 04:47:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2p2c5e$oe8@uqcspe.cs.uq.oz.au>
Source record: 33256

t150315@lehtori.cc.tut.fi (Tamminen Eero) writes:

>I don't completely agree, if this is to become a standard format for
>the atari hypertexts too, and not just something to view 'that net
>stuff'. Keep in mind that *atarists* would also like to create their
>own documents and on ST it's a *lot* easier to make some IMGs than
>gifs.

This is perfectly acceptable. For example, XMosaic, the X11 WWW browser
understands X11 bitmaps as inline images.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2025. Re: SLM 605 and an IBM system

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 09:02:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CoJvrK.KEu@hpbbrd.bbn.hp.com>
Source record: 33258

Paul Lyons (aj800@FreeNet.Carleton.CA) wrote:
> This message has been posted elsewhere, but in an effort to reach every possible
> resource, I'll ask again. Is it possible to use an Atari 605 laser printer
> with an IBM compatible system?

The SLM605 has an ACSI interface which no clone knows about. Not even
the Falcon has an ACSI interface, but there is a third-party SW/HW
solution which can be used to drive a SLM605 from a Falcon. The same
should be possible for a PC, but I don't know of available solutions
for this application.
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2026. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 10:09:13 UTC
From: hjv@phil.ruu.nl
Message-ID: <2p2v09$qil@chico.staf.phil.ruu.nl>
Source record: 33259

Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>In article <2ojcu4$87@golem.wcc.govt.nz>, Roger Sheppard
>(sheppard_r@kosmos.wcc.govt.nz) wrote:

>>The other things are what type of DeskTop shell will I need, Please don't say
>>Gemini, I am fed up with half baked Translation of German programs, plus
>>I have never liked Gemini...

IMnot-soHO Gemini is absolutely the best desktop replacement for the ST.
Beats Neodesk in almost all respects (I _do_ like Neodesk window-features
(splitting, doubling)). Esp. the shell (Mupfel) is the best invention
since the computer :-).

>Gemini 1.21 has been available with english texts and english manuals.
>Unfortunately, the feedback wasn't worth the trouble to do all this again
>with the current version.

I personally don't care for docs, since Gemini is very straightforward IMO.
The only stuff that's not completely clear is the shell-script syntax. A
list of script-commands would have been *very* nice...
You don't happen to have such a list handy, do you? :-)

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

2027. some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 11:10:54 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <781@apdnews.idca.tds.philips.nl>
Source record: 33260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Note: this a benchmark... This might or might not have any relevance
to your actual application. Got this from a friend who tried it for me.

Wilko

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

TOS version 1.04 2.06 2.06 2.06
MiNT no no no no
Blitter disabled disabled disabled disabled
Video Mode ST High ST High ST High ST High
FPU no yes yes yes
PAK disabled enabled enabled enabled
Level 1 Cache n.a. enabled disabled enabled
Level 2 Cache n.a. disabled enabled enabled

GEM Dialog Box 286% 423% 411% 444%
VDI Text 876% 1514% 1775% 1985%
VDI Text Effects 743% 1280% 1424% 1766%
VDI Small Text 572% 1145% 1277% 1413%
VDI Graphics 362% 755% 869% 1046%
GEM Window 251% 378% 393% 442%
Integer Division 99% 576% 573% 581%
Float Math 100% 132% 2832% 2905%
RAM Access 99% 214% 393% 460%
ROM Access 99% 399% 399% 460%
Blitting 171% 411% 425% 536%
VDI Scroll 449% 586% 711% 771%
Justified Text 248% 455% 466% 545%
VDI Enquire 189% 207% 249% 268%

Average 324% 605% 871% 973%
Graphics 414% 715% 800% 921%
CPU 99% 330% 1049% 1101%

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /( (_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands
```

2028. Texture mapping code wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 11:19:30 UTC
From: andrew@minster.york.ac.uk
Message-ID: <766840770.38713@minster.york.ac.uk>
Source record: 33030

Hi, I've got a Falcon 4/170 and I've just bought the Atari Compendium.
I also have Motorola's DSP manual and I'm embarking on that long road
to programming the ultimate Falcon Game for shareware release.
Obviously I'd like it to go commercial but it is my first game!

I need any help but I'm particularly interested in any code (in C or
readable assembler.) for mapping bitmaps into 3D space (i.e. Doom
type stuff). DSP or 68030 assembler is okay.

Any help with PD disassemblers/assemblers/debuggers would also be
very nice as I currently can only list dissassembled code and
these can take a long time to read through.

--

Andrew Hague -- Research Student with an ambition to fulfill.
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk

2029. Storing Window locations on disk in Geiss' Package?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 14:43:43 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Apr20104344@brazil.WPI.EDU>
Source record: 33261

Hi,

I am using the Geiss' GEM package, and I would like to store the locations of the open windows in <modulename>.INF files, when the program gets exited. Then, when the program gets started again, it should automatically open the windows at the same locations in the same size.

I tried different ways of doing it. What I am currently doing is that the WINDOWS.C module saves the windows information (window->work and window->opened) in the <modulename>.INF file. Then when I start the program, a routine checks if there are any .INF entries for each module, puts the workspace coordinates into a newly created window structure and then openes the window using the open_<modulename>(icon) function for that module, if window->opened in the file was set to a value larger than one.

The problem is, that the snap_window function does not seem to like that method. It makes the windows smaller than they should be, i.e. I think it makes the window _with_ name-bar, info-bar and menu-bar the same size that the work area (whithout all that) was. Maybe I need another kind of window->snap function?

Can anyone help?

Thanks,

Bert :)

2030. Re: How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 15:47:48 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2p3ir4$t9t@ina.zfn.uni-bremen.de>
Source record: 33262

Ian Brown# (g051@cpcw4.uea.ac.uk) wrote:
>>They have some example code to play the samples *out* through the sound chip.
:> >The code is working, but it's a mystery to me how it works.
:> >What it seems to be doing is using the sample data value to index into a
:> >table of amplitudes to be sent to the sound chip. Ok I understand that.
:> >What I don't understand, is that the initialization code turns the sound
:> >channels *off* by setting reg 7 to 0x00111111.
:> >Then to play the sample data, only regs 8-9-10 are being loaded with
:> >amplitude data. Don't the channels have to 'enabled' with a 0 value in
:> >one or more of bit positions 0-5 ? .. Apparently not.
:> >Does anyone 'here' know how this works?

Have you ever heard of "volume-only mode"? The old Commodore computers had this
too. When all channels are switched off, the volume register controls
the speaker membran directly. So it works an an D/A.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2031. Re: Maxtor 7345S

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 15:52:41 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2p3j49$t9t@ina.zfn.uni-bremen.de>
Source record: 33263

Michael Smith (mhsmith@ornews.intel.com) wrote:

:> Hi,
:> I'm considering the purchase of a Maxtor 7345S for use on my Mega STe
:> with the built-in Atari host adapter.
:> I have a choice of either Atari HDX, or possibly ICD's newest
:> utilities to prepare the drive and mount the hard disk driver.
:> Question: I haven't actually used ICD's software on an Atari host,
:> will this work successfully and will all features of the software be
:> available?
:> Second question: will the Maxtor hard disk be recognized by either
:> hard disk software, or will I have to manually enter the specs of the
:> drive in the drive table?
:> Thanks for any replies, this will save me quite a bit of money if I
:> were to purchase the drive and find it doesn't work!

There is some trouble with the new Maxtor drives and Mega STE controllers.
Even earlier Maxtor drives didn't work with all ST's but Mega ST/E's.

But the new 7xxx series have even trouble with Mega STEs.

In most cases, you must remove the terminators from the disk.

AHDI will work OK, also does Hushi/SCSITOOL.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2032. Spectre 3.0/AJAX/HD Drive (HELP)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 16:58:04 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <CoKHss.LLt@watserv2.uwaterloo.ca>
Source record: 33264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just got my TT upgrade to TOS 3.06 and had an AJAX and HD drive installed
It works fine except with SPectre 3.0 - it won't read or write or format
mac disks - everything gives an initialization error (all disk are Low Density).
It this normal? I assume 3.1 will allow R/W/Fmt of all mac high and low density
formats? I know that the AJAX chip didn't exist when 3.0 was released so
this may be the problem?

Thanks for any help,
Sam
sasmesba@kingcong.uwaterloo.ca

2033. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-20 20:59:36 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <CoKszD.4y1@dutiws.twi.tudelft.nl>
Source record: 33265

And I would like to announce that Lynx, the curses based WWW browser is working right now on my atari. Right now I only have a 68020 only binary, I'll make a 68000 binary when I have experimented some more (I want to add term support).

The ingredients for those who would like to compile it themselves:

- gcc (I use a cross-gcc)
- MiNTLibs (mine are at pl44)
- MiNT-Net (version 0.30)
- ncurses (might not be strictly needed, but is if you not only want inverse-video but also bold and underline). This one needs to "ported" to the ST. I'll make patches relative to ncurses 1.8.5 available. Note that ncurses doesn't use the termcap database, it uses terminfo. I'll have to see if I can dig up an st52 terminfo entry.
- the Lynx source code (mine is beta version 2.3)
- (when term support works:) term for the atari (I use Kay Roemer's term 1.0.8)

As you can see, this is not for the faint of heart... :-)

I'll put the binary and my diffs for everything up for ftp on ftp://ftp.twi.tudelft.nl/pub/atari/
You can mail me if you have problems getting everything installed properly.

I do hope the people who want to do a GEM WWW browser take a look at this, it could save them a lot of work...

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

2034. Re: Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 01:09:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.da5d8n8gflw@semprini.waterloo-rdp.on.ca>
Source record: 33266

In <Co9Aw9.8wt@teleride.on.ca>, Stephen M. Webb writes:
> In article <2odkdg$3br@herald.indirect.com>,
> Laurence Canter <nike@indirect.com> wrote:
> >Green Card Lottery 1994 May Be The Last One!
> >THE DEADLINE HAS BEEN ANNOUNCED.
> >
> >The Green Card Lottery is a completely legal program giving away a
> >certain annual allotment of Green Cards to persons born in certain
> >countries....
>
>
> Uhhh, does being `completely legal' imply that it doesn't use line-a
> calls? It should run on a falcon, then, or with a third-party video card,
> right?

But it doesn't run on my ST! I use a monochrome monitor and I get a
sort of "grey card"!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2035. STe's extra joystick ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 06:11:50 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <F344kc1w165w@charon.engga.uwo.ca>
Source record: 33267

Someone must have the pinout for the 15-pin (extra) joystick ports on the Atari 1040STe. I need to know what these pins do, and what addressed to access in the memory map in order to access the ports.
Thanks for any information on this topic.

Please reply here. -Jerry-

2036. Upgrading MEGA ST1 to >=4M

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 06:22:13 UTC
From: tlw@medphys.ucl.ac.uk
Message-ID: <1994Apr21.062213.22270@ucl.ac.uk>
Source record: 33268

This is probably now an FAQ... It is some years since I used Atari machines and a colleague of mine has just asked me about upgrading a Mega ST1 bought in 1991 to 4Megs or more. I remember that in the old ST2 machine I originally had it was a simple matter of adding the extra memory into the empty space in the PCB to give me 4 Megs. Was this the case for the ST1s ? if not what is involved ? or is it really better to let a company do it ?

Please email any responses to me because I don't usually read this list.

Thanks in advance

Tim Whitlock

2037. FSP (WAS: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 09:51:19 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2p5ian$47f@aiscube.AIS-Dortmund.DE>
Source record: 33269

Hello "MiNT-netters"

Obviously, there has been some porting of Net-Software, now as MiNT-Net
becomes more and more popular.
For those, who are interested, i've compiled the fspclient source with no bigger
problems.
FSP is an "UDP-based FTP", and is a lot like his TCP-based brother.
There are a couple of sites, which support FSP (i.e. ftp.germany.eu.net,
src.doc.ic.ac.uk, tu-clausthal, wuarchive and a lot more). I already
transferred a lot of files via SLIP using this tool and it worked fine.
Because i think that FSP is a better solutiuon than TFTP for now, i will
upload the stuff tonight. Probably to ftp.germany.eu.net and/or
src.doc.ic.ac.uk (using FSP of course :-)).
Perhaps there is somenoe, who can send it to a.a.u.e !?

I'm also working on a fspd. As soon as i have a stable (rigth word ?) version,
i'll let you know and send it to the Net.

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

2038. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 11:59:15 UTC
From: reschke@uni-muenster.de
Message-ID: <2p5pqj$14c8@obelix.uni-muenster.de>
Source record: 33270

```
In article qil@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> Julian_Reschke@ms.maus.de (Julian Reschke) writes:
>
> >Gemini 1.21 has been available with english texts and english manuals.
> >Unfortunately, the feedback wasn't worth the trouble to do all this again
> >with the current version.
>
> I personally don't care for docs, since Gemini is very straightforward IMO.
> The only stuff that's not completely clear is the shell-script syntax. A
> list of script-commands would have been *very* nice...
> You don't happen to have such a list handy, do you? :-)
>

The next release will have a preliminary manual page for the Mupfel. Until then
you could just use a bourne shell manual page :-)

---
-------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
-------------------------------------------------
```

2039. Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 12:36:05 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Apr21.123605.5970@vax.sbu.ac.uk>
Source record: 33271

Simple question - is there a hardware reg or system variable I can hack
to turn of the ST keyclick?

Del

2040. SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 13:10:17 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.766933817@Penryn>
Source record: 33272

Can anyone help me with a problem with my SM124?

Normally the monitor works fine, but if there is only a little bit of white on the screen (ie predominantly black), what white is there fades.

So, if I have a white letter G in the middle of a black screen, the G fades after about a second until it virtually dissapears.

Is this an easy to fix/common problem?

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2041. SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 13:16:55 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2p5uc7$mfl@Tut.MsState.Edu>
Source record: 33273

Does anyone have info an the layout for SIMMs? 1M and 256K, 8 and 9 bits, 3,8, and 9 chip versions. Pin-outs would also help.

Also looking for info on the interface betweem CPU and SIMM, specfically for 1040STe. How is the memory actually mapped, how is the size determined, why STe can't have 2.5M, and why the 4m limit since the 68000 can access 16M directly? What is the slowest SIMM a STe can use without slowing down the processor.

ANY info is helpful, schematics, timing diagrams, or where to find this info is what i really need.

thanks in advance,

Thomas

2042. Re: SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 14:40:29 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CoM63H.JD6@cs.vu.nl>
Source record: 33274

ted2@Isis.MsState.Edu (Thomas E. Dodd) writes:

> Does anyone have info an the layout for SIMMs? 1M and 256K, 8 and 9
> bits, 3,8, and 9 chip versions. Pin-outs would also help.

> Also looking for info on the interface betweem CPU and SIMM,
>specfically for 1040STe. How is the memory actually mapped, how is
>the size determined, why STe can't have 2.5M, and why the 4m limit
>since the 68000 can access 16M directly? What is the slowest SIMM
>a STe can use without slowing down the processor.

> ANY info is helpful, schematics, timing diagrams, or
>where to find this info is what i really need.

I would like to know this too. If you respond by email, please mail it to
me too.

> thanks in advance,

Dito.

> Thomas

Ivo.

2043. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 15:24:13 UTC
From: avg@cwi.nl
Message-ID: <CoM84E.GHs@cwi.nl>
Source record: 33275

reschke@uni-muenster.de (Julian Reschke) writes:

>The next release will have a preliminary manual page for the Mupfel. Until then
>you could just use a bourne shell manual page :-)

The nice thing about Mupfel is everything seems to work even on a single
tasking OS, while it gives me a headache thinking of how this even *could*
be done.

zoo a archive `ls -r` :-)

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam ZO
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2044. Storing stuff in .RSC files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 16:36:06 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CoMBG7.7Cw@bbc.co.uk>
Source record: 33276

Is it possible to store other stuff (e.g. keyboard shortcuts) in a
resource file? The only way I can think of doing it is to use strings that
can be read on start up. It all seems a bit messy, really.

-David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2045. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 17:14:49 UTC
From: davidb@sterbbs.nl
Message-ID: <13001DNLLGCTIGNDRDH@sterbbs.nl>
Source record: 33277

hj>>>The other things are what type of DeskTop shell will I need,
hj>Please don't say
hj>>>Gemini, I am fed up with half baked Translation of German
hj>programs, plus >>I have never liked Gemini...

Gemini 1.99 has not only the rsc-file that is translated into english,
but also a msg-file. It most certainly -not- a half baked translation,
it is a compleet, consistend translation.
I have made a hobby of trying desktops. Apart from neodesk, i have
tried them all, and Gemini is best, and shareware.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2046. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 17:14:50 UTC
From: davidb@sterbbs.nl
Message-ID: <13002EBCYHLSEOPGFJS@sterbbs.nl>
Source record: 33278

wa>>But, as you said in email, it looks like hellish amounts of work.
wa>Immensely.
wa>Now all we need is people willing to do the work.

I have no contibution to make, other than to provide encouragement:
encourage, encourage: we want Mosaic for Atari.

-davidb@sterbbs.nl

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2047. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 17:43:08 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Apr21134308@brazil.WPI.EDU>
Source record: 33279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A question about your report on the following:

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

Is this a new PAK thing? I've heard about the PAK before, but now I've been outside of Germany for about two years, and I don't know about current developments.

I guess my question is, are there any affordable <$300 (<$500 DM) '020 or '030 accelerator boars for the Mega ST's?

Thanks for your help,

Bert :)

2048. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 18:01:06 UTC
From: erlingh@idt.unit.no
Message-ID: <2p6f12$pap@ugle.unit.no>
Source record: 33280

In article <2nqujh$a2f@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
|> lodge@ukfca1.sinet.slb.com (Mathew Lodge) writes:
|>
|> >Right -- NCSA provides the source for a HTML widget (i.e. X windows widget).
|> >It shouldn't be very hard to port that to the ST and add a wrapper for
|> >loading HTML etc.
|>
|> I can do that part. I've got no experience with MintNET, etc. though.
|>
|> (The HTML widget should derive fairly easily from the GEMcanvas class of GEM++)
|>

While we're at it.
How difficult do you think it would be for you to write a wrapper that translates
X windows primitives to Gem AES/VDI primitives (with the help of your C++ library).
Maybe an X-server on top of Gem is the way to go instead, similar in principle to
the X-servers running on top of OS/2 and Windows. This way mosaic (and LOTS of
other applications) would suddenly be available for us...

I'm currently working on the X-libraries+apps - which seems to be very straight-
forward with the help from the mintnet socket library. Only a few files won't compile,
because the lack of TCP support in the current version of mintnet. If only I had those
tcp header files...

In fact - the biggest trouble was to get a stable imake running, which included
hunting down a cpp that didn't add all sorts of extras to its output. (For the
curious mind - I ended up with a recompiled cpp from good ol' gcc-1.33, this worked.)

Now I have compiled 95% or so of all the files in the various libraries, some
libraries are complete. I thought about making a black/white X-server based on
the sun-one. My hope is that I can use the same hacks as used in the mgr window-
manager to get this one up.
However, it would be VERY MUCH NICER to have an X-server just running on top of
gem, so that eg. cut/paste between gem/X windows is possible...
This would also slow things down quite a bit I presume, so a standalone b/wh version
not using AES will also have a right to live.

Well, something to think about ?

BTW, this is X11R5.

Erling
(And yes, Tomorrow Friday I promise I will send you the scsi debug version of
you-know-what)

--
_______ _____ o ____ Erling Henanger

```
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

2049. SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 19:39:50 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.18.0013AA84@hermes.cam.ac.uk>
Source record: 33287

In article <CoM63H.JD6@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van
Poorten) writes:>Subject: Re: SIMMS
>ted2@Isis.MsState.Edu (Thomas E. Dodd) writes:

>> Does anyone have info an the layout for SIMMs? 1M and 256K, 8 and 9
>> bits, 3,8, and 9 chip versions. Pin-outs would also help.

>> Also looking for info on the interface betweem CPU and SIMM,
>>specfically for 1040STe. How is the memory actually mapped, how is
>>the size determined, why STe can't have 2.5M, and why the 4m limit
>>since the 68000 can access 16M directly? What is the slowest SIMM
>>a STe can use without slowing down the processor.

>> ANY info is helpful, schematics, timing diagrams, or
>>where to find this info is what i really need.

>I would like to know this too. If you respond by email, please mail it to
>me too.

Me too! Especially: Pin outs (are these standard anyway between 3 chip & 8/9
chip simms?) Timing (do you have to make sure you test for timing and don't
run them to fast, or is there a decent data transfer protocol where they let
you know when the data you requested is ready?) Refresh (they're DRAM so I
assume you have to do it, but HOW? Never got this.)

As far as memory sizing goes, this is how the STe memory size routine works:
(TOS 1.62)
Set memory controller nibble to 2Mb/2Mb bank sizes
Write some data from $08 to $108 ish (random choice by
atari programmers)
and $200008 to $200108 ish (the
start of each bank)
Make sure the data is still there (if so, something is in
that bank)
Test to see if same data appears at $[0/2]80008 = 512K bank
" " " $[1/3]00008 = 1M bank
Otherwise 2Mb bank.
From this knowledge (how much memory installed in each of
banks 1 & 2) calculate proper controller nibble
(All the controller does is make sure bank 2 appears at
the 'right' address)

Calculate phystop from this.

This is where they got it wrong:

Throw this value of phystop away.
Recalculate it incorrectly and write the system vector
accordingly.

The problem is TOS ends up thinking you have 4Mb if you try putting 2.5Mb in.
To get 2.5Mb in a STe therefore, on a HARD boot, you need to put $280000
into _phystop and call the reboot vector ($e00030 on my TOS - stored at
address $4) ('cos the OS takes _phystop, uses it, twists it, and generally
copies it around the place at soft boot time, but only recalculates _phytop
itself after a hard boot)

There are certain caveats if you're using other programs/accessories which
mess around with _phystop at boot time.

I have a smart AUTO folder prog to do this which I'll upload tomorrow or
saturday.

Btw: (undocumented stuff I think) On soft boot TOS 1.62 checks $5AA and if
it is/isn't set will call the hard boot routine anyway. (If this is
at all relavent to you you can check the exact details on your
machine - its right at the start of the ROM in with the other
reset vector/memory vector checks.

See ya.
John

2050. Re: MODs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 20:13:05 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2p6moh$1m1@percy.cs.bham.ac.uk>
Source record: 33281

Hiya!

Sorry, I've never heard of .699 format modules. What produces them... An Amiga MOD editor or what? I'd be very interested in having the format of the files if anyone has them...

Best place to ask for such things is alt.binaries.sounds.mods... You never know!

Seeya,

David

--
/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ ___ Graham Harrison : u2e32@keele.ac.uk

2051. Re: Z85c30 SCC USART

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 21:41:30 UTC
From: rob@pe1chl.ampr.org
Message-ID: <1994Apr21.214130.510@pe1chl.ampr.org>
Source record: 33282

In <2one3h$erv@mother.usf.edu> millert@ug.ec.usf.edu. (Timothy Miller) writes:

>The next thing I did was to reset the chip with one change to the values
>being programmed into it. I set the chip to the x1 mode, instead of the x16
>mode. I soon discovered that, using the formula for calculating the baudrate
>countdown values, the 8.whatever mhz signal does not allow me to hit any of
>the standard baud rates dead on. So when I set the closest value and tried to
>use the modem, it was apparent that the data rate was very wrong. Some times,
>I would get a rate that the modem would 'sort of' recognize, but when
>information came back from the modem at full tilt (I asked it 'at&v'), most of
>it came in garbled. Calculations also showed that the baudrates I was setting
>the chip to were only a few percent off, which is perfectly acceptable for
>async, and even 19200 and 9600 when the chip is in x16 mode are slightly off.
>This tells me that either x1 mode doesn't work, or that the PCLK rate that
>Atari says is being given to the chip is REALLY different.

>Next, I'll be trying to use the RTxC signal being piped into the BR generator
>and see how that works. I want to avoid the TRxC signal since it can only be
>divided by 1, 16, 32, and 64. Ick.
>
>Later......
>
>OK... Just a minute a go, I made a few minor changes to my testing program.
>Instead of the PCLK, I connected the 3.672mhz RTxC clock in x16 mode to the
>baudrate generator. I was able to get baud rates with decent accuracy at up
>to 57600.

>But then I put the chip in x1 mode and bye bye it went again.

I'm sorry to tell you, but it is *not possible* to use the x1 mode when
operating in async mode with the internal baudrate generator.
Use of x1 mode requires an external clock which is synchronous with the
data. In async mode you must use x16 mode.

Rob
--

| Rob Janssen | AMPRnet: rob@pe1chl.ampr.org |
| e-mail: pe1chl@rabo.nl | AX.25 BBS: PE1CHL@PI8UTR.#UTR.NLD.EU |

2052. Re: MODs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 21:49:51 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.19.0015D55B@hermes.cam.ac.uk>
Source record: 33288

In article <2p6moh$1m1@percy.cs.bham.ac.uk> D.Oakley-SE1@cs.bham.ac.uk (David Oakley) writes:
>Sorry, I've never heard of .699 format modules. What produces them... An Amiga
>MOD editor or what? I'd be very interested in having the format of the files
>if anyone has them...

It's an IBM mod format I think. If I can get hold a actual .699 file, I know someone who has experience of just about all mod formats who'd love to have a bash at decoding them.

John

2053. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 22:30:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CoMrv5.53C@cix.compulink.co.uk>
Source record: 33283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I guess my question is, are there any affordable <$300 (<$500 DM) '020 or
>'030 accelerator boars for the Mega ST's?

Or MSTEs?

Thanks

Roland.

@CiX

2054. Re: FALCON 030 DSP D/A convert

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-21 23:05:34 UTC
From: rob@pe1chl.ampr.org
Message-ID: <1994Apr21.230534.1317@pe1chl.ampr.org>
Source record: 33284

In <199404152158.a6587@pb2.maus.de> Hendrik_Mylius@pb2.maus.de (Hendrik Mylius) writes:

>In article <A9125@AC2>, cgra@se.bel.alcbel.be (Chris
>Gray (cgra@se.alcbel.be)) typed:

>Hello!

>CGC>The official Atari toolkit includes DSP assembler and debugger. It
>CGC>costs about 150 DM plus your a nondisclosure agreement, and you get it
>CGC>a guy called Kilwinger at Atari in Vianen, NL. Warning: this is about as
> ^^^^^^^^^

>Well he's history. Effective with the beginning of April, he left Atari to
>join Vopiss (major German computer chain for all sorts of Intel and Windoze
>sh*t).

I thought this was usually referred to as Vomit

Rob
--

| Rob Janssen | AMPRnet: rob@pe1chl.ampr.org |
| e-mail: pe1chl@rabo.nl | AX.25 BBS: PE1CHL@PI8UTR.#UTR.NLD.EU |

2055. Re: Problem changing screen address in VBL interrupt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 00:44:15 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2p76kv$oav@acme.gatech.edu>
Source record: 33285

In article <1994Apr19.151709.1@gst-soft.demon.co.uk>
cwood@gst-soft.demon.co.uk (Chris Wood) writes:

> According to the XBIOS source we have here it definately
> waits for a sync after setting the new address, or at least
> looks like it does.

I replied to Chris asking him what source he was using. It was from
Internals so I checked my copy. It turns out we are both right and
wrong! These are the first few lines of disassembly from Internals:

```
tst.l 4(A7) ; New logical screen test
bmi 57AC
move.l 4(A7), $44E(A5)
57AC:
tst.l 8(A7) ; New physical screen test
bmi 57C2
move.b 9(A7), $FFFF8201
move.b 10(A7), $FFFF8203
57C2:
tst.l 12(A7) ; New resolution test
bmi 57EC
move.b 13(A7), $FFFF8260
bsr 5544 ; Wait for vertical blank
.
.
.
57EC:
rts
```

So it does wait for a vertical blank but only if the new rez is not
-1! Any intersted hackers can disassemble this routine in different
versions of TOS to see if this bug was ever fixed.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2056. Need Help Porting From X-Windows to Atari gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 01:37:41 UTC
From: scotty@verdix.com
Message-ID: <scotty.766978661@sarge>
Source record: 33286

Hi.

I'm attempting to port a program that compiles and runs fine under X Windows on Sun 4 to the Falcon, using GCC. The code that's breaking has been compiled and run under GCC on the Sun without problems. I'm hoping that someone who's done similar work will recognize the sort of problem I'm having and point me in the right direction.

The program converts various image types to X Windows images and displays them. I have it working to the point where it will read in a GIF format file, and begin to parse the image data from the *.gif file. What happens is, regardless of the image file, it gets an "end of data" marker from the file before the image is completely loaded, and the program exits.

I've tried using it to read several different GIF images, and in each file it exits at a different early point. I've been trying to use GDB to catch the fault, but it runs so slowly when checking a conditional breakpoint on my machine, that I can barely try it twice in an evening!

The GIF images I'm parsing are known to be good, and display just fine with True Paint. I'd like to let this program build the X-Window's image, and then do a last-minute conversion to display it in the Falcon's 256 color mode. I've even compared the variable sizes and the sizes for char, short, int, and long (1, 2, 4, and 4 bytes, respectively), and they match on both systems. I just can't figure out what would make data read from a file with the same function calls (fopen, fread) appear different!

Thanks for any ideas, debugging suggestions, or encouragement...

Scott

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their views.

Scott R. Chilcote
scotty@verdix.com - or -
scottc@dsrnet.com

2057. Re: SIMMS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 06:12:40 UTC
From: Marco_Fris
Message-ID: <bb4e9400@p11.f202.n281.z2.fidonet>
Source record: 32992

In a message of <Thu 21 Apr 94 15:16>, Thomas E. Dodd (2:281/202.0) writes:

TE> Also looking for info on the interface betweem CPU and SIMM,
TE> specfically for 1040STe. How is the memory actually mapped, how is
TE> the size determined, why STe can't have 2.5M, and why the 4m limit
TE> since the 68000 can access 16M directly?

Atari, in it's wisdom, decided not to wire the highest two address lines on the PCB. It's a variant of the classic Bill Gates' adagium: "640 kb should be enough for any application", and IMHO just plain stupid. There are schemes that allow more memory, but they involve heavy soldering, and probably even PCB modification.

- Marco -

---
* Origin: Find an idea and kill it ! (2:281/202.11)

2058. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 06:39:28 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2p7rf0$qsb@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 33289

In <2p6f12$pap@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

>[...]
>I'm currently working on the X-libraries+apps - which seems to be very straight-
>forward with the help from the mintnet socket library. Only a few files won't compile,
>because the lack of TCP support in the current version of mintnet. If only I had those
>tcp header files...

Your work sounds great! But what headerfiles do you mean, the tcp_* ones
in /usr/include/netinet/ ?

If you just want to see if they compile, I will include them in the next
MintNet release. The bigger problem is the TCP code in the device driver :)
I'm working on it, and I suppose there will be a first version of MintNet
including a working TCP available for testing in a few weeks.

A few weeks ago I have made an intermediate version 0.31 including IP
fragmentation and some bug fixes. I'm not going to release this version
to the public, because it contains unfinished code. However, if you are
are having trouble with 0.30 / want to help me test the thing / just keen
on getting a new version, please mail me.

>Now I have compiled 95% or so of all the files in the various libraries, some
>libraries are complete. I thought about making a black/white X-server based on
>the sun-one. My hope is that I can use the same hacks as used in the mgr window-
>manager to get this one up.
>However, it would be VERY MUCH NICER to have an X-server just running on top of
>gem, so that eg. cut/paste between gem/X windows is possible...

Yeah, this would be nice... :)

>This would also slow things down quite a bit I presume, so a standalone b/wh version
>not using AES will also have a right to live.

Of cource!

Kay Roemer,
roemer@rbi.informatik.uni-frankfurt.de

2059. Re: Need Help Porting From X-Windows to Atari gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 09:24:46 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr22112446@issan.informatik.uni-dortmund.de>
Source record: 33290

In article <scotty.766978661@sarge>, scotty@verdix.com (Scott R. Chilcote) writes:

|> Hi.

|> I'm attempting to port a program that compiles and runs fine under X Windows
|> on Sun 4 to the Falcon, using GCC. The code that's breaking has been compiled
|> and run under GCC on the Sun without problems. I'm hoping that someone who's
|> done similar work will recognize the sort of problem I'm having and point me
|> in the right direction.

[...]

|> The GIF images I'm parsing are known to be good, and display just fine with
|> True Paint. I'd like to let this program build the X-Window's image, and then
|> do a last-minute conversion to display it in the Falcon's 256 color mode.
|> I've even compared the variable sizes and the sizes for char, short, int,
|> and long (1, 2, 4, and 4 bytes, respectively), and they match on both
|> systems. I just can't figure out what would make data read from a file with
|> the same function calls (fopen, fread) appear different!

Are you using *binary* mode with fopen on the Atari? This is not
needed under Unix, but on the Atari the libraries do LF/CRLF
conversions by default.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2060. FSP (problems with src.doc.ic.ac.uk)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 09:53:08 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2p86q4$9cj@aiscube.AIS-Dortmund.DE>
Source record: 33141

Theo Janssen (tj@aiscube.AIS-dortmund.de) wrote:
: Hello "MiNT-netters"
[..]
: upload the stuff tonight. Probably to ftp.germany.eu.net and/or
: src.doc.ic.ac.uk (using FSP of course :-)).

Ooopps, no way to put it into "incoming" of src.doc.ic.ac.uk using FSP.
"no permissions" was the answer when i tried to send the stuff.
Perhaps i made a mistake. but on the other hand, there were no problems
with ftp.germany.eu.net
Any ideas ?

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

2061. Re: MODs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 10:06:13 UTC
From: steve-j@teleport.com
Message-ID: <2p87il$eoq@elaine.teleport.com>
Source record: 33142

In article <2p6moh$1m1@percy.cs.bham.ac.uk>,
David Oakley <D.Oakley-SE1@cs.bham.ac.uk> wrote:
>Hiya!
>
>Sorry, I've never heard of .699 format modules. What produces them... An Amiga
>MOD editor or what? I'd be very interested in having the format of the files
>if anyone has them...
>
>Best place to ask for such things is alt.binaries.sounds.mods... You never
>know!

.669 are some IBM format file. After doing an archie search, all I
found was a MOD-to-669 converter program for IBM clones (the docs
mention the Soundblaster, I think, but doesn't give any specs on the
file format). I've asked TWICE now in the alt.binaries.sounds
newsgroups, but nobody has any answers (I just get Email replies
from people saying they'd ALSO like to know about them). From
looking at .669 files through a sector editor, they seem quite
similar, header-wise, to MOD files.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2062. VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 10:10:54 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr22.101054.19533@beaver.cs.washington.edu>
Source record: 33143

Is there any way to get the AES handle of another running program when all you know is its VDI handle? How about getting the VDI handle by just knowing its AES handle?

For example, if I wanted to send a message to a program to re-draw its windows, and didn't want to send it to all the running programs, I could search for its AES handle by knowing the file name (e.g. NEODESK).
Don't ask why, but I also need to know the handle of its VDI screen workstation.
To repeat:
So is there any way to get the VDI handle, knowing the AES handle?
Or, if I just know the VDI handle, how can I get the AES handle?

Thanks!

2063. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 10:56:32 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <ConqE9.GBn@bbc.co.uk>
Source record: 33144

Ben Bell (tintin@spuddy.uucp) wrote:

: Hi,

: Could someone out there mail me some info (or tell me where to
: find some on a.a.) about the drag and drop protocol and the
: Atari Style Guide?

: Thanks.

Me too! :-)
Is there docs in the public domain on all Atari protocols (clipboard,
Xacc, etc) that I can FTP?

-David White.
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2064. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 11:15:39 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2p8bkr$1mvr@info2.rus.uni-stuttgart.de>
Source record: 33145

In <1994Apr22.101054.19533@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu writes:

> Is there any way to get the AES handle of another running program when all
> you know is its VDI handle? How about getting the VDI handle by just knowing
I don't know.
> its AES handle?
One program can have a lot of VDI handles
>
> For example, if I wanted to send a message to a program to re-draw its
> windows, and didn't want to send it to all the running programs, I could
> search for its AES handle by knowing the file name (e.g. NEODESK).
> Don't ask why, but I also need to know the handle of its VDI screen
> workstation.
You can force a redraw by any program if you call a
FormDraw (close, areaToBeRedrawn)
Or whatever it is in your programming language

> To repeat:
> So is there any way to get the VDI handle, knowing the AES handle?
No.
> Or, if I just know the VDI handle, how can I get the AES handle?
It isn't necessary for your problem.
>
> Thanks!
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2065. Re: Junior Office, Fax..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 11:50:48 UTC
From: fpf@wmwap1.uni-wuppertal.de
Message-ID: <2p8dmo$61k@wmwap1.math.Uni-Wuppertal.DE>
Source record: 33146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: I need some help with Junior Office a Fax program

: Does it work with NVDI..??
Yes, it does (on Atari TT with NVDI 2.01).

: Also will it run from another drive than C:
Yes, but you have to set the paths right. To do this, press CTRL (or was it SHIFT)
when you start the program. Then you have to find the right menu.

: Does it support a Supa modem...
I`m not sure, but I think it does.

Greetings, Peter <fpf@math.uni-wuppertal.de>

2066. AtariUser

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 13:12:51 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2p8igj$d02@charm.magnus.acs.ohio-state.edu>
Source record: 33166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know the current status of AtariUser?

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2067. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 14:47:10 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.94Apr22144710@hal.cerfacs.fr>
Source record: 33165

>>>>> Regarding Re: Mosaic/WWW ??; warwick@cs.uq.oz.au (Warwick Allison) adds:

WA> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>But, as you said in email, it looks like hellish amounts of work.
>Maybe we should just start implementing an HTML class from scratch...

WA> Now all we need is people willing to do the work.

It looks like it'll be some work in order to get a GEM version of
Mosaic or WWW.

Still, TCP-IP software exists for the ST! GNU emacs 18.5x runs on the
ST (with or without MinT). I do not know how well this emacs
interfaces with the TCP-IP stuff.

Now, I just installed W3 (version 2.1.14), the emacs lisp WWW client,
on my Sun and it should port as easily as other emacs packages.

Somebody should try it on their Atari that has emacs and connectivity!

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

2068. Re: MODs, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 15:09:39 UTC
From: incp@sun.rz.tu-clausthal.de
Message-ID: <1994Apr22.150939.13574@solaris.rz.tu-clausthal.de>
Source record: 33169

David Oakley (D.Oakley-SE1@cs.bham.ac.uk) wrote:
: Hiya!

: Sorry, I've never heard of .699 format modules. What produces them... An Amiga
: MOD editor or what? I'd be very interested in having the format of the files
: if anyone has them...

: Best place to ask for such things is alt.binaries.sounds.mods... You never
: know!

: Seeya,

: David
As far as I know, .669 mods are created by a program on IBM-PC called 669.
They are eight voice mods.

Don't know where to get complete .669 specs, though.

bye,
Chris

2069. Re: Storing stuff in .RSC files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 15:17:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2p8ppg$hs5@percy.cs.bham.ac.uk>
Source record: 33147

dwhite@rd.eng.bbc.co.uk (David White) writes:
>
>Is it possible to store other stuff (e.g. keyboard shortcuts) in a
>resource file? The only way I can think of doing it is to use strings that
>can be read on start up. It all seems a bit messy, really.
>

Sure it's possible. If you wanted (I tried this once), you could
just leave the keyboard shortcut 'text' (ie "^C") at the end of each
menu string, and then when you get a keypress in your app, convert it
to a string of the same format, and then search your menu tree. Works
fine. You could also save your menu settings etc in your .RSC file (I
tried this once too, but in another app :-), by reading the .RSC file
in manually, stepping through the structures, copying the 'live'
ob_state words across, then re-saving the .RSC file I loaded in by
hand.

You have to watch two things:
1) You locate the RSC file correctly -- use shel_find(), that uses the
same algorithm that rsrc_load() uses.
2) The RSC file format changed subtly in recent AES versions, to allow
G_CICONs to be stored, and to break the 64K barrier.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2070. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 15:28:32 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2p8qf0$i1f@percy.cs.bham.ac.uk>
Source record: 33148

dwhite@rd.eng.bbc.co.uk (David White) writes:
>Ben Bell (tintin@spuddy.uucp) wrote:
>
>
>: Hi,
>
>: Could someone out there mail me some info (or tell me where to
>: find some on a.a.) about the drag and drop protocol and the
>: Atari Style Guide?
>
>Is there docs in the public domain on all Atari protocols (clipboard,
>Xacc, etc) that I can FTP?
>

D'n'D is only documented in the Compendium, but the Atari clipboard protocol is described in the documentation that comes with one of the clipboard CPX modules (the SDS one). Xacc is not an Atari protocol, but Gemview actually comes with Xacc documentation.

The Style Guide is included in the Compendium and also the Modern Atari System Software book from Hisoft. I believe one of the Atari DocSupport packages also covers the style guide.

(The Compendium is about 40 pounds, and is available from Hisoft in the UK)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2071. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 15:32:42 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2p8qmq$i4b@percy.cs.bham.ac.uk>
Source record: 33149

CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>You can force a redraw by any program if you call a
>FormDraw (close, areaToBeRedrawn)
>Or whatever it is in your programming language

Actually, it is form_dial(FMD_FINISH, 0, 0, 0, 0, x, y, w, h) which
posts redraw messages to all appropriate applications.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2072. Broken Transfer rate from ICD host

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 17:19:12 UTC
From: Joerg_Spilker@daolin.fido.de
Message-ID: <2db81657%fido.de@p42.f205.n6000.z242.fidonet.org>
Source record: 32998

Hi all,

i had some very strange problem. I'm running and ICD hostadapter with 3 drives connected (Fujitsi 2694SA (1GB) and 2x Quantum PDS 210). The normal transfer rate was about 1,1 MB/s for all drives.

Since two weeks i only get about 50K/s to 180K/s.

My question: Is my ICD broken or is there any hardware problem on my ST.

Greetings, Joerg

2073. Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 17:40:00 UTC
From: richard.hecker@canrem.com
Message-ID: <60.1712.4019.0N19B68B@canrem.com>
Source record: 33150

```
-> Could someone out there mail me some info (or tell me where to
-> find some on a.a.) about the drag and drop protocol and the
-> Atari Style Guide?

If you're just looking for an explaination, then basically the
drag-and-drop protocol works like this:

The user grabs a file from a window or the desktop and then drags it on
top of another application. The filename is passed on to the ARGV
command line (path and all) (located at BASEPAGE+128). If the
application is designed to look on the basepage for a filename, it will
pick up the filename from the command line and then load (or do whatever
actions are appropriate to) the filename found there.

CYOTFS!
...D.L.
...Underground
```

2074. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 17:49:49 UTC
From: osantiag@fiji.gesd
Message-ID: <2p92nt$7gq@cnn.MOTOWN.GE.COM>
Source record: 33151

Hi there. What is the PAK/3 accelerator. Did you build this your self? Is this an st accelerator? Can you get me specs and scematics on how to build this please. I have a 520 ste with 4 megs I can really use an accelerator even it could build one. I am a computer engineering student. Send me some info on this or I will let go of my ste and become a member of the Clone WORLD!

Orlando
osantiag@motown.ge.com

or st92nxqj@dunx1.ocs.drexel.edu

2075. STe's extra joystick ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 18:19:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2db82358@secom.ct.se>
Source record: 33152

```
JL> Someone must have the pinout for the 15-pin (extra) joystick ports on the
JL> Atari 1040STe. I need to know what these pins do, and what addressed to
JL> access in the memory map in order to access the ports.
JL> Thanks for any information on this topic.
JL>
JL> Please reply here. -Jerry-

Oki, here we go:

Pinout from the Falcon 030 manual:

5 * * * * * 1
10 * * * * * 6
15 * * * * * 11

1 Up 0 1 Up 1
2 Down 0 2 Down 1
3 Left 0 3 Left 1
4 Right 0 4 Right 1
5 Pad 0 Y 5 Pad 1 Y
6 Fire 0 / Lightpen 6 Fire 1
7 +5V 7 +5V
8 Not used 8 Not used
9 Ground 9 Ground
10 Fire 2 10 Fire 3
11 Up 2 11 Up 3
12 Down 2 12 Down 3
13 Left 2 13 Left 3
14 Right 2 14 Right 3
15 Pad 0 X 15 Pad 1 X

..and now how to address them, taken from the "Hardware Registers v6.0"

$ff9200 Read
Pause/F0 bit 3
F1 bit 2
F2 bit 1
Option/F3 bit 0

$ff9202 write
read mask - 0 = pin read

$ff9202 read
Controller 1 pin 4 bit 7
1 pin 3 bit 6
1 pin 2 bit 5
1 pin 1 bit 4
```

```
0 pin 4 bit 3
0 pin 3 bit 2
0 pin 2 bit 1
0 pin 1 bit 0
1 pin 14 bit 15
1 pin 13 bit 14
1 pin 12 bit 13
1 pin 11 bit 12
0 pin 14 bit 11
0 pin 13 bit 10
0 pin 12 bit 9
0 pin 11 bit 8

$ff9210 read
X Paddle 0 Postition bit 7 6 5 4 3 2 1 0
$ff9212 read
Y Paddle 0 Position bit 7 6 5 4 3 2 1 0
$ff9214 read
X Paddle 1 Position bit 7 6 5 4 3 2 1 0
$ff9216 read
Y Paddle 1 Position bit 7 6 5 4 3 2 1 0
$ff9220 read
Lightpen X-Position bit 9 8 7 6 5 4 3 2 1 0

Hope this helps .. ;)

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - 90:1102/112 +
+ SYNC -------- Opinions expressed are those of my employee! --------+
```

2076. Re: Help to use a PC DS/DD in a 520 ST (old) ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 18:29:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2p951g$ifi@mailer.fsu.edu>
Source record: 33153

Edwin Beard (winnie) (ebeard@araucaria) wrote:

> Does anybody knows if it's possible to connect (or fix) an PC DS/DD to use
> in a old 520 ST (tos 1.0), cause I have an old external SF 354 SS/DD; and
> I've tried to use an PC High Dens. DDrive, (but I think that works like
> DS/DD); and it doesn't works ... :(

There is a file on atari.archive.umich.edu called ibmfloppy.lzh (or something
similar) that has a bunch of information about connecting floppies to the
ST. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2077. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 18:30:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2p954j$ifi@mailer.fsu.edu>
Source record: 33154

HALL B J (cb170@city.ac.uk) wrote:
> Can anyone help me with a problem with my SM124?
>
> Normally the monitor works fine, but if there is only a little bit of white on
> the screen (ie predominantly black), what white is there fades.

> So, if I have a white letter G in the middle of a black screen, the G fades
> after about a second until it virtually dissapears.

> Is this an easy to fix/common problem?

It appears to be common. Two of my three SM124's do it as well. I think
it might be a sign of age, but I could be wrong (the newest one I have does
not do it, yet).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2078. Re: How does the sound chip play back samples?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 18:43:29 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <2p95sh$ld7@percy.cs.bham.ac.uk>
Source record: 33155

In article <2p3ir4$t9t@ina.zfn.uni-bremen.de>,
Mark-Oliver Wolter <g02o@zfn.uni-bremen.de> wrote:
>
>Have you ever heard of "volume-only mode"? The old Commodore computers had this
>too. When all channels are switched off, the volume register controls
>the speaker membran directly. So it works an an D/A.
>
>--

Hiya!

Coo, Is that how it works? I've been using ST replay routines for a while
but never realised that. The peculiar table of numbers is so that you add
3 channels worth of offset to get a decent resolution then?

[See posting ASTRAsoft StormTracker in atari.st, plug plug]

Byee,

David

--
/\ ASTRAsoft shareware for the Atari ST
/\ \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
/__\ \ David Oakley : dxo@cs.bham.ac.uk
_/_ ___ Graham Harrison : u2e32@keele.ac.uk

2079. -= Atari Portfolio HELP! =-

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 21:39:01 UTC
From: hacker@bu.edu
Message-ID: <2p9g5l$ctl@news.bu.edu>
Source record: 33156

hi guys, first of all, this is in the USA!!! :)

I'm looking for two storage cards for an Atari Portfolio,
and I mean AS SOON AS POSSIBLE!!!

I tried looking into every bookstore I could looking for
Atari magazines (in Boston) but with no success (so that
I could look up vendor addresses/phone #'s).

So I need either:

- for you to sell me 1 or 2 storage cards
- to tell me where in New York or boston
i could find atari equipment
- or some phone numbers of companies that
could provide me with these cards.

Thanks for your time atarians!!!

.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

2080. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-22 22:24:26 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Apr22.162426.1@fnalo.fnal.gov>
Source record: 33157

In article <2p954j$ifi@mailer.fsu.edu>,
boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> HALL B J (cb170@city.ac.uk) wrote:
>> Can anyone help me with a problem with my SM124?
>>
>> Normally the monitor works fine, but if there is only a little bit of white on
>> the screen (ie predominantly black), what white is there fades.
...
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

This is a common problem. When the screen is nearly dark, not enough current
is drawn to allow one of the voltage regulators to do its job, and the
power supply voltage drifts up a bit, changing biases and cutting down the
current even further. End of picture ! The solution is quite simple, just
add a bleeder resistor to ground, to draw a bit more current, and all's well.
I'll continue to dig down thru my archives, to see which supply that was.
The name B2 comes to mind, but that could be wrong. It's just a hundred volts
or so, so is relatively safe to mess with. As I recall, another recommended
fix was to add a Zener diode to the circuit; but the resistor is sufficient.

2081. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 00:40:08 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Apr23.004008.15531@beaver.cs.washington.edu>
Source record: 33158

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
: >You can force a redraw by any program if you call a
: >FormDraw (close, areaToBeRedrawn)
: >Or whatever it is in your programming language

: Actually, it is form_dial(FMD_FINISH, 0, 0, 0, 0, x, y, w, h) which
: posts redraw messages to all appropriate applications.

I know all this stuff! You didn't READ my message! I said I want to send a
redraw message only to ONE application, not everyone!
I can send a message to it to redraw via appl_write(), but I need to know its
AES handle.

What I REALLY need is a way to get a program's VDI handles be knowing its AES
handle....

Thanks anyway...

2082. Re: Junior Office, Fax..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 01:01:06 UTC
From: miff@asharak.apana.org.au
Message-ID: <Up-EDXLFIVD@asharak.apana.org.au>
Source record: 33188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2p02g8$b22@golem.wcc.govt.nz> Roger Sheppard. wrote :

>I need some help with Junior Office a Fax program
>that I dnloaded from tu-berlin..
>
>Does it work with NVDI..??

Yes. And MiNT

>Also will it run from another drive than C:

Yes.

>I could not get it to work on anothe drive came up with a STOP
>dialog box, with some thing about module...!!!!

Yes, read the installation instructions 8)

Run the program with the control key held down and select the program in
the fileselector.

Yes, it's a very bogus way of doing things, but hey, it seems to work.

>Does it support a Supa modem...

No idea - it works with my class-2 maestro modem.

>Is it any good...??

Seems to be.

>Thanks.....
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz

--
--
mike smith : silicon grease monkey | If you think it can't be done, |
miff@asharak.apana.org.au | it means you don't have enough |
miff@apanix.apana.org.au | money in your budget. |

2083. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 02:39:16 UTC
From: steveg@cseic.saic.com
Message-ID: <23264167@MVB.SAIC.COM>
Source record: 33159

In article <1994Apr22.162426.1@fnalo.fnal.gov> kreymer@fnalo.fnal.gov writes:

stuff deleted

>I'll continue to dig down thru my archives, to see which supply that was.
>The name B2 comes to mind, but that could be wrong. It's just a hundred volts
>or so, so is relatively safe to mess with. As I recall, another recommended
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Voltage has nothing to do with safety. Ever see Dave Small grab a hold of
is extremely high voltage Tesla coil? It's the *AMPS* or current that
will get you. So despite all the high-voltage warnings on monitors and
TVs, it's the stored charge that can unleash lethal current to watch out
for. Be sure to drain it off properly before proceeding.

--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

2084. GEM X-Server (was Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 08:54:37 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Apr23.085437.1645@news.unige.ch>
Source record: 33160

No useful contribution to make - but I would be VERY interested
in an X-server on my TT! Try it, Erling!
Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

2085. DTA Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 08:57:12 UTC
From: Mojo <mo@sna.co.umist.ac.uk>
Message-ID: <1994Apr23.085712.18505@nessie.mcc.ac.uk>
Source record: 33161

Is the DTA a shared resource, or does each process has its own DTA?

The Atari Compendium
states that DTA is initially set to the same area of the command-line
which implies that
the DTA is local. My other docs imply that it is shared as their listings
restore the
DTA address when the process has finished with it.

Thanks in advance,

Jakes

2086. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 09:52:00 UTC
From: olov.johansson@p4.stacken.ct.se
Message-ID: <2db90070@p4.stacken.ct.se>
Source record: 33162

> hack to turn of the ST keyclick?

Sure...

Adress lenght name

2087. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 11:00:50 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Apr23.110050.26788@eeyore.earth.ox.ac.uk>
Source record: 33163

In article <RALPH.94Apr22144710@hal.cerfacs.fr>,
Ralph Sobek <ralph@cerfacs.fr> wrote:
>>>>>> Regarding Re: Mosaic/WWW ??; warwick@cs.uq.oz.au (Warwick Allison) adds:
>
>WA> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>
>>But, as you said in email, it looks like hellish amounts of work.
>>Maybe we should just start implementing an HTML class from scratch...
>
>WA> Now all we need is people willing to do the work.
>
>It looks like it'll be some work in order to get a GEM version of
>Mosaic or WWW.

It merely needs two things:-

(1) A standard networking API (ie MiNTnet when it's more fully implemented)
(2) The windowing/display interface being written.

The rest can be taken from the core Mosaic/WWW sources.

>Still, TCP-IP software exists for the ST! GNU emacs 18.5x runs on the
>ST (with or without MinT). I do not know how well this emacs
>interfaces with the TCP-IP stuff.

Now.. what the heck has Emacs got to do with networking? Emacs is an editor
which uses a type of lisp as a macro language, that's all. The networking
layer is far lower.

>Now, I just installed W3 (version 2.1.14), the emacs lisp WWW client,
>on my Sun and it should port as easily as other emacs packages.

Assuming the version of Emacs has been built to include the code which sits
atop the networking API.

>Somebody should try it on their Atari that has emacs and connectivity!

Erm... the Atari version of Emacs hasn't been built with the code to do this
as you need the networking libraries to exist to do so.

>--
>Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
>Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
>ralph@cerfacs.fr If all else fails, try:
>Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
>FAX: (+33) 61-19-30-00
>==

>Got a Sun IPC lap clone w/1.05 GB! Got a Mega 4STfm with TOS 2.06, floptical!

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2088. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 11:32:06 UTC
From: cs90ijr@brunel.ac.uk
Message-ID: <CopMpJ.F06@brunel.ac.uk>
Source record: 33164

fountad@vax.sbu.ac.uk wrote:
: Simple question - is there a hardware reg or system variable I can hack
: to turn of the ST keyclick?

: Del

A bit in the _conterm system variable, I think. It's documented in Internals.

.Ian.

2089. Problems installing MINT and MINIX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:07:45 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Apr23.140745.23325@midway.uchicago.edu>
Source record: 33167

Hi!
Yesterday I made an attempt at installing MINT and MINIX on my
Mega 4, and while MINT and several of the utilities that come in the
distribution package work well, I don't seem to be able access any of
the features that make MINIX better than the TOS file system. In other
words, file names get truncated to eight characters, and the shells
don't seem to see any difference between upper- and lowercase. All
this in spite of the fact that I chose the MINIX and not the TOS
filesystem option in SETUP.PRG, and that bootup sequence shows the
MINIX driver starting up. Also, I am able to acccess the partition even
when MINT is not running, which seems to indicate that what is there
is a garden variety TOS partition and not the MINIX one I meant to
install. Obviously, I must be doing something wrong, but I can't
figure out what. I have done the whole installation twice, scrupulously
following all the instructions that come with the distribution, with
no luck at all. Maybe there is some environment variable that I am
unaware of that has to be set before I can access the UNIX-like
features of MINIX? Could there be some incompatibility with the ICD
AdSpeed accelerator board that I am using. Also, I am using the ICD
controller and software to drive my hard disk, and the documentation
said something about MINIX and ICD software not getting along well,
but the desciption of the potential problems sounded more like the
whole partition would be trashed, rather than behaving like a TOS
partition. Does anyone have any ideas, hints, etc., to help me out?
Thanks in advance.

Gustavo

2090. Re: Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:35:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.TN5wshWx5_o@semprini.waterloo-rdp.on.ca>
Source record: 33010
Cross-posted to: comp.sys.atari.st.tech,ny.test

In <RALPH.94Apr13113033@hal.cerfacs.fr>, Ralph Sobek writes:
> Flood this guy's mailbox!

I've heard that the guy's already been disciplined by his Internet
service supplied. Naturally, since he's a lawyer in the 'states, he's
suing. Bloody idiot.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2091. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:40:58 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CopvGA.K45@cix.compulink.co.uk>
Source record: 33168

```
>Simple question - is there a hardware reg or system variable I can hack
>to turn of the ST keyclick?
yes, at $484
This will turn off the keyclick. Can be used in an AUTO folder.

CSECT keyckick
clr.l-(sp)supervisor mode
move#32,-(sp)
trap#1
addq.l#6,sp
move.ld0,-(sp)
eori.b#1,$484toggle keyclick
move#32,-(sp)user mode
trap#1
addq.l#6,sp
clr-(sp)return to desktop
trap#1

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *
```

2092. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:41:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.yozePEkERI2@semprini.waterloo-rdp.on.ca>
Source record: 33006

In <2oshm8$cdo@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> >I'm in favour of this because if we've got an HTML widget, we've got
> >instant online help with hypertext that's _standard_ on the Internet...
> >even if we can't support links to other machines, links within documents
> >or to other local documents would be very handy.
>
> Immensely.
>
> Now all we need is people willing to do the work.

So, who else will help? Warwick's already donated GIF and IMG loading classes (well, the IMG class is in GEM++ already); I'll start looking at what we can snarf from Mosaic's code (libhtml anyway; will probably get some more ideas by looking at the code) this week.

What else do we need? At least an Atari .SPL sample player (preferably one that will work on normal STs and use DMA sound on machines with the hardware). Hmm, probably a few other things (if someone wants to create a GEM metafile drawing class for GEM++, I'd be really happy!), too.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2093. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:44:10 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.dALYln1AgsY@semprini.waterloo-rdp.on.ca>
Source record: 33009

In <jonal.2055.2DB2A350@dhhalden.no>, Jon A. Lovstad writes:
> Anyway, now that MiNTnet is happening, I can agree with you that an HTML
> reader without full WWW possibilites seems kind of stupid. Atari's have been
> sneakernetworked for too long.

As far as I know, the only way to network (ie, real live Ethernet) and
Atari is with an expensive VME card.

No one's written software to use the AppleTalk port to connect to an
AppleTalk LAN.

Now, if coding for SLIP or whatever is transparent to me (ie, link with
MiNTnet or something), no problem, it'll support it. If I have to go
through hoops due to the lack of networking on Ataris, it won't happen;
someone else will have to do it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2094. Re: PROPOSAL: /keys directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:49:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.jSETpbMJeOc@semprini.waterloo-rdp.on.ca>
Source record: 33005

In <2osici$cv7@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>
> Registered shareware applications often create a `key' file, storing the
> licenced user's name, address, and key.
>
> Wouldn't it be clever to put these key files in a standard place, so that
> there is less chance of the user accidentally passing the key file on when
> giving a (unregistered) copy to a friend.

> How about:
>
> $KEYS/<progname>.KEY (if KEYS variable exists)
> or /keys/<progname>.KEY
> or c:/keys/<progname>.KEY
> or a:/keys/<progname>.KEY
>
> Checked in that order. Create directory if possible.

Sounds good. Pity file locking isn't standard on Ataris (as far as I
know, you need to load MiNT) or you could use a gdbm database (I dropped
the lib on atari.archive a while ago; should be in Mint/Lib/gdbm*.zoo)
instead of separate .KEY files. gdbm supports variable sized keys and
variable sized data chunks, so the key could be the program name (ex,
"GEM-View 2") and the data could be whatever the program wanted (ex,
"Registered to Krusty the Klown").

Something a bit similar to this was being discussed on the MiNT mailing
list a while ago; they were trying to figure out a standard place to
sick program configuration information.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2095. Re: TosWin and Fonts Question ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 14:57:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.bI3CJIfsXSg@semprini.waterloo-rdp.on.ca>
Source record: 33007

In <2ovaki$frm@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Well, you could use a modified version of TOSWIN which allows you to
> specify the font, size, and windowposition of new windows via the TOSRUN
> pipe. Then, your teletext window would open however you wanted.
>
> I have such a modified version of TOSWIN, but I don't use it at the
> moment (I just use MINIWIN).
>
> Anyone wants it, let me know. It's unsupported though.

That reminds me; I was going to modify it to allow normal text in those
.MNU files, so I can have:

```
File
"Shell" "!" 0000
"Options" "O" 0000
---
"Save Game" "Sy" 0000
---
"Quit" "Qy" 0000
```

in my nethack.mnu instead of those damn scancodes... Then I can have an
st52.mnu that lists my frequently-used phone numbers... that sort of
thing is hell to do with scancodes.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2096. Re: some benchmark results for the C't 68020/030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 16:10:47 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.767117447@spoetnix.idca.tds.philips.nl>
Source record: 33170
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

bert@brazil.WPI.EDU (Bertram Dunskus) writes:

#A question about your report on the following:

GEMBENCH 3.30 (C) Ofir Gal
Tests w/ and wo/ PAK3-020/16MHz
Reference: ST 1040, no blitter.

#Is this a new PAK thing? I've heard about the PAK before, but now I've been
#outside of Germany for about two years, and I don't know about current
#developments.

This is the third version, called PAK/3. Main difference: 32 kb cache.
See november and december 1993 issues of C't for more details.

#I guess my question is, are there any affordable <$300 (<$500 DM) '020 or
#'030 accelerator boars for the Mega ST's?

I did'nt buy all the components already having the bulk of 'm, but I think
this should be possible.

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

2097. Maxtor 7120 AT and ICD Micro ST adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 16:30:40 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Apr23123040@brazil.WPI.EDU>
Source record: 33171

Hi there,

does anyone have experience in connecting the two? I've been offered to buy the drive but I don't know if it would work. I heard of too many problems with the Maxtor drives and the parity, which can cause problems for the host adapter.

Thanks for your help,

Bert :)

2098. STe 2.5Mb extension

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 17:25:26 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.22.00116D07@hermes.cam.ac.uk>
Source record: 33177
Body handling: Inline uuencoded payload not displayed: 25MEX.PRG

As advertised, this program fools the STe's TOS into working with 2.5Mb of SIMMs installed.

Put it as the first item in your \AUTO folder, and make sure it is run immediately after every hard boot (otherwise TOS thinks its really got 4Mb installed and completely mucks up its memory management. Remember, the stack and screen (plus any reset proof ram disks are stored at the top of memory)) To boot a game, etc, hard boot your machine, when the install message displays, swap the disk with 25MEX.PRG with your game disk and it should load as normal.

This proggy will work with the SIMMs either way round (2Mb in bank 1, .5Mb in bank 2, or vice-versa).

[Inline uuencoded payload not displayed: 25MEX.PRG]

The one given on ST Format's cover disk a while back is broken - It is incompatible with anything that allocates high memory at boot time, and doesn't actually work depending on how you installed your SIMMs.

John

2099. Universal Network on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 17:47:02 UTC
From: benkeen@aol.com
Message-ID: <2pbmum$701@search01.news.aol.com>
Source record: 33172

Hi! I work at a place that has 6 Ataris networked - 4 Falcon 030s and 2 TTs. We use Universal Network 1.02, which is supposed to be Falcon unfriendly, but I got it to work anyway. Anyone else use this software? I got to talk to the programmer who is doing the update and he said that he didn't know how it could work...

A clue might be that it refuses to work on a Falcon if you are using ICD Pro hd drivers...

If anyone has comments, please e-mail me.

-Ben Keen<benkeen@aol.com>

2100. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 18:54:43 UTC
From: hjv@phil.ruu.nl
Message-ID: <2pbqtj$6j@chico.staf.phil.ruu.nl>
Source record: 33173

reschke@uni-muenster.de (Julian Reschke) writes:

>In article qil@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>> A list of script-commands would have been *very* nice...
>> You don't happen to have such a list handy, do you? :-)
>>

>The next release will have a preliminary manual page for the Mupfel.

Next release, next release... hmpff... :-)
Any ideas as to when this version might be released?

>Until then you could just use a bourne shell manual page :-)

Yes, thank you :-). But I already figured out most of the syntax, I think...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

2101. Re: Problems installing MINT and MINIX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 18:54:46 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1731@usdtsg.DaytonOH.NCR.COM>
Source record: 33174

In article <1994Apr23.140745.23325@midway.uchicago.edu> gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
>Hi!
> Yesterday I made an attempt at installing MINT and MINIX on my
>Mega 4, and while MINT and several of the utilities that come in the
>distribution package work well, I don't seem to be able access any of
>the features that make MINIX better than the TOS file system. In other
>words, file names get truncated to eight characters, and the shells
>don't seem to see any difference between upper- and lowercase.

You need to do two things (well, I do, anyways :-) Run mfsconf.ttp
from the mint.cnf. I have the following for each minix partiton:

exec c:\mint\mfsconf.ttp g: -d n -l n -s n -x t

And you need to have the UNIXMODE environment variable set properly
(again, in my mint.cnf file):

setenv UNIXMODE=cu/rUx

Other folks setups may vary. But it's a starting point...

>Also, I am able to acccess the partition even
>when MINT is not running, which seems to indicate that what is there
>is a garden variety TOS partition and not the MINIX one I meant to
>install.

I can also access my minix partitions without MiNT loaded in
(but I can't see my minix stuff, as minix.xfs is not loaded). You
might be risking corrupting the stuff on that partition if you try writing
to that partition without minix.xfs loaded (maybe?)...

>Could there be some incompatibility with the ICD
>AdSpeed accelerator board that I am using.

I dunno. However, I run fine in 16mhz mode on my MegaSTe...

Hope this helps...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2102. Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 20:05:37 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199404232005.QAA03205@top.magnus.acs.ohio-state.edu>
Source record: 33175
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Late last summer, there was a discussion about Gopher on the ST. I know that someone had compiled it and was running it. Are you still around? Does anyone know who it was, or are any of you using it?

I want this for inclusion on the FAQ that I am putting together. So any info would be appreciated.

Also what should I call the FAQ? I have been calling it a SLIP FAQ, but it looks like it is going to go beyond just SLIP. Should I keep this title for ease of recognition to new users or change it to something else more appropriate?

Thanks,

Dan Ackerman
ackerman.29@osu.edu

2103. Re: Problems installing MINT and MINIX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 20:07:05 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2pbv59$9pl@usenet.INS.CWRU.Edu>
Source record: 33176

In article <1994Apr23.140745.23325@midway.uchicago.edu> gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
>Hi!
> Yesterday I made an attempt at installing MINT and MINIX on my
>Mega 4, and while MINT and several of the utilities that come in the
>distribution package work well, I don't seem to be able access any of
>the features that make MINIX better than the TOS file system. In other
>words, file names get truncated to eight characters, and the shells
>don't seem to see any difference between upper- and lowercase. All
>this in spite of the fact that I chose the MINIX and not the TOS
>filesystem option in SETUP.PRG, and that bootup sequence shows the
>MINIX driver starting up. Also, I am able to acccess the partition even
>when MINT is not running, which seems to indicate that what is there
>is a garden variety TOS partition and not the MINIX one I meant to
>install. Obviously, I must be doing something wrong, but I can't
>figure out what. I have done the whole installation twice, scrupulously
>following all the instructions that come with the distribution, with
>no luck at all. Maybe there is some environment variable that I am
>unaware of that has to be set before I can access the UNIX-like
>features of MINIX? Could there be some incompatibility with the ICD
>AdSpeed accelerator board that I am using. Also, I am using the ICD
>controller and software to drive my hard disk, and the documentation
>said something about MINIX and ICD software not getting along well,
>but the desciption of the potential problems sounded more like the
>whole partition would be trashed, rather than behaving like a TOS
>partition. Does anyone have any ideas, hints, etc., to help me out?
>Thanks in advance.
>
>
>
> Gustavo
>

The minit.prg and minix.xfs in MDK are out of date... replace them
with the newest ones on a.a.u.e ...

2104. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-23 21:07:48 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EDXVBFVF@ttgk.textlitho.nl>
Source record: 33180

In <23264167@MVB.SAIC.COM> Stephen Harold Goldstein wrote :

>Voltage has nothing to do with safety. Ever see Dave Small grab a hold of
>is extremely high voltage Tesla coil? It's the *AMPS* or current that
>will get you. So despite all the high-voltage warnings on monitors and
>TVs, it's the stored charge that can unleash lethal current to watch out
>for. Be sure to drain it off properly before proceeding.

And as we all know, the current is relative to the resistance in the circuit. The normal skin resistance is a couple of hundred kilo ohms so with a switched off monitor or TV set there is very little potential danger. Just let the thing 'cool' down for a few minutes and then the risk will be very low. DON'T try to discharge anything (especially not the picture tube!! It will scare the **** out of you if you haven't done this before!!!) In the act of discharging lies the biggest danger. As long as you don't pull the cap with the high tension cable off the tube, there will be hardly any danger. In monochrome monitors the voltages which drive the tube on the backend are gone as soon as you switch the set off, the high voltage on (under) the cap will be around 15 to 20 kilovolts (!!) when the set is ACTIVE, normally (as safety regulations require) this will bleed off after about 10 to 15 minutes (but this is were you'll never have to get anyway.)

Gert

--

-- --
Atari TT-Point
-- --

2105. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 00:33:02 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2pcenu$bcn@agate.berkeley.edu>
Source record: 33178

In article <23264167@mvb.saic.com>,
Stephen Harold Goldstein <steveg@cseic.saic.com> wrote:
>
>Voltage has nothing to do with safety. Ever see Dave Small grab a hold of
>his extremely high voltage Tesla coil? It's the *AMPS* or current that
>will get you.

If we assume most individuals have a relatively constant resistance (when dry), the amount of current you get hit with is directly proportional to the voltage difference you find yourself in the middle of. The voltage difference is the _cause_ of the current, so it's silly to say you shouldn't care about it.

Notice I said ``difference'' in voltage. Ostensibly, it's O.K. to grab on to something at a ``high'' voltage, so long as you are well insulated from anything else that might be at a ``low'' voltage. However, I don't recommend experimenting with this concept, since you never know when you might discover you weren't as well insulated as you thought.

Something else to know is that the flow of current can often cause the voltage difference to decrease. (Intuitively, think of the way a battery loses power over time.) So if the ``high'' voltage object has only a small charge (yes, this is possible), then the danger may be less because the charge dissipates rapidly and the voltage quickly decreases. I wouldn't want to rely on this, however. How quickly the voltage difference drops depends on the initial amount of charge and whether it is being replenished (as it is, say, with the electric power we are all familiar with). A natural electric shock can be hundreds if not thousands of volts, but the charge does not last very long. On the other hand, car batteries carry a very large charge, but are only 12 V. In theory, IF YOU ARE DRY, it should be safe to touch both terminals of a car battery. (I say ``in theory'' because I can't recall doing it myself. Perhaps I have and didn't notice. It may also be safe when you are wet; I'm just not sure how deadly 12 V is.) Small 9 V batteries never pose a deadly threat because they certainly can't sustain enough current to kill you. The voltage drops correspondingly.

Apparently most of the resistance in the human body is in the skin, and this ONLY WHEN THE SKIN IS DRY. Wet skin offers much less resistance, so the same voltage will result in more deadly current than when your skin is dry. This is part of why ordinary electrical appliances are so much more deadly in the bathroom. (Where I live, bathroom electrical outlets in apartments are required to have their own built-in circuit breakers.)

So, _yes_ you care about current, but _yes_ you also care about voltage, because it's the voltage difference that causes a current.

Three Strikes and We're Broke.
John Hauser---jhauser@cs.berkeley.edu

2106. Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 02:33:27 UTC
From: sje@world.std.com
Message-ID: <CoqsFr.14J@world.std.com>
Source record: 33179

The FAQ says that the Atari Falcon '030 is a 16 Mhz machine with a 32 bit wide data bus. However, some other reports claim that the data bus (CPU to memory) is only 16 bits wide.

Perhaps it's only sixteen bits wide via DMA to the peripherals.

So, what's the truth?

-- Steven (sje@world.std.com)

2107. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 07:07:27 UTC
From: <>
Message-ID: <2pd5rg$dj5@mother.usf.edu>
Source record: 33181

Actually, any battery over 6v can be dangerous if it can supply enough current. You can lick a 9v battery because it's a little dinky thing. A car battery, on the other hand, can supply a continuous large amount of current, and can be quite dangerous if you touch it while wet.

2108. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 07:10:19 UTC
From: <>
Message-ID: <2pd60r$dja@mother.usf.edu>
Source record: 33182

In article <CoqsFr.14J@world.std.com> sje@world.std.com (Steven J Edwards) writes:
>The FAQ says that the Atari Falcon '030 is a 16 Mhz machine with a 32
>bit wide data bus. However, some other reports claim that the data
>bus (CPU to memory) is only 16 bits wide.
>
>Perhaps it's only sixteen bits wide via DMA to the peripherals.
>
>So, what's the truth?
>
>-- Steven (sje@world.std.com)
>

From just about everything connected to the Falcon's memory, there is a 32 bit datapath. However, to make for better compatibility and/or because they ran out of pins on the COMBEL chip, the 68030 in the Falcon is connected to the COMBEL by a 16 bit datapath, and the COMBEL is connected to memory by a 32bit datapath.

2109. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 07:21:29 UTC
From: steve-j@teleport.com
Message-ID: <2pd6lp$k06@elaine.teleport.com>
Source record: 33183

In article <CoqsFr.14J@world.std.com>,
Steven J Edwards <sje@world.std.com> wrote:
>The FAQ says that the Atari Falcon '030 is a 16 Mhz machine with a 32
>bit wide data bus. However, some other reports claim that the data
>bus (CPU to memory) is only 16 bits wide.
>
>Perhaps it's only sixteen bits wide via DMA to the peripherals.
>
>So, what's the truth?

The Falcon030 has a 32-bit SYSTEM bus, but the 68030 is only
connected to 16 bits of it.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2110. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 07:23:42 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767172222@Victoria>
Source record: 33184

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>HALL B J (cb170@city.ac.uk) wrote:
>> Can anyone help me with a problem with my SM124?
>>
>> Normally the monitor works fine, but if there is only a little bit of white on
>> the screen (ie predominantly black), what white is there fades.

>> So, if I have a white letter G in the middle of a black screen, the G fades
>> after about a second until it virtually dissapears.

>> Is this an easy to fix/common problem?

>It appears to be common. Two of my three SM124's do it as well. I think
>it might be a sign of age, but I could be wrong (the newest one I have does
>not do it, yet).

Here's a reply I received that may well help...

From atari@cs.ruu.nl Sun Apr 24 08:03:03 1994
Date: Fri, 22 Apr 1994 14:15:50 +0200
From: Atari-ST Software <atari@cs.ruu.nl>
To: cb170@city.ac.uk
Subject: Re: SM124 Monitor Problem

In comp.sys.atari.st.tech you write:

>Can anyone help me with a problem with my SM124?
>Normally the monitor works fine, but if there is only a little bit of white on
>the screen (ie predominantly black), what white is there fades.
>So, if I have a white letter G in the middle of a black screen, the G fades
>after about a second until it virtually dissapears.
>Is this an easy to fix/common problem?
Yes and yes.
Most of the SM124's I've seen have this problem. And it is easy to fix if you
know how to handle a soldering iron.

>From a few old comp.sys.atari.st articles:

| MINIX defaults to a white-on-black display. This can tend to underdrive
| the high-res SM125 b&w monitor. The symptom of this is the display
| fading and the need to increase the brightness level.
| The reason is that, under low drive, the CRT cathode wanders from its
| optimum 70V to 80V. The condition can be rectified(!) by putting a
| 70V zener on the cathode.

| I have installed the suggested zener diodes on one of my monitors, and
| the problem has vanished as advertised. Inspired by this success, I

| tried a similar, simpler solution. I have installed a simple 33 kilohm
| resistor between B2 and ground. It draws just 2 milliamps, which is enough
| to keep the voltage between 68 and 72 volts. The screen is just as stable
| as with the zeners, and 33 K resistors are a lot easier to find then 72 V
| zeners. Any value from 33K to 100K seems to do the job.

I have installed the 33K resistor in 8 or 9 SM124's and they all work fine
now. You have to solder the resistor between the cathode (B2) and ground.
This is on the little piece of circuit board at the end of the display tube.
B2 is marked on the print, and ground is the track around the whole print.

I hope this decription is sufficient to fix the problem. Please mail me if
you need more help.

- Ate -

--
Ate Brink, Moderator of the ATARI archive at the Utrecht University
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this for uploads to the ATARI archive
archivist@cs.ruu.nl For complaints, comments and info about the archive

|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)
--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2111. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 08:58:09 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CorA8x.Dqs@sdf.lonestar.org>
Source record: 33019

The STE and all ATARI 68K machines are limited to 4MB of RAM because of the MMU. Its really not an MMU. It contains the logic to access the RAM chips and determine when ROM is accessed, and I think it also has logic to let the video system get at the RAM chips and let the hard disk do DMA, it the equivalent of the COMBEL in the Falcon.

The MMU is limited to 4MB because allowing 16MB would mean more pins and that means more money - back when 256K was alot of RAM and Microsoft was saying "no one could ever use 640K" ATARI was designing the MMU - and they decided that no more address lines would be needed.

They also put a speed limit on it. It accesses memory no faster than 120ms, actually it may be 125ms, since 8Mhz is a pulse every 125ms (they could have gotten away with less I bet since the 68K can't access memory every cycle, but long fetches would get weird if wasn't at least as fast as 125ms). You can use faster SIMMs, (8/9/ or 3 chip) but they just get accessed at 120-125ns Whoops - I've been typing ms up there - should be 125ns and 120ns, etc, not ms!

DRAM refresh is done by the video circuitry since the video gets RAM access at regular intervals (on a faster clock too I think so that video and memory can interleave accesses - again, it takes the 68K 4 cycles for an instruction, so the RAM won't have to be all that fast - the Video refreshes as long as it has the bus anyway.

Lesee here.. I think that's about it. This is all conjecture on my part BTW, but from what I know of hardware combined with what I've heard about how the ST handles RAM and the 68K timings, etc. Adding more than 4MB would mean adding your own decode logic so that addresses within the 4MB to 12MB space get latched to your own memory control logic and RAM chips and everything above and below goes to the MMU. It can be done, but it would be kinda messy, and you couldn't get more than the 4-12MB, since everything above 12 doesn't work out nicely in binary :-) and some of that is hardware and ROM.

2112. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 09:11:05 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CorAuH.DtG@sdf.lonestar.org>
Source record: 33018

In article <1994Apr22.101054.19533@beaver.cs.washington.edu>
sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Is there any way to get the AES handle of another running program when all
>you know is its VDI handle? How about getting the VDI handle by just knowing
>its AES handle?
>

Think about it. Every Application has 1 AES handle, but can have many VDI
handles. Its not a 1-1 mapping. Besides, the only program that needs that
info is the program that uses the handle, and you shouldn't use another
person's handle without asking.

>For example, if I wanted to send a message to a program to re-draw its
>windows, and didn't want to send it to all the running programs, I could
>search for its AES handle by knowing the file name (e.g. NEODESK).

This is easy to do. No problem.

>Don't ask why, but I also need to know the handle of its VDI screen
>workstation.

I know you said not to, but I'm gonna ask. Why do you need to know the
VDI screen workstation? Just use a standard GEM redraw message! Perhaps
you could tell me EXACTLY what your trying to do and I could help better.
You can get the window handle, and the reciever can do its own window-VDI
conversions (assuming it assigns each window its own handle, instead of
a global allocation or some wierd method).

>To repeat:
>So is there any way to get the VDI handle, knowing the AES handle?
>Or, if I just know the VDI handle, how can I get the AES handle?

To repeat:
NO - not through the OS, although you could ASK the reciever assuming you
implement the protocol yourself, but in general, NO.

>
>Thanks!

CYA
ekl@sdf.lonestar.org
Evan K. Langlois

2113. Re: Maxtor 7120 AT and ICD Micro ST adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 13:46:32 UTC
From: eapu207@rigel.oac.uci.edu
Message-ID: <eapu207.767195192@rigel.oac.uci.edu>
Source record: 33185

bert@brazil.WPI.EDU (Bertram Dunskus) writes:

>Hi there,

>does anyone have experience in connecting the two? I've been offered to buy
>the drive but I don't know if it would work. I heard of too many problems
>with the Maxtor drives and the parity, which can cause problems for the
>host adapter.

Hi....Is the 7120 AT an IDE drive? If so, it won't work. I have a
Maxtor 7120S (SCSI) drive working with an ICD AdSCSI Plus, and have had no
problems whatsoever. You just have to make sure the drive is set to an
ID other than 7,0. Technically, the MicroST adapter is the same as what
I'm running.

2114. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 16:25:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.MbNoUoKA_bs@semprini.waterloo-rdp.on.ca>
Source record: 33186
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CoGn02.8on@westminster.ac.uk>, Denesh Bhabuta writes:
> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> : In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
> : > What are the best PD C interpreters and compilers?
>
> : I've never seen a C interpreter for the Atari platform.
> ^^^^^
>
> What do you mean? What about Hisoft C? That is a C interpreter.
>
> However, if you were only talking about PD C, then I agree with you. But then,
> Hisoft C is quite cheap to buy. Just think of it as a shareware program.

Like I said, I've never seen it; C interpreters are evil, IMHO.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2115. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 16:34:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iEaQ8dkXINM@semprini.waterloo-rdp.on.ca>
Source record: 33187

In <CoGL8v.3B7@news.cis.umn.edu>, David Paschall-Zimbel writes:
> Plase don't do something that is NOT compatible with current HTML pages on
> the Internet. If you want to provide a WWW client, the best thing to do is
> to provide support for the Sun .au format sound file and inline GIFs. This
> is the standard the Internet uses, and providing anything else is a waste of
> energies.

Yes, instant platform-independant hypertext that can be created by
anyone with a text editor would certainly be a waste of time on the
Atari...

> If you cannot support links to other machines (and there are some excellent
> non-graphic HTML clients, such as Lynx...), you're NOT creating a WWW client,
> you're creating a non-compatible "program" which will ensure that ST users
> remain in a tiny Internet ghetto by themselves.

I'm not writing a WWW client, I'm writing an HTML (or possibly HTML+)
object; it'll parse and render HTML documents, and that's it. Inline
graphics and sound will depend on whatever I or other people can set up;
for example, Sun sounds are (AFAIK) impossible to play on an
ST/STe/TT/Falcon... if someone else wants to create a player and give me
the source code, it'll be in there. Warwick's already given me a GIF
loader, and there is already an IMG class (that'll load files) in GEM++.

If you think of HTML as just the World-Wide Web dialect, you're missing
out on a lot of potential; I'm going to push for an HTML widget for
Mosaic and Windoze at work, since our organization is moving towards
SGML for a lot of things.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2116. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 21:50:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EDYVFIVI@ttgk.textlitho.nl>
Source record: 33008

In <2pd60r$dja@mother.usf.edu> Timothy Miller wrote :

>From just about everything connected to the Falcon's memory, there is a 32 bit
>datapath. However, to make for better compatibility and/or because they ran
>out of pins on the COMBEL chip, the 68030 in the Falcon is connected to the
>COMBEL by a 16 bit datapath, and the COMBEL is connected to memory by a 32bit
>datapath.

You mean even the blitter is 32 bit ? Come on, why is it so slow then ?
What's the use of connecting a 32 bit processor to a 32 bit system bus
through a 16 bit funnel ? I'm not sure but as far as I know the whole
Falcon is only 16 bit wide, including blitter... In the 'official'
announcing of the Falcon it was said it would be 32 bit. But then again, at
the time the TT was announced, it would have had 1280x1024 true color
a fast blitter etc...

Gert

--

-- --
Atari TT-Point
-- --

2117. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 23:32:06 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CosEpI.5Cz@cix.compulink.co.uk>
Source record: 33189

In message <60.1712.4019.0N19B68B@canrem.com>, richard.hecker@canrem.com said:
>
>If you're just looking for an explaination, then basically the
>drag-and-drop protocol works like this:
>
>The user grabs a file from a window or the desktop and then drags it on
>top of another application. The filename is passed on to the ARGV
>command line (path and all) (located at BASEPAGE+128). If the
>application is designed to look on the basepage for a filename, it will
>pick up the filename from the command line and then load (or do whatever
>actions are appropriate to) the filename found there.

This is not the Drag & Drop protocol. This requires MiNT and uses
Psignal() to pass portions of text or image data between _active_
applications.

Ofir ogal@cix.compulink.co.uk

2118. Re: C Interpreters are Evil

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-24 23:46:53 UTC
From: dbyfield@outb.wimsey.bc.ca
Message-ID: <dbyfield.1ig3@outb.wimsey.bc.ca>
Source record: 33023

Have to agree with ya-especially Hisoft C-I tried that one a few months back when it was on an Atari mag cover disk-Talk about non standard C! :-(Forget ANSI compatible, this thing wasnt even K&R! In the words of Bill the Cat: Ptweeee Splat Gaaack! !@#!!#!# . And I mean it! :-)

2119. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 00:51:08 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1732@usdtsg.DaytonOH.NCR.COM>
Source record: 32991

In article <H.eg.iEaQ8dkXINM@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

[misc HTML STuff deleted]

>for example, Sun sounds are (AFAIK) impossible to play on an
>ST/STe/TT/Falcon... if someone else wants to create a player and give me
>the source code, it'll be in there.

Chris, check out the source code (available in various places)
for "sox" - it's a sound file converter, which I believe can convert
sounds between Sun (.au), .wav, .snd, and other formats. You could
probably figure out the .au format from those sources (or perhaps
include an internal ".au to .snd" conversion and just play
the .snd)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2120. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 02:14:19 UTC
From: kreymer@fnalo.fnal.gov
Message-ID: <1994Apr24.201419.1@fnalo.fnal.gov>
Source record: 33190

In article <23264167@MVB.SAIC.COM>,
steveg@cseic.saic.com (Stephen Harold Goldstein) writes:
> In article <1994Apr22.162426.1@fnalo.fnal.gov> kreymer@fnalo.fnal.gov writes:
> ...
>>or so, so is relatively safe to mess with. As I recall, another recommended
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> Voltage has nothing to do with safety. Ever see Dave Small grab a hold of
> is extremely high voltage Tesla coil? It's the *AMPS* or current that
> will get you. So despite all the high-voltage warnings on monitors and
>...

As several of you properly pointed out, even relatively low voltages and
and currents can be deadly. It is worth repeating the standard disclaimers:
Do not work on your monitor unless you are fully qualified to work with
high voltage ciruits. My statement should have emphasized that the B2
circuit can be worked on with ordinary tools if you have the proper
safety training. It is closely surrounded by much more dangerous
circuits. The circuit fix is very easy to perform, just a 33K resistor from
B2 to ground, as noted in another followup. If you have to ask whether
you're qualified to do this, then don't try. It is a 5-minute job for a
qualified person.

2121. Re: DTA Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 04:36:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199404250636.a18129@ms.maus.de>
Source record: 33012

In article <1994Apr23.085712.18505@nessie.mcc.ac.uk>, Mojo
(mo@sna.co.umist.ac.uk) wrote:
>Is the DTA a shared resource, or does each process has its own DTA?

It's per GEMDOS process (but under 'plain' TOS, ACCs share the same GEMDOS
process with main program).

2122. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 06:26:08 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.767255168@spoetnix.idca.tds.philips.nl>
Source record: 32995

osantiag@fiji.gesd (Orlando Santiago, x7822) writes:

>Hi there. What is the PAK/3 accelerator. Did you build this your self? Is this an st accelerator? Can you get me specs and scematics on how to build this please. I have a 520 ste with 4 megs I can really use an accelerator even it could build one. I am a computer engineering student. Send me some info on this or I will let go of my ste and become a member of the Clone WORLD!

Yep, you can build one yourself. Learn German if you don't understand
that already, and get yourself copies of the november and december 1993
issues of C't (German magazine from Heise Verlag).

Features: 020 or 030 on 16 or 32 Mc, 32kb cache. won't fit nicely in
a 520 or 1040 case tho (sxo I'm told)

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

2123. CD-ROM with Falcon: What is needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 07:20:09 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.767258409@sakura>
Source record: 33101

Dear everybody,

sorry, maybe this has been asked quite a few tiimes already recently,
but I`m still not enlightend:

I`d like to use a CD-ROM with my Falcon, so what do I need?

Where can I get the necessary driver for example?

Would it be possible to look at the pictures from a CD using GEM-VIEW?

I`ve heard that the Apple CD300 works fine, what about the PowerCD-thing?

Here in JApan they sell a bare Toshiba XM3401B drive (internal version), and no
external (i.e. with case, powersupply etc). Could I use that too? I mean, if
I figure which pins must go to which SCSI-connector pins?

Wouldn`t any SCSI-CD=ROM be fine?

Many thanks in advance,

Christian

2124. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 07:23:08 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pfr4s$48g@percy.cs.bham.ac.uk>
Source record: 32993

sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>: >You can force a redraw by any program if you call a
>: >FormDraw (close, areaToBeRedrawn)
>: >Or whatever it is in your programming language
>
>: Actually, it is form_dial(FMD_FINISH, 0, 0, 0, 0, x, y, w, h) which
>: posts redraw messages to all appropriate applications.
>
>I know all this stuff! You didn't READ my message! I said I want to send a
>redraw message only to ONE application, not everyone!
>I can send a message to it to redraw via appl_write(), but I need to know its
>AES handle.
>
>What I REALLY need is a way to get a program's VDI handles be knowing its AES
>handle....
>

Knowing why you want only one app to redraw itself might help! And why
would knowing which VDI handles the app has got help at all?

If you just want the one app to redraw, then you could send *it* a
WM_REDRAW message which covers the whole screen (using appl_write()).
You'd have to know the app's AES ID somehow, perhaps by appl_find().

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2125. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 07:29:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pfrg7$49k@percy.cs.bham.ac.uk>
Source record: 32994

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <60.1712.4019.0N19B68B@canrem.com>, richard.hecker@canrem.com said:
>>
>>If you're just looking for an explaination, then basically the
>>drag-and-drop protocol works like this:
>>
>>The user grabs a file from a window or the desktop and then drags it on
>>top of another application. The filename is passed on to the ARGV
>>command line (path and all) (located at BASEPAGE+128). If the
>>application is designed to look on the basepage for a filename, it will
>>pick up the filename from the command line and then load (or do whatever
>>actions are appropriate to) the filename found there.
>
>This is not the Drag & Drop protocol. This requires MiNT and uses
>Psignal() to pass portions of text or image data between _active_
>applications.

No, it requires a pipe (U:\PIPE\DRAGDROP.xx, where xx = AES app ID) be
opened (Fopen) by the initiating app, which then passes a handle to it
to the receiving app. All communication is via this bidirectional
pipe. Psignal is nothing to do with it, unless you're initiating the
DnD and don't want to terminate when the pipe gets closed :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2126. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 07:48:32 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Apr25.074832.16356@unix.brighton.ac.uk>
Source record: 33093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.MbNoUoKA_bs@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <CoGn02.8on@westminster.ac.uk>, Denesh Bhabuta writes:
>> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> : In <2ock7r$1si@charm.magnus.acs.ohio-state.edu>, Jeff Poling writes:
>> : > What are the best PD C interpreters and compilers?
>>
>> : I've never seen a C interpreter for the Atari platform.
>> ^^^^^
>>
>> What do you mean? What about Hisoft C? That is a C interpreter.
>>
>> However, if you were only talking about PD C, then I agree with you. But then,
>> Hisoft C is quite cheap to buy. Just think of it as a shareware program.
>
>Like I said, I've never seen it; C interpreters are evil, IMHO.
>
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Is there such a thing as a C interpreter? Surly it would be too slow with
having to include all the header files and libraries etc..

I've just started to dable with Sozobon C which is PD, my version is pretty
old and doesn't include libraries for GEM - but I think I have seen these
libraries around.

Don't know if this is a good compiler or not - but it does what I need
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

2127. X11 server Was: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 08:34:59 UTC
From: klamer@ph.tn.tudelft.nl
Message-ID: <klamer.767262899@galaxy.ph.tn.tudelft.nl>
Source record: 32996

In <2p6f12$pap@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

:I'm currently working on the X-libraries+apps - which seems to be very straight-
:forward with the help from the mintnet socket library. Only a few files won't compile,
:because the lack of TCP support in the current version of mintnet. If only I had those
:tcp header files...

What is not clear to me: What does this X server support?
- does it support not-local clients?
- does it support not-local clients connected by a modem?
(These two probably do need serious mintnet support)
- does it run on a simple ST?
- how much memory is needed?
- is three button mouse emulation available?
- how can we support this project?

Klamer
--
Klamer Schutte -- +31-15-786054 / +31-15-692000
klamer@ph.tn.tudelft.nl / schutte@tpd.tno.nl

2128. Re: Problems installing MINT and MINIX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 09:29:09 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr25112909@issan.informatik.uni-dortmund.de>
Source record: 32997

In article <1731@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

|> In article <1994Apr23.140745.23325@midway.uchicago.edu> gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
|>> Hi!
|>> Yesterday I made an attempt at installing MINT and MINIX on my
|>> Mega 4, and while MINT and several of the utilities that come in the
|>> distribution package work well, I don't seem to be able access any of
|>> the features that make MINIX better than the TOS file system. In other
|>> words, file names get truncated to eight characters, and the shells
|>> don't seem to see any difference between upper- and lowercase.

|> You need to do two things (well, I do, anyways :-) Run mfsconf.ttp
|> from the mint.cnf. I have the following for each minix partiton:

|> exec c:\mint\mfsconf.ttp g: -d n -l n -s n -x t

|> And you need to have the UNIXMODE environment variable set properly
|> (again, in my mint.cnf file):

|> setenv UNIXMODE=cu/rUx

|> Other folks setups may vary. But it's a starting point...

Better yet, use a shell compiled for MiNT, i.e. that runs in the MiNT domain.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2129. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 12:16:27 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Apr25.121627.932@unix.brighton.ac.uk>
Source record: 33000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I used Hisoft C (it was free with some mag) and hated it...compile not
interpret IMHO!

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2130. Networking an ST???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 13:05:09 UTC
From: vctec@westminster.ac.uk
Message-ID: <CotGB6.Ays@westminster.ac.uk>
Source record: 33001
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello

How do I network an ST in an ethernet environment?

Here at work at HENSA/micros, all the other computers are networked, and the only way to network from this office is via ethernet. I am hoping to network the Mega ST2, and hopefully a Falcon when we get one.

BTW, there is a SUN sitting in the room too, maybe a serial network could work. However, this I fear maybe too slow.

Any ideas?

Danny.
HENSA/micros Moderator,Support
Lancaster University
D.Bhabuta@cent1.lancs.ac.uk
and the addresses below.
--
<==>
< Denesh Bhabuta (Danny) | e-mail : vctec@westminster.ac.uk >
< MSc Cog Sci & AI | D.Bhabuta@qmw.ac.uk >
< University of Westminster, London | snail-mail : on application >

2131. Re: Networking an ST???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 13:36:55 UTC
From: PostMaster@barclays.co.uk
Message-ID: <CotHtK.FzL@barclays.co.uk>
Source record: 33004
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <CotGB6.Ays@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
|> Hello
|>
|> How do I network an ST in an ethernet environment?
|>
|> Here at work at HENSA/micros, all the other computers are networked, and the
|> only way to network from this office is via ethernet. I am hoping to network
|> the Mega ST2, and hopefully a Falcon when we get one.
Mail System Solutions at ssolutions@compulink.co.uk. They have several Atari
based networking solutions including Ethernet.

--
+-------------+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------------+
```

2132. 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 13:41:02 UTC
From: ianj@meiko.co.uk
Message-ID: <2pgh9e$jil@bart.meiko.com>
Source record: 32999

Anyone out there got a list of the clock times for the various 68030
instructions that they could post/email?

Thanx.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2133. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 14:58:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CotLLL.F3p@cix.compulink.co.uk>
Source record: 33011

In message <2pfrg7$49k@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
>>
>>This is not the Drag & Drop protocol. This requires MiNT and uses
>>Psignal() to pass portions of text or image data between _active_
>>applications.
>
>No, it requires a pipe (U:\PIPE\DRAGDROP.xx, where xx = AES app ID) be
>opened (Fopen) by the initiating app, which then passes a handle to it
>to the receiving app. All communication is via this bidirectional
>pipe. Psignal is nothing to do with it, unless you're initiating the
>DnD and don't want to terminate when the pipe gets closed :-)

All this is correct except you should issue a Psignal() to start with.
It's fully documented in teh Compendium.

Ofir ogal@cix.compulink.co.uk

2134. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 15:48:07 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Apr25114807@wpi.WPI.EDU>
Source record: 33002

I'm having lots of trouble getting my old Spectre 128 cart (with 2.0 software) to work on my MegaSTE, cache or no cache! It keeps telling my me ROMS are in wrong and it can't read them when I try to launch... Is there a problem with the way Spectre 2.0 reads the cart port?

I'm probably going to buy a GCR with 3.1 anyway, I'd just kind of like to get my current one working...

.s.
--
- lancer@wpi.wpi.edu - - "I'm really glad for all the rubbish -
- that's released every day. I'm glad and thankful for it, -
- because that gives me the chance to react, the chance to do -
- something different from what they are doing." -Blixa Bargeld -

2135. HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 16:31:13 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cotpq3.Bvy@news.cis.umn.edu>
Source record: 33003

Chris Herborth wrote in article <H.eg.iEaQ8dkXINM@semprini.waterloo-rdp.on.ca> :
>
>In <CoGL8v.3B7@news.cis.umn.edu>, David Paschall-Zimbel writes:
>> Plase don't do something that is NOT compatible with current HTML pages on
>> the Internet. If you want to provide a WWW client, the best thing to do is
>> to provide support for the Sun .au format sound file and inline GIFs. This
>> is the standard the Internet uses, and providing anything else is a waste of
>> energies.
>
>Yes, instant platform-independant hypertext that can be created by
>anyone with a text editor would certainly be a waste of time on the
>Atari...
>
>> If you cannot support links to other machines (and there are some excellent
>> non-graphic HTML clients, such as Lynx...), you're NOT creating a WWW client,
>> you're creating a non-compatible "program" which will ensure that ST users
>> remain in a tiny Internet ghetto by themselves.
>
>I'm not writing a WWW client, I'm writing an HTML (or possibly HTML+)
>object; it'll parse and render HTML documents, and that's it.

Fine. Just don't continue to use a Subject line that refers to Mosaic/WWW
clients! Your comments about in-line JPEG pictures and Atari-specific sound
files _in_the_context_of_the_subject_line_ deserved the comments I made.

I would also caution you that, without SOME standardization, HTML documents
created using your conception of 'platform-independent hypertext' are going
to be anything but 'platform-independent'.

- David Paschall-Zimbel

2136. HELP: DIY RAM Upgrade for 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 17:13:11 UTC
From: jasong@outb.wimsey.bc.ca
Message-ID: <jasong.1inf@outb.wimsey.bc.ca>
Source record: 33105
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, can anyone email me info on how to upgrade my 520STFM to 1Meg (Or more)?
Also, what's the pinout for the monitor port on the back?

Thanx.

--
"You know, a long time ago being crazy meant something. Nowadays
everybody's crazy." - Charles Manson

jasong@outb.wimsey.bc.ca
Digerati/Codesmith/Jack-of-all-trades

2137. Re: Broken Transfer rate from ICD host

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 19:09:52 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EDZTEGYW@dksoft.ping.dk>
Source record: 33013

In <2db81657%fido.de@p42.f205.n6000.z242.fidonet.org> Joerg Spilker wrote :

>Hi all,
>
>i had some very strange problem. I'm running and ICD hostadapter with 3 drives
>connected (Fujitsi 2694SA (1GB) and 2x Quantum PDS 210). The normal transfer
>rate was about 1,1 MB/s for all drives.
>
>Since two weeks i only get about 50K/s to 180K/s.
>
>My question: Is my ICD broken or is there any hardware problem on my ST.
>
>Greetings, Joerg
>
>
Good god Joerg, (Hi 8-)).
I think you got a major problem there. I have never heard anything like this
before, but my best advice is for you to test each drives seperately. If it
still acts strange, i'll say you have a duff ICD adaptor, sorry!

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2138. GDB with G++ Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 20:08:19 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2ph7vj$jau@hpbab.mentorg.com>
Source record: 33014

I would like to use GDB with G++ but I am missing some information. The gdb docs say to use the '-g' switch to the compiler to get symbol information, which it strongly suggests will appear in a different output file that ends in '.sym'. When I use the -g switch with G++, I don't get any files except the expected '.o's. If I try to invoke gdb on the program ignoring the need for a symbol file, I get an error stating that the file is not in executable format. (The program does run from Bash.)

Anyone know how to do this?

As a related question, where can one find a MAN page for the g++ compiler?

Thanks,
paul
pstoaks@mentorg.com

2139. how do I upgrade Mega ST to tos 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 23:16:45 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2phj0t$smi@usenet.INS.CWRU.Edu>
Source record: 33038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to upgrade my Mega ST to TOS 2.06... what's involved in this, and
how much does it cost? and lastly, who, if not atari, sells these upgrades..?

--Bart

2140. Re: Networking an ST???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-25 23:43:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cou9vv.lrz@cix.compulink.co.uk>
Source record: 33016
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>BTW, there is a SUN sitting in the room too, maybe a serial network could wor
>However, this I fear maybe too slow.

Well with a bit of luck you could use MiNT-NET and Ulrich's NFS accross
a serial link to the SUN. The SUN would then route onto the main network
for the Atari.

Whether the software is up to it yet I don't know. I still haven't managed
to network 2 Ataris properly, but I'm hopeful.

:-)

Roland.

2141. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 00:11:20 UTC
From: <>
Message-ID: <2phm78$p72@mother.usf.edu>
Source record: 33015

In article <Up-EDYVFIVI@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>In <2pd60r$dja@mother.usf.edu> Timothy Miller wrote :
>
>>From just about everything connected to the Falcon's memory, there is a 32 bit
>>datapath. However, to make for better compatibility and/or because they ran
>>out of pins on the COMBEL chip, the 68030 in the Falcon is connected to the
>>COMBEL by a 16 bit datapath, and the COMBEL is connected to memory by a 32bit
>>datapath.
>
>
>You mean even the blitter is 32 bit ? Come on, why is it so slow then ?
>What's the use of connecting a 32 bit processor to a 32 bit system bus
>through a 16 bit funnel ? I'm not sure but as far as I know the whole
>Falcon is only 16 bit wide, including blitter... In the 'official'
>announcing of the Falcon it was said it would be 32 bit. But then again, at
>the time the TT was announced, it would have had 1280x1024 true color
>a fast blitter etc...
>
>Gert
>

I do believe the blitter is 32 bit. It's slow because it has to share bus bandwidth with everything else. You can put it in HOG mode, but it takes over the bus and essential interrupts don't get to run, etc... screws things up.

One of the biggest speed bottlenecks for a processor is memory access time. Therefore, a processor will access memory twice as fast when reading from a 32 bit bus whenever it reads a 32 bit word. So, you ask, the Falcon then runs at a slow bus speed? Not exactly. The COMBEL does the memory access for the 68030 and does it 32 bit, and the 68030 can read from the COMBEL faster than it can read from RAM. So, in THEORY, the 68030 goes to read a long word...the first half is read with the normal delay, but when it goes to read the second half, it's already in the COMBEL so can be read without the normal delay. While this isn't as fast as reading 32 bits directly, if it's possible for the 68030 to do what I'm suggesting, then the Falcon at least reads faster than a 16 bit bus normally would.

Now, when you get to Intel, the instruction execution time is the bottleneck, so we don't bother with the memory access time. <grin>

2142. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 00:39:10 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1737@usdtsg.DaytonOH.NCR.COM>
Source record: 33037

In article <LANCER.94Apr25114807@wpi.WPI.EDU> lancer@wpi.WPI.EDU (Stephe Lewis Foskett) writes:

>I'm having lots of trouble getting my old Spectre 128 cart (with 2.0
>software) to work on my MegaSTE, cache or no cache! It keeps telling
>my me ROMS are in wrong and it can't read them when I try to launch...
>Is there a problem with the way Spectre 2.0 reads the cart port?

Gee, and I thought I was working with an old version (2.65).
Version 2.65 works fine on my MegaSTe/4, BTW... (Spectre GCR, not 128, BTW)...
I'd say upgrading to at least 3.0 would be worthwhile)...

I dunno how often he logs on, but ya might try to leave GEnie email
to DAVESMALL (DAVESMALL@genie.geis.com for internet folks)...

It works nice in 16mhz/cache, BTW :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2143. Need Communications SW help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 02:06:01 UTC
From: flux@netcom.com
Message-ID: <fluxCouGI1.B0A@netcom.com>
Source record: 33025

A friend of mine, Bart Cheever, in New York City has an Internet account thru Netcom. He is using Flash (?) on an Atari ST. Apparently he is getting gibberish after he connects (I wonder if the software is not set to the right terminal emulation).

Would someone who knows this program (or could recommend another), please contact my friend... He can receive Email, but when he replies the message is blank (so perhaps a phone number to where he could call you back would be helpful).

Bart's address is: manthra@netcom.com

Thanks in advance,
just trying to get a friend completely on-line.

Jonathan

2144. Re: PROPOSAL: /keys directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 07:47:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2pigtv$oqk@percy.cs.bham.ac.uk>
Source record: 33017

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <2osici$cv7@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>>
>> Registered shareware applications often create a `key' file, storing the
>> licenced user's name, address, and key.
>>
>> How about:
>>
>> $KEYS/<progname>.KEY (if KEYS variable exists)
>> or /keys/<progname>.KEY
>> or c:/keys/<progname>.KEY
>> or a:/keys/<progname>.KEY
>>
>> Checked in that order. Create directory if possible.
>
>Sounds good. Pity file locking isn't standard on Ataris (as far as I
>know, you need to load MiNT)

Not quite, you only need to check for the _FLK cookie, which other
GEMDOS extensions could add themselves. However, the mode bits in
Fopen for file locking were probably only *documented* recently...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2145. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 08:23:39 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Apr26.082339.2603@tiggertoo.earth.ox.ac.uk>
Source record: 33020

In article <H.eg.dALYln1AgsY@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <jonal.2055.2DB2A350@dhhalden.no>, Jon A. Lovstad writes:
>> Anyway, now that MiNTnet is happening, I can agree with you that an HTML
>> reader without full WWW possibilites seems kind of stupid. Atari's have been
>> sneakernetworked for too long.
>
>As far as I know, the only way to network (ie, real live Ethernet) and
>Atari is with an expensive VME card.

There are SCSI-based ethernet adaptors available, which are used by Apple
Mac PowerBooks. It all depends upon the manufacturer's willingness to
publish the commands whether such a unit could be used by any Atari, using
either ACSI via an adaptor or SCSI on the TT and Falcon. These Ethernet
adpators cost about 150 punds in the UK. Admittedly an internal board would
be best.

>No one's written software to use the AppleTalk port to connect to an
>AppleTalk LAN.

This would be quite tricky.

>Now, if coding for SLIP or whatever is transparent to me (ie, link with
>MiNTnet or something), no problem, it'll support it. If I have to go
>through hoops due to the lack of networking on Ataris, it won't happen;
>someone else will have to do it.
>
>--
>------------------==------------------
> cherborth@semprini.waterloo-rdp.on.ca
> Chris Herborth

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2146. STe/TOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 09:06:00 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2pilho$cb7@Tut.MsState.Edu>
Source record: 33021

Help!!!

My 1040STe is trying to dye. I have 2meg RAM, original floppy,SC1224,
ICD host, and a Maxtor 245s HD.

It boots fine but after running anything from the desktop it goes crazy.
Some times I get 2 bombs, sometimes 3, a few times 11, and other times
no bombs. I have found no relation between programs and number of
bombs.

If I get no bombs the desktop gets fried. All windows are closed, drive
icons in uper left, and the only drives available are A,B,& C. Originaly
I had drives A, C-J installed. Using SYSINF83 afterwards shows that my
DESKTOP.INF file is still in memory. If I change resolutions the desktop
is restored. I have changed my ram back to 1meg and tryed 512K, using SIMMs
the work perfect in other machines. No change. Booted from floppy. Same.
Booted without HD. Same.

I used the Sebra Mono emulator and have no problems in Hi-Res.
Anyone got _ANY_ ideas?

thanks,

Thomas

Email: ted2@isis.msstate.edu

2147. Re: GDB with G++ Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 09:15:40 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Apr26111540@issan.informatik.uni-dortmund.de>
Source record: 33022

In article <2ph7vj$jau@hpbab.mentorg.com>, pstoaks@spider.mentorg.com (Paul Stoaks) writes:

|> I would like to use GDB with G++ but I am missing some information. The gdb
|> docs say to use the '-g' switch to the compiler to get symbol information,
|> which it strongly suggests will appear in a different output file that ends
|> in '.sym'. When I use the -g switch with G++, I don't get any files except
|> the expected '.o's. If I try to invoke gdb on the program ignoring the need
|> for a symbol file, I get an error stating that the file is not in executable
|> format. (The program does run from Bash.)

Not the compiler generates the symbol file, but a special a linker,
called sym-ld. This is just a variant of the normal linker, only that
it puts out gnu-out format files instead of st-out. That means that
you have to link your program twice, once with the normal linker to
produce the executable, and once with sym-ld to get the symbol file.
This cannot be avoided, since the st-out format is too limited to
provide the necessary information for gdb. Btw, which version of gdb
are you using?

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2148. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 09:35:02 UTC
From: paan0011@rz03.FH-Karlsruhe.DE
Message-ID: <2pin86$fgf@nz12.rz.uni-karlsruhe.de>
Source record: 33024

Ian Jamison (ianj@meiko.co.uk) wrote:
: Anyone out there got a list of the clock times for the various 68030
: instructions that they could post/email?

I'm also interrested in such a list....

Thanx,

Andreas


```
+-----------------------------------------------+---------------------+
| E-Mail: paan0011@FH-Karlsruhe.DE | Andreas Pataki |
| | Rappenwoertstr. 49 |
| ||| +---+ --+-- +---+ +---+ * ||| | 76189 Karlsruhe |
| ||| | | | | | | | ||| | Tel.:+(0)721 501720 |
| / | \ +---+ | +---+ +---+ | / | \ | |
| / | \ | | | | | \ | / | \ | GERMANY |
+-----------------------------------------------+---------------------+
```

2149. Re: Networking an ST???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 11:17:21 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Apr26.111721.1@uqvax>
Source record: 33039
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <CotHtK.FzL@barclays.co.uk>, PostMaster@barclays.co.uk writes:
> In article <CotGB6.Ays@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta)
writes:
> |> Hello
> |>
> |> How do I network an ST in an ethernet environment?
> |>
> |> Here at work at HENSA/micros, all the other computers are networked, and the
> |> only way to network from this office is via ethernet. I am hoping to network
> |> the Mega ST2, and hopefully a Falcon when we get one.
> Mail System Solutions at ssolutions@compulink.co.uk. They have several Atari
> based networking solutions including Ethernet.
>

Please post your responses to the group for general consumption. I for one
am interested in the same topic.

Thanks

--------------------------------------------------------------------------------
DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennisr@melb.arc.cpr.itg.telecom.com.au | (Electronic Music Label, Production)
--------------------------------------------------------------------------------
```

2150. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 11:32:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94Apr26123200@vega.dcs.exeter.ac.uk>
Source record: 33026

In article <2pgh9e$jil@bart.meiko.com> ianj@meiko.co.uk (Ian Jamison) writes:

> Anyone out there got a list of the clock times for the various 68030
> instructions that they could post/email?

I would be grateful for these too...

--
+-------------+
| {{{ Dan }}} |
+-------------+

2151. Mega STe & SCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 12:09:37 UTC
From: jules@cs.ruu.nl
Message-ID: <Cov8G2.M1C@cs.ruu.nl>
Source record: 33027

I understood that the Mega STe has a factory built-in SCSI adaptor
(unlike the 1040 STe and all of the ST's). Does this mean that it
is possible to replace the built-in harddisk by any SCSI harddisk?
Also does this allow for additional SCSI peripherals to be connected
to the computer, and if so, how?

Thanks in advance,

-- Jules
--
Jules Vleugels, Department of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31-(0)30-53-3922
Telefax: +31-(0)30-51-3791 Email: jules@cs.ruu.nl

2152. Re: Mega STe & SCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 13:21:46 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2pj4ha$2l59@info2.rus.uni-stuttgart.de>
Source record: 33029

In <Cov8G2.M1C@cs.ruu.nl> jules@cs.ruu.nl writes:

> I understood that the Mega STe has a factory built-in SCSI adaptor
> (unlike the 1040 STe and all of the ST's). Does this mean that it
> is possible to replace the built-in harddisk by any SCSI harddisk?
> Also does this allow for additional SCSI peripherals to be connected
> to the computer, and if so, how?
No, there isn't a factory built-in adaptor. You have to buy one.
Most of them allow only one SCSI device, some of them allow 8.

> -- Jules
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2153. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 14:00:00 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.25.000E0068@hermes.cam.ac.uk>
Source record: 33028

In article <CS93DLH.94Apr26123200@vega.dcs.exeter.ac.uk> cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <2pgh9e$jil@bart.meiko.com> ianj@meiko.co.uk (Ian Jamison) writes:
>> Anyone out there got a list of the clock times for the various 68030
>I would be grateful for these too...

Try comp.sys.m68k. Its probably in the FAQ there.

John

2154. Re: SLM 605 and an IBM system

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 14:38:09 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2pj90h$tn4@ina.zfn.uni-bremen.de>
Source record: 33031

Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
:> The SLM605 has an ACSI interface which no clone knows about. Not even
:> the Falcon has an ACSI interface, but there is a third-party SW/HW
:> solution which can be used to drive a SLM605 from a Falcon. The same

Who made that? I thought it wasn't completed yet.
If you have some more info - post it.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2155. Re: STe/TOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 14:53:51 UTC
From: bjgrier@bnr.ca
Message-ID: <CovG26.3rF@nrtpa22.bnr.ca>
Source record: 33036

In article <2pilho$cb7@Tut.MsState.Edu>, ted2@Isis.MsState.Edu (Thomas E. Dodd) writes:
|>
|> Help!!!
|>
|> My 1040STe is trying to dye. I have 2meg RAM, original floppy,SC1224,
|> ICD host, and a Maxtor 245s HD.
|>
|> It boots fine but after running anything from the desktop it goes crazy.
|> Some times I get 2 bombs, sometimes 3, a few times 11, and other times
|> no bombs. I have found no relation between programs and number of
|> bombs.
|>
|> If I get no bombs the desktop gets fried. All windows are closed, drive
|> icons in uper left, and the only drives available are A,B,& C. Originaly
|> I had drives A, C-J installed. Using SYSINF83 afterwards shows that my
|> DESKTOP.INF file is still in memory. If I change resolutions the desktop
|> is restored. I have changed my ram back to 1meg and tryed 512K, using SIMMs
|> the work perfect in other machines. No change. Booted from floppy. Same.
|> Booted without HD. Same.
|>
|> I used the Sebra Mono emulator and have no problems in Hi-Res.
|> Anyone got _ANY_ ideas?
|>
|> thanks,
|>
|> Thomas

Sounds like you've got a conflict in you Auto folder and/or desk accessories.

Bypass your hard drive during boot. If your system runs fine from floppies
run ICDBOOT.PRG, and install your C drive icon. Try running a few programs.
If you start having problems your host adapter or cable is bad.

If everything is still Ok disable every desk accessory and reboot from the HD.
If it works then find the offending ACC/CPX and get rid of it. If it starts
messing up repeat the floppy boot and try cleaning out your auto folder.

Do not forget to replace C:\ICDBOOT.SYS by using HDUTIL.PRG

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

2156. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 15:12:18 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2pjb0i$tn4@ina.zfn.uni-bremen.de>
Source record: 33032

J. Sullivan (js10039@hermes.cam.ac.uk) wrote:
:> >>and why the 4m limit
:> >>since the 68000 can access 16M directly?

Because the MMU is limited to 4MB.
A different MMU can access 14 MB (the other 2MB are under the ROM / Hardregs).

:> >>What is the slowest SIMM
:> >>a STe can use without slowing down the processor.

A too slow SIMM doesn't slow down the processor - it just won't work. No timing checks. The SIMMs ATARI uses are 120 and 150 ns, so that should be safe.

:> >> ANY info is helpful, schematics, timing diagrams, or
:> >>where to find this info is what i really need.

I found sth in ST computer in the article where they described the 3MB memory expansion.

:> Me too! Especially: Pin outs (are these standard anyway between 3 chip & 8/9
:> chip simms?)

Yes, they are standard. And the difference between 256-1M-4M-16M are one adress line more each.

Timing (do you have to make sure you test for timing and don't
:> run them to fast, or is there a decent data transfer protocol where they let
:> you know when the data you requested is ready?)

No protocol. Just try&error :)

Refresh (they're DRAM so I
:> assume you have to do it, but HOW? Never got this.)

_I_ wanna know this too. Cause I want to build my own 14M extension :)
That means, I need some info about DRAM controllers. Where to get them, pinouts etc.

:> Test to see if same data appears at $[0/2]80008 = 512K bank
128K.
:> " " " $[1/3]00008 = 1M bank
512K.
:> Otherwise 2Mb bank.

That error is in ALL STE's up to TOS 2.06. But only STE, if you have an ST with 2.06, it will work. Due to a problem with damn IMP bugs in some STE chipsets.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2157. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 15:22:12 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CovHD1.13E@cs.vu.nl>
Source record: 33033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

st39@unix.brighton.ac.uk (Stephen Ticehurst) writes:

>I've just started to dable with Sozobon C which is PD, my version is pretty
>old and doesn't include libraries for GEM - but I think I have seen these
>libraries around.

You should get the Heat&Serve C package. It's a clone of Sozobon C and it
serves me well for quite some time now. All is included in the lzh file.
Libraries, compiler, assembler, everything.

>Don't know if this is a good compiler or not - but it does what I need

> -*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
>/\/\/\

2158. Re: Maxtor 7120 AT and ICD Micro ST adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 15:26:30 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2pjbr6$tn4@ina.zfn.uni-bremen.de>
Source record: 33034

Bertram Dunskus (bert@brazil.WPI.EDU) wrote:

You need an AT Bus TOS card from Hard&Soft. Or, build the project from the
c't which does the same.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2159. Re: VDI and AES handles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 16:34:45 UTC
From: perot@iris.amp.uni-hannover.de
Message-ID: <1994Apr26.163445.24256@newsserver.rrzn.uni-hannover.de>
Source record: 33035

On Fri, 22 Apr 94 10:10:54 GMT, sdenman@wolf.cs.washington.edu (Stuart Denman) wrote :

> Is there any way to get the AES handle of another running program when all
> you know is its VDI handle? How about getting the VDI handle by just knowing
> its AES handle?

There is no such thing like another program's VDI handle. There is an AES-Handle (AES-ID) for every running GEM program, and you can figure it out by using the "appl_find" function of the AES, just knowing the program filename. A simple call of "appl_write" is enough to send any message to that program. However, trying to force a redraw of a single window you encounter a problem : You don't know the AES window handle, and there is no supported way to find out.

The VDI handle is a different handle again, and has nothing to do with the AES handles mentioned above.

> To repeat:
> So is there any way to get the VDI handle, knowing the AES handle?

No. You would have to ask the VDI, but the VDI doesn't distinguish between different AES processes, therefore it doesn't know what to do with the AES handle provided by you.

> Or, if I just know the VDI handle, how can I get the AES handle?

Not at all using the VDI handle, but doing "appl_find".

Peter Rottengatter

2160. Re: how do I upgrade Mega ST to tos 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 17:20:52 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CovMut.LMB@arc.ab.ca>
Source record: 33094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2phj0t$smi@usenet.INS.CWRU.Edu>, jaszcz@dewey.EEAP.CWRU.Edu (jaszcz) writes:
> I need to upgrade my Mega ST to TOS 2.06... what's involved in this, and
>how much does it cost? and lastly, who, if not atari, sells these upgrades..?
>

I paid about $125 CDN for the Mega ST TEC bus board that was pretty much a snap
to install. It's a little more tricky if you want to run your existing TOS and
TOS 2.06 but it's not that difficult. I believe I got it from Gribnif
(413-247-5620). There are others out there as well.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2161. Re: Mega STe & SCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 17:25:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjiqp$5dl@mailer.fsu.edu>
Source record: 33092

Jules Vleugels (jules@cs.ruu.nl) wrote:
> I understood that the Mega STe has a factory built-in SCSI adaptor
> (unlike the 1040 STe and all of the ST's). Does this mean that it
> is possible to replace the built-in harddisk by any SCSI harddisk?
> Also does this allow for additional SCSI peripherals to be connected
> to the computer, and if so, how?

Actually, some MegaSTE's (those that came with hard disks) have an internal host adaptor, but they are a plug in affair that is available separately (along with the special plastic housing for a 3.5" disk). So, this is not much different from other internal host adaptors that are available.

Now, in answer to your question, you should be able to replace the 50mb hard drive that came with MegaSTE's (so equiped) with any 3.5" SCSI device, given that you can set parity properly. Some devices do not have parity jumpers anymore, you have to set them via software (from a machine that can do parity). So, the only thing to watch out for is a lack of parity jumpers. Very fast SCSI-2 devices might have problems, I'm not sure.

This does not allow you to connect additional SCSI devices without purchasing another host adaptor, unfortunately. The Atari internal unit can only handle one device (and it must be set to 0, I think). External host adaptors are not very expensive, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2162. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 18:52:48 UTC
From: lancer@parker.WPI.EDU
Message-ID: <LANCER.94Apr26145249@parker.WPI.EDU>
Source record: 33040

0{{ "Robert" == Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:
Robert> Gee, and I thought I was working with an old version
Robert> (2.65). Version 2.65 works fine on my MegaSTe/4,
Robert> BTW... (Spectre GCR, not 128, BTW)... I'd say upgrading to at
Robert> least 3.0 would be worthwhile)...

Yeah... It came free with my 1040STf when I bought it... I never
used it until I got the MSTE and wanted to give it a try... I got a
Magic Sac, too, but I sold it!

Looks like I'll be buying one as soon as my job starts and money
begins coming in... I'm looking forward to THAT!

.s.
(and so is my "local" Atari dealer!)
--
- lancer@wpi.wpi.edu - - From the back room at Club Babyhead: -
- I'm not a homo -
- I just play guitar in the SKATENIGS -
- - little Billy -

2163. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 19:52:45 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2pjred$hrs@mailer.fsu.edu>
Source record: 33121

Stephe Lewis Foskett (lancer@parker.WPI.EDU) wrote:
> 0{{ "Robert" == Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:
> Robert> Gee, and I thought I was working with an old version
> Robert> (2.65). Version 2.65 works fine on my MegaSTe/4,
> Robert> BTW... (Spectre GCR, not 128, BTW)... I'd say upgrading to at
> Robert> least 3.0 would be worthwhile)...
>
> Yeah... It came free with my 1040STf when I bought it... I never
> used it until I got the MSTE and wanted to give it a try... I got a
> Magic Sac, too, but I sold it!
>
> Looks like I'll be buying one as soon as my job starts and money
> begins coming in... I'm looking forward to THAT!

I believe the software upgrade to 3.0 is very inexpensive (if not free,
minus shipping). I could be wrong, as I bought mine with 3.0 software
included, but my impression was that software upgrades would not incur
any major cost.

As noted before, version 3.1 should be out "real soon now".

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2164. Re: STe/TOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 19:57:47 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2pjrnr$4oa@Tut.MsState.Edu>
Source record: 33091

>Sounds like you've got a conflict in you Auto folder and/or desk accessories.

>Bypass your hard drive during boot. If your system runs fine from floppies
>run ICDBOOT.PRG, and install your C drive icon. Try running a few programs.
>If you start having problems your host adapter or cable is bad.

>If everything is still Ok disable every desk accessory and reboot from the HD.
>If it works then find the offending ACC/CPX and get rid of it. If it starts
>messing up repeat the floppy boot and try cleaning out your auto folder.

>Do not forget to replace C:\ICDBOOT.SYS by using HDUTIL.PRG

>Brian

>--

>Disclaimer: The opinions expressed are mine not those of BNR.

> ____
>| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
>| Bell Northern Research | on I'd buy an Amiga. However I have |
>| Research Triangle Park, NC | real work to do. So please get lost! |
>|____________________________________|_____________________________________|

I have the problem with out loading anything. NO auto folder. NO .ACC/CPX's.
All theat gets loaded is DESKTOP.INF and it has no app's instaled.

-Thomas

Email:ted2@isis.msstate.edu

2165. Quantum In A Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 20:08:02 UTC
From: mrz5149@ultb.isc.rit.edu
Message-ID: <1994Apr26.200802.14083@ultb.isc.rit.edu>
Source record: 33095

I have a Mega STe with an ATARI internal host. It currently has a Segate 30 meg drive in it. It works fine but the Segate is on it's last legs (stiction from hell!) and I want to replace it with a Quantum 40 meg drive that I have.

The Quantum works with my ICD Advantage external host but when I hook it up to the internal host, the driver refuses to recognize that there is a hard drive on the system.

Do I need a new version of the ATARI Hard drive driver or is this config just never going to work?

Thanks.

P.S. What the heck is that three dip switch package for on the internal host adapter board?

--
--------------------------*
| Michael Zucca - Rochester Institute Of Technology | "The secret is to bang |
| Internet: mrz5149@ultb.isc.rit.edu | the rocks together guys"|
--------------------------*

2166. Interface to Rom Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 22:43:31 UTC
From: mike@io.org
Message-ID: <2pk5ej$a5c@ionews.io.org>
Source record: 33097
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Has anyone here done any interfacing to the ROM port of a 1040 ST FM
(or other machine .. same port I presume) ?

I've been looking for a 20/20 edge card interface to the port that I
could use to connect to a solderless breadboard.

Other than etching one myself, anyone know of a source for this kind
of thing?

Mike

--
==
Mike Stramba Email: mike@io.org
Toronto,Canada Internex Online - Toronto, Canada (416) 363-3783
==

2167. TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-26 23:43:22 UTC
From: jmax@panix.com
Message-ID: <2pk8uq$lie@panix.com>
Source record: 33096

I just got the 2.06 chips in the mail from Toad. I want to install them in my Mega STE, but they sent no instructions and It's after closing time. The chips are labled "E0" and "EE". Can anyone tell me what order they go from left to right?

Thanks,

JMH

2168. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 00:58:43 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkdc3$58o@uqcspe.cs.uq.oz.au>
Source record: 33098

msbaines@cix.compulink.co.uk ("Mark Baines") writes:

>>Simple question - is there a hardware reg or system variable I can hack
>>to turn of the ST keyclick?
>yes, at $484
>This will turn off the keyclick. Can be used in an AUTO folder.

>CSECT keyckick
>clr.l-(sp)supervisor mode
>move#32,-(sp)

...

Or you could just turn it off from the General section of XControlPanel.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2169. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 00:59:18 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cow82v.42y@sdf.lonestar.org>
Source record: 33137

In article <60.1712.4019.0N19B68B@canrem.com> richard.hecker@canrem.com (Richard Hecker) writes:
>-> Could someone out there mail me some info (or tell me where to
>-> find some on a.a.) about the drag and drop protocol and the
>-> Atari Style Guide?
>
>If you're just looking for an explaination, then basically the
>drag-and-drop protocol works like this:
>
>The user grabs a file from a window or the desktop and then drags it on
>top of another application. The filename is passed on to the ARGV
>command line (path and all) (located at BASEPAGE+128). If the
>application is designed to look on the basepage for a filename, it will
>pick up the filename from the command line and then load (or do whatever
>actions are appropriate to) the filename found there.
>
>CYOTFS!
> ...D.L.
> ...Underground

This is WRONG! That is simply starting an app. Drag-n-drop uses
a combination of MiNT PIPES and GEM messages to allow one to mark data
in any window and drag it into any other window - even if the window is
owned by another application. You can drag text, graphics, speadsheet,
info, whatever. I have the info, but do not have the time to type it.
Get the Compendium.

2170. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 01:03:42 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767408622@Paddington>
Source record: 33100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mm68@unix.brighton.ac.uk (Allanon) writes:

>I used Hisoft C (it was free with some mag) and hated it...compile not
>interpret IMHO!

Interpreting is useful for debugging purposes though

--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

2171. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 01:08:04 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkdtk$5ps@uqcspe.cs.uq.oz.au>
Source record: 33099

steve@earth.ox.ac.uk (Stephen Usher) writes:

>It merely needs two things:-

>(1) A standard networking API (ie MiNTnet when it's more fully implemented)
>(2) The windowing/display interface being written.

>The rest can be taken from the core Mosaic/WWW sources.

Yes, definately. MiNTnet should provide (1), GEM++ provides the basis on
which (2) can be built. This is why it is a Good Thing for Chris to tackle
a local-only version first, as then (1) can be simply connected.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2172. Re: Atari Style Guide/drag and drop docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 01:41:12 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CowA0p.4L7@sdf.lonestar.org>
Source record: 33136

In article <CosEpI.5Cz@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>In message <60.1712.4019.0N19B68B@canrem.com>, richard.hecker@canrem.com said:
>>
>>If you're just looking for an explaination, then basically the
>>drag-and-drop protocol works like this:
>>
>>The user grabs a file from a window or the desktop and then drags it on
>>top of another application. The filename is passed on to the ARGV
>>command line (path and all) (located at BASEPAGE+128). If the
>>application is designed to look on the basepage for a filename, it will
>>pick up the filename from the command line and then load (or do whatever
>>actions are appropriate to) the filename found there.
>
>This is not the Drag & Drop protocol. This requires MiNT and uses
>Psignal() to pass portions of text or image data between _active_
>applications.
>
>------------------------------
>Ofir ogal@cix.compulink.co.uk
>------------------------------
>
>

NOPE! Doesn't use signals at alli, well, it uses Psignal to mask off
SIGPIPE signals. Signals just notify an app of some sort of pressing
immediate condition. Drag-n-drop uses pipes. I guess I better do a
brief explanation of what's involved.

1 - Neither app should lock the screen with wind_update.
2 - The originator :
a - When a user drops data with the mouse, use wind_find to determine
which window (could be 0 to drag to the desktop) the data was dropped
on.
b - Use wind_get to determine the AES handle (from the window handle
returned by wind_get)
c - Call Psignal(SIGPIPE,SIG_IGN); to ignore sigpipe signals. You may
want to save the old value and re-instate it. The defaultis either
to die or ignore (I forget).
d - Create a pipe named DRAGDROP.xx where xx is a unique 2 letter combination
You do this with an Fcreate on U:\PIPE\DRAGDROP.xx with its "hidden"
attribute set, so read return EOF when the other end is closed. To
ensure uniqueness, use the ASCII representation of your own GEM APP ID.
e - Use appl_write to send an AES message to the application with the
following info (app is the target, or recipient) :
WORD Contents

0 AP_DRAGDROP (63)
1 Originators App ID
2 0
3 Window Handle of the Target
4 Mouse X pos. at time of drop (from the evnt_multi)
5 Mouse Y pos. " " " " " " " "
6 Keyboard shift status at time of drop.
7 2 character pipe ID packed into a word (extension used above)
f - Originator uses Fselect to wait for a write to the pipe or a timeout
3 to 4 seconds should be enough.
g - If the call times out. Close the pipe, otherwise read 1 byte from the
pipe. DD_NAK (1) or DD_OK(0).
h - If DD_NAK, close the pipe. Recipient wasn't prepared for drop to that
window.
i - If OK, read 32 bytes from the pipe. These are the 8 preferred data
types that the recipient can handle. If less than 8, they will be
zero padded. Disk file types, like ".GEM" or ".IMG" or ".TXT" contain
the leading period (ascii representation of longwords). Things like
"ARGS" or "PATH" are special and need not containthe leading period.
j - If a user drags files from a desktop window to an application window,
the "ARGS" type is used. Data will be a standard argument string,
in TOS 8+3 format with filenames bracketed in single-quotes with 2
single-quotes to delimit a single quote in the name.
k - Construct a structure as follows :
1 - type of data you decided to send - longword
2 - length of data in bytes - longword
3 - Data name in ascii format, null terminated, - used for icon label
4 - Filename the data is associated with, null terinated
l - Write a word to the pipe signifying the length of the header, followed
by the header itself (pipes are bi-directional).
m - The recipient will write 1 byte indicating a return code, as follows:
NAME VALUE MEANING
DD_OK 0 Ready to recieve, fwrite the actual data, + close
DD_NAK 1 Abort drag-n-drop, close pipe + abort.
DD_EXT 2 Recipient cannot accept that data, either construct
a new header, or abort (note that a header does
NOT have to be one of the 8 preferred types, but
using a preferred type is best).
DD_LEN 3 Cannot handle so much data, either use a format with
less data or close pipe and abort
DD_TRASH 4 Data has been dropped on a trashcan - close pipe
and delete data.
DD_PRINTER 5 The data has been dropped on a printer. Pipe should
be closed and data should be printed (by originator)x
DD_CLIPBOARD 6 Data has been dropped to clipboard. Close pipe and
use a "Copy" clipboard operation (not CUT)

Exception - if using "PATH" data type and recipient agrees (DD_OK) then
originator should READ a path string (null terinated) and should be a
full path as represented by the target window.

The recipient works in reverse.

2173. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 03:43:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DMA4xMelRaA@semprini.waterloo-rdp.on.ca>
Source record: 33114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Apr25.074832.16356@unix.brighton.ac.uk>, Stephen Ticehurst writes:
> Is there such a thing as a C interpreter? Surly it would be too slow with
> having to include all the header files and libraries etc..

They do exist (there's one called C-Breeze and one called C-Envy I
think), but I have no idea how they work... They're probably quite fine
for learning C syntax (pointers can be hell until you figure them out,
especially on a machine without memory protection).

> I've just started to dable with Sozobon C which is PD, my version is pretty
> old and doesn't include libraries for GEM - but I think I have seen these
> libraries around.
>
> Don't know if this is a good compiler or not - but it does what I need

That's pretty much the definition of a good compiler. If you grab Heat
& Serve C 1.33i (hsc133i.*? on atari.archive? down in Languages), it's
a decent C compiler, with nice GEM libraries.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2174. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 04:49:43 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2pkqt7$ogt@golem.wcc.govt.nz>
Source record: 33124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Like I said, I've never seen it; C interpreters are evil, IMHO.

Lazer C. There's an add-on interpreter for Lattice or Pure C (I forget
which!)

2175. Re: Tutorial on sprites and graphics ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 05:01:10 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2pkrim$fa7@uqcspe.cs.uq.oz.au>
Source record: 33122

ant@mks.com (Anthony Howe) writes:

>Is there a good reference or tutorial concerning either general or
>Atari specific techniques to do with sprites and graphics as applied
>to game and simulation design.

For some games and especially some simulation projects, the best approach is
to use the VDI, which has raster operations.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2176. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 05:58:52 UTC
From: steve-j@teleport.com
Message-ID: <2pkuus$l3a@elaine.teleport.com>
Source record: 33120

In article <Up-EDYVFIVI@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
>In <2pd60r$dja@mother.usf.edu> Timothy Miller wrote :
>
>>From just about everything connected to the Falcon's memory, there is a 32 bit
>>datapath. However, to make for better compatibility and/or because they ran
>>out of pins on the COMBEL chip, the 68030 in the Falcon is connected to the
>>COMBEL by a 16 bit datapath, and the COMBEL is connected to memory by a 32bit
>>datapath.
>
>
>You mean even the blitter is 32 bit ? Come on, why is it so slow then ?
>What's the use of connecting a 32 bit processor to a 32 bit system bus
>through a 16 bit funnel ? I'm not sure but as far as I know the whole
>Falcon is only 16 bit wide, including blitter... In the 'official'
>announcing of the Falcon it was said it would be 32 bit. But then again, at
>the time the TT was announced, it would have had 1280x1024 true color
>a fast blitter etc...

Yes, the Blitter is only 16-bit. However, the SYSTEM bus is 32-bit.
That's why bypassing the Blitter for some graphics processing is
actually faster -- because you can pass 32 bits of data directly to
the VIDEL, rather than only 16 bits via the Blitter.

The Falcon030's specs are one of the few instances where I find that
Atari is being purposely misleading -- they claim "BUS: 32-bit data,
32-bit address" as part of the System Architecture, but then when
challenged, Atari says they are just talking about the 68030's
INTERNAL architecture. In my opinion, Atari has just been flat-out
LYING about this.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2177. Re: CD-ROM with Falcon: What is needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 06:05:42 UTC
From: steve-j@teleport.com
Message-ID: <2pkvbm$lcf@elaine.teleport.com>
Source record: 33119

In article <h54118.767258409@sakura>,
Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> wrote:
>Dear everybody,
>
>sorry, maybe this has been asked quite a few tiimes already recently,
>but I`m still not enlightend:
>
>I`d like to use a CD-ROM with my Falcon, so what do I need?
>
>Where can I get the necessary driver for example?
>
>Would it be possible to look at the pictures from a CD using GEM-VIEW?
>
>I`ve heard that the Apple CD300 works fine, what about the PowerCD-thing?
>
>Here in JApan they sell a bare Toshiba XM3401B drive (internal version), and no
>external (i.e. with case, powersupply etc). Could I use that too? I mean, if
>I figure which pins must go to which SCSI-connector pins?
>
>Wouldn`t any SCSI-CD=ROM be fine?

THEORETICALLY, any SCSI CD-ROM drive should work fine, but that's
not the case. That's not Atari's fault, but there are just subtle
differences between CD-ROM drives which require driver software to
written to more specifically for that drive. Though I don't have
it handy, I HAVE seen a few lists of CD-ROM drives that ARE
compatible with MetaDOS (MiNT .XFS CD-ROM drivers and ExtenDOS will
handle more drives, though).

Also, a "very inexpensive" double-speed CD-ROM drive that connects
to the ST/TT/Falcon's cartridge port is supposed to be released
later this year.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2178. Re: X11 server Was: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 06:29:43 UTC
From: erlingh@idt.unit.no
Message-ID: <2pl0on$ogs@ugle.unit.no>
Source record: 33123

In article <klamer.767262899@galaxy.ph.tn.tudelft.nl>, klamer@ph.tn.tudelft.nl (Klamer Schutte) writes:
|> In <2p6f12$pap@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:
|>
|> :I'm currently working on the X-libraries+apps - which seems to be very straight-
|> :forward with the help from the mintnet socket library. Only a few files won't compile,
|> :because the lack of TCP support in the current version of mintnet. If only I had those
|> :tcp header files...
|>
|> What is not clear to me: What does this X server support?

Well, I have not began work on the X server yet, only the library.
What I intend to do;
Get the libraries compiled.
Compile some of the X-client programs.
Test these programs through a serial line on a computer with an X-server.
(either via slip, term or something similar)
Start work on porting the server, probably based on the sun-
server.
|> - does it support not-local clients?
Yes, because it is based on the mintnet.
|> - does it support not-local clients connected by a modem?
Yup.
|> (These two probably do need serious mintnet support)
Correct assumption. Mintnet today supports connections between
computers via the serial line.
|> - does it run on a simple ST?
It should, however I am compiling this with gcc and -m68030...
|> - how much memory is needed?
To compile: Probably more than 8 Megabytes (I have 14 in my Falcon)
To run, difficult to say as nothing is runnable yet.
I believe it will work on a 4 Mb machine, but this is just a guess.
|> - is three button mouse emulation available?
Haven't come this far yet.
I will have a look at the mouse code in mgr, as this supports
three-button emulation I suppose I can use that.
The atari - even gem, supports mice with more than two
buttons though.
|> - how can we support this project?

Well, at first you will have to have a machine with lots of
memory - probably at least 14 Mbytes. You will also want
a quick machine. Preferably a TT.
Then you will have to have a big hard disk.
My x-source tree is now more than 100 Mb...

It started out at about 80 Mb, but now I have generated all the
fonts, and compiled most of the libraries and clients. I don't know
how much it will take in the end.
Of course the compiled, installed version will take much less
disk-space. These 100 megs includes all fonts, documentation, source
etc...
But this is rather handy to have ready when developing...

If anyone wants to help out on this project, I am more than willing to send
out the diffs I have made this far.

|>
|> Klamer
|> --
|> Klamer Schutte -- +31-15-786054 / +31-15-692000
|> klamer@ph.tn.tudelft.nl / schutte@tpd.tno.nl

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2179. Problems with Gasteiner HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 10:31:44 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767442704@Fowey>
Source record: 33102

I am having problems with my Gasteiner Quantum 40mb Hard Drive that I
purchased abouta couple of years ago.
When I try to boot from it it displays the message "no exec" appears and
then the drive powers off.
If i try to use the management software it can't find the drive
displaying unit 0 : type unknown.

Any thoughts?

thanxs in advance.

--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

2180. Re: CD-ROM with Falcon: What is needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 10:43:11 UTC
From: reschke@uni-muenster.de
Message-ID: <2plfjv$19ku@obelix.uni-muenster.de>
Source record: 33140

In article lcf@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
> In article <h54118.767258409@sakura>,
> Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> wrote:
> >Dear everybody,
> >
> >sorry, maybe this has been asked quite a few tiimes already recently,
> >but I`m still not enlightend:
> >
> >I`d like to use a CD-ROM with my Falcon, so what do I need?
> >
> >Where can I get the necessary driver for example?
> >
> >Would it be possible to look at the pictures from a CD using GEM-VIEW?
> >
> >I`ve heard that the Apple CD300 works fine, what about the PowerCD-thing?
> >
> >Here in JApan they sell a bare Toshiba XM3401B drive (internal version), and no
> >external (i.e. with case, powersupply etc). Could I use that too? I mean, if
> >I figure which pins must go to which SCSI-connector pins?
> >
> >Wouldn`t any SCSI-CD=ROM be fine?
>
>
>
> THEORETICALLY, any SCSI CD-ROM drive should work fine, but that's
> not the case. That's not Atari's fault, but there are just subtle
> differences between CD-ROM drives which require driver software to
> written to more specifically for that drive. Though I don't have
> it handy, I HAVE seen a few lists of CD-ROM drives that ARE
> compatible with MetaDOS (MiNT .XFS CD-ROM drivers and ExtenDOS will
> handle more drives, though).

MetaDOS should work fine with all SCSI CD-ROMs but Atari's BOS driver doesn't
support Falcon SCSI. You'll have to get a third-party driver for that.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2181. Re: Green Card Lottery- Final One?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 12:23:53 UTC
From: lodge@ukfca1.sinet.slb.com
Message-ID: <2pllgp$3vj@snlsu1.london.sinet.slb.com>
Source record: 33111
Cross-posted to: comp.sys.atari.st.tech,ny.test

In article <H.eg.TN5wshWx5_o@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca writes:
>In <RALPH.94Apr13113033@hal.cerfacs.fr>, Ralph Sobek writes:
>> Flood this guy's mailbox!
>
>I've heard that the guy's already been disciplined by his Internet
>service supplied. Naturally, since he's a lawyer in the 'states, he's
>suing. Bloody idiot.

Mailing list owners and other with kill files may be interested in their
complete list of e-mail addresses:

cslaw@delphi.com
cslaw@win.net
cslaw@witchcraft.com
cslaw@pipeline.com
cslaw@netcom.com
cslaw@indirect.com (currently disabled)
lcanter@delphi.com
lcanter@win.net
lcanter@witchcraft.com
lcanter@pipeline.com
lcanter@indirect.com (currently disabled)
76636.443@compuserve.com

They also, apparently, have sites of their own; those sites are
lcanter.win.net and msiegel.win.net.

Add 'em to your kill file and they just go away. You might also try
subversion: re-post the ad but change the details (price, e-mail address,
phone number etc.) A great way of putting people off by spreading
disinformation.

Regards,

Mat
--
Mathew Lodge	"This is *the* Jane Harrington?" "Yes"
lodge@ferndown.ate.slb.com	"Jane 'Bury-me-in-a-Y-shaped-coffin'
Schlumberger Technologies,	Harrington?" "I think maybe there are
ATE division, Ferndown, UK	two Jane Harringtons" -- Blackadder 2

2182. Re: HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 12:53:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Sqp7NQYG8M6@semprini.waterloo-rdp.on.ca>
Source record: 33115

In <Cotpq3.Bvy@news.cis.umn.edu>, davidli@dragon.labmed.umn.edu writes:
> Fine. Just don't continue to use a Subject line that refers to Mosaic/WWW
> clients! Your comments about in-line JPEG pictures and Atari-specific sound
> files _in_the_context_of_the_subject_line_ deserved the comments I made.
>
> I would also caution you that, without SOME standardization, HTML documents
> created using your conception of 'platform-independent hypertext' are going
> to be anything but 'platform-independent'.

Why whould they? HTML is SGML; if I use a different tag for
Atari-specific inline images and sounds, other browsers will just ignore
it (unless, of course, they are bogus).

For example, the standard GIF, PostScript, or JPEG inline tag is:

<img src="http://foo.bar.com/bozo.gif" align="top">

(In fact, in my HTML docs, it says the graphic file has to be in one of
the following formats: GIF, JPEG, PS, [others may be implemented]...)

So, we use:

<atari-img src="http://localhost/c/www/images/bozo.img" align="top">

for IMG and GEM and whatever else. I seriously doubt that the HTML
specs limit you to using just GIF, JPEG, PS, etc... you'll just get
that Mosaic icon when it hits an image it can't interpret.

I'm still interested in how you think this might make my HTML files
incompatible with something...

--
------------------===------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2183. Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 12:54:16 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cox56H.LMq@westminster.ac.uk>
Source record: 33103

I recently got hold of some C source code.

I was written in Lazer C and had inline assembly code.

Something like

```
asm
(
stuff like move.l ......
)
```

is this possible with Lattice C ? Or do you have to make separate functions ?

Hmmm......
Phil.

2184. GCC-CC1PLUS with MINTNP/OLDGEM - Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:04:46 UTC
From: bernd@golem.nero.uni-bonn.de
Message-ID: <BERND.94Apr27130446@golem.nero.uni-bonn.de>
Source record: 33113

I installed GNU gcc 2.5.8 on a TT030, using
Minix-FS. Running MINTNP.PRG and OLDGEM.PRG (GEMINI 1.99),
I'm able to compile ANSI C-file (as "gcc something.c")
uebersetzen.

Problem is: if I try to compile a C++ source by

"gcc something.cc"

I get a full stop following some messages like:

pid 14 (gcc) BUS ERROR ...
pid 5 (GEMINI) BUS ERROR ...
pid 4 (OLDGEM) ILLEGAL INSTRUCTION ...
pid 16 (OLDGEM) BUS ERROR ...

The same configuration of gcc, GEMINI and MINT seem to
work correctly without OLDGEM, i.e. using the complete
MultiTOS/MINT enviroment (but I've only tried the
"Hello, world\n" class of programs at the moment).

Anybody familiar with this problem?
Anybody actually running gcc for C++
with MINTNP/OLDGEM and GEMINI?
Any ideas ?

Thanks in advance,

Bernd Kreimeier,

bernd@nero.uni-bonn.de

2185. Tape Backup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:12:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cox5yL.n55@westminster.ac.uk>
Source record: 33104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi friends

Got this tape backup unit connected to my Atari right now, and it connects to the printer port. Now, is there any way I can perform a backup? Gemar 2.20 is only for tape thingies that plug into the DMA/SCSI port.

Anyone know of any other PD/Shareware software for this. The tape drive connected is a trakker 250 MB.

I'd also like to test gemar to put on our archive, and this is not much help at the mo. 8(

BTW, micros.hensa.ac.uk has gone back to it's old machine, as the new one crashed and rebooted after the first hour. We are still waiting for SUN to come and fix the problem. Hopefully, the new machine will be on-line by Friday.

Thanx in advance.

Danny. =);-)
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2186. Re: Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:21:08 UTC
From: richara@westminster.ac.uk
Message-ID: <Cox6Dq.yK@westminster.ac.uk>
Source record: 33125

Philip Shore (avsec@westminster.ac.uk) wrote:
: I recently got hold of some C source code.
: I was written in Lazer C and had inline assembly code.
: is this possible with Lattice C ? Or do you have to make separate functions ?

I don't know about any newer versions of Lattice C, I use v 5 but not the
newer release, but my version can't.

The manual tells you how to combine C and assembly but (head hangs down in
shame) I couldn't understand it (or just didn't try hard enough).

But it sure wasn't inline. :-<

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

2187. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:42:10 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Apr27.134210.17817@bradford.ac.uk>
Source record: 33126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mike Stramba writes:
: Has anyone here done any interfacing to the ROM port of a 1040 ST FM
: (or other machine .. same port I presume) ?

: I've been looking for a 20/20 edge card interface to the port that I
: could use to connect to a solderless breadboard.

: Other than etching one myself, anyone know of a source for this kind
: of thing?

On a similar note, having put the Falcon into a PC tower case, how is it possible/easiest to move the cartridge port to the outside of the tower? I had always assumed that it would be a standard connecter, but recent enquiries have proved this not to be the case.

Steve Taylor.

2188. Re: Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:55:32 UTC
From: PostMaster@barclays.co.uk
Message-ID: <Cox80K.5F6@barclays.co.uk>
Source record: 33129

Lattice C comes with a slightly cut down devpac. You use that to build your ASM bits and then link it all together when you build the executable. This is fairly straightforward and the manual covers all that is required.

--
+-------------+---+
|Iain R Laskey|Atari Falcon - The best upgrade I ever made! |
+-------------+Laserdisc & Pro-Logic - The only way to watch movies at home|
| |REPLIES to ilaskey@cix.compulink.co.uk |
+-------------+---+

2189. Addressing Floppy Light

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 13:55:54 UTC
From: eldmw2@lut.ac.uk
Message-ID: <Cox816.6vM@lut.ac.uk>
Source record: 33135

In my search for the address of the floppy light, I dissassembled n_light.prg
I ended up with:

```
; light on
lea $ff8800,a0
move.b #14,(a0)
move.b #12,2(a0)
rts
; light off
lea $ff8800,a0
move.b #14,(a0)
move.b #14,2(a0)
rts
```

both subroutines being executed in supervisor mode. They do work, but...
I need to know what the names of these locations are, and why these values
are used. Each alternate pair of values either turns the light on or off

--

```
_____________________________________________________________________
__ _ _ |
/ \ ___ _ / \ _ . / \ |
| | | | _ / \ | |_ \_ |
```

2190. Re: Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 14:08:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2plrkl$li2@percy.cs.bham.ac.uk>
Source record: 33042

richara@westminster.ac.uk (Alan Richardson) writes:
>Philip Shore (avsec@westminster.ac.uk) wrote:
>: I recently got hold of some C source code.
>: I was written in Lazer C and had inline assembly code.
>: is this possible with Lattice C ? Or do you have to make separate functions ?
>
>I don't know about any newer versions of Lattice C, I use v 5 but not the
>newer release, but my version can't.
>

5.6 hasn't changed in this regard. I suspect you didn't entirely understand the chapter (aka 'page') on #pragma inline. Essentially, you have to write a pseudo function inside a #pragma line which simply contains a string of hex bytes. You are good at writing Motorola assembler code by hand, aren't you? Anyway, the string just gets inserted into the real stream of instructions whenever you 'call' the pseudo function. I think you also have to prototype the pseudo function beforehand as well.

A bit crappy, yes, but no worse than allowing inline assembler mnemonics IMHO.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2191. Re: Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 15:04:13 UTC
From: <>
Message-ID: <2plutd$83o@mother.usf.edu>
Source record: 33106

Lattice C does not have the ability to handle inline assembly (due to the way it handles C code optimization), but it does have a very nice assembler and the manual documents how to inverface the two languages just fine.

2192. Re: SLM 605 and an IBM system

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 15:39:38 UTC
From: spoil@cs.tu-berlin.de
Message-ID: <2pm0vq$3fg@news.cs.tu-berlin.de>
Source record: 33110

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
: Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:
: :> The SLM605 has an ACSI interface which no clone knows about. Not even
: :> the Falcon has an ACSI interface, but there is a third-party SW/HW
: :> solution which can be used to drive a SLM605 from a Falcon. The same

: Who made that? I thought it wasn't completed yet.
: If you have some more info - post it.

It has been shipping for quite a while now.
It's available from R.O.M., Berlin.

2193. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 15:43:43 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pm17f$6ru@charm.magnus.acs.ohio-state.edu>
Source record: 33107
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

BEST Electronics had solutions for both questions. They have an extender and 'L" for the cartridge port as well as several 'blanks' for cartridge port products.

Dan Ackerman

2194. Re: Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 15:47:23 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2pm1eb$6sb@charm.magnus.acs.ohio-state.edu>
Source record: 33108
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I still haven't heard anything from any gopherers out there. I know that it existed, can anyone give me a line on who to talk to. I just want to include it's info in the FAQ.

Dan Ackerman
ackerman.29@osu.edu

2195. Re: Lattice C in-line asm code ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 15:49:49 UTC
From: richara@westminster.ac.uk
Message-ID: <CoxD9K.D3s@westminster.ac.uk>
Source record: 33109

```
: 5.6 hasn't changed in this regard. I suspect you didn't entirely
: understand the chapter (aka 'page') on #pragma inline. Essentially,
: you have to write a pseudo function inside a #pragma line which simply
: contains a string of hex bytes. You are good at writing Motorola

Believe it or not, but I actually managed this, it was the other way of
merging assembler, i.e using devpac and linking it in, that I couldn't
figure.

sad isn't it. :->

: --
: --Chris

Thanks Chris.

Enjoy :)

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk
```

2196. Re: Problems with Gasteiner HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 16:48:53 UTC
From: g051@cpcw8.uea.ac.uk
Message-ID: <2pm51l$4mf@cpca3.uea.ac.uk>
Source record: 33112

> I am having problems with my Gasteiner Quantum 40mb Hard Drive that I
>purchased abouta couple of years ago.
> When I try to boot from it it displays the message "no exec" appears and
>then the drive powers off.
> If i try to use the management software it can't find the drive
>displaying unit 0 : type unknown.

I use a Gastiener Quantum 105Mb drive. The only problems I've had
were that originally it was too slow when writing - sometimes even slower than
writing to floppy. This was solved by changing to TOS 2.06, so I guess it
was not the drives fault. Incidentally, when the drive was first delivered,
the drive active light was not wired. I know Gast. drives are cheap but
surely they test them before delivery?

The driver software? Hah! Have you tried usign 'help', on my machine it
filled the screen with some german text and then bombed.

No back-up software was included, contrary to the advertisement and order.
I complained, they said they'd send me something. Errrmmm, that was summer '92
it's now summer '94. I knwo snail mail is slow but....

I gave up with their driver in the end,it wanted to grab 140k RAM as buffers.
I now use the Atari drivers. This allows me to format 4+partitions properly,
and no 16Mb limit. Yes, I know that Gast.'s driver does that but it fiddles
around with sector sizes or some such silly thing.

Move to the Atari driver.

2197. Help! Need SCSI for ST to MAXTOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 20:27:02 UTC
From: bcnyou@aol.com
Message-ID: <2pmhqm$ifl@search01.news.aol.com>
Source record: 33117

Does anyone know where I can find a SCSI interface for my 1040ST.
I got a great deal on a 760MB Maxtor SCSI. I know someone use to make an
interface but I don't know where to look.

2198. Opinions on Falcon towers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 21:09:06 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <2pmk9i$b7f@nyheter.chalmers.se>
Source record: 33116

I've recently ordered a SCSI disk for my Falcon and am now looking for some kind of cabinet to put it in. So far I've not been able to find _any_ cabinet for less than 1200 SKr (about US $150), and of course they all come with a normal SCSI cable that I can't use. A proper cable seems to cost around $80.

These unbelievable prices have made me consider getting a tower case instead, since I also intend to buy an accelerator card in the not too distant future.

A local PC retailer claims he can get me a large PC tower, with PSU, for $250. To this would have to be added the price of a few cables and such. This tower is of course not designed with the Falcon in mind, but it might be possible to convert it with some work.

Then there are the Falcon towers advertised in the ST magazines. I have, however, not been able to find reviews of any of them, so it's hard to know if they're worth their price.

If anyone has any experience with converting a PC tower for the Falcon or knows anything about any of the towers sold specifically for the Falcon, I'd really appreciate some comments.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

2199. Re: Problems with Gasteiner HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-27 21:32:04 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.767482324@Paddington>
Source record: 33118

g051@cpcw8.uea.ac.uk (Ian Brown#) writes:

>> I am having problems with my Gasteiner Quantum 40mb Hard Drive that I
>>purchased abouta couple of years ago.
>> When I try to boot from it it displays the message "no exec" appears and
>>then the drive powers off.
>> If i try to use the management software it can't find the drive
>>displaying unit 0 : type unknown.

>I use a Gastiener Quantum 105Mb drive. The only problems I've had
>were that originally it was too slow when writing - sometimes even slower than
>writing to floppy. This was solved by changing to TOS 2.06, so I guess it
>was not the drives fault. Incidentally, when the drive was first delivered,
>the drive active light was not wired. I know Gast. drives are cheap but
>surely they test them before delivery?

>The driver software? Hah! Have you tried usign 'help', on my machine it
>filled the screen with some german text and then bombed.

>No back-up software was included, contrary to the advertisement and order.
>I complained, they said they'd send me something. Errrmmm, that was summer '92
>it's now summer '94. I knwo snail mail is slow but....

>I gave up with their driver in the end,it wanted to grab 140k RAM as buffers.
>I now use the Atari drivers. This allows me to format 4+partitions properly,
>and no 16Mb limit. Yes, I know that Gast.'s driver does that but it fiddles
>around with sector sizes or some such silly thing.

>Move to the Atari driver.

It ccant be driver orientated, driver software doesnt just stop working
for no reason whatsoever.

--

Stephen Norman - Nogssoft Software
E-mail: cc103@city.ac.uk
Treat Her Like A Lady And She'll Always Bring You Home

2200. File Locking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 06:28:28 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CoyHzI.9xz@sdf.lonestar.org>
Source record: 33045

```
======================
Not quite, you only need to check for the _FLK cookie, which other
GEMDOS extensions could add themselves. However, the mode bits in
Fopen for file locking were probably only *documented* recently...
======================

No, the Fopen bits are for file sharing modes. File locking is a
different call altogether. Flock(). And the modes of Fopen for
file sharing have been "documented" sice MS-DOS version 3.x. Or
didn't you know that all the Fopen flags are the same as MS-DOS andf
that the opcodes for GEMDOS calls are the same as MS-DOS calls!!
```

2201. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 06:30:31 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Coyl2x.9zq@sdf.lonestar.org>
Source record: 33044

I have a list - but I can't email it. I have to take it back to the library next week (Motorola 68030 data book). Note that these are COMPLEX timings. There is alot of variants.

2202. Interface to NOVELL IPX and/or TCP-IP at Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 08:18:11 UTC
From: KL@tromsolh.no
Message-ID: <KL.112.2DBF7143@tromsolh.no>
Source record: 33131

Hello,

We have some atari machines here. They ar not connected to the ethernet (Coax-BNC).

This is been uesd at the music dept. The Atari is most uesd to composing/arranging and in connetion with MIDI seqencers.

But we like to use the Atari on our post-net (tcp/ip) and also if possible the the fil-server IPX.

Is there anybody knowing what we "need" for doing this?

I understand we have a "Appletalk" connector and we may use som apple stuff or compatible. And other qestions is: Is ther any freeware or shareware drivers for this.

I hope some can give me tips, all kinds is wellcome.
I am on "the virgine land" here.

Kent

E-mail: kl@tromsolh.no

2203. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 08:19:53 UTC
From: richara@westminster.ac.uk
Message-ID: <Coyn3L.LHw@westminster.ac.uk>
Source record: 33132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <1994Apr25.074832.16356@unix.brighton.ac.uk>, Stephen Ticehurst writes:
: > Is there such a thing as a C interpreter? Surly it would be too slow with
: > having to include all the header files and libraries etc..

: They do exist (there's one called C-Breeze and one called C-Envy I
^^^^^^^^
C-Breeze is an editor, not an interpreter. It is a rather splendid and very
configurable editor though. But its a little old. Don't know what C-Envy is
though.

I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

2204. Re: Help! Need SCSI for ST to MAXTOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 11:48:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1744@usdtsg.DaytonOH.NCR.COM>
Source record: 33133

In article <2pmhqm$ifl@search01.news.aol.com> bcnyou@aol.com (BCNYOU) writes:
>Does anyone know where I can find a SCSI interface for my 1040ST.
>I got a great deal on a 760MB Maxtor SCSI. I know someone use to make an
>interface but I don't know where to look.

ICD makes "The Link" and "THe Link II" which I believe are the
SCSI-to-DMA (ST) interfaces available. Someone on the net should
know their number (I'm not sure of the # at the moment)...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2205. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 11:57:18 UTC
From: monnier@di.epfl.ch
Message-ID: <2po8au$ekh@disuns2.epfl.ch>
Source record: 33127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Coyn3L.LHw@westminster.ac.uk>,
Alan Richardson <richara@westminster.ac.uk> wrote:
> I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.

I do know it's not the only one.
I have the "Interpreteur C" from Loriciels (french software house,
probably dead by now). It had an impressively fast editor, possibility
to "link" with compiled code and was pretty much ANSI.
Only trouble: it didn't seem to know about the "for(...)" construct
(kind of odd for a C interpreter and I never read or heard about that
specific problem and the example files used the "for" construct, but
still: my version always complained over "for" but was running fine if
the "for" was translated by hand into a "while")

Stefan

2206. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 12:31:37 UTC
From: desnogue@mimosa.unice.fr
Message-ID: <2poab9$sos@taloa.unice.fr>
Source record: 33128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2po8au$ekh@disuns2.epfl.ch>, monnier@di.epfl.ch (Stefan Monnier) writes:
|> In article <Coyn3L.LHw@westminster.ac.uk>,
|> Alan Richardson <richara@westminster.ac.uk> wrote:
|> > I thought that HiSoft 'C' was the ONLY 'C' interpreter available on the ST.
|>
|> I do know it's not the only one.
|> I have the "Interpreteur C" from Loriciels (french software house,
|> probably dead by now). It had an impressively fast editor, possibility
|> to "link" with compiled code and was pretty much ANSI.
|> Only trouble: it didn't seem to know about the "for(...)" construct
|> (kind of odd for a C interpreter and I never read or heard about that
|> specific problem and the example files used the "for" construct, but
|> still: my version always complained over "for" but was running fine if
|> the "for" was translated by hand into a "while")
|>
|>
|> Stefan

Deadly wrong :)
The ``Interpreteur C'' from Loriciel is the same as HiSoft. I'm
pretty sure of this since I know the writer...

Laurent

2207. Re: TOS upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 13:33:16 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2podus$10ic@ina.zfn.uni-bremen.de>
Source record: 33130

John Maxwell Hobbs (jmax@panix.com) wrote:
:> I just got the 2.06 chips in the mail from Toad. I want to install them
:> in my Mega STE, but they sent no instructions and It's after closing time.
:> The chips are labled "E0" and "EE". Can anyone tell me what order they go
:> from left to right?

As there are only two possible combinations: just try out!
If no Fuji appears, it was wrong :)

(orientation of pin#1 just as the old ones...)

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2208. Atari Stuff for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 14:51:45 UTC
From: lannie@picard.infonet.net
Message-ID: <2poii1$9ht@insosf1.infonet.net>
Source record: 33134
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following items for sale:

1040STf 1Meg TOS 1.4 (6chip)
ADSCSI Plus adapter
SC1224 Color Monitor
SM124 Monochrome Monitor
Citizen 180D Printer
Practical Solutions Cordless Mouse (Wonderful)
Joystick
Hayes 1200 Baud (Joystick & Modem go with computer)

Software in Boxes, with Manuals

Arena
Hunt For Red October
Karate Kid II
Championship Wrestling
Dungeon Master (Great)
Out Run
Battle Chess
GBA Championship Backetball
Hard Driv'in II
Gone Fishin
GFA Basic 3.0 Editor/Compiler/DOCS
DBMan Version 2.0

All items can be yours for a reasonable offer. I really don't
want to put a price on them. I just want some offers. The best
offers get it. You can e-mail me at Lannie@ins.infonet.net,
or Lannie@data.infonet.net.

Everything listed is in good working order. The exception is the
printer. It works, but it is very used. The print quality is still
the same, but it's casing is a little worn.

2209. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 17:10:09 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Apr28.171009.1200@isle.waterloo-rdp.on.ca>
Source record: 33058

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:

: :> Me too! Especially: Pin outs (are these standard anyway between 3 chip & 8/9
: :> chip simms?)

: Yes, they are standard. And the difference between 256-1M-4M-16M are
: one adress line more each.

Actually - there is a small difference... They refresh differently.
This isn't a problem in the ST, it already has a 10 bit refresh
counter.. 4Mbit chips (used on 3 chip SIMMs) need all ten bits, where
1Mbit chips (on 9 chip SIMMs) use only nine bits...

2210. Need Epson Mx80III printer file

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 17:28:28 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <2porns$iin@u.cc.utah.edu>
Source record: 33041

[No readable article body recovered]

2211. Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 20:10:40 UTC
From: storm@cyberspace
Message-ID: <2pp580$a1g@cyberspace.com>
Source record: 33138

Hi,

I was wondering if anyone out there actually knew if the
Falcon030's sound system was a true representation of 16bit or weather all
the rumours of the so called `Sound Curruption' where true..

Is the Falcon true CD quality ????

Mike...

2212. Re: Mega STe & SCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-28 20:56:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199404282256.a6845@pb2.maus.de>
Source record: 33055

In article <A23892@AC2>, CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) typed:

GC>No, there isn't a factory built-in adaptor. You have to buy one. Most
GC>of them allow only one SCSI device, some of them allow 8.

Of course the *Mega STE* has a built in SCSI-host. If it was shipped with a harddrive, that is. It has some major limitations, though.

It can only handle *one* drive and that has to be ID 0.

You can use the ACSI-DMA connector as well, but then you have to use an external host as well.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

2213. Re: Opinions on Falcon towers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 00:06:30 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ED4ABGVE@ttgk.textlitho.nl>
Source record: 33054

In <2pmk9i$b7f@nyheter.chalmers.se> Johan Klockars wrote :

>
>A local PC retailer claims he can get me a large PC tower, with PSU, for
>$250. To this would have to be added the price of a few cables and such.
>This tower is of course not designed with the Falcon in mind, but it might
>be possible to convert it with some work.

In holland, a tower case can be bought for about Fl. 200,- (= about $ 120)
so $250 seems quite a lot. These prices are common on several computer
fairs. I recently bought a tower for my TT and it cost me (without a power
supply) Fl. 145,- (= about $85) I used an older 150 Watt PC supply which I
disassembled and of which only the PCB is mounted in the bottom of the
tower behind the front. A plate of aluminium is used to cover up the
opening for the power supply and in this plate I made an opening for the
fan.
The bottom two places for floppy or harddrives are not usable anymore
because of the size of the TT PCB but there is still room to mount the HD
and floppy drive in this limited space.
The two top places of the tower are occupied by a tapestreamer and a
CD-ROM.

You will have to do quite a lot of drilling and filing (?) to get the PCB
in a PC tower. I removed the frame which held the slotcover plates so the
TT PCB board lies flat against the backside.

>Then there are the Falcon towers advertised in the ST magazines. I have,
>however, not been able to find reviews of any of them, so it's hard to know
>if they're worth their price.

In holland a company called CoCo can deliver a Tower especially made for
the Falcon, it costs quite a lot: Fl. 525,- (= about $310) but then again
you won't have to drill any holes...

Gert

--

-- --
Atari TT-Point
-- --

2214. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 00:24:18 UTC
From: <>
Message-ID: <2ppk3i$htg@mother.usf.edu>
Source record: 33139

In article <2pp580$a1g@cyberspace.com> storm@cyberspace (Mike Myers) writes:
>
>Hi,
>
> I was wondering if anyone out there actually knew if the
>Falcon030's sound system was a true representation of 16bit or weather all
>the rumours of the so called `Sound Curruption' where true..
>
> Is the Falcon true CD quality ????
>
> Mike...
>

Yes, it is 16 bit, and it's better than CD quality (50khz). I hear it myself quite frequently, and I'm very impressed with it, even with my poor cheap speakers. There is a slight timing problem in the Falcon which causes such things as the time-clock to be a little slow, and other things like that. As a result, some of the other things in the computer aren't exactly right either, like 50khz MAY be more like 49.99khz, which is totally irrelevant. For all practical purposes, the Falcon sound system is wonderful, and any quirks can be ignored. It's no more buggy than your average Amiga.

2215. Re: Quantum In A Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 07:33:25 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0Fnp.HrL@cix.compulink.co.uk>
Source record: 33046

In message <1994Apr26.200802.14083@ultb.isc.rit.edu>, mrz5149@ultb.isc.rit.edu said:
>
>I have a Mega STe with an ATARI internal host. It currently has a Segate
>30 meg drive in it. It works fine but the Segate is on it's last legs
>(stiction from hell!) and I want to replace it with a Quantum 40 meg drive
>that I have.
>
>The Quantum works with my ICD Advantage external host but when I hook it
>up to the internal host, the driver refuses to recognize that there is
>a hard drive on the system.
>
>Do I need a new version of the ATARI Hard drive driver or is this config
>just never going to work?

I have exactly the same problem with both a Maxtor and a Conner SCSI
drives. They work perfectly with my STFM and Falcon, but not even
recognised on the MSTE. I tried disabling parity and various software.
Nothing!

Any help would be appreciated.

Ofir ogal@cix.compulink.co.uk

2216. Re: CD-ROM with Falcon: What is needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 07:33:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0Fns.Hs7@cix.compulink.co.uk>
Source record: 33047

In message <h54118.767258409@sakura>, h54118@sakura.kudpc.kyoto-u.ac.jp said:
>
>I`d like to use a CD-ROM with my Falcon, so what do I need?

You need ExtenDOD, CD Tools, or MiNT with a CDROM.XFS driver.

>Where can I get the necessary driver for example?

From Hard & Soft in Germany, System Solutions in the UK for the commercial
stuff. FTP for the MiNT driver.

>Would it be possible to look at the pictures from a CD using GEM-VIEW?

Yes. Although support in GEMView could be improved.

>I`ve heard that the Apple CD300 works fine, what about the PowerCD-thing?

CD300 works fine, I have one. The PowerCD should also work.

>Here in JApan they sell a bare Toshiba XM3401B drive (internal version), and no
>external (i.e. with case, powersupply etc). Could I use that too? I mean, if
>I figure which pins must go to which SCSI-connector pins?
>
>Wouldn`t any SCSI-CD=ROM be fine?

Any SCSI device should be OK.

Ofir ogal@cix.compulink.co.uk

2217. Re: Interface to Rom Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 07:33:31 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0Fnv.Hsx@cix.compulink.co.uk>
Source record: 33049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <1994Apr27.134210.17817@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk said:
>
>On a similar note, having put the Falcon into a PC tower case, how is it
>possible/easiest to move the cartridge port to the outside of the tower? I
>had always assumed that it would be a standard connecter, but recent
>enquiries have proved this not to be the case.

You could try System SOlutions for an extension cable.

Ofir ogal@cix.compulink.co.uk

2218. Re: Interface to NOVELL IPX and/or TCP-IP at Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 07:33:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cp0Fnx.HtJ@cix.compulink.co.uk>
Source record: 33048

In message <KL.112.2DBF7143@tromsolh.no>, KL@tromsolh.no said:
>
>Hello,
>
>We have some atari machines here. They ar not connected to the ethernet
>(Coax-BNC).
>
>This is been uesd at the music dept. The Atari is most uesd to
>composing/arranging and in connetion with MIDI seqencers.
>
>But we like to use the Atari on our post-net (tcp/ip) and also if possible the
>the fil-server IPX.
>
>Is there anybody knowing what we "need" for doing this?
>
>I understand we have a "Appletalk" connector and we may use som apple stuff or
>compatible. And other qestions is: Is ther any freeware or shareware drivers
>for this.
>
>I hope some can give me tips, all kinds is wellcome.
>I am on "the virgine land" here.

In the UK System Solutions can network Atari machines. Don't know about
the technical details.

Ofir ogal@cix.compulink.co.uk

2219. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 08:39:39 UTC
From: djs@jet.uk
Message-ID: <1994Apr29.083939.18154@jet.uk>
Source record: 33043

In <2pp580$a1g@cyberspace.com> storm@cyberspace (Mike Myers) writes:

> Is the Falcon true CD quality ????
Depends on how bad your CD player is.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
"We were lucky to get nil" - Tommy Docherty.
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2220. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 13:19:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2pr1g5$ccg@golem.wcc.govt.nz>
Source record: 33050

In article <CorA8x.Dqs@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>The STE and all ATARI 68K machines are limited to 4MB of RAM because of
>the MMU. Its really not an MMU. It contains the logic to access the RAM
>chips and determine when ROM is accessed, and I think it also has logic
>to let the video system get at the RAM chips and let the hard disk do DMA,
>it the equivalent of the COMBEL in the Falcon.
>
>DRAM refresh is done by the video circuitry since the video gets RAM access
>at regular intervals (on a faster clock too I think so that video and
>memory can interleave accesses - again, it takes the 68K 4 cycles for an
>instruction, so the RAM won't have to be all that fast - the Video refreshes
>as long as it has the bus anyway.
>

DRAM refresh is done by the MMU...

There can be a problem with fitting 9 bit SIMMS to a STE or some memory
boards..

The Ninth bit should not be left floating, on a STE that I fitted SIMMS to, had
SIPS before, the ninth bit was not connected, these 2 inputs must be connected
to 0 volts or +5 volts...

If these pins are not connected your SIMM could draw to much current and get
hot, this is caused by the CMOS devices both comming on, they are no longer
working as a digital device but in analog linear mode......

On all CMOS devices all unused inputs must be connected to 0v or +v...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2221. Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 13:50:38 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <YhkF2ii00VpKQpiVQ=@andrew.cmu.edu>
Source record: 33051

I've been trying to compile Zoo for Minix, but I can't find a couple of include files. The first one it had problems with was <std.h>, I don't remember the second one. I have the include files for MiNT library patch level 44 and the normal Gnu include files, but it doesn't seem to be there. Is there some collection of libraries that I'm missing?

David Watson
Carnegie Mellon University

2222. Re: HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 16:33:58 UTC
From: davidli@dragon.labmed.umn.edu
Message-ID: <Cp14qv.Fw8@news.cis.umn.edu>
Source record: 33052

Chris Herborth wrote in article <H.eg.Sqp7NQYG8M6@semprini.waterloo-rdp.on.ca> :
>For example, the standard GIF, PostScript, or JPEG inline tag is:

Current WWW servers do not have PostScript or JPEG inline tags. That is the
first difference between a WWW served document and the HTML specification!
>
><img src="http://foo.bar.com/bozo.gif" align="top">

To quote from the HTML documentation presented by the NCSA:

"Inline Images

NCSA Mosaic is can display X Bitmap (XBM) or GIF format images inside
documents. Each image takes time to process and slows down the initial
display of the document. Using a particular image multiple times in a
document causes very little performance degradation compared to using
the image only once.

NOTE: The <img> tag is an HTML extension first implemented in NCSA Mosaic.
Currently it is not understood by most other World Wide Web browsers."

What you appear to be talking about are external images, which the HTML
documentation for which NCSA Mosaic says:

"External Images

You may want to have an image open as a separate document when a user
activates a link on either a word or a smaller version of the image that
you have inlined into your document. This is considered an external image
and is particularly useful because (assuming you use a word for your
hypertext link) you do not have any processing time degradation in the
main document. Even if you include a small image in your document as
the hyperlink to the larger image, the processing time for the ``postage
stamp'' image is less than the full image.

To include a reference to a graphic in an external document, use

<A HREF = "filename.gif">link anchor</A>

Make certain the image is in GIF, TIFF, JPEG, RGB, or HDF format."

The difference between in-line GIF (or XBM) images and external images is
that a separate viewer is called up for the external image. All in-line
images you may have seen coming from a WWW server are GIF (or XBM) files.
These may be 'thumbnail' images which, when selected, will bring in the fully

detailed JPEG/TIFF/whatever.

>So, we use:
>
><atari-img src="http://localhost/c/www/images/bozo.img" align="top">
>
>for IMG and GEM and whatever else. I seriously doubt that the HTML
>specs limit you to using just GIF, JPEG, PS, etc... you'll just get
>that Mosaic icon when it hits an image it can't interpret.

Actually, you'll get nothing. (I tried out your line in an HTML document, looked at it using Mosaic, and nothing shows up.)

However -- if you reference a non-GIF/non-XBM image using the standard in-line (img src= ...> statement, you DO get the NCSA icon. (I tried this out using a JPEG image ...)

So, keep working on your HTML document viewer, but don't add any 'new' things like <atari-img ...> when the original will do.

I'll e-mail you the NCSA "Recommended Document Format Specifications..

- David Paschall-Zimbel

2223. PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 17:12:04 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.ZVPQ_2FlqMA@lumumba.sh.sub.de>
Source record: 33068

Recently there were some rumours about the PAK3-accelerator-board in
this group and I decided to give you more information on this subject.
Here it is:

Some information about the PAK3
==============================

First : It's hard work for me to do this in English and I hope you
appreciate it.

0. Disclaimer

I've nothing to do with c't magazine nor with any other
PAK-related companies.

1. General

The PAK3 is, as the name says, the third generation of an accelerator
board for MC68000 based computers. Its design has fully been published
by the German computer magazine c't, including the schematics and GAL
equations (issues 11/93, 12/93 and 2/94).

The board has been designed to emulate the MC68000 processors bus
interface at best, so it is not Atari specific but can used in Amigas
and Macs as well.

2. Now to the technical stuff...

There are two versions of the PAK3: One for an MC68020 processor, its
full name is PAK-68/3-020, and one for an MC68030 processor called
PAK-68/3-030.

Technically, both versions are the same, but have different PCB-layouts
with regard to the different pin layouts of both processors.
There are some advantages of the -030 version, though. You can use
the PMMU capabilities of this processor for memory protection and
virtual memory purposes. There is also a fast-ram (alternate ram)
option planned for this version. But if you 're only interested in speed
you'd better take the -020 board, because the MC68020 is much cheaper than
a -030. The -030 board has only a slight advantage in speed of
about 15% max.

3. More technical stuff...

the whole bus interface and all other logic (except two '541 drivers)
consist of five GALs, so every change in design can be made with new
GAL equations.

The 32 Kbyte second-level-cache (1st is in CPU) is made of four
CY7C185-25 cache-rams and two MK48S74-25 tag-rams (it's hard to get them!).
This cache is optionally, the same with a 68881/2-FPU.

There are also four sockets on board for OS-EPROMs, so that the CPU
has full 32bit access to the operating system.

Additionally there are some capacitors, resistors an oszillator and
a 74F86 for 8 to 16 MHz clock doubling.

You can use the PAK3 in two modes, the synchronous mode (16 MHz),
driven by the clock doubled 8 MHz from the mainboard, or the
asynchronous mode (32 MHz) driven by an oscillator on the PAK.
In my opinion there's no reason to use the PAK in the first mode,
except you have an overcritical designed mainboard (like the Amiga).
Note, that there are different GAL-sets for each configuration
(type of computer, CPU, mode)!

In most cases an Atari will also run with 36 MHz CPU-clock (asynchr.) on
the PAK, sometimes it will even run at 40 MHz, just change the oscillator
to try this out.

'Unfortunately', my PAK3 runs 'only' at 36 MHz in my Mega ST. 40 MHz runs
well after a warm-up time of about 15 minutes but it bombs in cold state.
It seems not to be a big problem so maybe I can fix this sometime.
There are a lot of 40 MHz PAKs around, running without problems.

4. Mechanics

To install the PAK you have to remove the old MC68000-CPU and solder
a 64pin socket in, where you can plug in the PAK. There's
also an option to install the old CPU onto the PAK with an additional
GAL. The PAK has the dimensions 152x89 mm and fits best in Mega STs.
It's difficult with the smaller ST's and you better build them into
a PC-Tower. Adapters for ST's with PLCC-CPUs are available.
The Blitter has to be removed or switched off, the new
processor is faster anyhow.
It's (always) recommended to replace the 74LS244 and 74LS373 drivers/
latches on the Atari-mainboard by faster 'F' types.

5. Software

You can run the PAK with Atari's universal TOS 2.06, which needs not to
be modified. Older TOSses cannot handle with CPUs > 68000.
But if you want to use the PMMU capabilities of the PAK3-030 you 'll
need a (patched) TOS 3.06 which supports the PMMU. There are also
difficulties with some harddisk-drivers on a PAK3-030 with TOS 2.06
because of uninitialized PMMU-tables, but AHDI works fine.

All well programmed newer Software will run on the PAK without
problems. Some games and software with loops for time-delays or
dirty tricks like self modifying code will have problems.

6. Costs

The PAK is thought as a do-it-yourself project. The PCB costs
about 100 DM, each GAL costs 10 DM if you don't burn it yourself.
Further costs will depend on your configuration (CPU-Type, with or
without Cache or FPU). There are some companies here in Germany
which sell also ready-to-use PAKs and parts-sets mostly with
cheap used processors. Parts-sets are about 550 DM and assembled
PAKs about 700 DM (both w/Cache and used CPU, w/o FPU and TOS).
Maybe you have cheaper sources of the chips, especially the CPUs,
in overseas.

7. Advice

This is absolutely NO project fo beginners! It's a 4-layer
PCB with approx. 800 pinholes.
You should only do it on your own if you would fly in a
plane you 've soldered yourself.

8. Benchmarks

I've chosen the fastest TT-mode as reference, because the TT
is the real competitor for an PAK-ST:

```
GEM Bench v3.40 ï¿½ Ofir Gal 14.1.94
================================================
ST TOS 2.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours
LineF FPU installed
Run and Malloc from STRAM
Ref = TT + Fast RAM + FPU, ST High
PAK-68/3-030, no ACCs!, no AUTO-PRGs!
================================================

CPU-clock 32 MHz 36 MHz 40 MHz
================================================
GEM Dialog Box: 123% 133% 140%
VDI Text: 130% 140% 146%
VDI Text Effects: 127% 138% 146%
VDI Small Text: 138% 148% 156%
VDI Graphics: 120% 130% 137%
GEM Window: 115% 122% 127%
Integer Division: 99% 112% 124%
Float Math: 81% 87% 92%
RAM Access: 171% 192% 214%
ROM Access: 149% 168% 186%
Blitting: 84% 90% 98%
VDI Scroll: 105% 110% 114%
Justified Text: 125% 134% 140%
VDI Enquire: 109% 118% 123%
New Dialogs: 114% 122% 128%
================================================
Graphics: 117% 125% 132%
CPU: 125% 139% 154%
```

Average: 119% 129% 138%

my own benchmark : 494% 524% 570% (rel. 8 MHz ST!)
LKURZ (all three runs): 7'59" 7'40" 7'25"

My own benchmark is more calculation-based (sieve, sort, matrix inversion...)
in contrast to the GEM-graphics tests of GEMBench, but _without_ FPU-code.
You will gain some more performance of OS-routines if you use TOS 3.06,
because of some -020-code in it.
LKURZ is a typically speed test for TeX, sorry for having no 8 MHz values
but it's about 5 to 6 times slowlier.

9. Epilog

I 've done this summary because I think the PAK is the best thing you
can do for your Atari. Compared to the old 8 MHz machines, a PAK-ST is
really unbelievable fast. Even if you have to do fast calculations
there's no more need to buy a clumsy clone and dump your easy-to-use
Atari together with lots of well designed software. The PAK also runs
very stable and uncritical in comparison to other accelerator boards.
Most (all?) developers are on the net.

Greetings,
Stefan

2224. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 17:44:51 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Cp17yr.LEy@cix.compulink.co.uk>
Source record: 33057

>Or you could just turn it off from the General section of XControlPanel.
Of course, but this doesn't set the DESKTOP/NEWDESK.INF file bit in the #c
line so that if XCONTROL.ACC isn't loaded the keyclick will be on.
I advise users to set up the INF file with an older CONTROL.ACC or edit by
hand (6th digit from the right on the #c line 1 = on, 0 = off).

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2225. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 18:51:21 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2prkv9E2hf@uni-erlangen.de>
Source record: 33053

storm@cyberspace (Mike Myers) writes:

> Is the Falcon true CD quality ????

With the inbuild AD/DA converters? No, not completely. The frequency
response is very good, but the signal/noise ratio is not, due to some
noise and other distortions. But compared to other computers (PC/Mac)
it's superior. Only EXPENSIVE add-on cards sound better.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2226. Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-29 22:58:36 UTC
From: daveh@netcom.com
Message-ID: <davehCp1MHo.5z4@netcom.com>
Source record: 33056
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
2.06 and have a spare set arround?)

Thanks,

Dave.
(daveh@silvaco.com)

2227. Re: FALCON 030 DSP D/A c

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 14:39:07 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <05173OUAALNJVPBUNYI@sterbbs.nl>
Source record: 33059

Hendrik_Mylius@pb2.maus.de wrote on 04-19-94:

>CGC>The official Atari toolkit includes DSP assembler and debugger. It
>CGC>costs about 150 DM plus your a nondisclosure agreement, and you get
>CGC>it a guy called Kilwinger at Atari in Vianen, NL. Warning: this is
>about as ^^^^^^^^^^

>Well he's history. Effective with the beginning of April, he left Atari
>to join Vopiss (major German computer chain for all sorts of Intel and
>Windoze sh*t).

>Anyway, you could try to contact

>*Jurek_Ceglarek@hal.maus.de*

>or use the hotline

>int. code + (0)6196 888117.

That is the german number, transfered to holland at cost of Atari. I
guess they prefer users outside Germany to contact the dutch numbers
directly in order to safe costs.

They are:

+31 3473 77272 Telephone and +31 +31 3473 77200 FAX.

Regards,

Wilfred

| Wilfred Kilwinger, wkilwngr@sterbbs.nl, NO LONGER AT ATARI |
| I joined Europe's computer chain # 1 Vobis as Service Manager |
| on April 1, 1994. TEL: +31 (0)20 - 6473721 FAX: +31 20 6472761 |

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2228. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 15:26:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Ka3qRTw92KI@semprini.waterloo-rdp.on.ca>
Source record: 33064

In <2pkdtk$5ps@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> steve@earth.ox.ac.uk (Stephen Usher) writes:
>
> >It merely needs two things:-
>
> >(1) A standard networking API (ie MiNTnet when it's more fully implemented)
> >(2) The windowing/display interface being written.
>
> >The rest can be taken from the core Mosaic/WWW sources.
>
> Yes, definately. MiNTnet should provide (1), GEM++ provides the basis on
> which (2) can be built. This is why it is a Good Thing for Chris to tackle
> a local-only version first, as then (1) can be simply connected.

I _think_ (still haven't looked into it much) that MiNT-net can be used
now; I'm looking for a local site to connect to via SLIP now so I can
test this with LYNX.

I might try porting httpd, too; then I can serve myself and whoever I'm
connected to via SLIP. (As an aside, I set a Gopher server up on my
OS/2 box at work as a WWW server; very K00L. Performance is good, even
on such a wimpy box, too.)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2229. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 15:29:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mT_RtJ&XYDs@semprini.waterloo-rdp.on.ca>
Source record: 33065

In <2pkdc3$58o@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> msbaines@cix.compulink.co.uk ("Mark Baines") writes:
>
> >>Simple question - is there a hardware reg or system variable I can hack
> >>to turn of the ST keyclick?

> Or you could just turn it off from the General section of XControlPanel.

If anyone is interested, I wrote a tiny AUTO program that turns off the keyclick (handy, since I often boot MiNT and a shell straight out of AUTO); I lost the C source many years ago in a disk crash though.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2230. HD's in Mega E's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 15:33:02 UTC
From: u2e32@cc.keele.ac.uk
Message-ID: <2pttne$kqm@gabriel.keele.ac.uk>
Source record: 33060

I've got a Mega STE 4 with a Maxstor 7120S (The 120Mb) Drive inside. I've had no problems with it. However due to the timing of the purchase, just when Mega STE's were hard to get hold of, It got the French TV modulator in. I wouldn't bring this up except that serval people have told me that up can't have a 1.44Mb drive or a large Hard Drive internally if you have the UK TV modulator. At first I took this to be bull, and in the most part it is. But if I try and install my HD in either of my friends (I mean the friends that have MSTE's, not that I only have 2 friends!!!) machines, which are UK born and bred, it won't work.

Also has anyone succeed in finding a way to rework the MSTE's cart port to be backward compatable? I know the layout in the book says it is, but isn't as none of my cart devices work on anyones MSTE or Falcon.

/\ ASTRAsoft shareware for the Atari ST/TT/Falcon.
/\ \ ~~~~~~
/__\ \ Graham Harrison u2e32@keele.ac.uk
_/_ ___ On the 8Th day machine just got upset.
A Problem man had not forseen as yet.

2231. Connecting a potentiometer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 19:07:32 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <0yRLLc1w165w@charon.engga.uwo.ca>
Source record: 33061

I feel so embarassed having to ask this question. But none of my reference books tell me:

When wiring for a potentiometer, the pot should be connected to the pot pin, with the other lead going to _____ ? Is it Gnd or +5V ???

Please reply here. Thanks for any help.

2232. 520ST replacement drives, and the FMC patch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 19:40:36 UTC
From: irf1001@cus.cam.ac.uk
Message-ID: <2puc7k$mnh@lyra.csx.cam.ac.uk>
Source record: 33063

There was a problem with some double-sided floppy drive upgrades that were being supplied a while back, and yes, I've got one of them. The problem is that the ST does not notice a disk-swap unless the new disk is write-protected. If you insert a new disk and try to write to it straight away, with write-protection off, the ST assumes you're still using the previous one; it uses cached directory information and corrupts the disk.

There is a PD patch for this, namely FMC (force media change), which attempts to override the cache process and assume a disk change every time. It works quite well in my experience, but fails if you alternate between single and double-sided disks.

Does anyone know what is physically wrong in the connections to these drives? I've lost enough data because of the fault that I'm on the verge of junking the drive altogether and buying a new one...

- Ian Furlonger
- irf1001@hermes.cam.ac.uk

2233. Addressing pots on the STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-04-30 20:38:49 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <e8VLLc1w165w@charon.engga.uwo.ca>
Source record: 33062

Now my final problem is finding the correct address at which I can access
the potentiometer readings on the 15-pin ports on the side of the STe.
I have been given the addresses near $ff9200 (and up), but these are for
the Falcon and they are not the same on the STe.

Many thanks to anyone who can help out.
I will finish this project someday...

Thanks again. -Jerry-

2234. Re: Connecting a potentiometer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 01:11:24 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.26.000130B1@hermes.cam.ac.uk>
Source record: 33074

In article <0yRLLc1w165w@charon.engga.uwo.ca> jchappel@charon.engga.uwo.ca (Jerry L. Chappell) writes:
>I feel so embarassed having to ask this question. But none of my
>reference books tell me:
>
>When wiring for a potentiometer, the pot should be connected to the pot
>pin, with the other lead going to _____ ? Is it Gnd or +5V ???

Your potentiometer should have THREE connectors. Connect the outside two to Gnd and +5V respectively. Connect the middle one to the signal input (pot pin?)

John

2235. CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 08:14:10 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cp46vn.Aus@iat.holonet.net>
Source record: 33066

Can anybody give me the specifics on what I need to do in order to connect
an Apple CD 300 to my Mega ST 4. Thanks for all the help.
-Marlin

This copy of Freddie 1.2 is being evaluated.

2236. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 10:39:20 UTC
From: schuller@dutiws.twi.tudelft.nl
Message-ID: <Cp4DLL.BJn@dutiws.twi.tudelft.nl>
Source record: 33067

In article <H.eg.Ka3qRTw92KI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>I _think_ (still haven't looked into it much) that MiNT-net can be used
>_now_; I'm looking for a local site to connect to via SLIP now so I can
>test this with LYNX.

Yes and no: MintNet alone won't work because of the not-yet-finished TCP
part. But if you can dial in to a UNIX machine you can run Lynx over term,
the serial-line multiplexer. This requires the term patches for lynx.
I have put a patch to turn lynx2-3 of April 25 from stat1.cc.ukans.edu
into a Lynx-for-atari+term on ftp.twi.tudelft.nl. There's also a binary
there. Of course you can always run it on local files...

Bart.
--
/ Bart Schuller \
/P.B.Schuller@TWI.TUDelft.NL webmaster@www.twi.tudelft.nl\
My WWW page
\ Insert your favourite witty saying here, I can't choose! /

2237. Re: PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 12:19:50 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994May1.121950.15192@ibr.cs.tu-bs.de>
Source record: 33069

Stefan Krey (sk@lumumba.sh.sub.de) wrote:
: Recently there were some rumours about the PAK3-accelerator-board in
: this group and I decided to give you more information on this subject.
: Here it is:

: Some information about the PAK3
: ================================

: First : It's hard work for me to do this in English and I hope you
: appreciate it.

: 0. Disclaimer

: I've nothing to do with c't magazine nor with any other
: PAK-related companies.

[...]
: GEM Bench v3.40) Ofir Gal 14.1.94
: ==
: ST TOS 2.06, MiNT not present
^^^^^^^^^^^^^^^^
: Blitter not present, NVDI not present
: Video Mode = 640 * 400 * 2 Colours
: LineF FPU installed
: Run and Malloc from STRAM
: Ref = TT + Fast RAM + FPU, ST High
: PAK-68/3-030, no ACCs!, no AUTO-PRGs!
: ==
[...]
: Greetings,
: Stefan

The last information i have is that MiNT will *not*
run on a PAK. The developers claim it is a bug in MiNT,
which may be right.

Has this changed or is it still a non-MiNT System?

BTW, has anyone a PAK/3 running in a MegaSTe?

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2238. Re: C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 17:27:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.EtZ6VsZHXog@semprini.waterloo-rdp.on.ca>
Source record: 33086
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2pkqt7$ogt@golem.wcc.govt.nz>, Steve Wells writes:
>] Like I said, I've never seen it; C interpreters are evil, IMHO.
>
> Lazer C. There's an add-on interpreter for Lattice or Pure C (I forget
> which!)

Laser C (formerly Megamax C) was a normal compiler, like Pure C or
Lattice C; it also had a similar crappy IDE.

I used to use Laser C from the command line... then I got Sozobon C and
Ian's Heat & Serve C... then I got GNU C and started learning C++...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2239. Re: Connecting a potentiometer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 20:12:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199405012212.a626@sl.maus.de>
Source record: 32945

In article jchappel@charon.engga.uwo.ca (Jerry L. Chappell) writes:

JLC>When wiring for a potentiometer, the pot should be connected to the
JLC>pot pin, with the other lead going to _____ ? Is it Gnd or +5V ???

Depends on what you want to do with it.

To get a simple variable resistor do so:

```
A a _______ B
-----------|_______|--+----
^ |
b|_______|
```

If you do so you'll get different values of the resistor between A and B

You must imagine this wiring the follwing way:

```
A _______ c B
------------+-|_______|----+---
| |
| ______ d |
--|______|------
```

c: The resist from the two outer connections of the potentiometer.
d: The resist from a to b

If you connect as described above the connection is:

A (-> a -> b) -> d -> B

If it's a 500ohm potentiometer the value will be from 0ohms to 500ohms.

Bye
Stefan
_____Important note follows_____
Stefan_Damerau@sl.maus.de
User of German MausNet
!!No Mail >16kB please!!

2240. Apple modem with ST? C'est possible, no?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 20:23:23 UTC
From: an938@cleveland.Freenet.Edu
Message-ID: <2q133r$99u@usenet.INS.CWRU.Edu>
Source record: 33070

A friend of mine gave me an old 1200 Baud Apple II modem.
I am trying to figure out how to connect a cable btween the
modem and the ST. According to the Apple manual, the modem
conforms to the RS-232 Standard. As we all know, the ST is missing
the Data Set Ready line. What do you think I should do?
I tried kludging a 8 pin Mini to DB25 connector with no luck.
I went from each signal to it's corresponding signal on the
ST. (With the exception of DSR) Should that have worked?

THanks,
g.2.L
--
Generation X is a LIE! Don't believe the hype!
Life still exists in the 20-something crowd.

-Sensible-

2241. hard drive supply wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 20:29:58 UTC
From: kfason@csn.org
Message-ID: <Cp54xy.J6s@csn.org>
Source record: 33071

my father is looking for a power supply for a harddrive called an Astra. It has a 20meg Hard drive(I think) , and a floppy drive (720K). Its made by Astra (duh). The reason is is that Astra is like Atari and used tons of different people for their parts...

any help is apprecaited...

-Kevin Fason "kfason@CSN.Org"

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

| Remote SysOp RingWorld BBS (303) 699-0402 USR 1200-21.6Kbps |

2242. How do I write a cookie?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 20:55:31 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cp564J.CKy@westminster.ac.uk>
Source record: 33072
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi friends

Suppose the subject above says it all.

What I would specifically like to know, is how to write a High Density Disk Drive cookie. I would like to write a program that would bring up the extra format option for HD drives under the formart menu in tos 2.06. Hopefully, this will be in C.

If I can not be helped with this, then a simple explanation of how to write a cookie will suffice.

Am I right in thinking that this can only be done with TSRs? And that this address (for the cookie jar) is at 5A0?

Thanx in advance. I hope to hear from you guys soon.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2243. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-01 21:01:13 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1755@usdtsg.DaytonOH.NCR.COM>
Source record: 33078

In article <767671424.AA05466@byte.bbs.no> Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
>>I've been trying to compile Zoo for Minix, but I can't find a couple of
>
>I don't think anyone uses Zoo nowdays .. .

It's quite popular in the unix world (and MiNT). Check the MiNT directory at various FTP sites - almost everything will probably be ZOOed. The latest ZOO compresses about as good as the latest ZIP and LHArc...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2244. Portfolio for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 02:51:36 UTC
From: rescuer@menander.ccs.itd.umich.edu
Message-ID: <2q1pro$gle@lastactionhero.rs.itd.umich.edu>
Source record: 33073

I'm selling a Atari Portfolio, its a palmtop computer with a parrellel port for printing. It comes with a case, manuals, Ac adapter, and a few extras. I'm asking $100.

Thanks Aut Thomas
313 973-1114

2245. Re: PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 04:29:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199405020629.a6907@pb2.maus.de>
Source record: 32944

In article <A29389@AC2>, c0031098@ws.rz.tu-bs.de (Kielhorn) typed:

K>The last information i have is that MiNT will *not* run on a PAK. The
K>developers claim it is a bug in MiNT, which may be right.
K>Has this changed or is it still a non-MiNT System?

Rename MINT.PRG to MINTNP.PRG and it should work. (Switches MemoryProtection
off)

K>BTW, has anyone a PAK/3 running in a MegaSTe?

It's possible, but it won't fit into the original housing because it would
conflict with the power supply. And you need an adaptor from PLCC 2 DIL, to
make it work in a MegaSTE.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

Offline: 13.05. - 22.05.

2246. Re: STe/TOS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 05:38:30 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <767845898.2@mettav.royle>
Source record: 32948

It was none other than Thomas E. that wrote on 26 Apr 94 that ,

TE> I have the problem with out loading anything. NO auto folder. NO
TE> .ACC/CPX's. All theat gets loaded is DESKTOP.INF and it has no app's
TE> instaled.

try it without that aswell. Maybe a corrupted INF file.

Graham Irvine
grin.mettav.royle.org

2247. With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 06:26:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dc4ab6b@p10.secom.ct.se>
Source record: 33089

Lots of Atari users with non-english/american language gets into lots of trouble when english speaking programmers forget about the rest of the world!

We experience over and over again programs that won't even allow us to type in the special characters of our languages, such as the norwegian (A with an o above), the Ø (O with /) and Æ (combined AE).

Why? Du you programmers restrict text input to ASCII 31-127?

I've only written one piece of software myself, The Spitting Fish from Budgie UK.

In this program I worked out a solution to make it easy to translate the program to any language. How? Simply by putting all the programtext in a separate file, just like a random access datafile. The program just had to give the line number to find the text when needed.

I, and other members of our usergroup will be more than glad to help translating your software to norwegian - to make it more attracktive to norwegian PD/shareware users.

The usergroup can also distribute the software - and if that's what you want -do the shareware registration for you, f.ex. by credit cards. We can also du registration for the other scandinavian countries!

So all you programmers out there - please bear in mind: There are Atari users out there with more than 27 characters in the alphabet!

---------- A T A R I U S E R S O F N O R W A Y =====-----
---------- Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY ===========
---------- Internet:stein_arne_jensen@p10.secom.ct.se ===-----
---------- Voice:(+47) 3274 1473 Fax:(+47) 3274 1700 ==-----

2248. Falcon030 Harddiscrecording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 07:58:43 UTC
From: petep@info.isbiel.ch
Message-ID: <2q2brj$35c@vega.info.isbiel.ch>
Source record: 33075

Hi!

i'm trying to write my own harddisc-recording-tool with PureC. when i reserve
all the free memory and record in the normal mode (buffoper(4);) it works well,
but i didn't find out how the loop-modus (buffoper(12);) works correctly.
can someone show me how that works?

here my "wrong" record and play routine (i didn't translate the comments in english,
if you have a question feel free to ask)

```
------------------------------------------------------------------------------

/* Harddiskrecording - Aufnahme (record) Routine im Loopmodus */

#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "sndbind.h"

#define PEGELEIN 14 /* pegel f�r eingangskanal */
#define SAMPLEFREQ CLK50K
#define AUDIOSIZE 65536L
#define BUFFERSIZE (AUDIOSIZE+1000) /* check buffer overflow */

void main()
{
char *samplepuffer,*puffer_end,*puffer_mitte;
long aktuell[4],halfsize;
FILE *f;
int i;

if( locksnd()==1) /* soundsystem f�r andere anwendungen sperren */
{
soundcmd(LTATTEN,0); /* ausgangskanal: keine abschw�chung (0..15)*/
soundcmd(RTATTEN,0);
soundcmd(LTGAIN,PEGELEIN<<4); /* eingangskanal: verst�rkung (0:min 15:max)*/
soundcmd(RTGAIN,PEGELEIN<<4);
soundcmd(ADDERIN,1); /* quelle f�r hw-addierer: adc */
soundcmd(ADCINPUT,0); /* sounddaten vom mikrofon */

samplepuffer=(char *)malloc(AUDIOSIZE); /* speicher f�r recbuffer res. */
memset(samplepuffer,0x00,BUFFERSIZE); /* speicher auf 0 setzen */

puffer_end=&samplepuffer[AUDIOSIZE];
halfsize=AUDIOSIZE/2L;
puffer_mitte=samplepuffer+halfsize;
```

```
f=fopen("D:\\TEST.SMP","wb"); /* bin�r-datei �ffnen */
if(!f)
{
printf("\n datei konnte nicht ge�ffnet werden! \n");
exit(0);
}
setbuffer(1,(long)samplepuffer,(long)puffer_end); /* Aufnahmepuffer setz.*/
setmode(1); /* 16Bit Stereo modus */
settracks(0,0); /* 1 Aufn. + 1 Wied.spur */
setmontracks(0); /* Spur f�r internen Lautsprecher */
devconnect(ADC,DMAREC,CLK_25M,SAMPLEFREQ,NO_SHAKE); /* Audiosubsys. verbin.*/
buffoper(12); /* Loop-Modus und Aufnahmestart */

for(i=0;i<20;i++)
{
do
{
buffptr( (long *) &aktuell);
}while( aktuell[1] <= (long)puffer_mitte);

fwrite(samplepuffer,1,halfsize,f);

do
{
buffptr( (long *)&aktuell);
}while( aktuell[1] > (long)puffer_mitte);

fwrite(puffer_mitte,1,halfsize,f);
}

buffoper(0); /* aufname stoppen */
sndstatus(1); /* audiosubsystem reseten */
fclose(f);
unlocksnd(); /* soundsystem freigeben */

}
else
{
printf("Soundsystem ist bereits benutzt! \n ");
getchar();
}
}

--------------------------------------------------------------------------------

/* Harddiskrecording - Wiedergabe (play) Routine */

#include <tos.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "sndbind.h"
```

```
#define PEGELEIN 14 /* pegel f�r eingangskanal */
#define SAMPLEFREQ CLK50K

void main()
{
char *samplepuffer,*puffer_end,*puffer_mitte;
long aktuell[4];
FILE *f;
int i;

long AUDIOSIZE,BUFFERSIZE,l;

AUDIOSIZE=Malloc( -1);

AUDIOSIZE-=10000;
BUFFERSIZE=AUDIOSIZE+1000L;

if( locksnd()==1) /* soundsystem f�r andere anwendungen sperren */
{
soundcmd(LTATTEN,0); /* ausgangskanal: keine abschw�chung (0..15) */
soundcmd(RTATTEN,0);
soundcmd(LTGAIN,PEGELEIN<<4); /* eingangskanal: verst�rkung (0:min 15:max) */
soundcmd(RTGAIN,PEGELEIN<<4);
soundcmd(ADDERIN,2); /* quelle f�r hw-addierer: adc */

samplepuffer=(char *)malloc(AUDIOSIZE); /* speicher f�r playbuffer res. */
memset(samplepuffer,0x00,BUFFERSIZE); /* speicher auf 0 setzen */

puffer_end=&samplepuffer[AUDIOSIZE];
puffer_mitte=samplepuffer+AUDIOSIZE/2L;

f=fopen("D:\\TEST.SMP","rb"); /* bin�r-datei �ffnen */
if(!f)
{
printf("\n datei konnte nicht ge�ffnet werden! \n");
exit(0);
}

setbuffer(0,(long)samplepuffer,(long)puffer_end); /* Aufnahepuf. setzen */
setmode(1); /* 16Bit Stereo modus*/
settracks(0,0); /* 1 Aufnahme und 1 Wiedergabespur */
setmontracks(0); /* Spur f�r internen Lautsprecher */
devconnect(DMAPLAY,DAC,CLK_25M,SAMPLEFREQ,NO_SHAKE); /* Audiosubsys. verb.*/

l=fread(samplepuffer,1,AUDIOSIZE,f);

buffoper(1); /* Normal-Modus und start */

do
{
buffptr( (long *) &aktuell);
}while( aktuell[0] != (long)samplepuffer);

buffoper(0); /* aufname stoppen */
sndstatus(1); /* audiosubsystem reseten */
```

```
fclose(f);
unlocksnd(); /* soundsystem freigeben */

}
else
{
printf("Soundsystem ist bereits benutzt! \n ");
getchar();
}
}
```

2249. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 08:15:51 UTC
From: esser@vax.hrz.uni-marburg.de
Message-ID: <2q2crn$j2i@surz03.HRZ.Uni-Marburg.DE>
Source record: 33076

In article <Up-ED2SEEWV@asharak.apana.org.au>, miff@asharak.apana.org.au (michael smith) writes:

>In <2pgh9e$jil@bart.meiko.com> Ian Jamison wrote :

>>Anyone out there got a list of the clock times for the various 68030
>>instructions that they could post/email?

>You want a book. It's called the "MC68030 Enhanced 32-bit Microprocessor
>User's Manual", published by Prentice Hall, ISBN 0-13-566423-3.
This I recommend as well. It _is_ very good. As all other Motorola manuals I know.

>My copy (third edition, printed 2/91) cost me less than $20 Australian.
Several years ago, I had difficulties in buying it since Motorola distributors (at least in Germany) only wanted to sell it to registered developers which I am not. For the same reason I didn't succeed in buying a MC68040 manual.
Now, my question is whether these manuals can be bought in a normal bookstore?

Bye,
Alex.

2250. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 08:59:07 UTC
From: higgi@news.uni-stuttgart.de
Message-ID: <2q2fcr$31qn@info2.rus.uni-stuttgart.de>
Source record: 33077

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:

: > Is the Falcon true CD quality ????

: With the inbuild AD/DA converters? No, not completely. The frequency
: response is very good, but the signal/noise ratio is not, due to some
: noise and other distortions. But compared to other computers (PC/Mac)
: it's superior. Only EXPENSIVE add-on cards sound better.

That's right, but with a digital interface you can get "better than CD"
sound.

Ciao, Heiko.

+---+
| Heiko Hartmann | MEMBERS OF |
| higgi@yeti.faveve.uni-stuttgart.de | GOOD TASTE Taste-Ware! |
+---+

2251. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 09:45:57 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May2114557@issan.informatik.uni-dortmund.de>
Source record: 33079

In article <Cp17yr.LEy@cix.compulink.co.uk>, msbaines@cix.compulink.co.uk ("Mark Baines") writes:

|>> Or you could just turn it off from the General section of XControlPanel.
|> Of course, but this doesn't set the DESKTOP/NEWDESK.INF file bit in the #c
|> line so that if XCONTROL.ACC isn't loaded the keyclick will be on.
|> I advise users to set up the INF file with an older CONTROL.ACC or edit by
|> hand (6th digit from the right on the #c line 1 = on, 0 = off).

But that won't help you either if CONTROL.ACC isn't loaded! The first four lines in DESKTOP/NEWDESK.INF are not used in any way by the desktop. They are just a placeholder where the old CONTROL.ACC saved its state.

Btw, if you change DESKTOP/NEWDESK.INF, make sure that there are exactly 128 bytes (including CRLF) in the first four lines, otherwise the next time you save your desktop the file will be garbled.
--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2252. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 10:16:21 UTC
From: MOECKLIN@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <60COBFMT@math.fu-berlin.de>
Source record: 33080

In <2q2crn$j2i@surz03.HRZ.Uni-Marburg.DE> esser@vax.hrz.uni-marburg.de writes:
> Several years ago, I had difficulties in buying it since Motorola
> distributors (at least in Germany) only wanted to sell it to registered
> developers which I am not. For the same reason I didn't succeed in buying
> a MC68040 manual.
> Now, my question is whether these manuals can be bought in a normal bookstore?

Unfortunately you can't buy those books in a bookstore. You can only get them directly from Motorola or from an authorized dealer. Here (in Switzerland) I can get them from a dealer, but perhaps they are a bit more expensive than in Germany. If you really can't get them, we could make a deal? As I owe all these manuals and I don't really need them anymore, I could even sell my own ones, if new ones are too expensive for you.

- Emanuel Moecklin, alias Peace

2253. Notator File Format/General Midi Format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 10:51:38 UTC
From: BACH@EZINFO.VMSMAIL.ETHZ.CH
Message-ID: <2q2lvq$lqa@elna.ethz.ch>
Source record: 33081

I am looking for the file format of the MIDI program Notator.
Is it freely available?
Besides this i'd like to have a description for the general midi file format.

Thank you for your help!

Beat

2254. Re: SLM 605 and an IBM system

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 11:50:48 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cp6BKp.F88@hpbbrd.bbn.hp.com>
Source record: 33085

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:
> Who made that? I thought it wasn't completed yet.
> If you have some more info - post it.

Isn't that what the "Heatseeker" was all about? I thought I read
about that in the MausNet's ATARI.INFO group a while ago.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2255. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 12:14:12 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May2141412@issan.informatik.uni-dortmund.de>
Source record: 33082

In article <60COBFMT@math.fu-berlin.de>, MOECKLIN@SATAN.VMSMAIL.ETHZ.CH (Emanuel M�cklin) writes:

```
|> In <2q2crn$j2i@surz03.HRZ.Uni-Marburg.DE> esser@vax.hrz.uni-marburg.de writes:
|>> Several years ago, I had difficulties in buying it since Motorola
|>> distributors (at least in Germany) only wanted to sell it to registered
|>> developers which I am not. For the same reason I didn't succeed in buying
|>> a MC68040 manual.
|>> Now, my question is whether these manuals can be bought in a normal bookstore?

|> Unfortunately you can't buy those books in a bookstore. You can only get them
|> directly from Motorola or from an authorized dealer. Here (in Switzerland) I
|> can get them from a dealer, but perhaps they are a bit more expensive than in
|> Germany. If you really can't get them, we could make a deal? As I owe all these
|> manuals and I don't really need them anymore, I could even sell my own ones, if
|> new ones are too expensive for you.

I had no problem to get the MC68030 User's Manual from our local
bookstore. Just gave them the ISBN, they ordered it, and some days
(or was it weeks? :-) later i got the book.

--
+-----------------------------------------------------------------------+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *
```

2256. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 12:26:35 UTC
From: cgra@se.alcbel.be
Message-ID: <4496@btmwj1.se.bel.alcatel.be>
Source record: 33083

In article <767671424.AA05466@byte.bbs.no>, Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:

|>I've been trying to compile Zoo for Minix, but I can't find a couple of
|
| I don't think anyone uses Zoo nowdays .. .

Interesting. What's this in my Minix directory on my ftp machine...

MFS10TST.ZOO;1 MFS609B.ZOO;1 MFS609S.ZOO;1
MFSDEFRG.ZOO;1 MFSFM09B.ZOO;1 OFAKE.ZOO;1
RAMFS.ZOO;1

(yes, they're recent. Very recent).

(And yes, that's a VMS box %^])

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2257. Interface to NOVELL IPX and/or TCP-IP at Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 14:19:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.1838.4019.0N19CC7A@canrem.com>
Source record: 33087

Kent,

just saw your questions regarding the connection to a Novell network.
Please send e-mail to Pascal Merle at pmerle@zdmza.zdv.uni-mainz.de
and tell him I've told you to contact him.
+.<
_/
Pascal's company called PAM's Software offers a couple of solutions for
the application you are looking at. If you can't reach him, let me know.

Ralf.

2258. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 14:28:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.1840.4019.0N19CC7B@canrem.com>
Source record: 33088

Emanuel,

there are several Motorola books that can be ordered from Prentice Hall.
If you are looking for a good book about the MC68030, then try this one:

MC68030 Enhanced 32-bit Microprocessor User's Manual
Third Edition

Motorola Document code: MC68030UM/AD REV 2
ISBN 0-13-566423-3

Prentice Hall, Englewood Cliffs, NJ 07632, USA

This book might even be more useful for a programmer:

M68000,MC68020,MC68030,MC68040,MC68851,MC68881,MC68882
Programmer's Reference Manual
Includes CPU 32 Instructions

Motorola Document code: M68000PM/AD

Available from: Motorola Ltd., European Literature Centre
88 Tanners Drive, Blakelands, Milton Keynes
MK14 5BP, England

Ralf.

2259. CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 16:26:41 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-020594181551@128.141.55.213>
Source record: 33084
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

There have been a lot of questions and answers about CD-ROM on ATARI
Computers .
I think it's time for a "Frequently Asked Question" about it.
I make it if you send me your experience on CD-ROM for ATARI computers.

So if you installed one, send me :

- Your configuration;
- the model of CD-ROM drive you have;
- the drivers you tried (the working and the non working ones);
- the discs you tried;
- your needs or desires;
- everything that can be usefull.

I would also like to have a chapter about the programmation of the cd-rom
(How do we access SCSI bus on falcon & TT, where do we find usefull
documents about it, ...)

Thanks a lot .
Loic

P.S. : Please excuse my english.

2260. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 17:32:10 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Cp6rDM.FDD@cix.compulink.co.uk>
Source record: 32941

>If anyone is interested, I wrote a tiny AUTO program that turns off the
>keyclick
I posted an ASM one here this week.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2261. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 17:32:11 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Cp6rDo.FE0@cix.compulink.co.uk>
Source record: 32942

>On my system, I can switch it off from the Xcontrolpanel, but if I save
>my setup and then reboot. The keyclick is back.. (very annoying..)
This is because XControlPanel made a retrograde set in that it didn't write
these things to the DESKTOP/NEWDESK.INF file like CONTROL.ACC did.

Load your INF in an editor and on the #c line change the 6th digit from the
right end to a 0. Save and it should always boot up with keyclick off.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2262. Re: 68030 Clock times

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-02 20:24:00 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <2q3nh0$r1p@usenet.INS.CWRU.Edu>
Source record: 33090

In article <SCHWAB.94May2141412@issan.informatik.uni-dortmund.de> schwab@ls5.informatik.uni-dortmund.de writes:
>In article <60COBFMT@math.fu-berlin.de>, MOECKLIN@SATAN.VMSMAIL.ETHZ.CH (Emanuel M�cklin) writes:
>
>|> In <2q2crn$j2i@surz03.HRZ.Uni-Marburg.DE> esser@vax.hrz.uni-marburg.de writes:
>|>> Several years ago, I had difficulties in buying it since Motorola
>|>> distributors (at least in Germany) only wanted to sell it to registered
>|>> developers which I am not. For the same reason I didn't succeed in buying
>|>> a MC68040 manual.
>|>> Now, my question is whether these manuals can be bought in a normal bookstore?
>
>|> Unfortunately you can't buy those books in a bookstore. You can only get them
>|> directly from Motorola or from an authorized dealer. Here (in Switzerland) I
>|> can get them from a dealer, but perhaps they are a bit more expensive than in
>|> Germany. If you really can't get them, we could make a deal? As I owe all these
>|> manuals and I don't really need them anymore, I could even sell my own ones, if
>|> new ones are too expensive for you.
>

I don't know if it's the same thing, but I got a 680x0 manual (0,1,2,3,4)
and CPU32 for around $4... this was for my assembly language class few semesters
back... it's from motorola and it has a quick reference card... it's pretty
good... I use it a lot when I do assembly language programming...

Also there is a good book by Ford and Topp on the same subject...
"68000 assembly language and systems programming"... it has a lot of souce,
even for a multitasking kernel... periferal programming, etc... that was
around $50...

anyway, if anyone needs that manual, I'm sure I could get it for you...

--Bart

2263. again about the PC drive ..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 00:17:33 UTC
From: ebeard@araucaria
Message-ID: <1994May03.001733.31590@dcc.uchile.cl>
Source record: 32943

I'm again, well:
Does anybody knows where can I get a file wich explains
how to connect a PC drive ?. In 1993 I got it, (as a file
ueencoded in my mailbox), but it was ersased and now I can't
get it, and as many people (already) know, I'm trying to
a PC HDens. drive.

Thanks ...

edwin

2264. Atari Keyboards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 03:10:44 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <2EEC0F31@starnetbbs.com>
Source record: 32946

Does any one have a keyboard for the Atari 520 ST on which all keys work.

Is it possible to get such a replacement part directly from Atari Corp?

Also as there was a message here about contacting TOAD for their full Atari catalog do they perhaps sell a replacement keyboard? When I called they said it would be about six weeks before the new catalog was shipped. Another firm BRE Software had to be called about four times over the course of a year before they sent one of their catalogs for pd software, then after one order I missplaced it.

gary.ratliff@starnetbbs.com

 OLX 2.1 TD My hard drive lost its FAT on a crash diet!

2265. Re: File Locking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 07:45:01 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2q4vdt$2r8@percy.cs.bham.ac.uk>
Source record: 32947

ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>======================
>Not quite, you only need to check for the _FLK cookie, which other
>GEMDOS extensions could add themselves. However, the mode bits in
>Fopen for file locking were probably only *documented* recently...
>======================
>
>No, the Fopen bits are for file sharing modes. File locking is a
>different call altogether. Flock(). And the modes of Fopen for
>file sharing have been "documented" sice MS-DOS version 3.x. Or
>didn't you know that all the Fopen flags are the same as MS-DOS andf
>that the opcodes for GEMDOS calls are the same as MS-DOS calls!!

You're right, of course :-) Naturally, I wouldn't have put it past
Atari to change the Fopen flags, but you're quite correct about
Flock().

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2266. ATW-800 for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 08:03:12 UTC
From: dt93tn@pt.hk-r.se
Message-ID: <1994May3.080312.28478@nomina.lu.se>
Source record: 32950

I have two Atari Transputer Workstation computer and one
Quad transputer Farmcard for sale.

The Workstation consists of two computers in one.
The Server is an modified Atari Mega ST computer that is taking
care of the mouse/keyboard/harddisk/diskdrive. Both parts has its
own graphics system and display. The Client is consists of at least
one T800 transputer communication via 20Mbit links.

Here's some technical specifications:

Processors:
main:
32-bitars INMOS T800-G20 20Mhz with built in FPU
Graphics:
RasterOp processor designed for X-Windows
64Mbyte/sec area fill
Hardware line draw fill
Support for patternmatching and sorting of data

I/O: (Server) Atari Mega ST 8Mhz Motorola 68000
Communicates with the T800 via a 20Mbit/s link.

Memory:
Main: 4Mbytes Dram for Transputer
Video: 1Mbytes dualported for Transputer & Graphics
I/O: 1Mbyte Dram for Atari

Video:
Mode: Resolution: Bitplanes Palette
0 1280*960 4 4096
1 1024*768 8 16.7Million
2 640*480 8 16.7Million
3 512*480 32 16.7Million

I/O ports :
Keyboard, mouse, SCSI, printer, RS-232, Midi, ACSI(DMA),
4 buffered transputer links (ECL and TTL), RGB video output.

Disc Storage:
1 40 Mbytes Harddisk
1 720 Kbytes diskdrive

Expansion:
Room for 12 extra T800's, crossbar switch, memory expansion,
ethernet....
Plenty of room for more harddisk and discdrives....

Operating System:

Helios (UNIX) multitasking, distributed operating system.

User Interface:

X-windows

All this is built into an metallic Towercase.

Please let me know if you are interested or you want some
more information. Please give me an offer for this amazing
computersystem.

I also have an Transputer Farmcard forsale.

The farmcard consists of 4 T800-20Mhz transputers and each
transputer has its own 1Mbyte memory.

The Technical specifications of the card is:

4 T-800 tranputers 20Mhz
4 Mbyte`s of ram, 1Mbyte per Transputer.
Reset, Analyse and Activity LEDs.
Can be used with ca C004 crossbar switch

Please give me an offer for this Farmcard.

--
*Tore Nestenius dt93tn@pt.hk-r.se *
Computer Engineering @ University of Ronneby Phone: +46 457 14567
*Atari ATW 800, SEGA/Megadrive, Lynx, PC..... *
*BBS: +46 431 17506 (Cyberspace, Textphiles, HPA..... BBS) *
--

2267. Re: HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 08:23:34 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May3.082334.28894@tiggertoo.earth.ox.ac.uk>
Source record: 32949

In article <Cp14qv.Fw8@news.cis.umn.edu>,
<davidli@dragon.labmed.umn.edu> wrote:
>NOTE: The <img> tag is an HTML extension first implemented in NCSA Mosaic.
>Currently it is not understood by most other World Wide Web browsers."

Hmm.. this is strange, it's recognised by all the WWW browsers I've come
across, ie lynx, chimera, Mosaic and WWW itself.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2268. Help on DMA needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 08:56:39 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994May3.085639.8386@cc.ruu.nl>
Source record: 32951

Hi,

I am planning to write a harddisk recording program for the Replay 16
cartridge.
For this I will certainly need harddisk DMA writing.
Does somebody have an example on how to use DMA in C or assembler?

I have a MegaSTE, but I think DMA works the same on it as on a ST.

To show my gratitude, I will put this program in the PD.

Richard.

2269. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 11:35:32 UTC
From: mgolde@paju.oulu.fi
Message-ID: <1994May3.113532.13347@ousrvr.oulu.fi>
Source record: 32952
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dave Halliday (daveh@netcom.com) wrote:

: Hello,

: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
: 2.06 and have a spare set arround?)

Same request from me. If anyone has some left and is willing to sell them
please send a mail.

Greetings, Martin

--
==
Email : mgolde@phoenix.oulu.fi Martin Golde
FAX : +358-81-553-1603 Department of Chemistry
TEL : +358-81-553-1617 University Oulu (Finland)

2270. Re: PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:07:12 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cp86y8.BKz@westminster.ac.uk>
Source record: 32953

Kielhorn (c0031098@ws.rz.tu-bs.de) wrote:
: Stefan Krey (sk@lumumba.sh.sub.de) wrote:
: : Recently there were some rumours about the PAK3-accelerator-board in
: : this group and I decided to give you more information on this subject.
: : Here it is:

: : ST TOS 2.06, MiNT not present
: ^^^^^^^^^^^^^^^^
: [...]

: The last information i have is that MiNT will *not*
: run on a PAK. The developers claim it is a bug in MiNT,
: which may be right.

: Has this changed or is it still a non-MiNT System?

Where can I get these drwings and docs to produce the card? I know that this was in a german mag, but can anyone out there send me the stuff?

This does not have to be the magazines, scanned pages will do. I'd like to have a go. Here in England, I am still waiting for the T28 for the STe, and there is still no sign of it arriving.

BTW, is the PAK3 for the STe as well? I've got a STe, upgraded to TOS 2.06.

And is it now compat with MiNT, MINIX, Mag!X, Geneva????

Questions, questions, questions....

Thanx in advance.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2271. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:20:28 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cp87KC.D17@westminster.ac.uk>
Source record: 32954

Jabran Akhtar (Jabran.Akhtar@f100.n30.z47.byte.bbs.no) wrote:
: >I've been trying to compile Zoo for Minix, but I can't find a couple of

: I don't think anyone uses Zoo nowdays .. .

Who says???!!!

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2272. Re: CD-ROM on a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:26:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cp87tq.DFp@westminster.ac.uk>
Source record: 32955

MBATES@HOLONET.NET wrote:
: Can anybody give me the specifics on what I need to do in order to connect
: an Apple CD 300 to my Mega ST 4. Thanks for all the help.
: -Marlin

I suppose that you will need to connect it to your DMA port via a SCSI
adaptor, such as ICD's LINK.

Or if you have an internal SCSI adaptor, then connect it directly to
this, via the SCSI out port.

Hope this helps.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2273. Re: Mosaic/WWW ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:31:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.mBn9gjo6Q7o@semprini.waterloo-rdp.on.ca>
Source record: 32959

In <Cp4DLL.BJn@dutiws.twi.tudelft.nl>, Bart Schuller writes:
> Yes and no: MintNet alone won't work because of the not-yet-finished TCP
> part. But if you can dial in to a UNIX machine you can run Lynx over term,
> the serial-line multiplexer. This requires the term patches for lynx.
> I have put a patch to turn lynx2-3 of April 25 from stat1.cc.ukans.edu
> into a Lynx-for-atari+term on ftp.twi.tudelft.nl. There's also a binary
> there. Of course you can always run it on local files...

Grabbed it yesterday; nice work Bart! I won't get a chance to test it
'til Wednesday though, and that'll be locally.

--
------------------==----------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2274. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:32:48 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.UdstYELfLVM@semprini.waterloo-rdp.on.ca>
Source record: 32960

In <767671424.AA05466@byte.bbs.no>, Jabran Akhtar writes:
> >I've been trying to compile Zoo for Minix, but I can't find a couple of
>
> I don't think anyone uses Zoo nowdays .. .

Gee, only about half of the archives sitting on the 'net... Are you
going to go around and change 'em all to tar + gzip (for the UNIX ones)
or ZIP (for the other ones)?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2275. Re: Notator File Format/General Midi Format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 12:54:11 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.767969651@Penmere>
Source record: 32956

BACH@EZINFO.VMSMAIL.ETHZ.CH (CHRISTEN,BEAT ALBERT) writes:

>I am looking for the file format of the MIDI program Notator.
>Is it freely available?

There was a prorgam you could buy a while ago which would load in a .SON and
display all the relevant song data (apart from the notes themselves). From
this you could extract a lot of the file format.
Other than that and working it out yourself there's not much you can do -
big software companies rarely give out format details and treat them like a
well kept secret.

>Besides this i'd like to have a description for the general midi file format.

I'm sure there must be a file detailing this at one of the main music FTP
sites, but I'm not sure. It certainly should be freely available as plenty of
PD programs have midifile capability.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2276. Atari MEGA ST4 for sail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 13:27:04 UTC
From: xspes02@vse.cz
Message-ID: <xspes02.2@vse.cz>
Source record: 32968

[No readable article body recovered]

2277. Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 14:12:38 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cp8Ct2.29K@westminster.ac.uk>
Source record: 32958

I've got to demonstate my project soon so.....

Can I just stick my microphone in the back of my Falcon and then it will record sound.

At the moment I've got it routed into my stereo (mic input) out the headphone and then into the Falcon.

My microphone is not battery operated and has an on/off switch built in.

Nice One,
Phil.

2278. Re: HD's in Mega E's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 14:59:26 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <Cp8Ez3.Kts@lincoln.gpsemi.com>
Source record: 32961

In article <2pttne$kqm@gabriel.keele.ac.uk>, u2e32@cc.keele.ac.uk (Graham R Harrison) writes:
|> I've got a Mega STE 4 with a Maxstor 7120S (The 120Mb) Drive inside. I've
|> had no problems with it. However due to the timing of the purchase, just
|> when Mega STE's were hard to get hold of, It got the French TV modulator in.
|> I wouldn't bring this up except that serval people have told me that up
|> can't have a 1.44Mb drive or a large Hard Drive internally if you have the
|> UK TV modulator. At first I took this to be bull, and in the most part it
|> is. But if I try and install my HD in either of my friends (I mean the
|> friends that have MSTE's, not that I only have 2 friends!!!) machines, which
|> are UK born and bred, it won't work.
|>

My Mega STe (2Mb, internal 105Mb Quatum LPS) has a non-UK modulator in it as well (lucky I've got a SCART TV now really - having mono only was getting me down !) and "heard" that there weren't any Mega STes produced with UK modulators - now I guess this could be bull as well (especially as it came from the guy I bought it off ...) but if the UK modulators aren't factory fitted, might this be the cause of disk drive problems ? Ok - it's a bit unlikely but ...

|> Also has anyone succeed in finding a way to rework the MSTE's cart port to
|> be backward compatable? I know the layout in the book says it is, but isn't
|> as none of my cart devices work on anyones MSTE or Falcon.
|>

Any cartridges in particular ? My clock and Stereo Replay work fine in the Mega, I known there are problems with the Falcon that only show up on some carts not all - something to do with an "undocumented design change" which I did hear Atari have denied doing !! Ho hum - nothing new there then ...

Later,

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2279. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 15:30:06 UTC
From: <>
Message-ID: <2q5qlv$jsh@mother.usf.edu>
Source record: 32962

Atari Works' solution to the language problem is using two sets of resource files. One in German and the other in English. (for the one I have) One resource file has all the strings that Works displays anywhere all in english. The other has all of the same strings in German. If you are writing GEM programs, then this is a good solution.

The thing about accents is that English used to have them, but has lost them. We used to have circumflex, grave, acute, and umlaut. We also used to have the letter ash (the combined ae thing), but that has since gone away. We even had a runic letter for the interdental fricative now spelled as 'th'. As a result, to a foreigner, the english vowel system has become exceedingly ambiguous. You have to rely partly on the arrangements of surrounding consonants, and various combination of vowel letters that end up being pronounced as one vowel, while I is actually a dipthong, and U is often jat prefixed. The 'great vowel shift' made english vowels different from the continental pronounciations, and it also made long vowels qualitatively different from short vowels. Due to its latin and germanic heritage, english used to have a much larger vowel system than it used to, but it's still quite large, especially when compared to languages like Hebrew and Arabic. And speeking of Hebrew and Arabic, while they have in the past 2000 years added symbols to their writing systems that represent vowels, they did not originally, and still do not use them in every-day writing. How do you know what the vowel is? You memorize it. And to a lesser extent, you have to in english since the spelling does not always directly represent the pronounciation.

Accents on paper are easy... you make a mark. Accents on a computer are a major pain in the neck. Either you have special arrangements in your word processor, or you add a bunch of extra symbols to your extended character set that represent all the possible combinations of vowels and accent symbols. Try reading and writing your indo-european language without accents. You'll know what's there... you'll use the spelling, and the context to determine what the word is if there is any ambiguity, and you'll recognize exactly where the missing accents should go. A friend of mine talks on the IRC in French all the time, totally without accents, and it works just fine. You can do it with German too, and if necessary, add letters to help (like an e after a letter with an umlaut, or ss for es-zet). You'd handle it about as well as something written with a bunch of spelling errors... you'd know what was said.

I'm not saying that your arguement for accents and the like is invalid. I'm just giving the linguistic reasons for why I MIGHT not bother, at least not for an early version of a program. The same reasons would apply to why I wouldn't bother making a word processor capable of handling right-to-left writing systems like Hebrew or Arabic; it just wouldn't be worth it initially,

despite the fact that I really like Hebrew.

If you like, you can detail for me the excentricities of your spelling system, and I could come up with some alternative spellings that don't use accents. :) Actually, you know the language, so you should do that if you like, but there are going to be MANY times (like now) when you can't use your special characters and accents. In your message, the ash came out OK, but the o with an accent did not, because I'm using an IBM PC's extended character set. I'm surprised the Internet didn't cut off that high bit and give me something in the 0-127 range.

2280. Re: Help on DMA needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 16:34:14 UTC
From: woodford@esca.com
Message-ID: <1994May3.163414.6938@esca.com>
Source record: 32964

huveneer@math.ruu.nl (Richard Huveneers) writes:

>I am planning to write a harddisk recording program for the Replay 16
>cartridge.
>For this I will certainly need harddisk DMA writing.
>Does somebody have an example on how to use DMA in C or assembler?

Check out my 'libscsi' library on a.a.u.e in the Utilities directory.
You will find low-level DMA code in assembler, and C wrapper routines
to make life easier. (Works with the ACSI DMA port only, BTW [ST/STE])

Cheers, Steve

2281. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 17:02:43 UTC
From: g051@cpcw3.uea.ac.uk
Message-ID: <2q603j$l96@cpca3.uea.ac.uk>
Source record: 32963
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
: 2.06 and have a spare set arround?)

Surely it would be just as cheap nowadays to go stright to 2.06?

Espiecally if you wait a while until version 5.0 comes out. Mind you that
will probably be a year or so and may not work on ST's.

g051@uea.ac.uk

Ian B.

2282. RE: Connecting a potentiometer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 17:08:26 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <Rg7qLc1w165w@charon.engga.uwo.ca>
Source record: 32957

Okay, thanks to those who helped. It turned out that I needed both GND and +5V to operate my touch tablet, just as you suggested.

Now my problem is determining the address in the Atari 1040STe so that I might access this information. I'm using the 15-pin ports on the side of the machine. I was told that the information might be in the Atari Companion book, but I do not have access to a copy. Anyone?

Thanks for any leads. I'm really stuck right now...

-Jerry-
(please reply here)

2283. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 19:47:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199405032147.a18607@ms.maus.de>
Source record: 32986

In article <BRARDA-020594181551@128.141.55.213>, Loï¿½c BRARDA
(BRARDA@VXCLIA.CERN.CH) wrote:
>There have been a lot of questions and answers about CD-ROM on ATARI
>Computers .
>I think it's time for a "Frequently Asked Question" about it.

I've written an entry for the CDROM FAQ on ftp.cdrom.com, unfortunately,
there hasn't been a new release since mid of March. Here's what I wrote:

Do you have any info about the CD-ROM filesystems for Ataris?

MetaDOS
free software from Atari Corp.
available from atari.archive.umich.edu or ftp.muenster.de (metads23.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs. The device driver only works for the Atari CDAR504
connected to the ACSI bus or with generic SCSI CD-ROMs connected to the
TT SCSI port.

CD-Tool
commercial solution from Hard & Soft, Obere Muensterstrasse 33--35,
D-44575 Castrop-Rauxel, Germany, phone: ++49 2305 18014, fax: ++49 2305
32463)

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom device and
filesystem drivers (support for Atari CDAR 504 and generic SCSI CD-ROMs
connected to ACSI through host adapter, TT-SCSI or Falcon-SCSI,
multisession support (only some drives)).

>[...]
>I would also like to have a chapter about the programmation of the cd-rom
>(How do we access SCSI bus on falcon & TT, where do we find usefull
>documents about it, ...)

You should always use the drivers to access CD ROM drives. I'll upload
bindings shortly.

2284. Falcon vertical refresh rate

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 21:54:51 UTC
From: aerique@xs4all.hacktic.nl
Message-ID: <2q6h7bINNn4h@xs4all.hacktic.nl>
Source record: 32965

Does anybody know how to calculate the vertical refresh rate from the
Videl registers? (Probably $ff8282 (hht) and $ff828c (hss).)

--
-- aerique@hacktic.nl
--

2285. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 22:57:58 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEDXBGVJ@ttgk.textlitho.nl>
Source record: 32989

In <BRARDA-020594181551@128.141.55.213> Loï¿½c BRARDA wrote :

> - Your configuration;
> - the model of CD-ROM drive you have;
> - the drivers you tried (the working and the non working ones);
> - the discs you tried;
> - your needs or desires;
> - everything that can be usefull.

>I would also like to have a chapter about the programmation of the cd-rom
>(How do we access SCSI bus on falcon & TT, where do we find usefull
>documents about it, ...)

Yep, I've connected a CD-ROM to my TT (drive runs also on a Falcon)

My configuration:

Computer: TT030 4 Mb ST Ram, 4 Mb TT Ram, 210 Mb HD

OS: Mint (1.04) + MultiTOS

CD-ROM drive: NEC 210 (also known as NEC55j?)
(double speed SCSI internal drive)

Current driver: CD-Tools 1.08 from Hard&Soft Computerzubehor GmbH

DOS discs tried:
- The Best of Demo (Comptec Multimedia)
contains lots of GIF/BMP/MOD/TXT files
- Monster Media issue 2 1993 (by Monster Media?)
contains also lot's of GIF/BMP/MOD/TXT files
- TOP 101 shareware programs (came along with the drive)
hardly usable, only DOS stuff.
- Music Box 1994 (Powersource inc)
tons of MOD and VOC (about same as WAV) sound files.
Atari discs tried:
- DTP Grafiken (by Werbedesign Schutz)
contains tons of clipart files in IMG and (DOS) PCX
format, disc was made for Atari and DOS

Needs:
- Real Atari discs !!!! (OK Gemini exists but I haven't
got it yet...)
- SCSI drivers that USE DMA !!! CD-ROM (and Harddisc)
access take up much too much time under MultiTOS.
- An audio disc player program for this CD-ROM drive...

Other drivers I've tried are several earlier releases of Metados from
Atari, a modified Metados for the Falcon and some XFS drivers for
Mint/MultiTOS (ICD and Atari).

Most of them work OK but for some discs (for example the DTP Grafiken disc)
the older drivers cannot cope with the large amount of files in a
subdirectory (with DTP Grafiken there are folders with over 700 files!)
Clicking on the folder icon just doesn't open the folder...
The driver from Hard&Soft seems to work for all of my current CD-ROM discs.

The XFS driver for Mint/MultiTOS is slow... The Metados drivers seem to
buffer much more data, problem with Metados is that it's supposed NOT to
work with Mint/MultiTOS. However, I haven't got any problems yet.

For the TT there is a German book called Profibuch for the Atari
ST/(mega)STE and TT. It contains all the hardware addresses and a complete
overview of all the XBIOS/BIOS/VDI etc calls. Hardware connections are also
supplied including tips on how to connect an extra floppy drive etc.
I don't know if there is an English written version of it and if there is a
Falcon update. But as far as I know the SCSI port of the Falcon and the TT
are roughly the same (except for the external connector :-(

Well, hope I have supplied enough information...

Greetings,
Gert

--

-- --
Atari TT-Point
-- --

2286. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-03 23:41:05 UTC
From: daveh@netcom.com
Message-ID: <davehCp934H.2Lx@netcom.com>
Source record: 32966
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

g051@cpcw3.uea.ac.uk (Ian Brown#) writes:

>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>: 2.06 and have a spare set arround?)

>Surely it would be just as cheap nowadays to go stright to 2.06?

Yes, but you need the TEC board and that takes time to install. I will
go for 2.06 if it ends up being the same price however.

Dave.

2287. Re: PAK3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 00:10:44 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cp94Hx.E26@sdf.lonestar.org>
Source record: 32967

```
==============================
K>Has this changed or is it still a non-MiNT System?

Rename MINT.PRG to MINTNP.PRG and it should work. (Switches MemoryProtection
off)
==============================

Why won't the PAk support Memory Protection?
```

2288. Re: Help on DMA needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 04:28:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199405040628.a18620@ms.maus.de>
Source record: 32969

In article <1994May3.085639.8386@cc.ruu.nl>, Richard Huveneers
(huveneer@math.ruu.nl) wrote:
>I am planning to write a harddisk recording program for the Replay 16
>cartridge.
>For this I will certainly need harddisk DMA writing.
>Does somebody have an example on how to use DMA in C or assembler?
>
>I have a MegaSTE, but I think DMA works the same on it as on a ST.
>
>To show my gratitude, I will put this program in the PD.

Use GEMDOS. It will be fast enough, especially for large files (there is
practically zero overhead in a Fwrite of a few hundred 100 KBytes).

2289. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 07:01:26 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2q7h86$1pa@nasim.sta.sub.org>
Source record: 32985

David L Watson (dw4g+@andrew.cmu.edu) wrote:
> I've been trying to compile Zoo for Minix, but I can't find a couple of
> include files. The first one it had problems with was <std.h>, I don't
> remember the second one. I have the include files for MiNT library
> patch level 44 and the normal Gnu include files, but it doesn't seem to
> be there. Is there some collection of libraries that I'm missing?

It seems you tried compiling zoo for MiNT so it will work properly with
the Minix-Filesystem. Remember Minix is an Operating System!

If you have problems with Include-Files, just try to comment out the
#include statement and see what the compiler tells you about undefined
stuff. Then do a grep over /usr/include/* and /usr/include/sys/* and
see where the stuff is defined. Sometimes it helps, sometimes not.

If you are looking for a zoo-Binary which works fine on a Minix-filesystem
and is shareable under MiNT ask archie for 'bmintzoo'.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2290. Atari Linux Information Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 07:41:19 UTC
From: robert@and.nl
Message-ID: <Cp9pCx.33u@and.nl>
Source record: 32972
Cross-posted to: comp.os.linux.development,comp.sys.atari.st.tech

Atari Linux Info Sheet
Author: Robert de Vries (robert@koekamp.and.nl)
Coordinator Atari-Linux development group on the Internet
Version: 1.1
Date: Apr 29 1994

Current Status

We have a booting kernel for the TT. The startup code in m68k/head.S
does not yet work on a Falcon. It gets halfway.
The following device drivers have been developed.
* serial drivers for debugging
* console driver (TT/Falcon), not yet integrated
* keyboard/mouse/joystick driver
* scsi driver (no DMA)

The work is based on the Amiga linux kernel as maintained by Hamish
Mcdonald (hamish@bnr.ca).
There is a set of patches against the latest amiga kernel (0.08pl2).

Other group on MausNet

There is also another group in Germany doing a parallel development
effort. They are on MausNet. We will merge our versions as soon as
possible. Our version or the MausNet version, or the merged version
will be patched into the Amiga-Linux kernel as soon as possible. (This
really depends on Hamish Mcdonald. I can't speak for him, I'm merely
expressing hopes :-).

Development

At this moment there is a working cross-development environment on a
80x86 linux computer. I have a set of patches against the development
tools on tsx-11.mit.edu.
The development tools are available by ftp from tsx-11.mit.edu in the
directory /pub/linux/680x0/tools. Grab binutils-1.9l.1.tar.gz and
gas-2.2.linux.tar.gz. Next you will need a recent version of the gcc
sources. (>=2.5.7)
Sources of the amiga linux kernel are also available by ftp from
tsx-11.mit.edu in the directory /pub/linux/680x0/src. Grab
linux-0.08pl2.tar.gz.

If you're interested in some development, mail me. I will send you the
next set of patches directly. When I am sure that they will produce a
working kernel on at least the TT, they will be sent to Hamish for
inclusion in the mainstraim linux-680x0 kernel sources.

Robert

--

+--------------------+---------------+-----------------+-------------+
| Robert H. de Vries | robert@and.nl | AND Software BV | 010-4367100 |
+--------------------+---------------+-----------------+-------------+

2291. Re: Falcon bus width

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 09:05:59 UTC
From: steve-j@teleport.com
Message-ID: <2q7ohn$flr@elaine.teleport.com>
Source record: 32970

In article <2phm78$p72@mother.usf.edu>,
Timothy Miller <millert@ug.ec.usf.edu.> wrote:
>
>I do believe the blitter is 32 bit. It's slow because it has to share bus
>bandwidth with everything else. You can put it in HOG mode, but it takes over
>the bus and essential interrupts don't get to run, etc... screws things up.
>
>One of the biggest speed bottlenecks for a processor is memory access time.
>Therefore, a processor will access memory twice as fast when reading from a 32
>bit bus whenever it reads a 32 bit word. So, you ask, the Falcon then runs at
>a slow bus speed? Not exactly. The COMBEL does the memory access for the
>68030 and does it 32 bit, and the 68030 can read from the COMBEL faster than
>it can read from RAM. So, in THEORY, the 68030 goes to read a long word...the
>first half is read with the normal delay, but when it goes to read the second
>half, it's already in the COMBEL so can be read without the normal delay.
>While this isn't as fast as reading 32 bits directly, if it's possible for the
>68030 to do what I'm suggesting, then the Falcon at least reads faster than a
>16 bit bus normally would.
>
>Now, when you get to Intel, the instruction execution time is the bottleneck,
>so we don't bother with the memory access time. <grin>

Nope, the Falcon030's Blitter is 16-bit.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2292. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 09:09:13 UTC
From: steve-j@teleport.com
Message-ID: <2q7onq$fnh@elaine.teleport.com>
Source record: 32971

In article <Cp8Ct2.29K@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>I've got to demonstate my project soon so.....
>
>Can I just stick my microphone in the back of my Falcon and then it will
>record sound.
>
>At the moment I've got it routed into my stereo (mic input) out the headphone
>and then into the Falcon.
>
>My microphone is not battery operated and has an on/off switch built in.

Yes, it should work fine, but you may have to turn up the input gain.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2293. BlowUp Hard II Help?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 10:54:57 UTC
From: pagan@meiko.co.uk
Message-ID: <2q7uu1$gb9@bart.meiko.com>
Source record: 32973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just got my BUH II and I was trying to install it this
morn but just got "File could not be written" errors. This
left a 2Mb file on my disk also. Any thoughts?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2294. Re: Notator File Format/General Midi Format wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 11:15:26 UTC
From: cgra@se.alcbel.be
Message-ID: <4501@btmwj1.se.bel.alcatel.be>
Source record: 32974

```
ftp ftp.cs.ruu.nl

[... log on as anonymous...]

ftp> cd pub/MIDI/DOC

ftp> get midifile

Loadsa good stuff in this directory. Keep up the good work, Piet.

--------------------------------------------------------------------------
Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102
--------------------------------------------------------------------------
Wear your propeller with pride!
```

2295. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 11:25:51 UTC
From: cgra@se.alcbel.be
Message-ID: <4502@btmwj1.se.bel.alcatel.be>
Source record: 32975

In article <Cp8Ct2.29K@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:

> I've got to demonstate my project soon so.....

> Can I just stick my microphone in the back of my Falcon and then it will
> record sound.

That's how it's supposed to work (surprisingly enough). Assuming you have
the necessary software...

> At the moment I've got it routed into my stereo (mic input) out the headphone
> and then into the Falcon.

Then the level is almost certainly way too high. To use the Falcon input
to record line- or headphone-level signals you need to put a resistor in
series with each channel.

I've even recorded from the speaker tags of a Fender valve amp that way :).
(Children: do *not* try to do this at home...)

> My microphone is not battery operated and has an on/off switch built in.

Should work fine.

> Nice One,
> Phil.

If you say so...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2296. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 11:33:48 UTC
From: cgra@se.alcbel.be
Message-ID: <4503@btmwj1.se.bel.alcatel.be>
Source record: 32976

In article <2q5qlv$jsh@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:

> [...] The thing about accents is that English used to have them, but has lost them.
> We used to have circumflex, grave, acute, and umlaut. We also used to have
> the letter ash (the combined ae thing), but that has since gone away. We even
> had a runic letter for the interdental fricative now spelled as 'th'.

Didn't we have eth (crossed out d) as well?

So far as I know the only language now using thorn and eth is Icelandic.
But then it was an Englishman that taught them to write...

> [...] Due to its latin and germanic heritage, english
> used to have a much larger vowel system than it used to...

Help! Unbounded recursion!! Imminent explosion of the vowel system
predicted!!!

Tape at 11.

%>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2297. MiNT login. Problems & Fixes.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 13:41:59 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CpA621.91y@newcastle.ac.uk>
Source record: 32978

I've been playing with the mintosbn system log & access control package for MiNT
and I've come across a few problems.

PROBLEM 1
==========

Firstly, once init has started all the daemons (portmap, line printer, inetd, etc)
it runs /etc/getty to let you log in on the console.

This is great, but getty then displays a garbage prompt. The prompt sorts itself
out if you type the login wrong (I assume that this is because the second
login prompt is from login.ttp not getty).

You can still log in however, so it just looks a bit untidy.

FIX FOR RUNNING MULTITOS <> ROOT
================================

I've sorted out the problem of having multiTOS run after you have logged in
though. All users who will want to use multiTOS must be members of the group
0 (wheel) - this can be set up in the passwords file. You can then put
a link to gem.sys from /bin

```
cd /bin;
ln -s /c/multitos/gem.sys gem.prg;
ln -s /c/multitos/gem.cnf gem.cnf;
```

Now, typing gem at the console shell will run multitos - as the user who logged
in, with all access restrictions in place.
It is esp. nessecary to do it this way if you use NVDI as well as MultiTOS, as
if the user is not a member of group 0 then NVDI cann't access the NVDIDRV*.SYS
files and crashes.

PROBLEM 2
==========

I can't persuade wlogin to work - it crashes well bad when I run it.
My TOS window manager is Warwick Allison's version of TOSWIN, with RUNTOS
installed as the runner.

Any offers?

Craig Graham.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.

```
-----------------/__\-------------------------------------------------------------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....
```

2298. Prism Paint picture format, again!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 13:47:51 UTC
From: d92jk@efd.lth.se
Message-ID: <2q8927$l3e@nic.lth.se>
Source record: 32977

I would appreciate if someone could send me some info on the prism paint (.PNT) or the XIMG picture formats.

Last time someone offered to send some information on the .PNT format, I sent you a letter (don't know if you got it) but anyway I don't have your address any longer, please contact me.

2299. 68881 in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 14:42:39 UTC
From: v892127@si.hhs.nl
Message-ID: <CpA8v5.B52@si.hhs.nl>
Source record: 32980

Hi,

Does anybody know how to put a 68881 in a Mega STE ?
What must be done in the Mega STE or is it just simply
put the 68881 in the socket ?

C.W. Lai,
student Computer Science,
distributor of Atari PD Reaction magazine,
proud Atari ST, Apple Macintosh and PC owner,

Internet: v892127@si.hhs.nl
Fidonet : 2:280/706.12, 2:282/301.27, 2:283/705.20
NeST : 90:500/104.12
S-Mail : P.O. Box 13672, NL-2501 ER 's-Gravenhage, The Netherlands

2300. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 14:58:52 UTC
From: avsec@westminster.ac.uk
Message-ID: <CpA9M4.Mp8@westminster.ac.uk>
Source record: 32979

In article <4502@btmwj1.se.bel.alcatel.be> cgra@se.bel.alcatel.be writes:

>> At the moment I've got it routed into my stereo (mic input) out the headphone
>> and then into the Falcon.
>
>Then the level is almost certainly way too high. To use the Falcon input
>to record line- or headphone-level signals you need to put a resistor in
>series with each channel.

Hey! I'm not stupid. Us Falcon owners always turn our stereos to zero
volume before switching on.

Right Kids,
Phil.

--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

2301. Problems with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 16:04:23 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <whlwS7i00WB6M6KepJ@andrew.cmu.edu>
Source record: 32981

Well, since nobody seems to be able to help me with my question about ZOO for Minix, I'll go onto another problem. Somewhere along the line I messed up my GCC config. Things were working a while ago, but once I tried to start getting newer versions of the files, I've been having problems. I'm currently running gcc under MiNT on a Minix partition. I think I have patch level 44 of the libraries and include files, Gas version 1.38p4, and Gcc version 2.53. When I try to compile Compress, I get the following errors:

```
# make -f makefile.minix compress
gcc -DMINIX -DUNIX -DNDEBUG -traditional -U__GNUC__ -O -mint -c
compress.c -o compress.o
In file included from compress.c:100:
/usr/include\\stdio.h:20: parse error before `size_t'
/usr/include\\stdio.h:157: parse error before `fread'
/usr/include\\stdio.h:158: parse error before `fwrite'
In file included from compress.c:103:
compress.h:719: parse error before `1024'
compress.h:720: parse error before `1024'
compress.c: In function `main':
compress.c:112: storage size of `statbuf' isn't known
compress.c:115: `SIGINT' undeclared (first use this function)
compress.c:115: (Each undeclared identifier is reported only once
compress.c:115: for each function it appears in.)
compress.c:115: `SIG_IGN' undeclared (first use this function)
compress.c:115: warning: assignment makes pointer from integer without a cast
compress.c:126: `SIGSEGV' undeclared (first use this function)
make: *** [compress.o] Error 1
```

I'm open to any suggestions people have.

Thanks,
David Watson
Carnegie Mellon University

2302. need advice replacing 1040stf drive A

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 16:45:13 UTC
From: nicole@seas.smu.edu
Message-ID: <1994May4.164513.24356@seas.smu.edu>
Source record: 32984

I'm currently running my 1040stf with one of my old 520's sf354 ss drives as drive A because my built-in drive went blooey. I just plugged in the 34-pin connector (minus a key that didn't have a matching notch in the circuit-board) and the 4-wire power connector. Wordwriter works ok, but Flash gives persisten "Invalid Drive" messages.

Of course, I'd like to get back to double-sided on A, especially since I don't have a hard drive or external double-sided drive. To that end, I picked up ibmdriv.lzh from atari archive and also diskdriv.arc, which has the same "Generic 3.5..." by James Lacassagne along with some other text as well. But my specific replacement isn't described.

I didn't think that would be a problem, since the ss drive worked so easily, until I plugged in a Sony MP-F53W-00D (or that might be OOD) and got spin without read, write, or step.

Is the MP-F53W-00D likely at fault?

Have I missed a jumper (I tried with and without jumper from pin 2 to pin 28 per lacassagne's article)?

There's a tiny four-position slide switch on the right rear bottom which I've tried all four ways each with and without jumber 2 to 28. One of these gives me something that sounds like stepping. I thought it might be the drive number select mentioned in another article by Rod Smith.

I'll be carefully re-reading the archived material for any other clues, but meanwhile, I thought I'd let loose a plea for help.

Anyone done the same switcheroo successfully?

Anyone know where to find the Sony dd pinouts described? (I've never tried the clone usenet groups, so I don't know if they're as helpful as ST people. In person, when I mention my beloved st, they always give me the "And you eat cockroaches and drink dirty dishwater" look.

Anyone want a TDK-T41V with slightly jabberwocky 2nd head and possible maladjusted stepping motor and other possible ailment(s)?

One final note. I am a poor writer and artist and cannot afford suggestions that involve spending money such as the $84 replacement drive from toad (much less a mega with tos2.06 and HD and a gigabyte of ram and video cards and...) so please don't even suggest that sort of thing unless you're offering it as a gift.

A reputable surplus electronics dealer (Tucker Electronics) sold me the Sony drive new (sealed in cellophane) and a standard xt cable (in case

I need to cut and twist or run extra length) for well under $50, still more than I can afford.
Sadly, he also gave me the insects and dishwater look that says it's a good drive, but it won't turn a hairdryer into a computer.

If I
manage this fix, I'll gladly write out instructions and Tucker's phone/address since they have several of those drives in stock.

Thanks for the advice and encouragement.

2303. Re: How do I write a cookie?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 17:34:54 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CpAGu6.2BB@cix.compulink.co.uk>
Source record: 32988
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>What I would specifically like to know, is how to write a High Density
>Disk Drive cookie.
TOSes after 1.6 will write a _FDC cookie automatically (this is installed by
TOS and is an official Atari cookie) for tyhe type of disk drive installed.
All cookie values are longs and the high byte here indicates the highest
dewnsity floppy
0 = 360/720K DD
1 = 1.44Mb HD
2 = 2.88Mb ED

The low 3 bytes give an indication of where the drive came from. 'ATC' means
Atari line fitted.

So, on TOS 2.06 the cookie will already be there.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2304. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 17:34:57 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CpAGu9.2Bz@cix.compulink.co.uk>
Source record: 32987

>But that won't help you either if CONTROL.ACC isn't loaded!
yes, true - I forgot to add that a ROCP (Read Only Control Panel) auto
program is needed which reads the AES Internal Shell Buffer (the copy of the
INF file in memory) and sets the relevent settings at boot up.

>Btw, if you change DESKTOP/NEWDESK.INF, make sure that there are
>exactly 128 bytes (including CRLF) in the first four lines, otherwise
>the next time you save your desktop the file will be garbled.
erm, no.
the first 4 lines of an INF file are typically something like

#a040021
#b001100
#c77700070006000700552005055522207705570750555077020115 01
#d

which is 83 bytes including CRLFs. These lines are the same length under
all TOSes and have exactly the same meaning for all items contained therein.
(I've done a full breakdown of all the INF file format.)

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2305. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 17:37:06 UTC
From: <>
Message-ID: <2q8mg2$rk6@mother.usf.edu>
Source record: 32982

In article <4503@btmwj1.se.bel.alcatel.be> cgra@se.bel.alcatel.be writes:
>
>In article <2q5qlv$jsh@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:
>
>> [...] The thing about accents is that English used to have them, but has lost them.
>> We used to have circumflex, grave, acute, and umlaut. We also used to have
>> the letter ash (the combined ae thing), but that has since gone away. We even
>> had a runic letter for the interdental fricative now spelled as 'th'.
>
>Didn't we have eth (crossed out d) as well?

I'm not absolutely sure that we had eth. It's likely, but I'm not sure. I'll
have to check. Oh, and thanks for telling me the name of the thorn. :)

>
>Help! Unbounded recursion!! Imminent explosion of the vowel system
>predicted!!!
>

Actaully, like most languages do, the vowels that don't contribute a whole lot
to meaning are all being reduced slowly to schwa, especially in an unstressed
position.

Here's an interesting thing to ponder. You take old languages like Latin, or
even worse, ancient ones like classical Hebrew and Arabic, and you get
EXTREMELY complex, yet very organized languaged. Then you take modern
languages like english, french, spanish, etc. and you find languages that are
much simpler in structure, yet a lot more disorganized. Now, tell me... how
did the grunts of the cavemen turn into such tremendously complex and highly
organized languages, when it seems that the TREND is toward simplification and
disorder?

2306. Hitachi HD on a ICD MicroSCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 18:23:16 UTC
From: bert@owl.WPI.EDU
Message-ID: <BERT.94May4142316@owl.WPI.EDU>
Source record: 32983

Hi,

I'm thinking of buying a HITACHI DK312C-20 3.5" hard drive, used. I don't know if the parity can/has to be switched off, in order to run it on an ICS MicroSCSI adapter in a MegaST. Does anybody know if it would work.

Bert :)

--
Is not this the true romantic feeling - not to desire to escape life, but to prevent life from escaping you. --Thomas Wolfe

2307. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-04 21:21:18 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1759@usdtsg.DaytonOH.NCR.COM>
Source record: 32895
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2q603j$l96@cpca3.uea.ac.uk> g051@cpcw3.uea.ac.uk (Ian Brown#) writes:
>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>: 2.06 and have a spare set arround?)
>
>Surely it would be just as cheap nowadays to go stright to 2.06?

Well, considering you'd need a TEC (or similar) board to use TOS 2.06
on a standard ST, it might be cheaper for him to simply get the TOS 1.4's and
simply swap in the new for the old chips...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2308. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 00:40:01 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9f91$drj@yrsa.ifi.uio.no>
Source record: 32990

In article <767590702.AA05460@byte.bbs.no>, William.Kent@f100.n30.z47.byte.bbs.no (William Kent) writes:
> >Or you could just turn it off from the General section of XControlPane
>
> On my system, I can switch it off from the Xcontrolpanel, but if I save
> my setup and then reboot. The keyclick is back.. (very annoying..)
>

I'm using a program called "noclick.prg" that resides in the auto folder.
Works perfectly, but why didn't Atari turn the keyclick OFF as a default,
so that you could turn it on with the control panel etc?
Who uses that annoying clikc anyway?

Hallvard, Oslo, Norway

2309. Re: How do I write a cookie?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 00:43:40 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9ffs$fat@yrsa.ifi.uio.no>
Source record: 32891
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Cp564J.CKy@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
> Hi friends
>
> Suppose the subject above says it all.
>
> What I would specifically like to know, is how to write a High Density
> Disk Drive cookie. I would like to write a program that would bring up
> the extra format option for HD drives under the formart menu in tos
> 2.06. Hopefully, this will be in C.
.......(snip).........

I don't know if this would help, but there's a program that I use in my auto folder called "hd_fdc.prg" which changes the steprate of the drive (I use it because when I changed over to TOS 2.06, my drive started to be really noisy!), anyway it adds a "High density" option in the format menu on the desktop.
Hmmmm.... maybe I'm way off subject here....

Hallvard, Oslo, Norway

2310. Circuit for internal speaker wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 01:35:28 UTC
From: hallvart@ifi.uio.no
Message-ID: <2q9ih0$8f5@yrsa.ifi.uio.no>
Source record: 32892

I'm using an NEC Multisync monitor and there's no speaker in it, so I decided to make my own internal speaker in the STE, connected to an amplifier.
I've made it, and it works, but not too well, at certain levels the sound is really bad (and I don't necessarily mean distortion at high levels, but at certain levels, both high and low). And the speaker, although a small one takes up too much space if I should expand my STE even more.

Does anyone have a small circuit for getting internal sound of my STE, and possibly use a piezo buzzer or something really small, since I'm thinking of adding an internal hard disk (IDE) to it later on. I could put the piezo element underneath the keyboard, and the same with the amplifier if it was small enough.
I'm not expecting any "hi-fi" system here, just enough to get audio feedback with "beep" sounds etc.

Hallvard, Oslo, Norway (hallvart@ifi.uio.no)

2311. 1040STf - intermittent video fuzz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 04:25:00 UTC
From: ad869@FreeNet.Carleton.CA
Message-ID: <CpBAxo.86u@freenet.carleton.ca>
Source record: 32896

I have a 1040 STf with a Sm124 monitor. When I power the system up, the screen is all full of static and vertical lines of snow. This problem dissappears after a few minutes. It does not seem to affect the operation of programs, but is worrisome. I think its the computer since I have been told the monitor worked ok on another machine.

Has anyone had this problem, and if so, what solved it?

--
****
*** Often I fear eating a boiled egg because there might ***
*** be a cooked chick embryo inside when I open it, again. ***
********** R.Prasad: ad869@freenet.carleton.ca **********

2312. Re: Prism Paint picture format, again!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 06:04:35 UTC
From: Lexicor@world.std.com
Message-ID: <CpBFJo.JrJ@world.std.com>
Source record: 32897

Sorry, I forgot that I uploaded the file, it's on ftp.std.com in the
/pub/atari/News_files directory and is called:

pnt.lzh and/or pntfmt.lzh

Thankyou for your interest

2313. C compiler for JOVE port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 06:25:04 UTC
From: hugh@cs.toronto.edu
Message-ID: <94May5.022437edt.48142@neat.cs.toronto.edu>
Source record: 32893

I and some others are preparing a new release of JOVE, an EMACS subset editor with modest resource requirements. JOVE works on UNIX and MSDOS. At one time it worked on the Mac and the Atari ST.

As an (inactive) Atari ST owner, I'd like to make the new release work under TOS. I tried Mark Williams C and Heat & Serve C, but both seem to have serious compatibility problems. In fact, I was in communication with Ian Lepore about these problems when he seems to have disappeared.

1) Does anyone want to try to port JOVE? I can make the working source available, and perhaps some hints?

2) Does anyone have advice for a "normal" C compiler that I don't have to pay for or work hard at? I only have about 2M of hard disk space on my ST (enough for Alcyon C, MWC, or HSC). By normal, I mean similar to ANSI C, K&R C under UNIX, or MicroSoft C under MSDOS. I also have a Sun with somewhat more disk space free -- is it easy to set up a GCC cross-compilation system?

I hate it when people say this, but I rarely read this group. Could you reply to hugh@mimosa.com?

Hugh Redelmeier
hugh@mimosa.com or {utcsri, utzoo, scocan}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

2314. Best Electronics

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 11:07:02 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpBtHv.95y@westminster.ac.uk>
Source record: 32894
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi

Anyone know how I can get in touch with Best Electronics, regarding a catalogue or something? Here in Briatain, they are regarded as one of the best people to buy Atari spares/sundries from.

e-mail address preferred, but not necessarry

Thanx

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2315. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 12:09:39 UTC
From: cgra@se.alcbel.be
Message-ID: <4511@btmwj1.se.bel.alcatel.be>
Source record: 32899

In article <2q8mg2$rk6@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:

> I'm not absolutely sure that we had eth. It's likely, but I'm not sure. I'll
> have to check. Oh, and thanks for telling me the name of the thorn. :)

I (used to) have a copy of _The Battle of Maldon_ somewhere, and I'm pretty sure there are eths in it. Sir Gawain and the Green Knight also uses a letter like a backwards z or a dropped 3, to represent the ``gh'' sound missing from modern English but still present in Dutch (written as G in ``Gent'', ``Brugge''). As in Grene Kni3t. However I don't think this letter was used in Anglo Saxon, and it's not needed for Old Norse or modern Icelandic.

> Here's an interesting thing to ponder. You take old languages like Latin, or
> even worse, ancient ones like classical Hebrew and Arabic, and you get
> EXTREMELY complex, yet very organized languaged. Then you take modern
> languages like english, french, spanish, etc. and you find languages that are
> much simpler in structure, yet a lot more disorganized. Now, tell me... how
> did the grunts of the cavemen turn into such tremendously complex and highly
> organized languages, when it seems that the TREND is toward simplification and
> disorder?

The ``classical'' languages were used by an educated elite, or even by a priesthood, partly for communication between themselves but also a medium for poetry and magic. Communication between educated people will tend to favour a highly organised language; poetry and magic favour flexibility of construction and complexity. These ``classical'' languages were either rarified abstractions from the language of the street, or even purely literary languages unconnected to those of Real Life (e.g. classical Sanskrit).

With the advent of cheap printing technology, radio, television, and mass literacy (of a sort :[), it becomes inevitable that most written communication (and literary expression) will make use of the ``vulgar tongue'', which often means something extracted by a covey of monks out of the grunts of their troglodyte neighbours. Depending on the temperament of your monks, the result may still be rather complex (modern German or the Slavic languages) or fairly simple (e.g. Italian, thankyou St. Francis and thankyou too Mr. Dante).

The only case I know of where a ``classical'' language has grown into a modern language without undergoing radical changes is Old Norse -> Icelandic, an anomaly arising out of the isolation of medieval Iceland and the literacy of its inhabitants. Just how much the ON of the Saga resembles modern-day conversational Icelandic I really can't say, maybe we should move this one to soc.culture.iceland (if there is one).

JM$0.02W

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2316. Re: 1040STf - intermittent video fuzz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 16:24:29 UTC
From: woodford@esca.com
Message-ID: <1994May5.162429.13436@esca.com>
Source record: 32900

ad869@FreeNet.Carleton.CA (Rajiv Prasad) writes:

>I have a 1040 STf with a Sm124 monitor. When I power the system up, the
>screen is all full of static and vertical lines of snow. This problem
>dissappears after a few minutes. It does not seem to affect the operation
>of programs, but is worrisome. I think its the computer since I have been
>told the monitor worked ok on another machine.

>Has anyone had this problem, and if so, what solved it?

Yup, I had exactly this problem after I upgraded my ST to 4mb RAM.
The symptoms are quite worrisome as it looks initially as if the
RAM is dropping bits. ie. random pixels flickering only in Mono mode.
(Doesn't happen in low/med resolutions.) However, after running some
memory diagnostics on my system, I could find no problems.

I cured it by re-seating the 40 pin Video chip (shifter?) located
under the RFI shielding, plus re-routing the ribbon cable from the
shifter to the 4Mb RAM expansion board. I guess the shifter was just
dropping bits at random when reading RAM. Mind you, the socket the
shifter chip was in should be cut out and replaced since it's one
of those crappy sockets that's good for only about 2 insertion/
removal cycles!

Cheers, Steve

2317. Re: 68881 in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 19:03:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199405052103.a7000@pb2.maus.de>
Source record: 32914

In article <A33180@AC2>, v892127@si.hhs.nl (Lai) typed:

L>Does anybody know how to put a 68881 in a Mega STE ? What must be done
L>in the Mega STE or is it just simply put the 68881 in the socket ?

AFAIK, you need a GAL as well.

But I'm not absolutely sure [Hi Peter ;-)]

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

Offline: 13.05. - 22.05.

2318. SmartNet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 19:09:16 UTC
From: Koos_Kuil
Message-ID: <2dc9452e@f397.n282.z2.fidonet>
Source record: 32909

Hello freaks!

Is there anybody running with SmartNet and have some experiences with it?

I use 2 HD's and have a PC with streamer, but can't backup the files on this moment (only using the serial port, but this is so slow...) and SmartNet is working using the parallel printer port. It's also possible to access the PC drive from the ST.

All info is welcome!

Greetings,
Koos

| FidoNet: 2:282/397 NeST: 90:500/103 |
| UseNet: koos_kuil@textlitho.nl |

--- JetMail 0.99beta8 [unreg]
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

2319. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 19:20:42 UTC
From: <>
Message-ID: <2qbgua$5rs@mother.usf.edu>
Source record: 32898

```
-------------
I (used to) have a copy of _The Battle of Maldon_ somewhere, and I'm pretty
sure
there are eths in it. Sir Gawain and the Green Knight also uses a letter like
a backwards z or a dropped 3, to represent the ``gh'' sound missing from
modern
English but still present in Dutch (written as G in ``Gent'', ``Brugge''). As
in Grene Kni3t. However I don't think this letter was used in Anglo Saxon,
and
it's not needed for Old Norse or modern Icelandic.
-------------

Are you saying that English had a VOICED velar fricative? Ie, 'gh'? How
interesting. How was the unvoiced velar fricative written?

In regard to our discussion of the complexity of the languages, yes, I can see
what you're saying... the written 'classical' languages tend to be somewhat
removed from the every-day spoken tongue.

But what about Biblical Hebrew? I'm sure quite a bit of it could be polished,
educated Hebrew, but what about direct quotes? That is to say, the quotes
that were written down at about the time they were said, not the ones that
were written down hundreds of years later. There is a lot of text in the OT
that is just simply things that people said. Biblical Hebrew is VERY complex,
so much so, in fact, that Modern Hebrew speakers have trouble with it, and
Hebrew is one of the oldest know recorded languages. I would suspect that
much of Biblical Hebrew us written in the common tongue, so it would give us a
very good indication of the complexity of languages back then.

So, what of it? With the trend toward simplicity, how could a language like
Hebrew evolve from cave-men grunts?
```

2320. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 20:01:36 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CpCIAo.Ay1@sdf.lonestar.org>
Source record: 32921
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
==========================================================================
iYes, but you need the TEC board and that takes time to install. I will
go for 2.06 if it ends up being the same price however.
==========================================================================

You could getthe TAB board. It's only about $25 and does the same thing.
I forget how the installation is, but it remaps a whole MB so you can
install up to 1MB of ROM. It is sold by Newell Industries, but I don't
know if he is still in business.
```

2321. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 20:37:07 UTC
From: whitema@rtsg.mot.com
Message-ID: <2qbldj$op0@delphinium.cig.mot.com>
Source record: 32907

In article <2q9f91$drj@yrsa.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>
>I'm using a program called "noclick.prg" that resides in the auto folder.
>Works perfectly, but why didn't Atari turn the keyclick OFF as a default,
>so that you could turn it on with the control panel etc?
>Who uses that annoying clikc anyway?
>
>Hallvard, Oslo, Norway

I do! With the mushy 1040 STe keyboard, how else are supposed to tell
if you're pressing the keys hard enough? Especially if you're trying to
type while looking elsewhere.

Michael
whitema@rtsg.mot.com

2322. Re: 520ST replacement drives, and the FMC patch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-05 23:20:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qbuv6$1ql@golem.wcc.govt.nz>
Source record: 32901

In article <2puc7k$mnh@lyra.csx.cam.ac.uk>, irf1001@cus.cam.ac.uk (I.R. Furlonger) writes:
>There was a problem with some double-sided floppy drive upgrades that were
>being supplied a while back, and yes, I've got one of them. The problem is
>
>Does anyone know what is physically wrong in the connections to these drives?
>I've lost enough data because of the fault that I'm on the verge of junking
>the drive altogether and buying a new one...
>
>- Ian Furlonger
>- irf1001@hermes.cam.ac.uk

ST used the toggling of the write protect line to indicate disk change

Tos polls the disk drives all the time, on some machines you can see the led
flicker, from this poll it gets the status of the write protect line from
the drive..

On some drives, Atari ones as well, will toggle this line when ever
a disk is changed no matter were the disk write protect tab is, and this is the
way Atari intended it to work, but there are some Ataries fitted with
Chinon drives did not work, there was a fix for this, to short out the disk in
switch, but then the drive would allways run......

But a lot of drives don't toggle the write protect line when the drive is write
enabled..

I think there was talk about connecting pin 26-2 on the drive, pin 2 can be
assign as disk change on some drives....

I have tried this on one drive, but it did not work..

What we need is a list of drive that do work the way Atari requires...

There has been a lot of talk about Teac Drives, may be these work...!!

Any one else got any info on this problem....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2323. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 04:40:33 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <whmQd1q00WB41KfG98@andrew.cmu.edu>
Source record: 32902

Excerpts from netnews.comp.sys.atari.st.tech: 4-May-94 Re: Zoo for Minix
by Frank Bartels@nasim.sta.
> If you are looking for a zoo-Binary which works fine on a Minix-filesystem
> and is shareable under MiNT ask archie for 'bmintzoo'.

Got it, and it works great. As far as getting Compress to work, I'm
still lost. I replaced all my include, lib, and gcc relevent binaries,
but I'm still getting parse errors. Somebody suggested that compiler.h
and/or types.h weren't included where they should be, but I'm not yet
experienced enough to use this info. My guess is this isn't going to be
easily answered withought giving a detailed description of my system.
Let's see if I can try a different approch.
I would like a version of compress that will work with Mint, be able
to use Minix file names, and run on a TT (of course I want uncompress
and zcat with that, but from what I've seen I can just link those).
Since I can't seem to get them to compile, I'd prefer a source of the
binary.
Also, why I'm at it, could somebody point me to a complete set of
gcc files for the same setup. I'm trying to get my system setup for the
summer (at which point I won't have net access) so I'd prefer a version
that's going to be stable.

(If you know one of the files is on umich, tell me about that... It's
the easiest place for me to get stuff)

Thanks!
David Watson
Carnegie Mellon University

2324. Re: STe's extra joystick ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 05:19:26 UTC
From: Ted.Miller@crypt.dswhq.omahug.org
Message-ID: <7c0_9405052350@dswhq.omahug.org>
Source record: 32918

In a message of <21 Apr 94 00:11:50>, Jerry L. Chappell (1:286/2) writes:
JL> Someone must have the pinout for the 15-pin (extra) joystick ports on
JL> the Atari 1040STe. I need to know what these pins do, and what
JL> addressed to access in the memory map in order to access the ports.
JL> Thanks for any information on this topic.

According to the Falcon030 Owner's manual Rev. B (Page E-6), the pinouts to
the STe Enhanced joysticks are as follows:

```
--------------
5 | * * * * * | 1
10 | * * * * * | 6
15 \ * * * * * / 11
------------
```

Port A Port B
Pin Signal Pin Signal
1 UP 0 1 UP 1
2 DOWN 0 2 DOWN 1
3 LT 0 3 LT 1
4 RT 0 4 RT 1
5 PAD0Y 5 PAD1Y
6 FIRE 0/LIGHT GUN 6 FIRE 1
7 VCC (+5VDC) 7 VCC
8 not connected 8 not connected
9 GND 9 GND
10 FIRE 2 10 FIRE 3
11 UP 2 11 UP 3
12 DOWN 2 12 DOWN 3
13 LT 2 13 LT 3
14 RT 2 14 RT 3
15 PAD0X 15 PAD1X

According to pages 5.8 and 5.9 of the Atari Compendium (which you should get
if you don't already own one :-) (Note: the method to read joysticks is
COMPLETELY different than the method used to read paddles)

"To read the joystick, write a mask value corresponding to the row of
keys/positions you wish to interrogate to 0xFF9202. Next, read back a WORD
from either 0xFF9200 or 0xFF9202. As indicated in the table, cleared bits
mean that a key is being pressed or a joystick is moved in that direction."

And the tables in the compendium:

```
----------------------------------------
| Read Controller 0 at 0xFF9200 |
```

```
|--------------------------------------|
| Write Mask | Bit 0 Clear | Bit 1 Clear |
|------------+-------------+-------------|
| 0xFFFE | Pause | Fire 0 |
|------------+-------------+-------------|
| 0xFFFD | - | Fire 1 |
|------------+-------------+-------------|
| 0xFFFB | - | Fire 2 |
|------------+-------------+-------------|
| 0xFFF7 | - | Option |
'--------------------------------------'

_______________________________________
| Read Controller 1 at 0xFF9200 |
|---------------------------------------|
| Write Mask | Bit 2 Clear | Bit 3 Clear |
|------------+-------------+-------------|
| 0xFFEF | Pause | Fire 0 |
|------------+-------------+-------------|
| 0xFFDF | - | Fire 1 |
|------------+-------------+-------------|
| 0xFFBF | - | Fire 2 |
|------------+-------------+-------------|
| 0xFF7F | - | Option |
'---------------------------------------'

_____________________________________________________________________
| Read Controller 0 at 0xFF9202 |
|-----------------------------------------------------------------------|
| Write Mask | Bit 8 Clear | Bit 9 Clear | Bit 10 Clear | Bit 11 Clear |
|------------+-------------+-------------+--------------+--------------|
| 0xFFFE | Up | Down | Left | Right |
|------------+-------------+-------------+--------------+--------------|
| 0xFFFD | Key * | Key 7 | Key 4 | Key 1 |
|------------+-------------+-------------+--------------+--------------|
| 0xFFFB | Key 0 | Key 8 | Key 5 | Key 2 |
|------------+-------------+-------------+--------------+--------------|
| 0xFFF7 | Key # | Key 9 | Key 6 | Key 3 |
'-----------------------------------------------------------------------'

_____________________________________________________________________
| Read Controller 1 at 0xFF9202 |
|-----------------------------------------------------------------------|
| Mask | Bit 12 Clear| Bit 13 Clear| Bit 14 Clear | Bit 15 Clear |
|------------+-------------+-------------+--------------+--------------|
| 0xFFEF | Up | Down | Left | Right |
|------------+-------------+-------------+--------------+--------------|
| 0xFFDF | Key * | Key 7 | Key 4 | Key 1 |
|------------+-------------+-------------+--------------+--------------|
| 0xFFBF | Key 0 | Key 8 | Key 5 | Key 2 |
|------------+-------------+-------------+--------------+--------------|
```

```
| 0xFF7F | Key # | Key 9 | Key 6 | Key 3 |
'-------------------------------------------------------------------'
```

The Compendium goes on to explain how to read paddles:

"Two paddles may be plugged into each joystick port. Each paddle returns an 8-bit value indicating it's position (0 = full counter-clockwise, 255 = full clockwise) at the addresses shown below. Unlike joysticks, paddle positions are returned automatically with no need to write to an address prior to a read. Paddle fire buttons, however, are mapped and read in the same manner as the joysticks. See the explanation of joysticks above for an explanation."

And the paddle table from the Compendium:

```
_____________________________
| Reading Paddle Controller |
|---------------------------|
| Byte Addrss | Paddle      |
|-------------+-------------|
| 0xFF9211 | X Paddle 0     |
|-------------+-------------|
| 0xFF9213 | Y Paddle 0     |
|-------------+-------------|
| 0xFF9215 | X Paddle 1     |
|-------------+-------------|
| 0xFF9217 | Y Paddle 1     |
'---------------------------'
```

And finally, the Atari Compendium explains how to read light guns/pens from the STe/Falcon Enhanced joystick ports:

"Joystick port 0 supports a light gun or pen. The position that the gun is pointing to is returned in the WORD registers at 0xFF9220 (X position) and 0xFF9222 (Y position). Only the lower 10 bits are significant giving a range of values from 0-1023."

The Atari Compendium by Scott Sanders is available from:

SDS Publishing Systems For Tomorrow
996 Redondo Ave #404 OR +1-816-353-1221
Long Beach, CA 90804 1-800-875-4943

Hope this info helps you out.

2325. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 08:50:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199405061050.a18754@ms.maus.de>
Source record: 32915

In article <Up-EEDXBGVJ@ttgk.textlitho.nl>, Gert van der Knokke
(gert@ttgk.textlitho.nl) wrote:
> - Real Atari discs !!!! (OK Gemini exists but I haven't
> got it yet...)

There are some german CDs (two from Bernd Lohrum, one from a PD
seller (Wohlfahrtstaetter)).

> - SCSI drivers that USE DMA !!! CD-ROM (and Harddisc)
> access take up much too much time under MultiTOS.

They use DMA, but the system is locked. That's normal with the current
'model' of drivers in TOS and MultiTOS. Expect to get better performance
with future releases of Mag!x (where the whole kernel is reentrant
and drivers can be interrupt driven).

> - An audio disc player program for this CD-ROM drive...

Why don't you use the one which is shipping with CD-Tool?

2326. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 09:05:46 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May6110546@issan.informatik.uni-dortmund.de>
Source record: 32903

In article <CpAGu9.2Bz@cix.compulink.co.uk>, msbaines@cix.compulink.co.uk ("Mark Baines") writes:

|>> But that won't help you either if CONTROL.ACC isn't loaded!
|> yes, true - I forgot to add that a ROCP (Read Only Control Panel) auto
|> program is needed which reads the AES Internal Shell Buffer (the copy of the
|> INF file in memory) and sets the relevent settings at boot up.

|>> Btw, if you change DESKTOP/NEWDESK.INF, make sure that there are
|>> exactly 128 bytes (including CRLF) in the first four lines, otherwise
|>> the next time you save your desktop the file will be garbled.
|> erm, no.
|> the first 4 lines of an INF file are typically something like

|> #a040021
|> #b001100
|> #c777000700060007005520050555222077055707505550770201150l
|> #d

|> which is 83 bytes including CRLFs. These lines are the same length under
|> all TOSes and have exactly the same meaning for all items contained therein.
|> (I've done a full breakdown of all the INF file format.)

You are forgetting the whitespace in the #d line, which is vital! At least until TOS 3.06, if you delete this whitespace, the next time you save the desktop the file gets garbled, because the desktop starts saving its data at exactly 128 bytes from the beginning of the file. But when parsing the file at startup, it starts from the beginning, and gets confused by some incomplete lines in the first 128 bytes of the file. Typically, some of the #W lines are overwritten in the middle.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2327. SCC serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 09:40:08 UTC
From: Ted.Miller@crypt.dswhq.omahug.org
Message-ID: <7c1_9405060451@dswhq.omahug.org>
Source record: 32919

I have a question for all you programming people...

I know *WHERE* in memory to go to access the SCC chip that controls the serial ports in the Megs STe/TT/Falcon. However, I have no idea what VALUES to send to the SCC for different things.

What I really want to know how to do is to set the SCC so that the port(s) are locked at a baud rate of 38400, 57600, and 115200.

Anyone know how to program the SCC chip in these machines???

Any help is appreciated.

2328. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 11:25:40 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2qd9fk$qj3@ina.zfn.uni-bremen.de>
Source record: 32904

Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
:> Actually - there is a small difference... They refresh differently.
:> This isn't a problem in the ST, it already has a 10 bit refresh
:> counter.. 4Mbit chips (used on 3 chip SIMMs) need all ten bits, where
:> 1Mbit chips (on 9 chip SIMMs) use only nine bits...

DO you know how the refresh works? I've tried to get info about it for a long
time... and I need to know to make a Fast RAM card... some info about
DRAM refresh controller logic (perhaps 74ALS1750 or so) would be VERY useful...
I don't want to use SRAMS; would be a bit expensive :-(

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2329. Re: Help! Need SCSI for ST to MAXTOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 11:40:57 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2qdac9$qj3@ina.zfn.uni-bremen.de>
Source record: 32905

BCNYOU (bcnyou@aol.com) wrote:
:> Does anyone know where I can find a SCSI interface for my 1040ST.
:> I got a great deal on a 760MB Maxtor SCSI. I know someone use to make an
:> interface but I don't know where to look.

You might get a problem; the 1040ST might be unable to work with Maxtor HD's.
Mega ST's and Mega STE's don't have that problem.

Good luck!

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

2330. Re: MiNT login. Problems & Fixes.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 14:07:35 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May6.140735.6851@tiggertoo.earth.ox.ac.uk>
Source record: 32906

In article <CpA621.91y@newcastle.ac.uk>,
Craig Graham <Craig.Graham@newcastle.ac.uk> wrote:
>
>I've been playing with the mintosbn system log & access control package for MiNT
>and I've come across a few problems.
>
>PROBLEM 1
>==========
>
>Firstly, once init has started all the daemons (portmap, line printer, inetd, etc)
>it runs /etc/getty to let you log in on the console.

On this subject...

Once MINTnet gets TCP running I'll probably do another release containing
the utilities from it and add libresolv.a etc., and a version of syslog which
is net-aware.

Anyway, back to the real reason for this post.

>This is great, but getty then displays a garbage prompt. The prompt sorts itself
>out if you type the login wrong (I assume that this is because the second
>login prompt is from login.ttp not getty).
>
>You can still log in however, so it just looks a bit untidy.

Can you give me an idea as to what the "garbage" looks like, it could be
parity problems. (By the way... login.ttp what's that? :-))

>PROBLEM 2
>==========
>
>I can't persuade wlogin to work - it crashes well bad when I run it.
>My TOS window manager is Warwick Allison's version of TOSWIN, with RUNTOS
>installed as the runner.

Hmm.. I'll have a look at that. I must admit I've not even looked at this
program's code, it's all Dave Gymer's work.

>Any offers?
>
>Craig Graham.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.

E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2331. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 17:14:21 UTC
From: g051@cpcw4.uea.ac.uk
Message-ID: <2qdttd$cqr@cpca3.uea.ac.uk>
Source record: 32908
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>>: I'm looking for a cheep 2 chip set of Tos 1.4 (anyone upgraded to
>>: 2.06 and have a spare set arround?)
>>
>>Surely it would be just as cheap nowadays to go stright to 2.06?
> Well, considering you'd need a TEC (or similar) board to use TOS 2.06
>on a standard ST, it might be cheaper for him to simply get the TOS 1.4's and
>simply swap in the new for the old chips...

Yes, but... This lets yuo switch between version so that any incompatabilities
can be solved.

Also, the improvements in TOS2.06 make the extra (minimal)cost worth-while.

OK, so it could still be improved but it's a lot better than any previous
version.

One thing I would like to see is 8*8 characters used in menus when in hi-res.

g051@uea.ac.uk

Ian B.

2332. Re: Best Electronics

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 19:32:37 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CpEBMD.Lo3@cix.compulink.co.uk>
Source record: 32912
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Anyone know how I can get in touch with Best Electronics, regarding a
>catalogue or something? Here in Briatain, they are regarded as one of
>the best people to buy Atari spares/sundries from.

Perhaps try Best Electronics
2021 The Alemeda
Suite 290
San Jose
CA 95126
Tel. 010 1 408 243 6950 (9pm - 1am UK time)
Fax. 010 1 408 243 8274

Sorry I don't have a note of an e-mail address,

Best Regards,
Brian

brobson@cix.compulink.co.uk

2333. 68881 in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 20:02:36 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768259489.AA05503@byte.bbs.no>
Source record: 32910

>(v892127@si.hhs.nl (Lai)):
>Does anybody know how to put a 68881 in a Mega STE ?
>What must be done in the Mega STE or is it just simply
>put the 68881 in the socket ?

Shouldn't be difficult ,simply insert the chip in the scoket. But
then there aren't many programs to support it.

__ ___ __ __ ___ _ __
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of SuperView
the Desktop file-viewer

.....
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it all - CominG SooN
Fully useable with all _all_ TOS's and ALL replacement desktops
.....

2334. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-06 20:56:40 UTC
From: warrl@gibeah.connected.com
Message-ID: <2qeau8$d2v@gibeah.connected.com>
Source record: 32911

: In article <2q9f91$drj@yrsa.ifi.uio.no>,
: Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
: >
: >I'm using a program called "noclick.prg" that resides in the auto folder.
: >Works perfectly, but why didn't Atari turn the keyclick OFF as a default,
: >so that you could turn it on with the control panel etc?
: >Who uses that annoying clikc anyway?
: >
: >Hallvard, Oslo, Norway

I have keyclick on and rely on it.

Unfortunately, keyclick is the *loudest* sound the computer is capable of making without assistance. And I don't want to deafen the neighbors with my typing. So in order to have keyclick on (which I need as a feedback mechanism) I have to turn the monitor volume way, way down and any program which tries to use sound loses something...

2335. Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 04:01:30 UTC
From: dehall@iastate.edu
Message-ID: <dehall.768283290@vincent2.iastate.edu>
Source record: 32913

I have been using the version of Emacs for Mint which is on a.a in the Mint directory. Since moving to Mint 1.10 a couple days ago, Emacs' response has been vvvvvveeeeeeeerrrrrryyyyyyyy sssssslllllllooooooowwwwww..... What I mean is, Emacs takes about 30 seconds to respond to a keystroke. When it does respond, it will respond to as many keys as you have pressed (it acts like a type-ahead buffer).

Anyone have any clue as to the problem? Or more importantly, a fix? :-)

Thanks,

Aaron Burghardt
dehall@iastate.edu

--
Aaron Burghardt
dehall@iastate.edu

2336. 1.44MB disk drive- which one to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 05:34:26 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qf992$4fs@nidi.ifi.uio.no>
Source record: 32916

I'm thinking about upgrading my 520STE's 720KB disk drive with a 1.44MB
one. What kind of drive can I use- a standard PC type?
I'm asking, because they seem to be quite reasonable, since there's
so much competition in the PC market.
What else do I need- the special chop (forgot it's name)?
Is there anything else that I need in order to be able to use
1.44MB disks with my STE?

Hallvard, Oslo, Norway

2337. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 07:55:17 UTC
From: monnier@di.epfl.ch
Message-ID: <2qfhh5$fjj@info.epfl.ch>
Source record: 32917

In article <whmQd1q00WB41KfG98@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> I would like a version of compress that will work with Mint, be able
> to use Minix file names, and run on a TT (of course I want uncompress
> and zcat with that, but from what I've seen I can just link those).
> Since I can't seem to get them to compile, I'd prefer a source of the
> binary.

Forget about compress and use gzip.
Gzip is from GNU and compiles fine on Atari (the atari port is even
included in the standard GNU distribution, which is exceptionally
rare). It is availbale in source form and compiled form somewhere on
the atari archive.
It doesn't do 'compress' but does 'uncompress'. And its compression
algorithm is REAL good. And it's faster than uncompress.
And it's totally free from any patent (that's why it doesn't do
'compress' which is patented (as opposed to 'uncompress')).

Stefan

2338. in need of Atari 520ST cables

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 14:48:05 UTC
From: cs911084@ariel.cs.yorku.ca
Message-ID: <CpFt46.4MF@ariel.cs.yorku.ca>
Source record: 32920

Hi,

Does anybody out there know where I could pick up the following pieces of equipment:

1) A power cord to an RGB Analog Color SC1224 Monitor. (I believe this is a standard cord for most any monitors; please correct me if I'm wrong).
2) Power adapter for an Atari 520ST computer.
3) Video cable (that connects the monitor to the computer).

Does Atari still exist in Sunnyvale California? Is there an address that I can snail mail, or internet mail them for information about sending me the above stuff?

Could the kind soul who answers this e-mail me directly as well as post to this group? It would save me some time.

Any help would be appreciated,
Nemo De Furia.

2339. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 16:50:15 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CpFyrr.77z@cix.compulink.co.uk>
Source record: 32922

>You are forgetting the whitespace in the #d line, which is vital! At
>least until TOS 3.06,
Not for TOS 1.4. From what you say though, I guess it could be important
DESKTOP.INF changed to NEWDESK.INF and other lines like #K were added.

>Typically, some of the #W lines are overwritten in the middle.
I've seen this when using MTOS, I didn't realise it could be the empty #d
line, interesting, thanks.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2340. Re: Gopher, Elm, Etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 20:51:24 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2qgv0c$p3a@charm.magnus.acs.ohio-state.edu>
Source record: 32923
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need help from anyone using SLIP connections. I am organinzing the FAQ
but need more input. So please take the time to help me with this.

Thanks

Dan Ackerman
ackerman.29@osu.edu

2341. Re: MiNT login. Problems & Fixes.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 21:58:05 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2qh2td$ct1@nasim.sta.sub.org>
Source record: 32927

Craig Graham (Craig.Graham@newcastle.ac.uk) wrote:

> PROBLEM 1
> ==========

> Firstly, once init has started all the daemons (portmap, line printer, inetd, etc)
> it runs /etc/getty to let you log in on the console.

> This is great, but getty then displays a garbage prompt. The prompt sorts itself
> out if you type the login wrong (I assume that this is because the second
> login prompt is from login.ttp not getty).

> You can still log in however, so it just looks a bit untidy.

The problem is the getty is totally ignoring the /etc/gettytab. Get
inisrc11.zoo and recompile the getty from this package.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2342. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 22:00:30 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEHWFGUQ@ttgk.textlitho.nl>
Source record: 32924

In <199405061050.a18754@ms.maus.de> Julian Reschke wrote :

>There are some german CDs (two from Bernd Lohrum, one from a PD
>seller (Wohlfahrtstaetter)).

Yep, already seen one at a fair in Utrecht..

>They use DMA, but the system is locked. That's normal with the current
>'model' of drivers in TOS and MultiTOS. Expect to get better performance
>with future releases of Mag!x (where the whole kernel is reentrant
>and drivers can be interrupt driven).

My Profibuch states that the whole SCSI handling in the TT is driven by the
CPU and not by DMA.... So I'm not sure what to believe.

>Why don't you use the one which is shipping with CD-Tool?

Simple... It does not work with THIS NEC 210 CD rom drive.... I don't know
why, but it just doesn't. The activity light on the CD-ROM drive flashes
constantly and when I click on the button's the pattern of lfashes changes
but it doesn't start playing... On the PC under Windoze it works OK.
(crosslinked the SCSI ports of the TT and PC :-)

Gert

--

-- --
Atari TT-Point
-- --

2343. Re: Problems with GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 22:09:22 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2qh3ii$ctf@nasim.sta.sub.org>
Source record: 32928

David L Watson (dw4g+@andrew.cmu.edu) wrote:
> Well, since nobody seems to be able to help me with my question
> about ZOO for Minix, I'll go onto another problem. Somewhere along the

Didn't you read my answer? Hmm...

> line I messed up my GCC config. Things were working a while ago, but
> once I tried to start getting newer versions of the files, I've been
> having problems. I'm currently running gcc under MiNT on a Minix
> partition. I think I have patch level 44 of the libraries and include
> files, Gas version 1.38p4, and Gcc version 2.53. When I try to compile

gcc 2.5.3 is not recommended for 680x0! Get gcc-2.3.3 or gcc-2.5.8 if
you always have enough memory.

> Compress, I get the following errors:

> # make -f makefile.minix compress

Remember again: Minix is an Operating System and has nothing to do
with MiNT! All you use is the Minix-Filesystem!

> gcc -DMINIX -DUNIX -DNDEBUG -traditional -U__GNUC__ -O -mint -c
> compress.c -o compress.o

Hmm. -mint is not needed if you rename the MiNT-Library to their GNU
equivalents. And I don't think -U__GNUC__ is a good idea.

> In file included from compress.c:100:
> /usr/include\\stdio.h:20: parse error before `size_t'
^^
Get a compiler linked with the MiNT-Library. Use 'ident' or 'strings'
to find out the used Library.

> /usr/include\\stdio.h:157: parse error before `fread'
> /usr/include\\stdio.h:158: parse error before `fwrite'
> In file included from compress.c:103:
> compress.h:719: parse error before `1024'
> compress.h:720: parse error before `1024'
> compress.c: In function `main':
> compress.c:112: storage size of `statbuf' isn't known
> compress.c:115: `SIGINT' undeclared (first use this function)
> compress.c:115: (Each undeclared identifier is reported only once
> compress.c:115: for each function it appears in.)
> compress.c:115: `SIG_IGN' undeclared (first use this function)
> compress.c:115: warning: assignment makes pointer from integer without a cast
> compress.c:126: `SIGSEGV' undeclared (first use this function)

> make: *** [compress.o] Error 1

The signals are defined in <signal.h>.

> I'm open to any suggestions people have.

And I hope you'll read that.

Bye,
Knarf
--
Frank Bartels | Fax/UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2344. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-07 22:33:46 UTC
From: gseto@biome.bio.dfo.ca
Message-ID: <9405072233.AA20224@biome.bio.ns.ca>
Source record: 32925
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In comp.sys.atari.st you write:

>==
>iYes, but you need the TEC board and that takes time to install. I will
>go for 2.06 if it ends up being the same price however.
>==

>You could getthe TAB board. It's only about $25 and does the same thing.
>I forget how the installation is, but it remaps a whole MB so you can
>install up to 1MB of ROM. It is sold by Newell Industries, but I don't
>know if he is still in business.

Never heard of the TAB board. Can you tell us more about it? Also what
is the address and phone number for Newell?

--
<<<<< Gum bi thu beo\ ann an a\m u\idheil. >>>>>
George/Seo\ras Seto
Internet Address: gseto@biome.bio.ns.ca

2345. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 00:39:01 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2qhcb5$1e9@acme.gatech.edu>
Source record: 32926
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In article <9405072233.AA20224@biome.bio.ns.ca> gseto@biome.bio.dfo.ca writes:

>Never heard of the TAB board. Can you tell us more about it? Also what
>is the address and phone number for Newell?

Whew! It took me a while to find it. The last address I have for
Newell is:

Newell Industries
P.O. Box 253
Wylie, TX 75098
USA

US phone: 214-442-2584

Hw makes mostly 8 bit stuff but I think he has memory expansion boards
for the ST as well as TAB.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2346. Atari and Homenet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 15:13:14 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2qivia$r5q@charm.magnus.acs.ohio-state.edu>
Source record: 32929
Cross-posted to: osu.general,oh.general,comp.sys.atari.st,comp.sys.atari.st.tech,rec

Do you own an Atari ST/TT/Falcon030? Are you also an Ohio State
Student who wants to join the Homenet switchover, but don't know how? Do
you want to learn about client/server software for the Motorola based
Atari machines?

Then visit the Atari Computer Enthusiasts of Columbus this Wednesday,
May 11, at 7:30pm at

Chemical Abstracts
2540 Olentangy River Rd.
1/4 mile North of Lane Avenue
Across from the Woody Hayes practice facility
Next to the Fawcett Center for Tomorrow

We will have a speaker discussing his company's service and Internet.
The meeting will also include an overview of client/server software
available for the Atari 680x0 line of computers.

If Atari is your primary platform and you don't wish to be left in
the dust by the movement to client/server networks, be sure to be there
Wednesday!

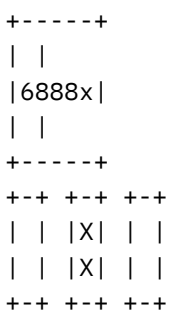
_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

2347. Re: 68881 in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 16:54:37 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2qj5gd$q7s@mailer.fsu.edu>
Source record: 32930

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:
> In article <A33180@AC2>, v892127@si.hhs.nl (Lai) typed:
>
> L>Does anybody know how to put a 68881 in a Mega STE ? What must be done
> L>in the Mega STE or is it just simply put the 68881 in the socket ?
>
> AFAIK, you need a GAL as well.
>
> But I'm not absolutely sure [Hi Peter ;-)]

You do need an additional chip, but you might have it already depending on
the vintage of your machine. Viewed from the front, there is a horizontal
line of three chip sockets. The outer two should be filled. The middle
one is the coprocessor related one. If you have it, you should just have
to pop in a 68881 or 68882 into the PLCC socket.



--
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

2348. Re: Help! Need SCSI for ST to MAXTOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 18:00:56 UTC
From: galaxis@traveller.freiburg.sub.org
Message-ID: <2dcd2c925b0b20@traveller.freiburg.sub.org>
Source record: 32939

Mark-Oliver Wolter (g02o@zfn.uni-bremen.de) wrote:

>:> I got a great deal on a 760MB Maxtor SCSI. I know someone use to make an
>:> interface but I don't know where to look.
>You might get a problem; the 1040ST might be unable to work with Maxtor HD's.
>Mega ST's and Mega STE's don't have that problem.

Hmm, at least with the Maxtor 7245S, there are problems with the internal
Mega STe hostadapter (if I remember correctly, we had to cut the SCSI reset
line on the cable to make it work).
I have here a Maxtor 7345S, which runs without problems on TT (internal
SCSI), Mega ST and 1040ST (Top_Link hostadapter).

/\|ex.
--
galaxis@traveller.freiburg.sub.org
Network_ST 90:400/101 * VNet 46:9490/231 * KultNet 23:550/5 * Fido 2:2476/803
Traveller-Box +49-761-381571 (HST/DS) - THE Atari BBS in southwest Germany

2349. STe's extra joystick ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 19:15:20 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768342344.AA05517@byte.bbs.no>
Source record: 32931

(Ted.Miller@crypt.dswhq.omahug.org) (Ted Miller) wrote :
>According to pages 5.8 and 5.9 of the Atari Compendium (which you should get
>if you don't already own one :-) (Note: the method to read joysticks is
>COMPLETELY different than the method used to read paddles)
>
>"To read the joystick, write a mask value corresponding to the row of
>keys/positions you wish to interrogate to 0xFF9202. Next, read back a WORD
>from either 0xFF9200 or 0xFF9202. As indicated in the table, cleared bits
>mean that a key is being pressed or a joystick is moved in that direction."
>
>And the tables in the compendium:
..etc...

Isn't the information in the book copyright??? Most likely it
is and you did an illegal thing!!

-- --- -- -- --- - --
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

.....
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it all - CominG SooN
Fully useable with all _all_ TOS's and ALL replacement desktops
.....

2350. 1.44MB disk drive- which one to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 19:15:54 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768342344.AA05518@byte.bbs.no>
Source record: 32932

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) wrote:
>I'm thinking about upgrading my 520STE's 720KB disk drive with a 1.44MB
>one. What kind of drive can I use- a standard PC type?
>I'm asking, because they seem to be quite reasonable, since there's
>so much competition in the PC market.
>What else do I need- the special chop (forgot it's name)?
>Is there anything else that I need in order to be able to use
>1.44MB disks with my STE?

```
You can use a PC drive ,but the normal disk controller will need
a higher clock rate to read a HD drive. There are a few charts
avaliable on how to do this yourself.

__ ___ __ __ ___ _ __
/_ / /_ / / / ) /_
jabran.akhtar@byte.bbs.no __/ / /_ \_ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

.............................................................
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it all - CominG SooN
Fully useable with all _all_ TOS's and ALL replacement desktops
.............................................................
```

2351. CYBERPAINT ANIMATIONS to other formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-08 23:07:47 UTC
From: munden@saturn.wwc.edu
Message-ID: <munden.8.0@saturn.wwc.edu>
Source record: 32933

Hey there fellow Atari Users,

It's been a long time since I used my old Mega ST 2 and I didn't even know if they (the computers) were still being produced. I loved that old computer, but gave up when I could only get software through mail order and the software companies kept going out of business.

Anyway on to the background on my question. I own many of the Cyber STudio series of products and loved doing animation with them, especially CyberPaint. I really haven't found anything as easy and fun to use on another platform.

My question however is, IS THERE ANYWAY I CAN GET THESE ANIMATIONS TRANSFERRED INTO A FORMAT FOR WINDOWS ON THE PC???

For instance, can they be changed into AVI or FLI or MPG files with any program anyone knows of??

Serious Thanks in advance for any information that anyone can provide.

Rico Mundy

2352. Re: CYBERPAINT ANIMATIONS to other formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 01:08:23 UTC
From: Lexicor@world.std.com
Message-ID: <CpIGI0.G2I@world.std.com>
Source record: 32934

Dear Rico,

there are several converter programs available from Lexicor
Software, if you want some more details you can email me at ysiu@lexicor.com

If you have ftp access you can infact ftp to ftp.std.com and
get the seq->flm converter which can then be converted into an fli using
flm->fli. The other option would be to save them off as single frames and
re-build them with one of our gif/tga to flm/fli/c/x builders.

I hope this helps a little

Yat @ Lexicor
-ysiu@lexicor.com

2353. Mailing List (lexicor-list) info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 01:11:06 UTC
From: Lexicor@world.std.com
Message-ID: <CpIGMJ.GnD@world.std.com>
Source record: 32935

```
Information about the lexicor graphics support list for those who are
interested. This is probably also of interest to people who use the
old Cyber Series (from antic) software.

-----------------------------------

*UPDATE February 1994 LEXICOR LIST*

To join email >>>>>>lexicor-request@lexicor.com<<<<<<

You can email to the old address to join the Lexicor-list or you can
email to:

*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*
*% lexicor-list@lexicor.com %*
*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*
*% lexicor-graphics-support-list@lexicor.com %*
*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*

to send Mail to the list.

You can get the admin of the list at: admin@lexicor.com

!!This list is to discuss everything on or about Atari Graphics and related!!

================================================================

*Information from December 1993 about LEXICOR-LIST*

%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*%*
```

to unsubscribe you can do the same except just do unsubscribe etc. etc., if you need help with certain files then just type at the request:

<Product Name> request info

and information on that product will be emailed to you privately providing we have it...a list of the products of which we have information shall follow soon. This will at least ensure that not everbody will want to get all the product info and are forced to get it too.

* INFORMATION ABOUT SUBSCRIBING AND IDEA *

This is a new mailing list, and is meant to combine all user's on every service may it be free or commercial in one bundle, so GENIE user's, Compuserve, cix, maus, fido, delphi etc. all with internet connections to a general Atari Graphics Forum...sponsored by Lexicor Software Corporation.

This mailing list is now officially opened at the 4th October 1993, many thanks go to the staff at world.std.com, the oldest public internet service in the U.S.A. for their support.

* TO THE LEXICOR AND GRAPHICS MAILING LIST *

Welcome to the Lexicor Software and general Atari Graphics Information Mailing-List.

I welcome you all to this new mailing list which will discuss the new graphics hard & software that is available for the old as well as the new Atari Hardware.

Of course, Lexicor hard & software products will be discussed, as well as other hard & soft products for Atari. It matter's not that a Lexicor has opened this general mailing list, as the other members of the graphics list are there to shift and talk to whatever field they like (on and around Atari Graphics).

By Atari Hardware I mean from the old 520 STFM line, 1040 STE upto the MEGA STE's, TT'030's and naturally Falcon'030's. I will try to scoop up the newest information I can get, as well as I will be relying a little on what you might dig up, and discuss about the latest Atari Events concerning graphics around the Atari World.

But Atari Graphics goes also into the realms of general graphics question and answer painting tools, about discussions of rendering and raytracing techniques, and consequently about the production of faster machines (much needed for fast raytracing) such as the TT-Clone from GeSOFT called the "Eagle" or the Medusa both from Europe which have 50 MHZ 68030 and/or even 68040.

Atari Graphics is also about Desktop Video, Genlocking, Desktop Publishing, 2D or 3D Animation, rendering, raytracing, pixel painting, drafting, there are so many of them...I could never list them all.

We might even be discussing the potential of the Jaguar as a future external graphics tool..controlled via th Falcon as the ultimate low-

cost graphics workstation! (Optimist I am!) Future plans..and ideas are welcomed!

I hope you enjoy this new experimental mailing list.

Have fun!!

Yat Siu
Lexicor Software Corporation Europe

y.siu@lexicor.com <--- Personal Internet Address

2354. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 05:21:34 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2qkh8u$qv0@agate.berkeley.edu>
Source record: 32936

In article <4511@btmwj1.se.bel.alcatel.be>,
Chris Gray <cgra@se.bel.alcatel.be> wrote:
>
> Sir Gawain and the Green Knight also uses a letter like
>a backwards z or a dropped 3, to represent the ``gh'' sound missing from modern
>English but still present in Dutch (written as G in ``Gent'', ``Brugge'').

The letter I believe you are referring to is called ``yogh.'' My Webster's
Collegiate Dictionary says it was used for ``a velar or palatal fricative or
\w\ between two vowels the second of which is unstressed.'' But don't ask
me what that means. (``Damn it, Jim; I'm an engineer, not a linguist.'')

Three Strikes and You're Out of Your Everlasting Mind.
John Hauser---jhauser@cs.berkeley.edu

2355. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 06:24:41 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2qkkv9$rp4@agate.berkeley.edu>
Source record: 32937

In article <2qbgua$5rs@mother.usf.edu>,
Timothy Miller <millert@ug.ec.usf.edu.> wrote:
>
>But what about Biblical Hebrew? I'm sure quite a bit of it could be polished,
>educated Hebrew, but what about direct quotes? That is to say, the quotes
>that were written down at about the time they were said, not the ones that
>were written down hundreds of years later.

Hee hee. Hahmpf! Blah Ha Ha Ha ..... !!

Whooh.

(Sorry; no offense---I couldn't contain myself.)

Probably 99% of the Old Testament was not written contemporarily with its
subject matter. Any parts that were are unlikely to contain direct quotes.
The best information I have seen says that the Old Testament in the form we
know it was compiled during the ``Babylonian captivity'' (circa 650 B.C.
or so). The historical accounts are largely reworkings of older material,
and the stories of Job, etc., can only be considered apocryphal by the
nonfaithful. (FYI: If memory serves, the oldest, ``least-reworked'' books
are believed to be 1 & 2 Chronicles.)

It would be fortunate if it were otherwise, but....

Defend American interests abroad! Support genocide in East Timor!
John Hauser---jhauser@cs.berkeley.edu

2356. Re: Addressing Floppy Light

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 06:58:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CpIwqA.MyB@hpbbrd.bbn.hp.com>
Source record: 32807

Poltergeist (eldmw2@lut.ac.uk) wrote:
> In my search for the address of the floppy light, I dissassembled n_light.prg
> I ended up with:
> ; light on
> lea $ff8800,a0
> move.b #14,(a0)
> move.b #12,2(a0)
> rts
> ; light off
> lea $ff8800,a0
> move.b #14,(a0)
> move.b #14,2(a0)
> rts
>
> both subroutines being executed in supervisor mode. They do work, but...
> I need to know what the names of these locations are, and why these values
> are used. Each alternate pair of values either turns the light on or off

You're accessing the sound chip's selection and data registers.
By writing into $ff8800, you select a sound chip register; in this
case register 14 which mirrors the state of one of the sound chip's
two I/O ports. After selecting a register, it "appears" under $ff8802.
The drive selection lines on the Shugart bus are connected to this
port. I think the lower three bits of this port mean the following:

bit 0 side selection
bit 1 /SEL0
bit 2 /SEL1

This is off of my head, so I could be totally wrong here, but it fits
with your sample program. Note that all these lines are active low. You
shouldn't just 'poke' absolute values into the port, though, but OR/AND
the right values into the selection bits in order not to mess up any
other selections in this port.

Note that there's no bit to switch on the floppy light - these
lines are only meant to *select* a drive. It's up to the drive
when to light up its LED, but practically all of them switch
it on when they are selected.

There's also an XBIOS function call to access the sound chip under
OS control. This is probably a better choice than banging on the
hardware - at least if you don't need a speed demon and you're
not switching on or off the lights from within an interrupt handler.

```
--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

2357. Writing portable HiColour rasters

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 08:16:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2qkrg3$hon@percy.cs.bham.ac.uk>
Source record: 32938

(Or HiColor, if you like ;-)

How do you write pixels to a VDI format HC or TC raster in a portable way? The only way I've found that *appears* to work on a Crazy Dots II and NVDI ET4000 combo is:

1) set a pen to the desired colour.
2) plot a pixel in that colour to (0,0) using v_pmarker.
3) get the HC pixel using v_get_pixel(0,0)
4) store the pixel in a short[] (or long[] if TC), assuming it is ordered from top to bottom, left to right.

The situation I'm doing this in only requires 16 colours, so I can simply store the 16 returned values in a lookup table, so the VDI overhead will not be there. I can't think of a way to portably and quickly write lots of colours though.

But I don't know if what I'm doing will ever work on other graphics cards, or the Falcon. The word returned by v_get_pixel is *not* structured the same way as the Lattice documentation states, which concerns me a little.

My first foray into HiColour has left me a bit puzzled...

Thanks for any help!
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2358. F030 BLiTTER IRQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 08:47:49 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May9.084749.14787@t.hfb.se>
Source record: 32940

I have a problem with the F030 blitter.
I want to use the blitter in non-hog mode while the CPU doing something else.
The idea is to set up a list of jobs for the blitter and interrupt the CPU
everytime a job has finished, start the next blitter job and then let the
CPU continue with what it was doing. To do this I need to know how to produce
an interrupt when a blitter operation has finished.
On the STE the blitter BUSY bit is connected to the MFP I/O bit #3, so it is
possible to let the MFP detect the state of the BUSY bit and produce and interrupt
if a change occur. However, THIS DOES NOT WORK ON THE FALCON! Why?

/
/ Daniel

2359. simple questions for MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 09:28:28 UTC
From: tomura@wisteria.ims.ac.jp
Message-ID: <CpJ3nF.1pG@nips.ac.jp>
Source record: 32791

Hello!!
I am a beginner for MINT and a heavy Macintosh user, so I don't know
about ATARI at all. But MacMINT is very very interesting to me. I have
simple two questions.

1) Where is FAQ for MINT or this news group?

2) What is ".ttp" suffix such as cat.ttp or sed.ttp?

Thanks a lot,

Masaaki TOMURA <tomura@wisteria.ims.ac.jp>

Chemical Materials Center
Institute for Molecular Science

Myodaiji, Okazaki 444, Japan
Phone: +81(Japan)-564-55-7486
Facsimile: +81(Japan)-564-54-2254

2360. Re: simple questions for MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 10:09:38 UTC
From: vctec@westminster.ac.uk
Message-ID: <CpJ5I0.76o@westminster.ac.uk>
Source record: 32792

Masaaki TOMURA (tomura@wisteria.ims.ac.jp) wrote:

: Hello!!
: I am a beginner for MINT and a heavy Macintosh user, so I don't know
: about ATARI at all. But MacMINT is very very interesting to me. I have
: simple two questions.

: 1) Where is FAQ for MINT or this news group?

I'd like to know the answer to this too, so that I can put it on hensa.

: 2) What is ".ttp" suffix such as cat.ttp or sed.ttp?

ttp stands for 'tos takes parameters', so when you click on this icon,
or run the program with this extension, you enter parameters, just like
a CLI. For example, parameters for lharc.ttp, once you've clicked on
the program would be enetered as
x <filename.lzh> ; to extract the files
v <filename.lzh> ;for a verbose listing of files

Hope this helps.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2361. Re: simple questions for MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 10:26:04 UTC
From: phiga@uhunix.tmc.edu
Message-ID: <CpJ6BG.Aw@news.Hawaii.Edu>
Source record: 32793

A <.ttp> file extension is an anacronym for Tos Takes Parameters, tos being The Operating System...

In simple terms,it means thatyou can add command line params to the program, unlike a PRG or TOS executable (though it is possible to pass params to these too)
Hope this helps!

.ps. where can you obtain MiNT for the Macintosh

2362. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 10:41:42 UTC
From: reschke@uni-muenster.de
Message-ID: <2ql416$1im5@obelix.uni-muenster.de>
Source record: 32794

In article EEHWFGUQ@ttgk.textlitho.nl, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
> My Profibuch states that the whole SCSI handling in the TT is driven by the
> CPU and not by DMA.... So I'm not sure what to believe.
>

I'm sure that it doesn't state that :-).

> >Why don't you use the one which is shipping with CD-Tool?
>
> Simple... It does not work with THIS NEC 210 CD rom drive.... I don't know
> why, but it just doesn't. The activity light on the CD-ROM drive flashes
> constantly and when I click on the button's the pattern of lfashes changes
> but it doesn't start playing... On the PC under Windoze it works OK.
> (crosslinked the SCSI ports of the TT and PC :-)

Perhaps the drive doesn't support the standard SCSI 2 audio commands...

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2363. UK TV Standard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 10:52:46 UTC
From: phiga@uhunix.tmc.edu
Message-ID: <CpJ7Jz.K9@news.Hawaii.Edu>
Source record: 32795

I have a question regarding an Atari ST from England as compared to one produced in the US. I believe that the standards when it comes to TV video output are different - NTSC (or something) vs. PAL (i believe)
Now... I have a UK ST being used in the US and have figured out how to get the ST working on UHF channel 34 (with only in B+W tho) and no sound.
I fixed the sound problem by jury rigging wires to my stereo system from the monitor port... Now the only thing left that bugs me is the inability to get color...
I can't spend any money on this,so please sont suggest buying a color monitor!
What i _can_ do is wire stuff up/mess with system junk etc.
Any help would be greatly appreciated in getting my ST working fully on a US Television

2364. Re: Turn off keyclick -- here's how

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 11:03:35 UTC
From: pagan@meiko.co.uk
Message-ID: <2ql5a7$c3l@bart.meiko.com>
Source record: 32796

At address $484 the longword controls various keybaord stuff:

bit does

0 keyclick on/off
1 keyboard repeat on/off
2 bell after ctrl-g on/off
3-31 return entry for BIOS kbshift function.

I know that at least the keyclick entry is correct coz I have a wee
autoboot program running on both my ST and Falcon that turns it off.
You have to be in super mode to hack this address of course.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

2365. Re: UK TV Standard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 12:03:43 UTC
From: PostMaster@barclays.co.uk
Message-ID: <2ql8qv$6el@bognor.barclays.co.uk>
Source record: 32797

In article <CpJ7Jz.K9@news.Hawaii.Edu>, phiga@uhunix.tmc.edu (Pauline Higa) writes:
|>
|> I have a question regarding an Atari ST from England as compared to one

2366. 520ST Hardware For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 12:20:07 UTC
From: engie@aol.com
Message-ID: <2ql9pn$j92@search01.news.aol.com>
Source record: 32800

I have 3ea Atari 520ST computers for sale w/SC1224 monitors and SF354 drives. I have no cables or software. I bought them at an auction and someone else got the cables. I have no way of knowing if they work but they look in real good shape. The party that sold them was changing over to PC compatibles. I will let each system go for $35.00 plus shippiong. I will send COD.

Thanks ,
Rick Engelbrecht

2367. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 12:38:43 UTC
From: cgra@se.alcbel.be
Message-ID: <4523@btmwj1.se.bel.alcatel.be>
Source record: 32799

In article <2qbgua$5rs@mother.usf.edu>, millert@ug.ec.usf.edu. (Timothy Miller) writes:

> Are you saying that English had a VOICED velar fricative? Ie, 'gh'? How
> interesting. How was the unvoiced velar fricative written?

Hm, good point. I'll have to check up on that one. Gh was a velar fricative
of some kind, which is why it is pronounced in so many ways in modern English
(when it is pronounced at all). Of course the unvoiced form in modern Scots
English is written `ch'.

> In regard to our discussion of the complexity of the languages, yes, I can see
> what you're saying... the written 'classical' languages tend to be somewhat
> removed from the every-day spoken tongue.
>
> But what about Biblical Hebrew? I'm sure quite a bit of it could be polished,
> educated Hebrew, but what about direct quotes? That is to say, the quotes
> that were written down at about the time they were said, not the ones that
> were written down hundreds of years later. There is a lot of text in the OT
> that is just simply things that people said. [...]

Hm, I'm not a regular OT reader... however I didn't think that there was an
awful lot of stuff there that claimed to be verbatim. The oldest books,
such as Job and the Song of Songs, are pure literature, as are the prophetic
books and the Psalms. So the only real quoted speech would be in the historical
books.

I tink :|

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2368. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 13:13:18 UTC
From: mdw@box-30.liv.ac.uk
Message-ID: <CpJE26.BMt@liverpool.ac.uk>
Source record: 32798

In article <4502@btmwj1.se.bel.alcatel.be>, cgra@se.alcbel.be (Chris Gray) writes:
>
> Then the level is almost certainly way too high. To use the Falcon input
> to record line- or headphone-level signals you need to put a resistor in
> series with each channel.
>
What sort of resistance are we talking about? I know I'm not supposed to
sample directly from line level, but I've done it a couple of times with
the volume turned way down. I could do with a proper solution though. Care
to make any suggestions on how things should be set up properly?

Kev

2369. Adaptec ACB4000 jumper pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 13:50:54 UTC
From: nisimura@sra.co.jp
Message-ID: <2qlf3u$q8a@sran230.sra.co.jp>
Source record: 32826

I got a bare aged Adaptec ACB4000 ST412-SCSI adaptor board without any information. I would like to know the meaning of onboard jumpers.

Here is a short story resulted in vain.

Several months ago, our company dumped a pile of computer junks including a complete set of VAX-785 (!!) and so many old-fashioned equipments. I found the Adaptec board just before recyclers arrived. I found also RD53 for uVAX-II. I remembered RD53 was relabeled Micropolis 1325 and SunOS (still) had /etc/format.dat data for ACB-4000 and Micropolis 1325 combination. I took them and tried to use with SS-2 and failed after one hour. SunOS format command did nothing useful other than discovering ACB-4000 board. Then I moved them to Mac and tried with Silverlining and SCSI director. It also resulted in vain.

ACB-4000 has 8 pairs of jumper on board. I found 3 pairs for SCSI ID. Others seem to be significant for right usage. Or, the board is simply broken. Someone out there still using ACB-4000, please let me know about the 8 pair of jumpers.

Software Research Associates, Inc. Tokyo Japan
Tohru Nishimura - a MiNT user from the age of MiNT0.8 with 4MB STf with ICD

2370. SM124 picture jiggling, what to do?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 13:53:02 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CpJFwE.o0n@mozo.cc.purdue.edu>
Source record: 32801

The picture on my SM124 is jiggling now, it is worst in upper left hand corner
and fine in the bottom right hand corner.

If anybody has any ideas or suggestions, please let me know.

Thanks in advance,
Jody
--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

2371. INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 14:05:20 UTC
From: acasey@vnet.ibm.com
Message-ID: <CpJGGx.pIr@hawnews.watson.ibm.com>
Source record: 32804
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It seems to me that an Atari ST or Commodore Amiga are probably my best bet. However, I don't know much about either, as I have always been brought up using PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)

Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.

2372. Problems with f2c and gcc 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 14:22:05 UTC
From: Nils Øge Frøystein <Nils.Froystein@kj.uib.no>
Message-ID: <2qlgud$j07@alf.uib.no>
Source record: 32802

The last couple of days, I have tried to use the combination of f2c and GCC 2.5.8
to compile FORTRAN programs without any success. (I am using the MiNT libraries,
patchlevel 44). My machine is a Mega ST4 running TOS 2.06 and MiNT 1.09.

The f2c translation step seems to work, but I am not able to build an executable
file from the generated C source files, i.e. the following command (for any simple
FORTRAN program)

gcc -v hello.c -hello.tos -lf2cslow

produces a linker error message

main.o: Undefined symbol _main referenced from text

Does anybody know how I can get rid of this error?

Nils Aage Froeystein
Department of Chemistry
University of Bergen
N-5007 Bergen, NORWAY

E-mail: Nils.Froystein@kj.uib.no

2373. Re: F030 BLiTTER IRQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 14:41:18 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.94May9154119@vega.dcs.exeter.ac.uk>
Source record: 32803

In article <1994May9.084749.14787@t.hfb.se> ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

>I have a problem with the F030 blitter.
>I want to use the blitter in non-hog mode while the CPU doing something else.
>On the STE the blitter BUSY bit is connected to the MFP I/O bit #3, so it is
>possible to let the MFP detect the state of the BUSY bit and produce and interrupt
>if a change occur. However, THIS DOES NOT WORK ON THE FALCON! Why?

Well the obvious asnwer seems to be 'because the Falcon doesn't have an
MFP chip!'.
Although most of the MFP chips functions are emulated by the SCC, not all
of them are, for reasons known only to Atari. This is why MFPint() doesn't
work on the Falcon.

This may not be the reason however, just my suggestion.

--
+-------------+
| {{{ Dan }}} |
+-------------+

2374. INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 15:07:40 UTC
From: acasey@vnet.ibm.com
Message-ID: <CpJJCs.172u@hawnews.watson.ibm.com>
Source record: 32813
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.sys.amiga,marketplace,comp.sys.amiga.misc,comp.sys.amiga.multimedia,comp.sys.amiga.introduction

I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It seems to me that an Atari ST or Commodore Amiga are probably my best bet. However, I don't know much about either, as I have always been brought up using PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)

Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.

2375. Re: UK TV Standard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 15:10:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qljoj$qi3@kolsaas.ifi.uio.no>
Source record: 32805

In article <CpJ7Jz.K9@news.Hawaii.Edu>, phiga@uhunix.tmc.edu (Pauline Higa) writes:
>
> I have a question regarding an Atari ST from England as compared to one produced in the US. I believe that the standards when it comes to TV video output are different - NTSC (or something) vs. PAL (i believe)
> Now... I have a UK ST being used in the US and have figured out how to get the ST working on UHF channel 34 (with only in B+W tho) and no sound.
> I fixed the sound problem by jury rigging wires to my stereo system from the monitor port... Now the only thing left that bugs me is the inability to get color...
> I can't spend any money on this,so please sont suggest buying a color monitor!
> What i _can_ do is wire stuff up/mess with system junk etc.
> Any help would be greatly appreciated in getting my ST working fully on a US Television
>

I don't think this can be done without expensive conversion equipment.
I did however see conversion boxes between NTSC/PAL in Hong Kong while travelling there a few months ago. They cost approx US$70 or something.
Does your television have any other kind of input than the antenna input?
If not, I don't think there is any solution (not a cheap one anyway).
You could try to ask in the "rec.video" newsgroup.

Hallvard, Oslo, Norway

2376. host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 15:36:37 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2qllam$2v6@ornews.intel.com>
Source record: 32809

Tell me if this is unrealistic:

Is there a host adapter made that can replace the internal host adapter of the Mega STE/TT and offer onboard read and write cache. Studies prove that read/write caching increases performance. With only four meg of RAM in a Mega STE (which is what I have), it's hard to dedicate 2 meg of that to a software cache. Onboard cache would be much faster.

So, does anyone know where or even if such a critter is available? I know ICD makes some internal hosts but I don't believe they have cache built in. I'm talking about at least 2 meg of cache that can be configured as write back cache.

Thanks,

Michael

--
=-=-=-

2377. Re: Problems with f2c and gcc 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 16:20:16 UTC
From: Nils &#65533;ge Fr&#65533;ystein <Nils.Froystein@kj.uib.no>
Message-ID: <2qlns0$1mj@alf.uib.no>
Source record: 32806

In article <2qlgud$j07@alf.uib.no> Nils !ge Fr!ystein,
Nils.Froystein@kj.uib.no writes:
> gcc -v hello.c -hello.tos -lf2cslow

Here is a type error. It should read

gcc -v hello.c -o hello.tos lf2cslow

of course. However, the linker error is still there ...

N.AA.F.

2378. double keys

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 17:28:11 UTC
From: ilo@dsinet
Message-ID: <3498@dsinet>
Source record: 32808

My Mega 4 has a habit of sending 2 letters when I press the key only once. It does this maybe 1 in a 1000 keypresses or so. It may only be happening in Flash!, but I'd never know since I never use it for anything else. Is there a fix for that?

--
Il Hwan Oh | "It is a mistake to think
Network Administrator | you can solve any major problems
Digital Systems International | just with potatoes"
ilo@dsinet.dgtl.com |

2379. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 20:26:37 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CpJy4D.3IK@cix.compulink.co.uk>
Source record: 32810

>What sort of resistance are we talking about? I know I'm not supposed to
>sample directly from line level, but I've done it a couple of times with
>the volume turned way down. I could do with a proper solution though. Care
>to make any suggestions on how things should be set up properly?

I find that a 220k resistor in series with each channel of the
Falcon microphone input seems to be O.K. here.

Brian

brobson@cix.compulink.co.uk

2380. Re: host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 20:53:12 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2qm7ro$2bc@mailer.fsu.edu>
Source record: 32811

Michael Smith (mhsmith@ornews.intel.com) wrote:

> Tell me if this is unrealistic:
>
> Is there a host adapter made that can replace the internal host
> adapter of the Mega STE/TT and offer onboard read and write cache.
> Studies prove that read/write caching increases performance. With
> only four meg of RAM in a Mega STE (which is what I have), it's hard
> to dedicate 2 meg of that to a software cache. Onboard cache would be
> much faster.
>
> So, does anyone know where or even if such a critter is available? I
> know ICD makes some internal hosts but I don't believe they have cache
> built in. I'm talking about at least 2 meg of cache that can be
> configured as write back cache.

I have never heard of an ST host adaptor with on board cache. However, unless you are really kicking the crap out of your disk, it is unlikely that you will perceive a large general increase in performance from such a big cache. If you set the ICD caches large enough to hold all FAT table information (the size of which depends upon the size of your partitions) plus about 32k more (this number can vary depending upon how your partitions are formatted), you will get a majority of the potential performance gain a cache can provide. Cache size is a diminishing return relation, so you might only get 10% additional performance when going from a 256k cache to a 2mb cache (again, on average). On the other hand, if you find yourself completely rewriting 2mb files a lot, you will obviously get better performance with a huge cache. It is easy to engineer an example where a 2mb cache will beat a smaller one by orders of magnitude, but it is unlikely that you work with 2mb files on an ST (on a regular basis, at least). Don't get me wrong, bigger is better. However, a lot bigger is generally not a lot better, with caching.

I played with my cache settings (using the ICD software) a lot, and found that I got very little return when going above about 256k total on my caches (there are several different types of caches within the ICD software). This was with my "normal" use of the machine. A tool that records cache hits is invaluable for making such a determination (ICD includes such a tool).

If you cannot use the ICD stuff, I suggest you try to find a copy of Cold Hard Cache, or its commercial incarnation Dcache. It has a nice acc that gives you cache stats. The best, as far as cache management and flexibility goes, is the ICD software (Pro level, if you don't have an ICD host adaptor).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2381. Re: Problems with f2c and gcc 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-09 23:22:32 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <2qmgjo$p2v@unicorn.ccc.nottingham.ac.uk>
Source record: 32815

In article <2qlgud$j07@alf.uib.no> Nils Øge Frøystein <Nils.Froystein@kj.uib.no> writes:
>The last couple of days, I have tried to use the combination of f2c
>and GCC 2.5.8
>to compile FORTRAN programs without any success. (I am using the MiNT
>libraries,
>patchlevel 44). My machine is a Mega ST4 running TOS 2.06 and MiNT
>1.09.
>

I have had problems linking f2c programs with the mintlibs - instead I
tried linking with the original GCC libs, and it worked fine.. this
would be with gcc 2.3.3, mintlibs pl 30 (which didn't work with f2c) and
I am not sure which pl of the GCC libs..

I suspect that whoever compiled up the f2c lib didn't use -mint on his
compile line, and my distribution didn't come with the source.

Keith.

--
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

2382. Re: CYBERPAINT ANIMATIONS to other formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 00:00:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2qmiqn$r4l@uqcspe.cs.uq.oz.au>
Source record: 32812

What about FLI->MPEG or MPEG->FLI?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2383. Re: CYBERPAINT ANIMATIONS to other formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 00:44:21 UTC
From: Lexicor@world.std.com
Message-ID: <CpKA1x.89x@world.std.com>
Source record: 32814

In article <2qmiqn$r4l@uqcspe.cs.uq.oz.au>,
Warwick Allison <warwick@cs.uq.oz.au> wrote:
>What about FLI->MPEG or MPEG->FLI?

The problem with MPEG in general is that it is far too slow even on a TT
that it would probably not be worth the effort, unless it's a Falcon with a
DSP ;-)

Maybe Quicktime :-)

Cheers

Yat

>
>--
>Warwick
> _-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
> / * <- Computer Science Department, |||||| GEM++ is Free Software
> _.-._/ University of Queensland, _// || _ C++ is the FUTURE
> v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2384. Re: double keys

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 01:43:58 UTC
From: whitema@rtsg.mot.com
Message-ID: <2qmosu$q1q@delphinium.cig.mot.com>
Source record: 32816

In article <3498@dsinet>, Il Oh <ilo@dsinet> wrote:
>My Mega 4 has a habit of sending 2 letters when I press the key only once.
>It does this maybe 1 in a 1000 keypresses or so. It may only be happening
>in Flash!, but I'd never know since I never use it for anything else. Is
>there a fix for that?
>

Get your keyboard cleaned.

Michael
whitema@rtsg.mot.com

2385. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 07:20:20 UTC
From: jhauser@pine.CS.Berkeley.EDU
Message-ID: <2qncjk$n1o@agate.berkeley.edu>
Source record: 32817

In article <2qkkv9$rp4@agate.berkeley.edu>, I wrote:
>
>Hee hee. [etc.]

Boy, I am really disappointed with you people! Can you believe, not
one person flamed me for being an insensitive ass! What's the Internet
coming to??

Just when you think you know a newsgroup....

(Season with smileys to taste. Yes, yes; ``it's the bandwidth, stupid''---
I know. Followups to e-mail, PLEASE.)

Repeal prohibition.
John Hauser---jhauser@cs.berkeley.edu

2386. Information about Atari-based Sampler wanted. Please!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 08:03:12 UTC
From: an95271@anon.penet.fi
Message-ID: <081303Z10051994@anon.penet.fi>
Source record: 32818
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st.tech,rec.music.synth

Distribution: world

Hi,
I'm DESPERATELY trying to find the software which goes with the
Lynex 16bit stereo sampler for the Atari ST. I've got the sampling
hardware, but it's useless without the software.

If anyone uses/used one of these (I think it came out around the
late '80s) I would be very interested. Also, any documentation (manuals
etc.) would be gratefully received.

I really would like to use this thing!

Replies via E-mail please, 'coz I can't read the news!

john..

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2387. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 08:55:16 UTC
From: cgra@se.alcbel.be
Message-ID: <4528@btmwj1.se.bel.alcatel.be>
Source record: 32819

Note: I will use {\th} for thorn, {\dh} for eth, and {\gh} for yogh...

According to my edition of Sir Gawayn and {\th}e Grene Kny{\gh}t (Tolkien and Gordon 1925, 2nd ed. Davis 1967), {\gh} is used in the manuscript for four different sounds:

(i) the voiced front spirant or semivowel /j/, mainly as {\gh}e, {\gh}if, {\gh}onge... sometimes y is used for the same sound (as it is in modern English).

(ii) the voiceless front fricative before t, mainly from OE -ht but sometimes from EN -g{\dh}: my{\gh}t, ri{\gh}t, sle{\gh}t.

(iii) the sound /w/ derived from OE and ON back voiced fricative g; fol{\gh}e, sa{\ge}... also spelt w, and apparently pronounced that way too.

(iv) the voiceless back fricative in words with OE -ht after back vowels or final -h: a{\gh}t, o{\gh}t, pu{\gh}t; fla{\gh}, {\th}a{\gh}... sometimes written gh.

N.B. That was my summary of what Tolkien/Gordon/Davis have to say, blame me not them.

I conclude that 14th century English, as spoken in the Lancashire/Cheshire area, had the sounds of modern German ni-ch-t and na-ch-t, but not of modern Dutch -gr-oot or -g-oed. I apologise for any confusion caused by my earlier posting 8-0.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

Wear your propeller with pride!

2388. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 09:02:56 UTC
From: sgraham@bfsec.bt.co.uk
Message-ID: <CpKx4w.KKF@bfsec.bt.co.uk>
Source record: 32825
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.sys.amiga,marketplace,comp.sys.amiga.misc,comp.sys.amiga.multimedia,comp.sys.amiga.introduction

In article <CpJJCs.172u@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian) writes:
>I am looking to buy a cheap system for running sequencing (prob. cubase or similar)
packages on. It seems to me that an Atari ST or Commodore Amiga are probably my best bet.
However, I don't know much about either, as I have always been brought up using
>PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)
>
>Could anyone give me some advice/recommendations on what to buy? and could anyone please
explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect
to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET
IN TOUCH - I have cash waiting). Thanks very much.
>
>
>

For music, my recommendations would be Mac, PC, Atari and Amiga, in that order.
(And I'm an AMIGA user). Cheap Amigas are much better computers than cheap Ataris,
but the Atari has always had built-in MIDI ports, and so there's much more professional
software available. There's a fair amount of PC-based hardware and software available too,
and particularly in the UK, the basic machine is cheaper than an equivalent Amiga.

The highest-quality software is on Macs, of course; and these aren't (so) outrageously
expensive any more.

2389. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 11:43:20 UTC
From: avsec@westminster.ac.uk
Message-ID: <CpL4K8.G3y@westminster.ac.uk>
Source record: 32820

In article <CpJE26.BMt@liverpool.ac.uk> mdw@box-30.liv.ac.uk (N/A M.D. White) writes:
>In article <4502@btmwj1.se.bel.alcatel.be>, cgra@se.alcbel.be (Chris Gray) writes:
>>
>> Then the level is almost certainly way too high. To use the Falcon input
>> to record line- or headphone-level signals you need to put a resistor in
>> series with each channel.
>>
>What sort of resistance are we talking about? I know I'm not supposed to
>sample directly from line level, but I've done it a couple of times with
>the volume turned way down. I could do with a proper solution though. Care
>to make any suggestions on how things should be set up properly?
>
>Kev

Well, I solved my problem. I've now got my microphone going straight into
my Falcon and it records lovely. (Need to set max input gain though.)

I still do record from my stereo (for CD etc) from the headphone socket.

You are meant to put in resistors between your stereo and Falcon.
I don't - thats because I can't buy a little adapter or something with a
resistor built in, and I'm not an electronics wizz kid.

The resistor is there to protect your Falcon from line levels that are too
high. It is possible to blow up the input on your Falcon.

I go by these rules:

Before recording always set your stereo's volume to 0.
Set the Falcons input gain to minumum.
Do a test of your recording.
Listen to it...turn up stereo's volume slowly.
Make sure it doesn't distort - means the line level is too high.
Best to do this with headphones plugged into the Falcon.
Once you've got a level that doesn't distort -
turn down stereo some more to be safe!

Finally you can also check by seeing if your sample is clipping.
Also - check the whole section that you are recording - some of it might be
really loud. Dance type drumbeats for example.

Well - thats what I do. My Falcon is in tip top condition.

Phil.

--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

2390. NVDI ET4000---Got It. But colours are not right

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 13:19:24 UTC
From: avg@cwi.nl
Message-ID: <CpL90D.C0J@cwi.nl>
Source record: 32821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I got NVDI ET4000 for my Spektrum 1 card. It's great.
Speed gain is not enormous, but the software allows for 16
colour modes, which give an acceptable speed on a 32MHz
68030.

There's one problem though, and I hope someone on the
net knows how to solve it: the colour tables seem to be
wrong-endian, which is to say when I move the red slider
up, I get dark--light eight times as opposed to once.
An indication that the bits, nybbles or bytes are reversed,
if you ask me.

Does anyone know the ET4000 internal registers? Or have
a patch for the NVDI binary?

Is one of the Behne brothers listening to this group?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2391. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 14:06:26 UTC
From: M J Stonebank <M.J.Stonebank@durham.ac.uk>
Message-ID: <2qo4d3$4m6@mercury.dur.ac.uk>
Source record: 32822
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.sys.amiga,marketplace,comp.sys.amiga.misc,comp.sys.amiga.multimedia,comp.sys.amiga.introduction

Adrian (acasey@vnet.ibm.com) wrote:

: I am looking to buy a cheap system for running sequencing (prob. cubase
: or similar) packages on. It seems to me that an Atari ST or Commodore
: Amiga are probably my best bet. However, I don't know much about
: either, as I have always been brought up using PC's. (ie. how much ram
: do I need, do I need a hard drive etc. etc.)

: Could anyone give me some advice/recommendations on what to buy?
: and could anyone please explain what the differences are between the
: Ataris (ST/STE/STF/STFM...) and the Amigas (500/600/1200/1500/2000).
: Finally, could you let me know what I should expect to pay secondhand
: for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE
: GET IN TOUCH - I have cash waiting). Thanks very much.

The cheapest setup would be a second hand Amiga 500+ or 600, (150 quid)
and grab a copy of Amiga Format (£4.95) from WHSmiths as it is giving away
MusicX free on the cover disk. £14.99 buys the manual. This is the best
and easiest sequencing package for the Amiga. You will also need a MIDI
interface (about 20-30 quid). Good multitasking computer!

The 500,600 are 16bit, the 1500 and 2000 are 16bit in a big box, 1200 is
32bit, 4000 is fast 32bit in big box.

A more pro set up would be a Mac and Cubase I suppose, but a Mac person
would be able to tell you more about this option. More expensive too.

By the way, hows things at IBM Havant. Used to work there during
the summer vacations from Portsmouth University. I was in Redwing working
on the 650Mb hard drives.

Mike...
--
****
Michael Stonebank Internet: M.J.Stonebank@durham.ac.uk
IT Service Phone (+91 374 4608) ///
(Education & Training) ///
University of Durham \\\///
UK \XX/
****

2392. vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 14:20:02 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May10.142002.17001@unix.brighton.ac.uk>
Source record: 32823

I think its called vg_text(), the vdi function to display text.
Anyway, the question is, Will this work in windows.
I.e., if i wanted to write a GEM text editor or something ?

Many thanks, Paul.
--

pf21@unix.bton.ac.uk

2393. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 14:50:28 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CpLD85.Kqp@cix.compulink.co.uk>
Source record: 32827
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.s

In message <CpKx4w.KKF@bfsec.bt.co.uk>, sgraham@bfsec.bt.co.uk said:
>>I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It seems to me that >an Atari ST or Commodore Amiga are probably my best bet. However, I don't know much about either, as I have always bee>n brought up using
>>PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)
>>
>>Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences> are between the Ataris (ST/STE/STF/STFM...) and
>>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reas>onable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.
>>
>>
>>
>
>For music, my recommendations would be Mac, PC, Atari and Amiga, in that order.
>(And I'm an AMIGA user). Cheap Amigas are much better computers than cheap Ataris,
>but the Atari has always had built-in MIDI ports, and so there's much more professional
>software available. There's a fair amount of PC-based hardware and software available too,
>and particularly in the UK, the basic machine is cheaper than an equivalent Amiga.
>
>The highest-quality software is on Macs, of course; and these aren't (so) outrageously
>expensive any more.

The best systems IMO are Atari, Mac, PC and Amiga in that order. The best program is probably Cubase, although there are others of similar quality. Cubase is available for the Atari, PC and Mac. The PC version is not as good as the other two. Also, if you're looking for a cheap setup, an Atari ST (in the UK) is 150UKP and sofware starts at 100UKP. This low cost ST requires a monitor (about 100UKP) and is capable of running Cubase as fast as a PC 486 or an 030 Mac. The ST has a built-in MIDI port, other systems require an extrenal one which starts at just under 100 UKP.

Ofir ogal@cix.compulink.co.uk

2394. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 16:22:46 UTC
From: COLMANJ@cedarville.edu
Message-ID: <COLMANJ.6.2DCFB4D6@cedarville.edu>
Source record: 32824
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

In article <CpJGGx.pIr@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian) writes:
>From: acasey@vnet.ibm.com (Adrian)
>Subject: INFORMATION ON ATARI ST / AMIGA REQD.
>Date: Mon, 9 May 1994 14:05:20 GMT

>PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)

>Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.

Be careful about buying Amigas. The word is out that Commodore is folding.
Don't know if anyone will pick up the Amiga line.

---Jim Colman

2395. Re: Information about Atari-based Sampler wanted. Please!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 18:00:52 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May10.180052.27247@unix.brighton.ac.uk>
Source record: 32836
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st.tech,rec.music.synth

an95271@anon.penet.fi writes:
> Distribution: world
>
>
> Hi,
> I'm DESPERATELY trying to find the software which goes with the
> Lynex 16bit stereo sampler for the Atari ST. I've got the sampling
> hardware, but it's useless without the software.

> Replies via E-mail please, 'coz I can't read the news!

Hmmm.....a tiny bit tricky I feel.

> --
> To find out more about the anon service, send mail to help@anon.penet.fi.
> Due to the double-blind, any mail replies to this message will be anonymized,
> and an anonymous id will be allocated automatically. You have been warned.
> Please report any problems, inappropriate use etc. to admin@anon.penet.fi.
--

pf21@unix.bton.ac.uk

2396. Re: Information about Atari-based Sampler wanted. Please!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 18:03:30 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May10.180330.27336@unix.brighton.ac.uk>
Source record: 32837
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st.tech,rec.music.synth

```
Replying to you at an anonymous address that is !
--

pf21@unix.bton.ac.uk
```

2397. Where to get gcc compiler & libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 18:29:15 UTC
From: scott@hitachi.com
Message-ID: <scott-100594112533@137.168.16.46>
Source record: 32832

Is gcc for Atari public domain like the unix version? If so, where can I get my hands on a copy of it along with libraries. I have Acylon C compiler from the developers kit but its 10 years old now...way out dated, plus it isn't ANSI compatable!

Could someone point me to an ftp site where gcc lives?

Also looking for resource editors, documentation on functions for Atari system calls, etc. I plan on buying the Atari Compendium (sp?) but I want to get a stable compiler first...preferably without spending hundreds of dollars on a commercial C package.

Thanks in advance!!!!

###
Scott Dinn Internet: scott@hitachi.com
Santa Clara, CA GEnie: d.dinn@genie.geis.com
# #
Atari Falcon030 / STacy drummer/programmer
###

2398. Connect a 3,5"-AT-HD to the Falcon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 19:04:00 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.7.00131142@edi.ngate.uni-regensburg.de>
Source record: 32843

Hi!

Does anybody know, how to connect a Seagate ST3491A (or another 3,5"-AT-HD) to
the Falcon? (44pin -> 40pin?)

bye,
Rainer

2399. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 20:16:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2dcffa56@daggskim.ct.se>
Source record: 32865

```
[...]
>> educated Hebrew, but what about direct quotes? That is to say, the
>> quotes that were written down at about the time they were said, not the
>> ones that were written down hundreds of years later.
> [...]
> Probably 99% of the Old Testament was not written contemporarily with
> its subject matter. Any parts that were are unlikely to contain direct
> quotes. The best information I have seen says that the Old Testament in
> the form we know it was compiled during the ``Babylonian captivity''
> (circa 650 B.C. or so). The historical accounts are largely reworkings
> of older material, and the stories of Job, etc., can only be considered
> apocryphal by the nonfaithful. (FYI: If memory serves, the oldest,
> ``least-reworked'' books are believed to be 1 & 2 Chronicles.)
>
> It would be fortunate if it were otherwise, but....

Those old Babylonian batteries were just a tad large for portable cassette
recorders to be very useful at the time. Our best direct quotes can probably be
had from the soundtrack _the_Life_of_Brian_ ;)

(illegible signature) Bo Leuf
```

2400. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-10 21:52:08 UTC
From: patd@wittenberg.edu
Message-ID: <1994May10.175208.1@wittenberg.edu>
Source record: 32831
Cross-posted to: comp.sys.atari.st.tech,rec.music.synth,comp.music

In article <COLMANJ.6.2DCFB4D6@cedarville.edu>, COLMANJ@cedarville.edu (James Colman) writes:
> In article <CpJGGx.pIr@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian) writes:
>>From: acasey@vnet.ibm.com (Adrian)
>>Subject: INFORMATION ON ATARI ST / AMIGA REQD.
>>Date: Mon, 9 May 1994 14:05:20 GMT
>
>
>>PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)
>
>>Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
>>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.
>
> Be careful about buying Amigas. The word is out that Commodore is folding.
> Don't know if anyone will pick up the Amiga line.
>
> ---Jim Colman
>
Hey Dr. Colman, you are on the net!

anyway, I guess Sanyo is picking up the Amiga. Hopefully they will do a better marketing job! Aparantly Newtek, maker of the toaster, is pretty excited.

pat

2401. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 00:21:45 UTC
From: erlingh@idt.unit.no
Message-ID: <2qp8ep$6np@ugle.unit.no>
Source record: 32828

```
In article <dehall.768283290@vincent2.iastate.edu>, dehall@iastate.edu (A.D.) writes:
|> I have been using the version of Emacs for Mint which is on a.a in the Mint
|> directory. Since moving to Mint 1.10 a couple days ago, Emacs' response has
|> been vvvvvveeeeeeeerrrrrryyyyyyyy sssssslllllllooooooowwwwww........ What
|> I mean is, Emacs takes about 30 seconds to respond to a keystroke. When it
|> does respond, it will respond to as many keys as you have pressed (it acts
|> like a type-ahead buffer).
|>
|> Anyone have any clue as to the problem? Or more importantly, a fix? :-)

Are you using the unmodified mint 1.10 sources ?
There are a *ton* of patches for mint 1.10, one of the first of which was
for a bug in select. It sounds like it is this bug you are experiencing.
If you want to have the patches, send me email and I'll email the patches
for you to chew on. (It should keep you busy for a while :-)

Erling
(who is running Emacs just fine on his *heavily modified* mint 1.10)

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

2402. Re: F030 BLiTTER IRQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 00:32:00 UTC
From: erlingh@idt.unit.no
Message-ID: <2qp920$6np@ugle.unit.no>
Source record: 32829

In article <CS93DLH.94May9154119@vega.dcs.exeter.ac.uk>, cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings) writes:
|> In article <1994May9.084749.14787@t.hfb.se> ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
|>
|>
|> Well the obvious asnwer seems to be 'because the Falcon doesn't have an
|> MFP chip!'.

Wrong. The falcon has an MFP chip, but it is not connected to an external rs232 port.

|> --
|> +-------------+
|> | {{{ Dan }}} |
|> +-------------+

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2403. Re: HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 00:54:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ILN8r6XXqxw@semprini.waterloo-rdp.on.ca>
Source record: 32859

In <Cp14qv.Fw8@news.cis.umn.edu>, davidli@dragon.labmed.umn.edu writes:
> Chris Herborth wrote in article <H.eg.Sqp7NQYG8M6@semprini.waterloo-rdp.on.ca> :
> >For example, the standard GIF, PostScript, or JPEG inline tag is:
>
> Current WWW servers do not have PostScript or JPEG inline tags. That is the
> first difference between a WWW served document and the HTML specification!

Ah, but we want to make an HTML widget, not a WWW widget... :-)

> What you appear to be talking about are external images, which the HTML
> documentation for which NCSA Mosaic says:

No, I just go by the HTML documentation I've got... Of course, I've
only seen Mosaic as a browser, so all the HTML documents I've viewed
conform to NCSA's idea of what HTML is.

[...if you use a new tag, <atari-img src="foo.img"> for example...]
> Actually, you'll get nothing. (I tried out your line in an HTML document,
> looked at it using Mosaic, and nothing shows up.)
>
> However -- if you reference a non-GIF/non-XBM image using the standard
> in-line (img src= ...> statement, you DO get the NCSA icon. (I tried this
> out using a JPEG image ...)
>
> So, keep working on your HTML document viewer, but don't add any 'new'
> things like <atari-img ...> when the original will do.

The original won't do though. On that Atari, the standard format is
IMG, and many people have LOTS of IMG clipart laying around. If we
don't make this easy for people to use, they aren't going to use it (so
we need an easy way for Atari users to create HTML documents, and we
need to support the most common Atari file formats as well as the
standard NCSA-endorsed formats).

> I'll e-mail you the NCSA "Recommended Document Format Specifications..

Thanks, got it.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2404. Re: HTML interpreter (was Re: Mosaic/WWW ??)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 00:55:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RU4VzcChUMQ@semprini.waterloo-rdp.on.ca>
Source record: 32860

In <1994May3.082334.28894@tiggertoo.earth.ox.ac.uk>, Stephen Usher writes:
> In article <Cp14qv.Fw8@news.cis.umn.edu>,
> <davidli@dragon.labmed.umn.edu> wrote:
> >NOTE: The <img> tag is an HTML extension first implemented in NCSA Mosaic.
> >Currently it is not understood by most other World Wide Web browsers."
>
> Hmm.. this is strange, it's recognised by all the WWW browsers I've come
> across, ie lynx, chimera, Mosaic and WWW itself.

Chances are it's implemented in CERN's libWWW and/or NCSA's WWW library
(well, the HTML parsing parts anyway).

--
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cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2405. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 01:03:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4rKg3KSBrw2@semprini.waterloo-rdp.on.ca>
Source record: 32861

In <dehall.768283290@vincent2.iastate.edu>, A.D. writes:
> I have been using the version of Emacs for Mint which is on a.a in the Mint
> directory. Since moving to Mint 1.10 a couple days ago, Emacs' response has
> been vvvvvveeeeeeeerrrrrryyyyyyyy sssssslllllllooooooowwwwww..... What
> I mean is, Emacs takes about 30 seconds to respond to a keystroke. When it
> does respond, it will respond to as many keys as you have pressed (it acts
> like a type-ahead buffer).
>
> Anyone have any clue as to the problem? Or more importantly, a fix? :-)

I've just tried to install EMACS (wanted to try out html-helper-mode)
from down in the Mint tree and my performance is fine. Unfortunately,
it always whines about not finding /usr/local/emacs/lib or something
like that... it doesn't seem to affect things though, since the LISP
files appear to be found anyway.

What else is running in your system? I've got a heavily patched MiNT
1.10 (about 90% of the patches from the MiNT mailing list... I've missed
a few recent ones though), with the MiNT-net patches on it, and
sockdrv.xdd and minixfs.xfs loaded.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2406. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 01:12:11 UTC
From: nunis@sgp.hp.com
Message-ID: <2qpbdb$slc@hpscit.sc.hp.com>
Source record: 32834
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

Hi.

I can tell you a little about the ATARI. I have used both the PC and the ATARI before. Right now I am using the ATARI. Let me say a little about the PC.

PCs are rather cheap nowadays. You can get a relatively powerful 486 machine and run CUBASE or WINCAKE on it. Personally, I prefer WINCAKE. You will also need a MIDI interface to hook it up to your synths. You can be sure that there will be more and more things out on the PC.

Now for the ATARI. I currently use an ATARI 1040STfm. Don't worry too much about the model. Basically, the first one is called the 520ST and the 1040ST. They differ in the amount of memory inside. Then, they added an RF modulator to it and called it the STfm. Then, they created another one using a faster chip, more flexible motherboard etc and called it the STe (for enhanced). Then they came out with the best ST so far called the FALCON (which is not really an ST...but anyway...you get the idea). I use NOTATOR/SL on my ATARI. Basically, it is a pattern based sequencer with notation facilities (way before CUBASE even thought about it...ha!). Now, if you have a harddisk, you can even run LOGIC on the ST (I run NOTATOR with just the floppy drive). With the ATARI, you do not have to buy anything else to run it with. If you get LOGIC, you will have an additional 3 midi ports to use.

If you need more info about NOTATOR/LOGIC and other stuff, you can send email to the forum logic-users-request@nessie.mcc.ac.uk and find out more. BTW, you can also run LOGIC on a MAC but it would cost more.

Hope this helps.

--

Simon Vincent Nunis | Hewlett Packard Singapore
Internet: nunis@hpsgmx18.sgp.hp.com | I.T. Department
Telephone: (65)-279-8658 | 1150 Depot Road
Telefax: (65)-279-2862 | Singapore 0410

2407. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 01:35:56 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.AmmFzYDKvoA@semprini.waterloo-rdp.on.ca>
Source record: 32862

In <2qbldj$op0@delphinium.cig.mot.com>, Michael A. White writes:
> Hallvard Tangerï¿½s <hallvart@ifi.uio.no> wrote:
> >
> >I'm using a program called "noclick.prg" that resides in the auto folder.
> >Works perfectly, but why didn't Atari turn the keyclick OFF as a default,
> >so that you could turn it on with the control panel etc?
> >Who uses that annoying clikc anyway?
>
> I do! With the mushy 1040 STe keyboard, how else are supposed to tell
> if you're pressing the keys hard enough? Especially if you're trying to
> type while looking elsewhere.

If you can type while looking elsewhere, you shouldn't need the click,
either... ;-)

Actually, I'm used to the mushy keyboard, so I don't need the annoying
keyclick. I _like_ quiet, mushy keyboards!

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2408. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 01:38:32 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4jSLuXYY2TI@semprini.waterloo-rdp.on.ca>
Source record: 32863

In <2qeau8$d2v@gibeah.connected.com>, Donald Edwards writes:
> I have keyclick on and rely on it.
>
> Unfortunately, keyclick is the *loudest* sound the computer is capable
> of making without assistance. And I don't want to deafen the neighbors
> with my typing. So in order to have keyclick on (which I need as a
> feedback mechanism) I have to turn the monitor volume way, way down and
> any program which tries to use sound loses something...

There's a program on atari.archive.umich.edu by Dave Baggett (I think)
that lets you replace the keyclick noise with a sample (in fact, you can
attach different samples to different keys!). You could use a very
short sample and edit it (using SoundLab or something like that;
SoundLab is also on atari.archive) so that it's quiet but still
noticable.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2409. ACSI programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 04:09:49 UTC
From: erlingh@idt.unit.no
Message-ID: <2qplqd$bgi@ugle.unit.no>
Source record: 32830

For those of you familiar with ACSI programming, you know that it
is only possible to send commands upto 0x31. This is because
the upper 3 bits in the command-byte is used for the ACSI device number.

However, I have heard that there *is* a way to send higher-numbered
commands anyway. This is necessary for some special functions, like
telling a CD-rom to play audio tracks.

The way to do this, is supposedly to send the command number 0x31, then
followed by the "real" scsi command. What I was wondering about,
is one supposed to send a 6 byte command with command number 0x31 and
correct device number and the other 5 bytes cleared. Then immediately
following this, the "real" scsi command in a DATA OUT phase, or ...

Anyone have a clue ?
Anyone have some source code, pseudo code, whatever ?

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2410. gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 08:09:40 UTC
From: erlingh@idt.unit.no
Message-ID: <2qq3s4$g7u@ugle.unit.no>
Source record: 32833

I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
of errors of the following form:
/a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
fatal error: relocation out of range for _yydebug in c-parse.o

So, obviously something has to be patched in order to make this work.
Like de-static-ifying many variables...
Anyone allready done this ?
Patches available where ?

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2411. Re: SCC serial ports (Returned mail???)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 08:51:19 UTC
From: leo@ahwau.ahold.nl
Message-ID: <CpMr9L.HA9@ahwau.ahold.nl>
Source record: 32856

I tried to contact you (Ted.Miller@crypt.dswhq.omahug.org) by email,
but 'MAILER-DAEMON@ivgate.omahug.org' returned my posting. Maybe you should
check this out!

In comp.sys.atari.st.tech you write:

>I have a question for all you programming people...

>I know *WHERE* in memory to go to access the SCC chip that controls the serial
>ports in the Megs STe/TT/Falcon. However, I have no idea what VALUES to send
>to the SCC for different things.
There was a pretty good description in the 'Profibuch'. It is however written
in german. I don't know if an english translation is available.

>What I really want to know how to do is to set the SCC so that the port(s) are
>locked at a baud rate of 38400, 57600, and 115200.
It is a rather complicated chip. You have to calculate a divisor value and
put it into write-registers 12 & 13 (if I rember well, I don't have the book
here). But the divisor value is dependent on the clock source. On the atari
are 2 clock frequencies available. There are also multiple pre-divisor values
settable... This means that there is no general answer.

>Any help is appreciated.
I can look somethings up for you but I won't type in all info. It's about
30 or 40 pages in small-print. Maybe you can get the programming manual?
I thought is was a Zilog product.

Regards, Leo.

2412. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 09:30:06 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May11.093006.15286@t.hfb.se>
Source record: 32852

> I still do record from my stereo (for CD etc) from the headphone socket.
>
> You are meant to put in resistors between your stereo and Falcon.
> I don't - thats because I can't buy a little adapter or something with a
> resistor built in, and I'm not an electronics wizz kid.
> The resistor is there to protect your Falcon from line levels that are too
> high. It is possible to blow up the input on your Falcon.

I've read that the resistor is there to protect your stereo. The F030 sends out
a "phantom-power" of 9V on the microphone input which can damage your stereo.
Source: "Indigo News 9, 5/94"

/
/ Daniel

2413. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 09:33:20 UTC
From: DJDavies@cen.ex.ac.uk
Message-ID: <CpMt7L.ABJ@cen.ex.ac.uk>
Source record: 32853
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.sys.amiga,marketplace,comp.sys.amiga.misc,comp.sys.amiga.multimedia,comp

would you like to buy an Atari STe with 2mb Ram 2 Drives & Mono
Hi res monitor and all my software ..... in imaculate condition for

#400 If you like the idea I think this would be a great system
to start with, when you start storing pro samples you will
probably need a hard disk.

The St's operating system is entirly on chip so to get to your
windows like op sys all you need to do is turn it on with
the Cubase /Beat Disk in the drive .... 2 drives should be
enough if you don't want to store huge 16bit samples.

Reason for selling, I'm buying an Amiga 1200 setup to go with
my Amiga 500.

DJDavies@uk.ac.ex.cen

I.T. Technician at Exeter University

/\/\/\/\/\/\/\/\OO,

2414. Re: Problems with f2c and gcc 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 09:58:35 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May11115835@issan.informatik.uni-dortmund.de>
Source record: 32835

In article <2qlns0$1mj@alf.uib.no>, Nils ⊕ge Fr⊕ystein <Nils.Froystein@kj.uib.no> writes:

```
|> In article <2qlgud$j07@alf.uib.no> Nils !ge Fr!ystein,
|> Nils.Froystein@kj.uib.no writes:
|>> gcc -v hello.c -hello.tos -lf2cslow

|> Here is a type error. It should read

|> gcc -v hello.c -o hello.tos lf2cslow

|> of course. However, the linker error is still there ...

The problem is that main() is in a library. On unix, main() is called
directly by crt0.o (the startup module), but on the Atari the startup
module calls _main() which is a function in the C library, and that in
turn calls main(). With f2c, the function main() is in the f2c
library. When the program is linked, the linker first loads the
startup module, then the explicitly mentioned object files. Now it
scans the f2c library. Note that there is still no reference to
main() in the object files. After that the C library is scanned,
resolving the call to _main(). This module also has an undefined
reference to main(), but there is no library left to define it (the
f2c library is already left behind). The fix is to explicitly add
-lgnu (or -lmint) to the command line and after that again -lf2c, that
is the command line looks like this:

gcc -o hello hello.c -lf2c -lmint -lf2c

This should solve your problems.

--
+---------------------------------------------------------------------+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *
```

2415. Re: gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 10:05:25 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May11120525@issan.informatik.uni-dortmund.de>
Source record: 32841

In article <2qq3s4$g7u@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:

|> I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
|> of errors of the following form:
|> /a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
|> fatal error: relocation out of range for _yydebug in c-parse.o

|> So, obviously something has to be patched in order to make this work.
|> Like de-static-ifying many variables...
|> Anyone allready done this ?
|> Patches available where ?

Maybe it helps to comment out the line

#define YYDEBUG

(or something like this) to leave out the debugging part of the
parser.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming soon, stay tuned * But don't hold your breath... *

2416. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 10:13:06 UTC
From: I.M.Rae-SE1@cs.bham.ac.uk
Message-ID: <2qqb3i$orn@percy.cs.bham.ac.uk>
Source record: 32839

In article <1994May11.093006.15286@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

> I've read that the resistor is there to protect your stereo. The F030 sends out
> a "phantom-power" of 9V on the microphone input which can damage your stereo.
> Source: "Indigo News 9, 5/94"
>
> /
> / Daniel
>

If that were the case then I should imagine a capacitor would provide a damn sight more protection against this DC voltage than a resistor would...

Ian

2417. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 10:20:11 UTC
From: plord@novell.co.uk
Message-ID: <CpMvDn.3tz@novell.co.uk>
Source record: 32842

```
: Are you using the unmodified mint 1.10 sources ?
: There are a *ton* of patches for mint 1.10, one of the first of which was
: for a bug in select. It sounds like it is this bug you are experiencing.
: If you want to have the patches, send me email and I'll email the patches
: for you to chew on. (It should keep you busy for a while :-)

Sounds like the sort of thing which many of us would be interested in.

Any chance of putting the patches on a.a (or to the news?)

Thanks,

Pete
```

2418. Re: gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 10:27:04 UTC
From: erlingh@idt.unit.no
Message-ID: <2qqbto$ke2@ugle.unit.no>
Source record: 32838

```
In article <SCHWAB.94May11120525@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <2qq3s4$g7u@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
|>
|> |> I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
|> |> of errors of the following form:
|> |> /a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
|> |> fatal error: relocation out of range for _yydebug in c-parse.o
|>
|> |> So, obviously something has to be patched in order to make this work.
|> |> Like de-static-ifying many variables...
|> |> Anyone allready done this ?
|> |> Patches available where ?
|>
|> Maybe it helps to comment out the line
|>
|> #define YYDEBUG
|>
|> (or something like this) to leave out the debugging part of the
|> parser.

Well, it is not only yydebug that has a relocation out of range.
I just included that as an example.
I could mail you some pages of errors from the compilation process with
other variables as well :-(
In fact. A file with only the error-messages from ld is exactly:
141946 bytes....

So, there are some major problems here.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ \____| o Oh well.
```

2419. Re: F030 BLiTTER IRQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 10:35:26 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994May11.103526.18773@cen.ex.ac.uk>
Source record: 32840

In article <2qp920$6np@ugle.unit.no> erlingh@idt.unit.no (Erling Henanger) writes:

>In article <CS93DLH.94May9154119@vega.dcs.exeter.ac.uk>, cs93dlh@vega.dcs.exeter.ac.uk
(D.L.Hastings) writes:
|> Well the obvious asnwer seems to be 'because the Falcon doesn't have an
|> MFP chip!'.

>Wrong. The falcon has an MFP chip, but it is not connected to an external
>rs232 port.

I stand corrected.
So much for what Atari UK told me then... :)
--
+-------------+
| {{{ Dan }}} |
+-------------+

2420. Re: Opinions on Falcon towers wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 11:33:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940511123319.L.J.Sak@sp0247.kub.nl>
Source record: 32844

In Article <Up-ED4ABGVE@ttgk.textlitho.nl> "gert@ttgk.textlitho.nl (Gert van der Knokke)" says:
> In <2pmk9i$b7f@nyheter.chalmers.se> Johan Klockars wrote :
>
> >
> >A local PC retailer claims he can get me a large PC tower, with PSU, for
> >$250. To this would have to be added the price of a few cables and such.
> >This tower is of course not designed with the Falcon in mind, but it might
> >be possible to convert it with some work.
>
> In holland, a tower case can be bought for about Fl. 200,- (= about $ 120)
> so $250 seems quite a lot. These prices are common on several computer
> fairs. I recently bought a tower for my TT and it cost me (without a power
> supply) Fl. 145,- (= about $85) I used an older 150 Watt PC supply which I
> disassembled and of which only the PCB is mounted in the bottom of the
> tower behind the front. A plate of aluminium is used to cover up the
> opening for the power supply and in this plate I made an opening for the
> fan.
> The bottom two places for floppy or harddrives are not usable anymore
> because of the size of the TT PCB but there is still room to mount the HD
> and floppy drive in this limited space.
> The two top places of the tower are occupied by a tapestreamer and a
> CD-ROM.
>
> You will have to do quite a lot of drilling and filing (?) to get the PCB
> in a PC tower. I removed the frame which held the slotcover plates so the
> TT PCB board lies flat against the backside.
>
> >Then there are the Falcon towers advertised in the ST magazines. I have,
> >however, not been able to find reviews of any of them, so it's hard to know
> >if they're worth their price.
>
> In holland a company called CoCo can deliver a Tower especially made for
> the Falcon, it costs quite a lot: Fl. 525,- (= about $310) but then again
> you won't have to drill any holes...
>
>
> Gert
>
> --
>
>
> -- --
> Atari TT-Point

> -- --
>
Ludo says: It is easy to do yourself: you save lots of cash and can buy a
(big)tower you like... I did it some half a year ago and it is
still working fine (why shouldn't it)
For info send mail to L.J.Sak@kub.nl
Good luck and CU next time!

2421. Re: Where to get gcc compiler & libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 11:35:47 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2qqfuj$esm@ccpnws.in2p3.fr>
Source record: 32847

Scott Dinn (scott@hitachi.com) once wrote:
> Could someone point me to an ftp site where gcc lives?

Have a look on ftp.cnam.fr in the subdir /pub/Atari/GnuKit, a guy
made a "distribution kit" for a working gcc setup (I have downloaded
it but not yet installed)

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

2422. >RAM / accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 11:42:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940511124213.L.J.Sak@sp0247.kub.nl>
Source record: 32845

problem one:
I want to expand my Falcon to pos. 14 Mb using a SIMM expansion board.
-Has anyone had some experience with this? Is it as fast, can i use
8Mb etc?
-Are there any expansionboards that make use of the 4Mb already
installed (don't know of any but if you do)
problem two:
Does anyone know about the functionality of the DDD (Digital Data Deicke or
something like that) 40 Mhz accelerator for the Falcon? A test showed
increased memory management, but that would mean the memory bus speed would
have to be increased, but the test doesn't mention it?
Anybody?
Or any good info of another accelerator?
Thx for the Info
L.J.Sak@kub.nl
(ludo ;)

2423. Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 11:51:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940511125124.L.J.Sak@sp0247.kub.nl>
Source record: 32846

```
Anyone use the Linux for Falcon yet?
Let me know
L.J.Sak@kub.nl, Lu
```

2424. Re: vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:00:24 UTC
From: avg@cwi.nl
Message-ID: <Cpn00p.5KH@cwi.nl>
Source record: 32848

pf21@unix.brighton.ac.uk (Paul Finch) writes:

>I think its called vg_text(), the vdi function to display text.
>Anyway, the question is, Will this work in windows.
>I.e., if i wanted to write a GEM text editor or something ?

If you were to write a text editor, you'd almost definitely be needing
v_gtext(). Unless you want to go really professional, and do EVERYTHING
using (mostly user-defined) AES objects. But then again, those user
defined AES objects will use v_gtext() to display the text.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2425. Re: Addressing Floppy Light

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:10:56 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dd1689c73dac@discworld.oche.de>
Source record: 32868

In <CpIwqA.MyB@hpbbrd.bbn.hp.com>,
Claus Brod (clausb@hpbbrd.bbn.hp.com) wrote:

CB>You're accessing the sound chip's selection and data registers.
CB>By writing into $ff8800, you select a sound chip register; in this
CB>case register 14 which mirrors the state of one of the sound chip's
CB>two I/O ports. After selecting a register, it "appears" under $ff8802.

After selecting a register, you can read the contents at $ffff8800 and write
new values at $ffff8802. You should care not to mangle those bits which you do
not want to modify - the sample program posted earlier is a bad example.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
And it came to pass that in time the Great God Om spake unto Brutha, the
Chosen One: "Psst!" -- (Terry Pratchett, Small Gods)

2426. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:19:46 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dd1689e73ebd@discworld.oche.de>
Source record: 32869

In <2ppk3i$htg@mother.usf.edu>,
Timothy Miller (millert@ug.ec.usf.edu.) wrote:

TM>speakers. There is a slight timing problem in the Falcon which causes such
TM>things as the time-clock to be a little slow, and other things like that. As
TM>a result, some of the other things in the computer aren't exactly right
TM>either, like 50khz MAY be more like 49.99khz, which is totally irrelevant.

There is no timing problem - you are using the wrong values. It was never said
that the sampling rate is 50kHz, it's about 49.something - and that frequency
is generated by dividing the video clock, which is vary stable.

TM>For all practical purposes, the Falcon sound system is wonderful, and any
TM>quirks can be ignored. It's no more buggy than your average Amiga.

The digital part is OK, and the CODEC is ok, too - but the analog electronics
between CODEC and the external connectors is a mess - look in a circuit
diagram and you know what I mean. LM386 and LM387 are not what I would call
the right choice for high-quality audio amplifiers, and things like 'bass
boost' simply do not belong there. Even if you let your dealer remove the
'bass boost' circuitry, the frequency response and noise are not acceptable
for HIFI or harddisk recording purposes.
If you replace the analog parts of the audio circuit with good components,
the sound quality is marvellous (much less background noise, flat frequency
response).
I've heard a DAT player (digitally) connected to a (modified) falcon
yesterday - the playback via the falcon CODEC sounded great.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"He says gods like to see an atheist around. Gives them something
to aim at." -- (Terry Pratchett, Small Gods)

2427. Re: >RAM / accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:19:53 UTC
From: ti6tl@tick.ti6.tu-harburg.de
Message-ID: <2qqih9$o0s@rzsun02.rrz.uni-hamburg.de>
Source record: 32873

In article <19940511124213.L.J.Sak@sp0247.kub.nl> L.J.Sak@kub.nl (SAK L.J.) writes:
> problem one:
> I want to expand my Falcon to pos. 14 Mb using a SIMM expansion board.
> -Has anyone had some experience with this? Is it as fast, can i use
> 8Mb etc?

You mean the Falcon Wings? I have one, it s working fine. It s as fast as 4 Meg s. You cannot put 8 Meg s into it.

> -Are there any expansionboards that make use of the 4Mb already
> installed (don't know of any but if you do)

Not as far as I know.

> problem two:
> Does anyone know about the functionality of the DDD (Digital Data Deicke or
> something like that) 40 Mhz accelerator for the Falcon? A test showed
> increased memory management, but that would mean the memory bus speed would
> have to be increased, but the test doesn't mention it?
> Anybody?

I think they speed up at least parts of the Computer (i.e. some chips), if not the whole bus, up to 20MHz. The Processor is speeded up to 40MHz. This is quite cheap, but also a bit dangerous, don t You think? After all, Motorola writes on the 68030 Chip "16MHz", don t they? Maybe they want to tell us something with that...?

> Or any good info of another accelerator?

I will get the "Mighty Sonic"-Board (hopefully arriving the end of this week). It has a new 68030 33MHz-processor on board and slots for up to 64MByte TT-compatible Fast-Ram. It costs DM 700,-. The thing is, with the Fast-RAM the Falcon will be as fast as a TT, and the RAM-access is said to be even slightly faster than on a TT!

> Thx for the Info
> L.J.Sak@kub.nl
> (ludo ;)

Greetings, TL

2428. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:23:00 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dd1689e73fb9@discworld.oche.de>
Source record: 32870

In <2q2fcr$31qn@info2.rus.uni-stuttgart.de>,
Heiko Hartmann (higgi@news.uni-stuttgart.de) wrote:

HH>: noise and other distortions. But compared to other computers (PC/Mac)
HH>: it's superior. Only EXPENSIVE add-on cards sound better.
HH>
HH>That's right, but with a digital interface you can get "better than CD"
HH>sound.

With a modified analog circuit, you get CD-quality, too. The A/D part is still
a little bit noisy, but the D/A part is better than many cheap CD players.
(which cheap CD player has sigma-delta D/A converters with n* oversampling ?)
(haven't got the Crystal data sheet here at the moment)

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
Most alchemists were nervous, in any case; it came from not knowing what
the crucible of bubbling stuff they were experimenting with was going to do
next. -- (Terry Pratchett, Moving Pictures)

2429. Re: Falcon030 Harddiscrecording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:25:12 UTC
From: rincewind@discworld.oche.de
Message-ID: <2dd168a0740a7@discworld.oche.de>
Source record: 32872

In <2q2brj$35c@vega.info.isbiel.ch>,
Patrick Peter (petep@info.isbiel.ch) wrote:

PP>i'm trying to write my own harddisc-recording-tool with PureC. when i reserve
PP>all the free memory and record in the normal mode (buffoper(4);) it works well,
PP>but i didn't find out how the loop-modus (buffoper(12);) works correctly.
PP>can someone show me how that works?

[source deleted]

You are using fopen - that invokes the C-library's buffered file routines,
which are slow when transferring big blocks of data.
Use Fopen, Fwrite and Fclose instead - that should solve the problems.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
I do note with interest that old women in my books become young women on
the covers... this is discrimination against the chronologically gifted.
-- (Terry Pratchett, alt.fan.pratchett)

2430. Re: Information about Atari-based Sampler wanted. Please!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 12:48:44 UTC
From: mhughes@pms144.pms.ford.com
Message-ID: <2qqk7c$7m@eccdb1.pms.ford.com>
Source record: 32850
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st.tech,rec.music.synth

pf21@unix.brighton.ac.uk (Paul Finch) writes:
> an95271@anon.penet.fi writes:
>
[snip]
>
> > Replies via E-mail please, 'coz I can't read the news!
>
> Hmmm.....a tiny bit tricky I feel.
>
and
>
> Replying to you at an anonymous address that is !

People who do not have access to Usenet news can post here thru
the anon server, but can not read the news. You _can_ reply to an
anonymous posting and it _will_ get to the sender.

2431. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 13:00:38 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2qqktm$rer@aggedor.rmit.EDU.AU>
Source record: 32851
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

I am looking for a 6 chip set If anyone has one lying around (UK ver)
or USA set whichever it is, either way i am in Australia so I need the
dollar symbol at least...

--

Rob. (roba@it.ntu.edu.au)

2432. STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 13:48:41 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <768664121snz@vissci.demon.co.uk>
Source record: 32876

Hi, this is the first time I have subscribed to this group, so forgive me if this question has been posted before, or is in an FAQ.

My ST has exploded, so I bought a 2nd hand STE. 'Trouble is, I have had problems before, plugging old STE's into my Hard Disk, and losing the whole thing.

Can anyone tell me the serial numbers of the dodgy STE DMA chips ?

I want to see if I need a new DMA chip before I plug it in.

Thanx in advance

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2433. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 14:07:13 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May11.140714.1089@cathy.ijs.si>
Source record: 32849

In article <Cp8Ct2.29K@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>Can I just stick my microphone in the back of my Falcon and then it will
>record sound.
Basicaly, yes. You might need a program that correctly sets the sound
devices matrix, however. Two publicly available ones are sound through, a
small program which simply links mic input to headphone output (without locking
the sound system) and winrec, which records sounds and uses DSP to add
various effects. Both are available through ftp.

>My microphone is not battery operated and has an on/off switch built in.
yes, htat sounds fine.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2434. HENSA/micros new machine experiment

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 15:03:01 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpn8Ex.EGB@westminster.ac.uk>
Source record: 32854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear friends

HENSA/micros' new machine is now on-line, but only as an experimental
service. What this means that you may be logged out at any time.

We will only switch it to full service when we are sure that it is
stable on it's own, and that it will not fail without the old machine.

Please help us, by logging in, so that we can test the system.

You may log in via PAD/telnet, ftp, gopher, and World Wide Web

The address: mic2.hensa.ac.uk

Thanx in advance.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2435. HD/DD floppy Problem!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 15:52:40 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2qqv08$qei@netnews.upenn.edu>
Source record: 32855

He-e-l-l-l-p!!

I am the proud owner of a Mega STE 4 with TOS 2.06 and an Atari HD floppy conversion kit, which has previously given me no trouble.

I was attempting to do my first hard drive back-up in some time when, on the first disk, I got a "Bad Disk" warning after Diamond Back 2.42 made its usual repeated tries to reformat and recover the data. Every time I put in a new disk, the same thing happened, although Diamond Edge and other disk scanners found nothing wrong with any of the disks I tried.

When I got out of Diamond Back, I found that my HD drive ALWAYS stops formatting on track 45/6 of a DD/DS format and gives me an "DOS Error -16 Message." It can format any HD disk or format without trouble, and scan and read to a DD/DS floppy. It just can't format one--or do whatever it is that Diamond Back does as part of of the back-up procedure. I was able to format and scan all the DD/DS disks involved on my old SF 314 external DD/DS drive.

HELP! Do I have to replace the drive I got with my conversion kit? I tried cleaning the drive with a cleaning disk, and the problem has persisted through that and multiple re-boots.

Any help would be very much appreciated.

Rob S. Rice
rrice@ccat.sas.upenn.edu

2436. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 16:32:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qr1bb$59h@sognsvann.ifi.uio.no>
Source record: 32864

> If you can type while looking elsewhere, you shouldn't need the click,
> either... ;-)
>
> Actually, I'm used to the mushy keyboard, so I don't need the annoying
> keyclick. I _like_ quiet, mushy keyboards!

As for "mushy" keyboards, there's a kit available that gives the keys a better feel (if you don't like the mushy feel that is). It involves springs or something that you put under each key, and I think it's available from system solutions in the UK. I can check this out if anyone is interested though- I have the info at home.

Hallvard, Oslo, Norway

2437. Re: With more than 27 characters in the alphabet!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 18:12:39 UTC
From: <>
Message-ID: <2qr76n$aph@mother.usf.edu>
Source record: 32857

In article <2qkh8u$qv0@agate.berkeley.edu> jhauser@pine.CS.Berkeley.EDU (A Man Called John) writes:
>In article <4511@btmwj1.se.bel.alcatel.be>,
>Chris Gray <cgra@se.bel.alcatel.be> wrote:
>>
>> Sir Gawain and the Green Knight also uses a letter like
>>a backwards z or a dropped 3, to represent the ``gh'' sound missing from modern
>>English but still present in Dutch (written as G in ``Gent'', ``Brugge'').
>
>The letter I believe you are referring to is called ``yogh.'' My Webster's
>Collegiate Dictionary says it was used for ``a velar or palatal fricative or
>\w\ between two vowels the second of which is unstressed.'' But don't ask
>me what that means. (``Damn it, Jim; I'm an engineer, not a linguist.'')
>
>--
>Three Strikes and You're Out of Your Everlasting Mind.
>John Hauser---jhauser@cs.berkeley.edu

Oh! I know what you're talking about. A dropped 3! Ok. It's a voiced palatal fricative. French uses J, like in "Je". Also, the Z in "Azure". In english spelling, it's represented by a ZH. We use SH for the voiceless palatal fricative, so we use ZH for the voiced version... makes sence, neh?

Before, I thought you were referring to what is in IPA represented by a g with a horizontal line through it. It's kinda uncommon. It's a voiced version is ch in Bach. A voiced velar fricative.

2438. Re: F030 BLiTTER IRQ

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 18:17:01 UTC
From: <>
Message-ID: <2qr7et$ar6@mother.usf.edu>
Source record: 32858

In article <CS93DLH.94May9154119@vega.dcs.exeter.ac.uk> cs93dlh@vega.dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <1994May9.084749.14787@t.hfb.se> ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
>
>>I have a problem with the F030 blitter.
>>I want to use the blitter in non-hog mode while the CPU doing something else.
>>On the STE the blitter BUSY bit is connected to the MFP I/O bit #3, so it is
>>possible to let the MFP detect the state of the BUSY bit and produce and interrupt
>>if a change occur. However, THIS DOES NOT WORK ON THE FALCON! Why?
>
>Well the obvious asnwer seems to be 'because the Falcon doesn't have an
>MFP chip!'.
>Although most of the MFP chips functions are emulated by the SCC, not all
>of them are, for reasons known only to Atari. This is why MFPint() doesn't
>work on the Falcon.
>
>This may not be the reason however, just my suggestion.
>
>
>--
>+-------------+
>| {{{ Dan }}} |
>+-------------+

The Falcon DOES have an MFP. It's just not used for serial I/O any more. All the other functions, including interrupt, and even the Ring Indicator input are still there. It's still used for timing signals in the Falcon. Otherwize every program that used interrupts on the Falcon would break.

2439. Re: Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 18:44:02 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2qr91iINNun7@sat.ipp-garching.mpg.de>
Source record: 32867

SAK L.J. (L.J.Sak@kub.nl) wrote:
: Anyone use the Linux for Falcon yet?

There is no such thing (yet).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

2440. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 20:01:00 UTC
From: M.F.C.vdnHout@kub.nl
Message-ID: <19940511210134.M.F.C.vdnHout@sp0242.kub.nl>
Source record: 32866
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace,aus.computers.amiga,comp.s

In Article <CpKx4w.KKF@bfsec.bt.co.uk> "sgraham@bfsec.bt.co.uk (Steve Graham)" says:
> In article <CpJJCs.172u@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian) writes:
> >I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It s
> >PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)
> >
> >Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
> >the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.
>
> For music, my recommendations would be Mac, PC, Atari and Amiga, in that order.
> (And I'm an AMIGA user). Cheap Amigas are much better computers than cheap Ataris,
> but the Atari has always had built-in MIDI ports, and so there's much more professional
> software available. There's a fair amount of PC-based hardware and software available too,
> and particularly in the UK, the basic machine is cheaper than an equivalent Amiga.
>
> The highest-quality software is on Macs, of course; and these aren't (so) outrageously
> expensive any more.

For sequencing and nothing else: get an Atari (MegaST with harddisk or
similar setup) they're very cheap and have built-in MIDI ports
and good supporting software.

Marco 'Whale' van den Hout | - Amiga 68k ASM / Antivirus
M.F.C.vdnHout@kub.nl // | - Member of Reality
P.O.Box139 5080AC Hilvarenbeek| - Organiser of Somewhere In
The Netherlands \\// | Holland II / AmiCon'94

"I've changed by not changing at all" - Pearl Jam

2441. Re: host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-11 22:59:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qro0j$k1g@golem.wcc.govt.nz>
Source record: 32871

Hi Michael,

There is no such thing for the Atari..

Quantum LPS drives do have caching built in, I get 1200k with
ICD ratehead, and with Howfast I get about a meg....

I don't know about Quantum ELS drive....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2442. Re: >RAM / accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 04:21:22 UTC
From: <>
Message-ID: <2qsas2$dc4@mother.usf.edu>
Source record: 32875

Motorola has refined their chip-making process so well that when they set out to make a 16mhz part, they really can and do make a 16mhz part. They don't have to design the ship for a higher clock rate and test them for what clock rates the individual chips can handle.

2443. Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 09:46:00 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2qstso$86c@clss3.bangor.ac.uk>
Source record: 32877

Hello,

I'm about to upgrade the memory in my STe. Looking around there seems
to be SIMMs with parity checking and those without (cheaper ones). Does
the ST care what sort is used ? - Would it use the parity bit if I installed
memory with parity ?

I'm also under the impression that the speed of the memory (say 70 or 80 ns)
has little consequence on the ST.... is this true ?

I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
in total. Doing this means that I'll have to boot with simmfix everytime
I switch on the computer, even for commercial games.... has anyone heard
of any problems with this setup - especially with games ?

Thanks for any help,

Dylan
dbanarse@sees.bangor.ac.uk

2444. Re: 68881 in Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 11:47:42 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <2382QOIFYVSVETRHPP@ars.ath.forthnet.gr>
Source record: 32874

This message has nothing to do with the topic.

I think you are the adm. in a.a.u.e.

Am I right?

Michael.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
Serving the online community since 1987, more than 350.000 callers

2445. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 12:24:21 UTC
From: avsec@westminster.ac.uk
Message-ID: <CpovsL.KHy@westminster.ac.uk>
Source record: 32881

In article <1994May11.093006.15286@t.hfb.se> ep93dha@t.hfb.se writes:
>> I still do record from my stereo (for CD etc) from the headphone socket.
>>
>> You are meant to put in resistors between your stereo and Falcon.

>
>I've read that the resistor is there to protect your stereo. The F030 sends out
>a "phantom-power" of 9V on the microphone input which can damage your stereo.
>Source: "Indigo News 9, 5/94"
>
> /
>/ Daniel

Phantom indeed!
I've never heard of this. Very strange.

Anyone got a technical explanation/proof of this ?

Phil.
--
/*---*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

2446. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 12:27:06 UTC
From: avsec@westminster.ac.uk
Message-ID: <Cpovx6.Ksx@westminster.ac.uk>
Source record: 32882

In article <1994May11.140714.1089@cathy.ijs.si> matija.grabnar@ijs.si writes:
>In article <Cp8Ct2.29K@westminster.ac.uk>,
>Philip Shore <avsec@westminster.ac.uk> wrote:

>>Can I just stick my microphone in the back of my Falcon and then it will
>>record sound.

>Basicaly, yes. You might need a program that correctly sets the sound
>devices matrix, however. Two publicly available ones are sound through, a
>small program which simply links mic input to headphone output (without locking
>the sound system) and winrec, which records sounds and uses DSP to add
>various effects. Both are available through ftp.
>

Please! Please! I'm not a 5 year old. :)

I sorted it out anyway.

Phil.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

2447. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 15:38:03 UTC
From: mhorchle@lynx.dac.neu.edu
Message-ID: <2qtigr$qmt@lynx.dac.neu.edu>
Source record: 32878
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

In article <CpJGGx.pIr@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian) writes:
KK>I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It seems to me that an Atari ST or Commodore Amiga are probably my best bet. However, I don't know much about either, as I have always been brought up usin

>
>
>Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.>
>

Well Commodore is out of business and Ataris are out of date,
the PC platform is the way to go unless you prefer Macintoshes.......

2448. New Atari programs on HENSAs new baby

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 16:00:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpp5py.HID@westminster.ac.uk>
Source record: 32880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The new HENSA machine is now on-line as an experimental service. Please
log in via telnet, ftp, UK JANET, gopher, World Wide Web on

mic2.hensa.ac.uk

I will be uploading some more software tonight (hopefully another five
packages), so keep an eye out.

I hope you like the revived atari section....I have a lot planned.

If you would like to be put onto our mailing-list, then send a message
to archive-server@micros.hensa.ac.uk, no subject, and body containing
help

You will then get back some help file, telling you how to subscribe.

New software for the Atari TOS section

All files are now in binary format.

New packages are as follows; type "cd ~/micros/atari/tos/<x>/<code>" to get to
where they are held. <code> is as below and <x> is the first letter of <code>.
EG. For package "m100" you'd "cd ~/micros/atari/tos/m/m100".

```
Pfx Date Key Details
--- ---- --- -------
n106 29/04/94 ---- DESKMORF 1.0 3D look to your ST desktop. DEMO, lasts 10 mins
n107 03/05/94 S--- GEMAR 2.20 A SCSI Tape Back Up Program
n085 03/05/94 ---- GZIP 1.2.4 GNU file compression utility
n108 03/05/94 S--- ASSASSIN.SYS 1.0 Ease the process of setting up GDOS
n109 11/05/94 ---- ESS-Code 5.07 GEM'd UUE/UUD program with loads of features
n110 11/05/94 S--- KANDINSKY 1.57e A powerful vector drawing/CAD package
n111 11/05/94 S--- PHOTOCHROME 4.0 Display high colour pictures on your ST
n102 20/04/94 ---- ACCESSORY 1.3 Allows loading of DAs from a folder
n077 21/04/94 S--- MASTERBROWSE 4.0 Fast GEM text file viewer
n103 22/04/94 S--- AUTOSORT 1.1 Sort the programs in your Auto folder
n104 22/04/94 ---- BOMB Find out what the bombs mean
n105 22/04/94 ---- BUTTON FIXER Fixes double-click bug
m619 18/04/94 ---- STZIP 2.4 Fast GEM/Command Line Zip archiver
n098 18/04/94 ---- ST ZIP 2.5 Zip archiver. MultiTOS friendly
n099 18/04/94 ---- BOOZGEM 2.1.3 GEM based zoo file extractor
n100 18/04/94 S--- LHARC 3.0 A GEM based LHARC. Fast.
n101 18/04/94 ---- CHAMELEON 1.19 DA to load other DA on the fly
n074 15/04/94 ---- ESS-CODE 5.06 GEM based UUEncode/Decode util
n097 15/04/94 ---- PACK-ICE 2.40 Packs executables & data files
```

n096 14/04/94 S--- HP LaserJet 4 CONFIG 1.00 Printer config CPXs

Also, please note that the toolkit directory has been updated with the
following software:

/micros/atari/tos/tools/
arc 6.02
ess-code 5.06
gzip 1.2.4
lha 3.01
stzip 2.4
stzip 2.5
zoo 2.1

All the files here are in self extracting format, and uuencoded
versions are available under the ascii subdirectory.
Also please note that ess-code 5.06 will be updated soon......prob by
the end of this week to v 5.07 (it is already installed on the
archive.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2449. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 16:13:51 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.768759231@Euston>
Source record: 32884

dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>Hello,

>I'm about to upgrade the memory in my STe. Looking around there seems
>to be SIMMs with parity checking and those without (cheaper ones). Does
>the ST care what sort is used ? - Would it use the parity bit if I installed
>memory with parity ?

No, and no.

>I'm also under the impression that the speed of the memory (say 70 or 80 ns)
>has little consequence on the ST.... is this true ?

Anything under 120ns is fine.

>I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
>in total. Doing this means that I'll have to boot with simmfix everytime
>I switch on the computer, even for commercial games.... has anyone heard
>of any problems with this setup - especially with games ?

Dunno.

>Thanks for any help,

>Dylan
>dbanarse@sees.bangor.ac.uk
--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2450. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 16:20:56 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May12.162056.12906@bradford.ac.uk>
Source record: 32879

Michael Schwingen writes:

: The digital part is OK, and the CODEC is ok, too - but the analog electronics
: between CODEC and the external connectors is a mess - look in a circuit
: diagram and you know what I mean. LM386 and LM387 are not what I would call
: the right choice for high-quality audio amplifiers, and things like 'bass
: boost' simply do not belong there. Even if you let your dealer remove the
: 'bass boost' circuitry, the frequency response and noise are not acceptable
: for HIFI or harddisk recording purposes.
: If you replace the analog parts of the audio circuit with good components,
: the sound quality is marvellous (much less background noise, flat frequency

Do you have any more specific details of how to do this?
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2451. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 18:44:38 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEMTAJVE@ttgk.textlitho.nl>
Source record: 32886

In <2dd1689e73fb9@discworld.oche.de> Michael Schwingen wrote :

>With a modified analog circuit, you get CD-quality, too. The A/D part is still
>a little bit noisy, but the D/A part is better than many cheap CD players.
>(which cheap CD player has sigma-delta D/A converters with n* oversampling ?)
>(haven't got the Crystal data sheet here at the moment)

Most of the new CD players at the moment use bitstream converters.
But as the Falcon uses data in parallel, sigma/delta is probably as best as
you can get...

You can easily hook up a DAT (or DCC) onto the DSP port and let the DAT
handle the conversion, this should give studio quality results.
(DCC can handle even 18 bit!!)
For most home based applications, the quality of the Falcon will be
adequate. (hey, my TT is sounding great already, and that's just 8 bit)

Gert

--

-- --
Atari TT-Point
-- --

2452. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 19:06:42 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEMTAJVH@ttgk.textlitho.nl>
Source record: 32887

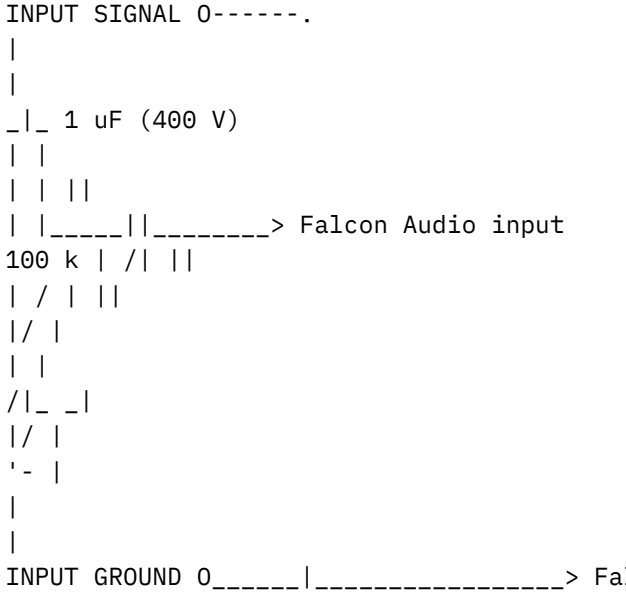
In <CpovsL.KHy@westminster.ac.uk> Philip Shore wrote :

>>
>>I've read that the resistor is there to protect your stereo. The F030 sends out
>>a "phantom-power" of 9V on the microphone input which can damage your stereo.
>>Source: "Indigo News 9, 5/94"
>>
>Phantom indeed!
>I've never heard of this. Very strange.
>
>Anyone got a technical explanation/proof of this ?

Phantom power supplies are used professionally to power up electret microphones so they don't need batteries. However, the voltage on professional studio mixers etc. is about 32 Volt (!) with very little current, so there is no danger when shorting something (or connecting a dynamic microphone..)

The easiest way to prove there is a phantom power source in the Falcon is to connect a resistor (say 1000 ohms or so) across on of the inputs (L or R)and take a multimeter and check it out... If there is still 9 Volts (or a little bit less) then you should always connect a capacitor between the input of the Falcon and you audio source. (capacitor value about 1 uF or so, don't use an electrolytic one)

Easiest way to turn down the input signal is to take a potentiometer and hook it up as a voltage divider:



(I hope I have removed all the TAB's...)

Of course you'll have to use a stereo potmeter to get both channels..

The 100 k potentiometer can handle signals up to wall outlet voltage :-)
But don't try this out!!! It should enable all Falcon users to safely put
in signals from microphone (10 mV) up to HiFi stereo sets headphone output
(approx. 10 Volt pp max)

Gert

--

-- --
Atari TT-Point
-- --

2453. Re: Zoo for Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 19:44:54 UTC
From: hallvart@ifi.uio.no
Message-ID: <2qu0vm$4pc@holmenkollen.ifi.uio.no>
Source record: 32883

> : I don't think anyone uses Zoo nowdays .. .

What? Huh???? I download files a lot via FTP, and there are lots of files
that have been compressed with Zoo! I use DC-extract to decompress them.

Hallvard, Oslo, Norway

2454. Re: Spectre 3.0 and CPU accelerators with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 21:52:23 UTC
From: senyshyn@nih.gov
Message-ID: <senyshyn.1.768779543@nih.gov>
Source record: 32888

In article <LANCER.94Apr26145249@parker.WPI.EDU> lancer@parker.WPI.EDU (Stephe Lewis Foskett) writes:
>From: lancer@parker.WPI.EDU (Stephe Lewis Foskett)
>Subject: Re: Spectre 3.0 and CPU accelerators with
>Date: 26 Apr 1994 18:52:48 GMT
>0{{ "Robert" == Robert Anisko <anisko@usdtsg.DaytonOH.NCR.COM> writes:
>Robert> Gee, and I thought I was working with an old version
>Robert> (2.65). Version 2.65 works fine on my MegaSTe/4,
>Robert> BTW... (Spectre GCR, not 128, BTW)... I'd say upgrading to at
>Robert> least 3.0 would be worthwhile)...
>
>Yeah... It came free with my 1040STf when I bought it... I never
>used it until I got the MSTE and wanted to give it a try... I got a
>Magic Sac, too, but I sold it!
>
>Looks like I'll be buying one as soon as my job starts and money
>begins coming in... I'm looking forward to THAT!
>
>.s.
>(and so is my "local" Atari dealer!)
>--
>- lancer@wpi.wpi.edu - - From the back room at Club Babyhead: -
>- I'm not a homo -
>- I just play guitar in the SKATENIGS -
>- - little Billy -

2455. G++ Library problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-12 23:39:07 UTC
From: pstoaks@spider.mentorg.com
Message-ID: <2quemr$6dk@hpbab.wv.mentorg.com>
Source record: 32885

I just finished a prolonged debugging exercise with G++,
and thought I might be able to save other people the pain.
It is also possible that I am getting my G++ stuff from
the wrong location and that is the source of my problem.

I downloaded G++ from umich.atari.archive, along with the
libraries in gplibs20.zoo and gplibo20.zoo. The library
archive (.olb) didn't contain the iostream.cc module, so
I went ahead and just included that in the link of my program.
This resulted in a memory stomping bug that was extremely
difficult to track down. The version of GDB that is on umich
doesn't seem to work with G++ (I haven't investigated this
in detail yet. If I can make it work I'll let you all
know.) One of our friendly netters pointed me to szadb
which I downloaded from umich (vs. 1.4, I believe) and the
debugging saga began. After maybe 8 hours of learning szadb
and poking around in the guts of my program, I discovered that
the problem was headers and library out of sync. (i.e. the
library objects I had (from gplibo20.zoo) had not been compiled
with the same headers that were in gplibo20.zoo. As a result
my program and the library disagreed on the location of some
virtual functions.)

Recompiling the library from the sources with the headers in
gplibo20.zoo resulted in a library I could use. The bug has
been exterminated. In the process, I was able to put the x*.cc
modules in a separate library, which significantly speeds linking.

I hope this helps others of you who are trying to put together a
G++ environment. C++ is worth the effort.

paul
paul_stoaks@mentorg.com

2456. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 05:42:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2qv3va$c48@golem.wcc.govt.nz>
Source record: 32691
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

In article <2qqktm$rer@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM) writes:
>I am looking for a 6 chip set If anyone has one lying around (UK ver)
>or USA set whichever it is, either way i am in Australia so I need the
>dollar symbol at least...
>
>--
>
>Rob. (roba@it.ntu.edu.au)

You need the UK version, but please tell me why you need the 6 chip set..???

A 2 chip version can be used in most machines....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2457. Network across platforms for storage?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 06:42:30 UTC
From: ath@cscns.com
Message-ID: <CpqAMu.4t9@cscns.com>
Source record: 32890

Hi there,

I had a crazy idea; I have an old atari 520ST without a harddrive. I also hav
a 486 w/250 mg harddrive. Is there any way to network the atari to the ibm
for purpose of file storage? I have a fast modem on ibm, and would like to
use that for all internet downloading(Atari files as well).

If anyone has any comments about hardware and software requirements/costs,
please let me know.

I am setting up the Atari for my kids, and would like them to be able to
access files easily(without having to mess with the floppies).

Thanks,

Matthew.

--
The NightWatchman . . .
ath@cscns.com

2458. Problems with Fujitsu SCSI harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 11:31:33 UTC
From: rs@tweety.informatik.uni-dortmund.de
Message-ID: <2qvoel$aib@fbi-news.informatik.uni-dortmund.de>
Source record: 32889
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello everybody!
Yesterday I killed the rootsector of my 2614ESA Fujitsu SCSI harddisk,
which is connected by an ICD
AdSCSI to my st. When I try to restore it with Cleanup, I get the message:
SCSI Error $31. Is there
any chance to get back the format of the disk? There is _REALLY_
IMPORTANT data on it.... :-(((((

Roland.

Roland Schwan
rs@irb.informatik.uni-dortmund.de

It's better to burn out, than to fade away! (Kurgan)

2459. How can I format just a partition?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 14:40:02 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <2r03g2INNnvc@uwm.edu>
Source record: 32692

I have a 30 Meg hard drive and I used to devote 10 Meg of it to Spectre (Mac partition). With Spectre, I was able to turn a GEM partition into a Mac partition without having to reformat the whole disk. I have now sold my Spectre and would like to restore that partition as a GEM one. I have an old version of the Supra disk utilities, and I can't find a way to restore the partition without reformatting the entire disk!

I used the partition edit utility to change the partition type from OOP (whatever that is) to GEM, but the other utilities (like Zero out a partition) still do not even recognize the partition. They only recognize the 2 GEM partitions I have.

Is there some way I can do this without reformatting? Backing up my hard drive is a real chore, and I'd like to avoid it if possible. Is there some public domain hard drive utility software I can use instead, which would allow me to format just the Spectre partition?

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2460. Faulty STE DMA chip # revealed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 14:47:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2r03ts$42o@kolsaas.ifi.uio.no>
Source record: 32693

> Can anyone tell me the serial numbers of the dodgy STE DMA chips ?

I checked this out from an article in ST Format, July 1992, page 56.

The faulty DMA chips in the STE are marked: C025613-38, PH23-030
The good DMA chips in the STE are marked: C398739-001A, (Atari-1990)-31

The problem was generally present in early STEs.

Hallvard, Oslo, Norway

2461. Re: Faulty STE DMA chip # revealed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 15:02:28 UTC
From: nj1@ukc.ac.uk
Message-ID: <7866@merlin.ukc.ac.uk>
Source record: 32694

In article <2r03ts$42o@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>> Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
>I checked this out from an article in ST Format, July 1992, page 56.
>The faulty DMA chips in the STE are marked: C025613-38, PH23-030
>The good DMA chips in the STE are marked: C398739-001A, (Atari-1990)-31
>The problem was generally present in early STEs.

```
According to a recent ST Format, Atari have recently repaired the last STE
from the batch that went out with the Fault DMA chips....

Neil.

--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----
```

2462. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 16:07:20 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <768851755.AA05547@byte.bbs.no>
Source record: 32697

I need some help with some RS-232 stuff to get my programs
working on Falcon (the RS-232 routines doesn't work too well):

1) How do I check if the machine is a Falcon (a safe and easy way) ?
2) How do I check the DCD-signal (Data Carrier Detect) on Falcon ?
3) How do I set/clear the DTR-signal (Data Terminal Ready) on Falcon ?

There are no BIOS routines for controlling RS-232 signals on ST/Falcon
so I have used hardware diretly on ST/STE/TT, but now these routines
won't work on the Falcon because of new chipset and hardware-adresses.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2463. Re: Problems with Fujitsu SCSI harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 16:50:23 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.768847823@acp5>
Source record: 32695
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

rs@tweety.informatik.uni-dortmund.de (Roland Schwan) writes:

>Yesterday I killed the rootsector of my 2614ESA Fujitsu SCSI harddisk,
>which is connected by an ICD
>AdSCSI to my st. When I try to restore it with Cleanup, I get the message:
>SCSI Error $31. Is there
>any chance to get back the format of the disk? There is _REALLY_
>_IMPORTANT_ data on it.... :-(((((

Try the demo version of DISKUS on ftp.uni-kl.de in /pub/atari/other_demos.
It should give you some hints concerning your data.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2464. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-13 17:51:08 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2r0emcEdvo@uni-erlangen.de>
Source record: 32696

rincewind@discworld.oche.de (Michael Schwingen) writes:

>HH>: noise and other distortions. But compared to other computers (PC/Mac)
>HH>: it's superior. Only EXPENSIVE add-on cards sound better.
>HH>
>HH>That's right, but with a digital interface you can get "better than CD"
>HH>sound.

>With a modified analog circuit, you get CD-quality, too. The A/D part is still
>a little bit noisy, but the D/A part is better than many cheap CD players.

Seems, all that discussion is unnecessary now. There's a new revision of the
FALCON motherboard that seems to have VERY big changes in the AD/DA area.
The new Falcons were shown in Berlin last week, as far as I know.

They seem to have line-(rca)-connectors now, too!
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2465. Re: How can I format just a partition?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 00:45:56 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2r1704$cc7@news.ysu.edu>
Source record: 32698

Use the ICD format program, and choose partion ahrd drive.
change the oop to gem in the last column. You may have to do this
more than once. I have had to do it up to 3 time to get it to "take".
Every time my son comes home from college I have to dust
off the GCR and change my H partition to a couple of Mac partitions,
both oop and ack, so he can use the tranverter!

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu)

2466. UK TV Standard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 11:58:46 UTC
From: jimd@mugwump.eng.wayne.edu
Message-ID: <2r2edm$pq4@oak.oakland.edu>
Source record: 32699

FAIK, modulators are available as separate parts. One of the things said to be tossed out when Atari Oz closed down were many NTSC modulators. My best guess is that PAL and NTSC modulators are a drop-in swap. If there is a local Atari dealer or someone with an STm who is not using the modulator, installing a local-standard modulator could be inexpensive and not too difficult. Atari main office should have more informatin on this topic

2467. ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 12:08:52 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <768917332snz@vissci.demon.co.uk>
Source record: 32731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
any of you guys know how to transfer files between my ST and
my PC (for backing up my Hard Disk - theres no way I am going to sit
and insert over 200 floppies !).

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2468. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 13:01:04 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May14.130104.16164@t.hfb.se>
Source record: 32700

```
>
> 1) How do I check if the machine is a Falcon (a safe and easy way) ?
>

Check the cookie-jar.
```

2469. Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 13:04:48 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <768920688snz@vissci.demon.co.uk>
Source record: 32729
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, here goes. A friend of mine (who does not know how to post news)
has the following for sale. If you are interested, then please reply
to

Gordon :
sinigord@cix.compulink.co.uk

1 Atari Falcon Computer (14Mb)
1 Phillips CM8833 monitor
1 528Mb SCSI II Hard Disk (complete with lots of crap on it !)
Joystick, Cables, Box, Instructions, etc....

He also has a 4Mb 65Mb Falcon too. He will deliver to most places
in Scotland and the North of England.

If you are interested, please contact him at the above address,
quoting this article (so he knows what its about !)

Dave.

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2470. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 13:11:28 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <768921088snz@gw6hva.demon.co.uk>
Source record: 32734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk>
davidc@vissci.demon.co.uk "David Cowan" writes:

> any of you guys know how to transfer files between my ST and
> my PC (for backing up my Hard Disk - theres no way I am going to sit
> and insert over 200 floppies !).

Yes, that's no problem. Run NET s/w on both machines and do a TPUT *.* from
the root or whatever directory structure you want to backup.

I would recommend PE1CHL's NET (I can supply this for both PC and the ST)
but there are others (which I can also supply) for both).

Assuming you're using DIS.EXE on the PC, you can add a SLIP connection to
it on another port, which NET on the Atari will happily talk to at 19k2
(with a 16550 in the PC).

I run 3 machines here (plus others remotely) all networked with this s/w
(mostly over radio links) and it's bombproof....

Mail me if you want more details or s/w.

Cheers, Martin.

--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2471. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 13:23:55 UTC
From: anneu@edb.tih.no
Message-ID: <Cpsnvv.Hrr@edb.tih.no>
Source record: 32748
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

marc horchler (mhorchle@lynx.dac.neu.edu) wrote:
:: In article <CpJGGx.pIr@hawnews.watson.ibm.com> acasey@vnet.ibm.com (Adrian)
:: writes:
:: KK>I am looking to buy a cheap system for running sequencing (prob. cubase
:: or similar) packages on. It seems to me that an Atari ST or Commodore
:: Amiga are probably my best bet. However, I don't know much about either,
:: as I have always been brought up usin

: Well Commodore is out of business and Ataris are out of date,
: the PC platform is the way to go unless you prefer Macintoshes.......

Well it looks like CBM is going to rise up from the ashes with a new
ownership. As for sequencing software; a friend of mine is using
Bars'n'Pipes Pro, perhaps not the cheapest, but he thinks it's really
worth the money. It's intuitive and does what he want's it to do.

Sorry I can't tell you more, I do not use sequencers on my Amiga (yet).

--
**** Anne Kristine Ugedal * anneu@edb.tih.no ******
*** Selsbakk Ovre 12 *** Trondheim Ingeniorhogskole ****
** N-7027 Trondheim ***** Trondheim College of Engineering ***
* Norway ******* Why is my Coke yellow? ;-) **

2472. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 14:01:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.5FTA6kAVTIY@semprini.waterloo-rdp.on.ca>
Source record: 32701

In <2qp8ep$6np@ugle.unit.no>, Erling Henanger writes:
> (who is running Emacs just fine on his *heavily modified* mint 1.10)

That reminds me; I sure hope we have MiNT 1.11 soon. I've got about 90%
of the patches applied, but I've missed some recent ones...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2473. Re: Where to get gcc compiler & libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 14:05:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QijYKZQnXuo@semprini.waterloo-rdp.on.ca>
Source record: 32702

In <scott-100594112533@137.168.16.46>, Scott Dinn writes:
> Is gcc for Atari public domain like the unix version? If so, where can I
> get my hands on a copy of it along with libraries. I have Acylon C
> compiler from the developers kit but its 10 years old now...way out dated,
> plus it isn't ANSI compatable!

Yes, gcc (and g++) for the Atari are freely available.

> Could someone point me to an ftp site where gcc lives?

Look on atari.archive.umich.edu in /atari/Gnustuff/Tos; there are
directories for Gcc, libraries, the binary utilities, gas, etc (sorry I
don't have a complete list of everything you'll need).

Grab, the index for the archive site while you're there, it'll make
finding this stuff easier:

> Also looking for resource editors,

ORCS is probably the best one there; it's shareware, and there's a much
more powerful commercial version called Interface (the ONLY RSC editor
that supports colour icons AFAIK).

> documentation on functions for Atari
> system calls, etc.

Hmm, Tim Oren's ProGEM series will help you do GEM stuff, there's
probably a GEMDOS manual still there... Grab the Compendium (and ask
here about errata!), it'll have much better and more complete info.

> I plan on buying the Atari Compendium (sp?) but I want
> to get a stable compiler first...preferably without spending hundreds of
> dollars on a commercial C package.

GNU C is also the only option you have for developing C++ applications
on the Atari.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2474. Re: CD-ROM FAQ Calling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 17:24:50 UTC
From: matija@sirius.ijs.si
Message-ID: <1994May14.172450.1091@cathy.ijs.si>
Source record: 32703

In article <Up-EEDXBGVJ@ttgk.textlitho.nl>,
Gert van der Knokke <gert@ttgk.textlitho.nl> wrote:
> Needs:
> - Real Atari discs !!!! (OK Gemini exists but I haven't
> got it yet...)

Write to bernd_lohrum@clubbox.light.de. He has published another Atari disk,
the "Atari public domain & Shareware ausgabe 1".
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2475. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 17:31:00 UTC
From: mk@anuurn.do.open.de
Message-ID: <2dd6d12a79667@anuurn.do.open.de>
Source record: 32704

In <768851755.AA05547@byte.bbs.no>,
Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:

>I need some help with some RS-232 stuff to get my programs
>working on Falcon (the RS-232 routines doesn't work too well):
>
>1) How do I check if the machine is a Falcon (a safe and easy way) ?
>2) How do I check the DCD-signal (Data Carrier Detect) on Falcon ?
>3) How do I set/clear the DTR-signal (Data Terminal Ready) on Falcon ?
>
>There are no BIOS routines for controlling RS-232 signals on ST/Falcon
>so I have used hardware diretly on ST/STE/TT, but now these routines
>won't work on the Falcon because of new chipset and hardware-adresses.

The BIOS doesn't provide access to these signals, but there is a
serial port driver package that *does* - take a look at

Utilities/Tosfixes/hsmoda02.lzh

on atari.archive.umich.edu (and elsewhere).

This package contains *fast* serial device drivers for all ST/STe/TT/
Falcon computers, providing functions for setting/clearing/checking
various control lines in a very hardware-independent manner;
not all control functions specified in the documentation are currently
implemented, but controlling DTR and checking the DCD and Ring Indicator
signals should work.
(...at least with the ST-MFP version; I couldn't check the
Falcon-SCC-driver yet!)

I'll try to upload the newest version (HSMODA04, mainly a few bug
fixes) to atari.archive in the next few days.

> Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
> Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
> SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)
>
>-- ReadMail ST
>
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

2476. STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 21:50:52 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <768956672.AA05565@byte.bbs.no>
Source record: 32708

davidc@vissci.demon.co.uk (David Cowan) :
>Can anyone tell me the serial numbers of the dodgy STE DMA chips ?

The unlucky number is C025913-38!

Regards .. . __ ___ __ __ ___ _ __
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

.....
Mnilu - GfA BASIC v2 Compiler - Compile GfA v2 source code into
GEMDOS executable porgrams by using our shareware Mnilu compiler
-Among others avaliable from Goodmans GD2196 and FaST Club PR483
"""

2477. Re: Where to get gcc compiler & libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-14 22:19:29 UTC
From: rcb@MCS.COM
Message-ID: <2r3iph$5f9@Venus.mcs.com>
Source record: 32705

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
>GNU C is also the only option you have for developing C++ applications
>on the Atari.

I think there's also Comeau C++, which is a commercial C++ compiler.

Roy

2478. Internationalizing software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 01:42:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.y30lyIAR48I@semprini.waterloo-rdp.on.ca>
Source record: 32706

A week or so ago, some people were discussing how to say "Resource file not found!" and "Exit" in different languages.

The point behind this discussion was to have everything in the RSC file for an application so it would be easily to translate it to other languages; the only thing you really need to put into the program is the string for an alert box:

```
+-----------------------+
| /----\ Filename.RSC: |
| |Stop| Resource file |
| \----/ not found! |
| |
| +----+ |
| |Exit| |
| +----+ |
+-----------------------+
```

So, why am I suddenly interested in this? Well, I want to create a class for Warwick's GEM++ class library to handle this in any language. Then it's a no-brainer for anyone building an application using GEM++...

I need to know how an ST/TT/Falcon knows what language it's supposed to use, and I need to know the strings that came up in the discussion; unless, of course, someone else has kept track of all of these and is planning the same sort of thing (ie, releasing some sort of code chunk to handle this).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2479. HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 02:54:27 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2r42t3$kkp@scapa.cs.ualberta.ca>
Source record: 32707

I am getting numerous (and I mean numerous) CRC errors and Zmodem "repositionings" whenever I try to upload a file. Downloading usually works just fine and dandy. I am running a Falcon030 and using the modem 2 port, so conventional SerialFix and HS_FIX programs do not work! What can I use to help with this?? It really slows down uploads.

-I would really like to take advantage of my 14.4, so if anyone could help me here, it would be greatfully appreciated.

--
|\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2480. Re: Wanted TOS 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 04:41:42 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2r4966$860@aggedor.rmit.EDU.AU>
Source record: 32755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <2qqktm$rer@aggedor.rmit.EDU.AU>, roba@nutmeg.ntu.edu.au (Rob Adams TopFM)
writes:
: >I am looking for a 6 chip set If anyone has one lying around (UK ver)
: >or USA set whichever it is, either way i am in Australia so I need the
: >dollar symbol at least...
: >
: >--
: >
: >Rob. (roba@it.ntu.edu.au)

: You need the UK version, but please tell me why you need the 6 chip set..???

: A 2 chip version can be used in most machines....

because the current set is 6 chip, and I'm too lazy to solder pads OK ???

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

--

Rob. (roba@nutmeg.ntu.edu.au)

2481. Disk layout question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 05:30:27 UTC
From: george@nmt.edu
Message-ID: <1994May15.053027.3129@nmt.edu>
Source record: 32709

Can someone tell me where I can get info on the layout of
the boot sector, FATs, and directory structures for the
ST?

Thanks,
George

2482. Re: HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 05:39:56 UTC
From: Lexicor@world.std.com
Message-ID: <Cptx2K.7zB@world.std.com>
Source record: 32710

In article <2r42t3$kkp@scapa.cs.ualberta.ca>,
Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>I am getting numerous (and I mean numerous) CRC errors and Zmodem
>"repositionings" whenever I try to upload a file. Downloading usually
>works just fine and dandy. I am running a Falcon030 and using the
>modem 2 port, so conventional SerialFix and HS_FIX programs do not
>work! What can I use to help with this?? It really slows down uploads.

Ok..sounds to _me_ as if your modem and Falcon are fine..with or without
those conventional programs. IMO it looks as if the problem is not the
Falcon but the system you are trying to upload it onto.

In many instances before login there is a choice between rlogin and telnet,
use rlogin....if I had more specific on how you login and what it is/place/
system you are trying to upload it onto, I might be able to assist you better.

Cheers

yat @ Lexicor

>
>-I would really like to take advantage of my 14.4, so if anyone could
>help me here, it would be greatfully appreciated.
>
>
>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

2483. Minixfs pl10 ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 15:16:48 UTC
From: shenson@nyx10.cs.du.edu
Message-ID: <2r5ed0$43t@nyx10.cs.du.edu>
Source record: 32740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings. Minixfs pl10 has just been sent to atari.archive and
ftp.uni-muenster.de . Quiet a lot has been changed. The docs have been
rewritten (well patching stuff onto 0.55 docs wasn't working anymore).
The filesystem format has changed (slightly) see the docs on what to
do.
The Falcon/TT+Multitos problem has been cured! Now the bad news,
the patch only works with MiNT 1.10 and the addroottimeout patch of net-030.
1.10 isn't publically available though if/when 1.11 appears it should have
the net-030 patch as standard.
Please don't mail me saying you can't find Minixfs, it may take a
day or two to be moved to a publicly readable place.
Bug reports welcome (email not usenet) but read the file bugs.doc
before you submit a report.
Donations also welcome of course ...
Have fun, Steve.

2484. Re: How can I format just a partition?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 16:25:11 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.769019111@acp5>
Source record: 32711

krieg@point.cs.uwm.edu (Andrew Krieg: Man or Android?) writes:

>Is there some way I can do this without reformatting? Backing up my hard
>drive is a real chore, and I'd like to avoid it if possible. Is there some
>public domain hard drive utility software I can use instead, which would allow
>me to format just the Spectre partition?

I only know two German programs which can do this: SCSITOOL oder DISKUS,
both are commercial products.

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

2485. RIP/ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 16:47:10 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <2r5jme$et1@usenet.INS.CWRU.Edu>
Source record: 32712

Is there any RIP viewer for the ST besides STrip?
--
From Benjamin Hoppe (usr1322a@tso.uc.edu), compliments of Yakko Warner:
"It's a great big universe, and we're all really puny, we're all little specks about the size of Mickey Rooney. It's big and black and inky, and we are small and dinky, It's a great big universe, and we're not!"

2486. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 17:09:54 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769043141.AA05572@byte.bbs.no>
Source record: 32717

>> 1) How do I check if the machine is a Falcon (a safe and easy way)
>Check the cookie-jar.

What do I check for (what values are in the _MCH cookie) ?
And - Isn't there an easier way ?

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2487. Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 19:09:55 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <2r5s23$ma1@karhu.Helsinki.FI>
Source record: 32745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I was recently offered some CD-rom readers that I'd like to
install to my TT030 and the seller insisted thet the drive would require
a driver/interface_? that would support syncronous CD-rom transfer.

-is there a certain standard for that kind of thing ?
-does TT's built in scsi port support the standard ?
-is there an existing product called a driver for such thing ?
(no vapor-ware?)

-anybody done it yet ?
-anything else I should know ?

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

2488. Re: STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 19:18:05 UTC
From: hallvart@ifi.uio.no
Message-ID: <2r5shd$95@holmenkollen.ifi.uio.no>
Source record: 32713

> >Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
>
> The unlucky number is C025913-38!

Are you sure about this?
I found the faulty one to be numbered C025613-38
^
I got the info from an issue of "ST format" (July 1992).

Hallvard, Oslo, Norway

2489. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 22:13:18 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.xWrRdjuEBoc@lionbbs.escape.de>
Source record: 32714

In <1994May11.093006.15286@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

>> You are meant to put in resistors between your stereo and Falcon.
>> I don't - thats because I can't buy a little adapter or something with a
>> resistor built in, and I'm not an electronics wizz kid.
>> The resistor is there to protect your Falcon from line levels that are too
>> high. It is possible to blow up the input on your Falcon.

>I've read that the resistor is there to protect your stereo. The F030 sends out
>a "phantom-power" of 9V on the microphone input which can damage your stereo.
>Source: "Indigo News 9, 5/94"

What do you mean with 'phantom paower' and '9V'?

If you think of DC voltage, a capacitor would be the right choice.
If you think of AC voltage, ... well this is an INPUT line ...??!?!?!

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

2490. Re: gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 22:19:08 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.5kx73cW8Kx2@lionbbs.escape.de>
Source record: 32715

In <2qqbto$ke2@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
>|>
>|> |> I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
>|> |> of errors of the following form:
>|> |> /a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
>|> |> fatal error: relocation out of range for _yydebug in c-parse.o

This means that the reference and the location which IS referenced
are too far apart.

>|> |> So, obviously something has to be patched in order to make this work.
>|> |> Like de-static-ifying many variables...
>|> |> Anyone allready done this ?
>|> |> Patches available where ?
remove "-mbaserel" and "-mpcrel" from the command line.

>|> Maybe it helps to comment out the line
>|> #define YYDEBUG
May be but also may be not!

>So, there are some major problems here.
Only one!
Your program is to big to use relative addressig!
This might be solved by fine tuning linking order,

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

2491. STe memory Map

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-15 23:14:08 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <0DVDmc1w165w@charon.engga.uwo.ca>
Source record: 32716

Does anyone have access to the memory map for the Atari 1040STe? I would like to find out especially where the PIA (or equivalent) ports are located in memory. Thanks for any information. This is very urgent.

-Jerry-

2492. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 00:29:32 UTC
From: Pink X <p00992@psilink.com>
Message-ID: <2978119573.3.p00992@psilink.com>
Source record: 32749
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

marc horchler <mhorchle@lynx.dac.neu.edu> says:

>KK>I am looking to buy a cheap system for running sequencing (prob. cubase or similar) packages on. It seems to me that an Atari ST or Commodore Amiga are probably my best bet. However, I don't know much about either, as I have always been brought up usin

> Well Commodore is out of business and Ataris are out of date,
>the PC platform is the way to go unless you prefer Macintoshes.......

Well, I'll have to strongly disagree with you. As a PC owner, if you want
a computer to use for musical purposes, your only real choice is a Macintosh.

Maybe this will change in a few years, but I can't count the number of
times I've wanted to buy some product to use with my keyboard and found
out that there wasn't a PC version of it... and since Macs are at least
as good from a price/perfomance point of view, and better from a
usability point of view (at least where musicians are concerned.)

Get a Mac.

I wish I had.

Jay
(Though, I do LOVE running UnixWare on my PC.)
--
Jay Prince === p00992@psilink.com === Redmond, WA

In the time of Chimpanzes I was a Monkey

2493. Atari Line Information

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 01:08:52 UTC
From: phiga@uhunix.tmc.edu
Message-ID: <CpvF6s.Jps@news.Hawaii.Edu>
Source record: 32718

Where can i obtain information on differet memory locations etc for the Atari lie of computers. Could i obtain a FAQ cocerning this somewhere? All help would be appreciated. Also, has anyone who has programmed a MOD Player for the Atari ST on either Hisoft C, GFA Basic system 2.0 or Pascal, email me with source/info/tips at phiga@uhunix.uhcc.hawaii.edu

Thanks in advance!

2494. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 01:58:58 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <015022XUAYOSKJOFPGJI@ars.ath.forthnet.gr>
Source record: 32719

> The resistor is there to protect your Falcon from line levels that are
> too
> high. It is possible to blow up the input on your Falcon.

Yes! So I've done another thing. I've gone to my local Dealer
and put a variable resistor. I also removed the bass boost on the ouput.

Now I can record with a microphone and a CD (with Line level signal)
without blowing the input. (And the blowing_problem_because_i_forgot_
the_resistor_in_MIC_setting goes away also!)
The necessary changes in the Falcon motherboard are in Cubase Audio. The
only thing we changed is the var-resistor.

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
Serving the online community since 1987, more than 350.000 callers

2495. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 02:00:25 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2r6k3p$e3b@acme.gatech.edu>
Source record: 32720

In article <769043141.AA05572@byte.bbs.no>
lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>What do I check for (what values are in the _MCH cookie) ?

For the Falcon, _MCH would be $30000. They are all listed in The
Atari Compendium.

>And - Isn't there an easier way ?

Isn't easy access to system information one of the purposes of the
cookie jar? What do you mean by an easier way? An OS call?
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2496. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 02:26:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1784@usdtsg.DaytonOH.NCR.COM>
Source record: 32765
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk> davidc@vissci.demon.co.uk writes:
>
>Hi,
> any of you guys know how to transfer files between my ST and
>my PC (for backing up my Hard Disk - theres no way I am going to sit
>and insert over 200 floppies !).

But that's half the fun! (the other half is restoring) ;-)

Seriously, one way to go is to hook the two systems up with a
null modem arrangement (easiest way: hook a RS232 cord to each system, and
put a "null modem" (which you can get at Radio shack, etc) between them).
Then load up a terminal program on each side, make sure the settings
are the same, i.e. 19200 baud, etc (possibly load in a RTS/CTS fix on the
Atari) and start a Zmodem transfer. Assuming you have all source files in
one directory and are sending them all to one directory, that is...
(and just sit back and count the bytes :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2497. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 05:49:04 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <2r71gg$jdc@Tut.MsState.Edu>
Source record: 32751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there any way to use a QIC-80 tape on an STe?
I really want a tape backup but can't afford a SCSI tape.
Mabee an interface/software combination could be developed
that uses ther cheap DOS tape units. Why not use the second
floppy port and software or an iterface to serial or SCSI
and software??

If this is not possible, WHY????

E-mail: ted2@Isis.MsState.edu
S-mail: Aiken Village Apt #34-K
: Starkville, MS 39759

2498. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 06:01:22 UTC
From: <>
Message-ID: <2r727i$bn7@mother.usf.edu>
Source record: 32721

I got this couple inch long thing from Radio Shack that I use for adjusting the input to the Falcon's mic jack. They said it wasn't for what I'm using it for, but it's just a variable resistor.

I have a hell of a time adjusting the gain and amp levels for getting a decent sound from my electric guitar through the computer. I eventually resported to putting the above variable resistor in between my patch cord and the computer so I had one more adjustment to fool with. It seems that the audio input doesn't like what my guitar give is. Half of the time, it's too quiet, and the other half, I over drive it. Has anyone fooled around with that? Any suggestions?

What would be really nice is if there were some program that would let you play for a while so it could figure out what levels to use, and even an optional dynamic adjust that sorta slowly follows the line levels up and down.

And that bass boost is a PAIN for the electric guitar. I eventually realized that my speakers also had bass boost on, so when I turned that off, it helped, but the lower strings are still louder than the others.

2499. Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 06:24:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2r73id$s3v@uqcspe.cs.uq.oz.au>
Source record: 32722

Interface by Shift, distributed in US by Gribnif Software, is a most impressive product. For those developing programs for the new, colour-packed versions of TOS, this is a Must Have.

Gribnif is currently shipping it without an English manual, because demand has been so high. They will ship the manual to early purchasers when it is ready.

The most impressive part of Interface is the Colour Icon Editor. It is very easy to use, and even imports MS-Windows icons (there are TONNES of them lying around ftp sites).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2500. Re: HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 07:51:14 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2r78li$s1e@scapa.cs.ualberta.ca>
Source record: 32726

Lexicor@world.std.com (ysiu@lexicor.com) writes:

>In article <2r42t3$kkp@scapa.cs.ualberta.ca>,
>Stuart David A <cs93294@assn030.cs.ualberta.ca> wrote:
>>I am getting numerous (and I mean numerous) CRC errors and Zmodem
>>"repositionings" whenever I try to upload a file. Downloading usually
>>works just fine and dandy. I am running a Falcon030 and using the
>>modem 2 port, so conventional SerialFix and HS_FIX programs do not
>>work! What can I use to help with this?? It really slows down uploads.

>Ok..sounds to _me_ as if your modem and Falcon are fine..with or without
>those conventional programs. IMO it looks as if the problem is not the
>Falcon but the system you are trying to upload it onto.

>In many instances before login there is a choice between rlogin and telnet,
>use rlogin....if I had more specific on how you login and what it is/place/
>system you are trying to upload it onto, I might be able to assist you better.

>Cheers

>yat @ Lexicor

okay that's fine and dandy but actually I am having these problems with
local BBSes... more than one, too.... and quite frankly the documentation
to hsmoda04 stinks. Well actually it is very good but in german with
"difficult" to follow english translations.

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

2501. Re: vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 08:25:10 UTC
From: error@stack.urc.tue.nl
Message-ID: <2r7al6$6aj@tuegate.tue.nl>
Source record: 32723

pf21@unix.brighton.ac.uk (Paul Finch) writes:

>I think its called vg_text(), the vdi function to display text.

v_gtext() if I remember correctly.

>Anyway, the question is, Will this work in windows.

Yes it will. As a matter of fact it will work in any place on the
screen on any graphics card and is therefore highly recommended ;-)

>I.e., if i wanted to write a GEM text editor or something ?

Yep. Using v_gtext you can display text in any GDOS font so that is nice
if you e.g. wanted to write in a larger or smaller fontsize. But you
must remember to walk the rectangle list of course and you must remember
that you either only allow non-proportional fonts or calculate the
linelength upfront.

Erlend.

--

2502. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 08:32:06 UTC
From: error@stack.urc.tue.nl
Message-ID: <2r7b26$6bc@tuegate.tue.nl>
Source record: 32724

rincewind@discworld.oche.de (Michael Schwingen) writes:

>(which cheap CD player has sigma-delta D/A converters with n* oversampling ?)
>(haven't got the Crystal data sheet here at the moment)

Hmmm, does that mean the Falcon does oversampling automatically? How
many times? Could the DSP do oversampling to generate a simulated 50 khz
16 bit playback from an 8-bit 12 Khz sample (like many of the .wav files
that can be found for windows???)

Erlend.
--

2503. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 08:37:27 UTC
From: error@stack.urc.tue.nl
Message-ID: <2r7bc7$6fh@tuegate.tue.nl>
Source record: 32725

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>You can easily hook up a DAT (or DCC) onto the DSP port and let the DAT
>handle the conversion, this should give studio quality results.
>(DCC can handle even 18 bit!!)

Hmmm, are there already DCC recorders available that have Digital in and outputs? And is DCC acceptable for publishers? Can I e.g. go to a publisher and give them a DCC tape and ask them to press a series of CD's from it? I thought that DCC used compression, which could make it less suitable for professional application in a studio environment.

On a related topic, does anyone know if these SCSI DAT-backup units can also record in the format used for audio DAT-tapes? It seems that these drives would be ideal as a backup system for people using the falcon for HD recording...

Erlend.

--

2504. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 09:58:43 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May16.095843.18655@t.hfb.se>
Source record: 32730

In article AA05572@byte.bbs.no, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
>>> 1) How do I check if the machine is a Falcon (a safe and easy way)
>>Check the cookie-jar.
>
>What do I check for (what values are in the _MCH cookie) ?

```
_MCH | Machine Type BIT 17 16
| 00 - ST/Mega ST ------------------------------------------------+--+
| 01 - STe & Compatible Machines (See Below) ----------------------+--+
| 10 - TT ---------------------------------------------------------+--+
| 11 - Falcon030 --------------------------------------------------+--'
| STe & Compatible Machines BIT 5 4 3 2 1 0
| 00000 - STe ----------------------------------------------+-+-+-+-+-+
| 00001 - ST Book ------------------------------------------+-+-+-+-+-+
| 10000 - Mega STe -----------------------------------------+-+-+-+-+-'
```

>And - Isn't there an easier way ?
>

No.

/
/ Daniel

2505. Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 10:04:39 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r7gfn$dad@dux.dundee.ac.uk>
Source record: 32727

Does the FALCON run ST(e) software?

Cheers

Rod McCall

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2506. Re: UK TV Standard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 10:44:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2r7ir0$i38@golem.wcc.govt.nz>
Source record: 32728

In article <2r2edm$pq4@oak.oakland.edu>, jimd@mugwump.eng.wayne.edu (Jim DeClercq) writes:
>FAIK, modulators are available as separate parts. One of the things
>said to be tossed out when Atari Oz closed down were many NTSC
>modulators. My best guess is that PAL and NTSC modulators are a
>drop-in swap. If there is a local Atari dealer or someone with an STm
>who is not using the modulator, installing a local-standard modulator
>could be inexpensive and not too difficult. Atari main office should
>have more informatin on this topic

Well if the other Ataries are much the same as a later STFM, no way at all,
there are many many parts that have to be changed, these parts have nothing to
do with the modulator..

On a STFM, the modulator only provides the RF signal, for video and sound..

The Video modulator is based on the Motorola MC1377, the video output
of this chip is fed into the RF modulator....

Tell me why would atari Ozz have loads of NTSC bits left..??

Still the cheapest way would to get a Monitor, using a TV is not that good even
for games....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2507. How do I program the STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 12:10:06 UTC
From: ppp1@aber.ac.uk
Message-ID: <1994May16.121006.9475@aber.ac.uk>
Source record: 32732

Hello all.
I've been programming in assembly on my STE for quite some time now and I want to unleash its full power. Does anyone know HOW to implement hardware scrolling, sync scrolling, overscan and so forth on the STE? I would also like some information on how to program the blitter chip - an example code would be greatly appreciated.
In fact, ANY example code would be greatly appreciated. I've got an idea for a great shoot-em up and I want to use the STE's full potential to make a great game.

Graphics artists watch this space - I may just be needing your services!

Please reply to this newsgroup or private e-mail.
Thanks in advance,

- Pratik Patel, | Flat 2, -
- Department of Computer Science, | 2 New Street, -
- University Of Wales, Aberystwyth. | Aberystwyth, -
- | Dyfed, -
- [Internet Address: | Wales, -
- ppp1@aber.ac.uk] | SY23 2AX -
- | United Kingdom. -

- Drinks Beer, Smokes Tabs, Fly's Planes, Writes Ada -

2508. Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 12:27:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769091245@sirius.herts.ac.uk>
Source record: 32733
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've recently seen the adverts and read the STF article about
SMS2, the new operating-system-on-a-cartridge for Atari machines. I am
damn curious about it, and am also wondering why there haven't been any
articles about it on these newsgroups (of course, my feed might be a bit
slow).
I am very excited at the prospect of a proper multitasking O/S
with a proper windowing environment, and although the STF article and
review answered some questions, I have many more. Some of the most
pressing are below, but I would love to see a full discussion of SMS2.
Perhaps a new newsgroup is in order- comp.sys.atari.sms2?
QUESTIONS

What are the applications bundled with SMS2, if any?
What programming languages exist- LBASIC was mentioned, is there
a version of C in the pipeline?
How configurable is it?
How similar to Unix is the multitasking?
Does it support the standard ST/PC disk format (for floppy and
hard drives)?
PD software was mentioned- how much is there, and where could I
get it?
What is it like to use on a 1mb floppy drive system?
How much does it depend on boot disks and the like?
How can it be compatible with STFMs and STEs?

Duncan.

ObCommodore: C= liquidates... how ironic after all these years of
"competition". I hope the Amiga comes back, but I also hope
Atari & Acorn gain a little more credibility from this.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

2509. Re: STe memory Map

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 14:36:54 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994May16.143654.28335@unix.brighton.ac.uk>
Source record: 32735

Look for file called hardware.lzh. Probably at a.a.u.e.
If its in your memory then its in this document.
--

pf21@unix.bton.ac.uk

2510. Re: Disk layout question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 15:08:16 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.150816.11660@bradford.ac.uk>
Source record: 32739

On Sun, 15 May 1994 05:30:27 GMT, George Simunovich wrote:
: Can someone tell me where I can get info on the layout of
: the boot sector, FATs, and directory structures for the
: ST?

There is an extremely good book called 'Atari ST Disk Drives - inside and out' by Abacus, but it will probably be out of print by now. I know someone who is selling a copy for 10 UK pounds - Email me if you want it. You will have to pay postage etc.

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2511. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 16:03:43 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2r85gv$d5a@mailer.fsu.edu>
Source record: 32741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:

> Is there any way to use a QIC-80 tape on an STe?
> I really want a tape backup but can't afford a SCSI tape.
> Mabee an interface/software combination could be developed
> that uses ther cheap DOS tape units. Why not use the second
> floppy port and software or an iterface to serial or SCSI
> and software??

> If this is not possible, WHY????

It would surely be possible to use one of the many PC tape units that
connect to the parallel printer port, give that someone would write the
software to do it. This would be a product I would most certainly purchase
or register. Perhaps it could be added to Diamond Back 3 or GEMar. Heck,
even a command line tar-style interface would be fine.

Coming up with a way to use the internal PC tape drives would probably be
much more difficult, requiring hardware and logic (i.e. an interface board),
in addition to software.

SCSI tape drives are not always super expensive. For example, I see an ad
(Spectrum 1-800-959-1030) for guaranteed refurb Wangtek 5150ES QIC-150 drives
for $270, and used deals can be much lower than that on misc.forsale.computers.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2512. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 16:13:44 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May16.161344.26792@ucl.ac.uk>
Source record: 32743

dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
>in total. Doing this means that I'll have to boot with simmfix everytime
>I switch on the computer, even for commercial games.... has anyone heard
>of any problems with this setup - especially with games ?

I wouldn't bother with the extra .5MB because you will have to run simmfix
every time you boot up. The ST may appear to work fine without running it
but IT WILL CRASH :-(If you want more memory than 2MB go for 4MB as I
don't think 3MB will work either. If you stick with 2MB you have to put
the simms in alternate slots as with the 2 256KB simms.

I don't know what you do about games.

regards,

Bruce C.
b.cotsell@ucl.ac.uk

2513. Re: HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 16:19:09 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2r86dt$d5a@mailer.fsu.edu>
Source record: 32744

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
> I am getting numerous (and I mean numerous) CRC errors and Zmodem
> "repositionings" whenever I try to upload a file. Downloading usually
> works just fine and dandy. I am running a Falcon030 and using the
> modem 2 port, so conventional SerialFix and HS_FIX programs do not
> work! What can I use to help with this?? It really slows down uploads.
>
> -I would really like to take advantage of my 14.4, so if anyone could
> help me here, it would be greatfully appreciated.

Working downloads and buggered uploads usually point to a flow control
problem. Make sure that you have hardware flow control set (RTS/CTS).
Also, it could be that the lack of HSMODEM is your problem, as it fixes
the RTS/CTS bugs in TOS (not sure if they were present on MODEM2 though).
Also, check the configuration of your modem carefully (I think the ATQx
commands relate to flow control, but I am not sure). Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2514. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 16:21:27 UTC
From: <>
Message-ID: <2r86i7$ehi@mother.usf.edu>
Source record: 32742

My Falcon's hard drive is getting louder. Is this to be considered a problem?

2515. ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 16:59:09 UTC
From: laurent.lebecque@crpht.lu
Message-ID: <laurent.lebecque.4.0010FCE0@crpht.lu>
Source record: 32736

Could somebody tell me if there is a good ST Emulator on IBM-PC?
Thank you.

2516. Re: HELP!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 17:22:41 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cpwo9t.EH2@cix.compulink.co.uk>
Source record: 32753

```
>I am getting numerous (and I mean numerous) CRC errors and Zmodem
>"repositionings" whenever I try to upload a file. Downloading usually
>works just fine and dandy. I am running a Falcon030 and using the
>modem 2 port, so conventional SerialFix and HS_FIX programs do not
>work! What can I use to help with this?? It really slows down uploads.
>
>-I would really like to take advantage of my 14.4, so if anyone could
>help me here, it would be greatfully appreciated.
>
>
>--
>|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
>| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
>|<_\<_\<_\<_\/_\___/_\/_>/_>/_>/_>|_/ | \_______________________________|
>
```

Try using HSMODA02. This works at 57600bps for me onto a 14.4 very nicely.

2517. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 17:26:09 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.172609.1810@bradford.ac.uk>
Source record: 32746

On Mon, 16 May 1994 16:13:44 GMT, Mr Bruce Albert Cotsell wrote:
: dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

: >I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
: >in total. Doing this means that I'll have to boot with simmfix everytime
: >I switch on the computer, even for commercial games.... has anyone heard
: >of any problems with this setup - especially with games ?

: I wouldn't bother with the extra .5MB because you will have to run simmfix
: every time you boot up. The ST may appear to work fine without running it
: but IT WILL CRASH :-(If you want more memory than 2MB go for 4MB as I
: don't think 3MB will work either. If you stick with 2MB you have to put
: the simms in alternate slots as with the 2 256KB simms.

I have never heard of problems with 2.5 Mb, and the .5 Mb IS very nice to
have. Imagine the difference between a 520 and a 1040, and you see how
nice the extra 512K is. Somebody posted a new 'better' version of the
simmfix type program on here or c.s.a.s. a week or two ago, get that and
you'll be laughing!

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2518. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 17:31:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May16.173136.2322@bradford.ac.uk>
Source record: 32747
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 16 May 1994 16:03:43 GMT, Mickey Boyd wrote:

: It would surely be possible to use one of the many PC tape units that
: connect to the parallel printer port.

I don't believe this is possible. It should be with the Falcon (TT?) but
on ST's & STe's {near-quote}'Some of the vital lines are missed off, which
prevents the user from using the parallel port in bidirectional
applications'.

I think it is possible to make a cartridge-port to bi-dir. parallel port
adaptor, using cheap simple logic IC's, e.g. that in Peter Mayer's archive
(ftp.tuwien.ac.at:/pub/atari-st/tuw-tcp/newadapt.img).

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."

2519. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 19:28:59 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769116528@sirius.herts.ac.uk>
Source record: 32750
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Oh dear, following up to my own post. Heres a little memory
jogger, the advert that Furst Ltd. have been putting in the ST press for
the last couple of months.
The advert is (sadly) b/w and 1/4 page, probably they couldn't
afford much more than that. Lets hope SMS2, and Furst Ltd., get the
support they (seem to) deserve.
The text of the advert, excluding the phone number and address
(though I can post them if anyone wants) follows my .sig. And no, I
don't work for them, know them, drink with them, etc. They have simply
developed a product that has caught my interest.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

TRUE MULTITASKING- THE SMS2 OPERATING SYSTEM

the DAWN of a NEW ERA

Furst Limited are pleased to annonuce the launch of a new
operating system for the Atari ST range of computers.
SMS2 turns even the lowliest of STs into a real time system
with workstation capabilities.

SMS2 is an object-oriented, network-ready operating system. It includes
many advanced features such as an intelligent graphics user interface, a
powerful hotkey system, a unique memory sharing system, inter-job
communications (eg. named pipes), re-directable I/O, built-in system
access programs.
SMS2 seems to be unusual in that you simply plug it into the cartridge
port of your ST, switch on and ten seconds later the system is ready for
use. There is no complex installation procedure and yet it is highly
configurable to suit your own particular needs.
SMS2 is supplied on PEROM (Programmable Erasable Read Only Memory) so
that any upgrades to the system software can be recorded onto the PEROMs
enabling your system to be easily updated.

Applications: SMS2 is not GEM or TOS compatible but is a distinct and
separate operating system, which provides a different form of computing.
There are already a number of commercial programs and a good range of PD

software which is available now and is SMS2 compatible.

FURST Limited

SMS2 is ready now for only <GBP>135.00 for the single user version.

2520. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 20:31:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769120309@Paddington>
Source record: 32752
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is a review of SMS2 in a recent ST magazine - I think it was the last ST Format.

It does look like an impressive product, but then, many technologically innovative and impressive products are doomed to failure in this modern day, cash orientated world. Sad fact of life... :-(

SMS2 looks interesting, but for me, and many others, we simply cannot afford 160 odd quid on something that is interesting, rather than vital.

Of course, the price has to reflect developement and other costs, I realise that, but it is ultimately down to getting many people owning it, and I don't think that will happen (especially with all the mtasking software flying about at the moment - Mag!X is 60 pounds)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2521. Falcon Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 20:53:48 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r8mgs$can@dux.dundee.ac.uk>
Source record: 32737

Is there a Unix type system for the Falcon?

Cheers

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2522. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 21:01:39 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2r8mvj$dul@cnn.sim.es.com>
Source record: 32754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <768917332snz@vissci.demon.co.uk>, davidc@vissci.demon.co.uk (David Cowan) writes:
>
>
> Hi,
> any of you guys know how to transfer files between my ST and
> my PC (for backing up my Hard Disk - theres no way I am going to sit
> and insert over 200 floppies !).
>
You could try using a null modem cable and use kermit. Not the quickest way, but kermit is free for both the PC and the ST.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

2523. Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 21:43:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r8peu$csj@dux.dundee.ac.uk>
Source record: 32738

What type of monitor does the Falcon use?

--


```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
==============================================================================
```

2524. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 23:29:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dd810a8@p2.stacken.ct.se>
Source record: 32761

ST> From S.P.Taylor@bradford.ac.uk (Steve Taylor)
ST>
ST> Michael Schwingen writes:
ST>
ST> : The digital part is OK, and the CODEC is ok, too - but the analog
ST> electronics : between CODEC and the external connectors is a mess -
ST> look in a circuit : diagram and you know what I mean. LM386 and LM387
ST> are not what I would call : the right choice for high-quality audio
ST> amplifiers, and things like 'bass : boost' simply do not belong there.
ST> Even if you let your dealer remove the : 'bass boost' circuitry, the
ST> frequency response and noise are not acceptable : for HIFI or harddisk
ST> recording purposes. : If you replace the analog parts of the audio
ST> circuit with good components, : the sound quality is marvellous (much
ST> less background noise, flat frequency
ST> Do you have any more specific details of how to do this?
ST> --
ST> Steve Taylor. Computer Science Student, Bradford University, U.K.

Me 2 would very much like to know more about this!

_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46-(0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 UUCP patrik@p2.stacken.ct.se
/ VIC20 -> ZX Spectrum -> 800XL -> 520ST -> 1040STE -> Falcon030 -> ?
...19^83.......19^84.......19^85....19^87.....19^90.......19^93.......

2525. Re: Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-16 23:44:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EERABHVE@ttgk.textlitho.nl>
Source record: 32759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2r5s23$ma1@karhu.Helsinki.FI> Markku Luoto wrote :

> I was recently offered some CD-rom readers that I'd like to
>install to my TT030 and the seller insisted thet the drive would require
>a driver/interface_? that would support syncronous CD-rom transfer.
>
>-is there a certain standard for that kind of thing ?
>-does TT's built in scsi port support the standard ?
>-is there an existing product called a driver for such thing ?
> (no vapor-ware?)
>
>-anybody done it yet ?
>-anything else I should know ?

The SCSI controller of the TT is a 5380 chip, this one can not handle
synchronous data transfers.

So if thats the only SCSI transfer it can make I'm afraid you can't use
that CD-ROM drive with the TT. I'm using a NEC CD210 drive which works just
fine on the TT SCSI port. And yes, you do need a driver. You can use the
freely available Metados drivers or the Mint XFS driver software to handle
the filesystem of the CD-ROM discs (ISO standard).

Maybe you can get the drivers first and ask your reseller if you may try it
out. When using a standard (Macintosh) SCSI cable there will be no harm
done in connecting it to the TT-SCSI port. You just have two options. It
works or it doesn't :-)
Just check the SCSI ID setting of the CD-ROM drive (anything other than 0
or 7 is OK) Depending on the Harddisk driver software you may see if the
CD-ROM drive is responding and returning its ID correctly. AHDI from Atari
is configurable so it checks all the SCSI IDs and shows on screen the
resulting text.

Good luck,
Gert

--

-- --
Atari TT-Point
-- --

2526. Re: Falcon 16Bit Sound

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EERABHVH@ttgk.textlitho.nl>
Source record: 32760

In <2r7bc7$6fh@tuegate.tue.nl> Erlend Nagel wrote :

>Hmmm, are there already DCC recorders available that have Digital in and
>outputs? And is DCC acceptable for publishers? Can I e.g. go to a
>publisher and give them a DCC tape and ask them to press a series of
>CD's from it? I thought that DCC used compression, which could make it
>less suitable for professional application in a studio environment.

Yep, my DCC300 has a digital in- and output, though it's only coaxial but
ik works like a dream when copying CD's to DCC :-)
This recorder is rather cheap at the moment, Philips is pushing hard these
days. (Fl. 699,- = about $415 !!)

The compression scheme is much better than that of Minidisc and the
extended dynamic range of 18 bit gives it CD quality (Philips claim
that on prerecorded DCC tapes it can outperform CD!)

My (untrained) ears cannot find any difference in the sound of the original
CD and the copy made to DCC (using headphones in a totally quiet room).

>On a related topic, does anyone know if these SCSI DAT-backup units can
>also record in the format used for audio DAT-tapes? It seems that these
>drives would be ideal as a backup system for people using the falcon for
>HD recording...

If you can find (or build) a suitable converter (parallel to serial) it
should be fairly easy to backup computer data onto a standard DAT recorder.
(maybe it even works on DCC) I've been searching already for a suitable
converter chip but so far I ony found a converter chip which converts the
coaxial (or optical) serial input/output into another serial data stream
but with a synchronous clock signal as extra. (I2S system)
On asking at Philips service/development centers the answer I've got was:
Use a DSP to convert the signal into a parallel data stream..... So Falcon
users can do this quite easily. (There is already a box which connects to
the DSP port and which has optical and coaxial in/out connectors!)

Gert

--

-- --
Atari TT-Point
-- --

2527. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 00:38:47 UTC
From: tpearson@titan.trl.OZ.AU
Message-ID: <1994May17.003847.6771@trl.oz.au>
Source record: 32756

> Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
> :> Actually - there is a small difference... They refresh differently.
> :> This isn't a problem in the ST, it already has a 10 bit refresh
> :> counter.. 4Mbit chips (used on 3 chip SIMMs) need all ten bits, where
> :> 1Mbit chips (on 9 chip SIMMs) use only nine bits...
>
I missed the rest of this thread, but it sounds like the answer to my question which is : Can I use IBM 9 bit SIMMS in my STE? Especially the 3 chip versions which are the most common and cheaper than buying 1Mx8 SIMMS here in AUS. Also why do the Atari SIMMS have capacitors on every chip? Since this is not usual do I have to install capacitors if I use non Atari SIMMS? Any information appreciated.

Trevor.

2528. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 00:58:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2r94ru$mb7@uqcspe.cs.uq.oz.au>
Source record: 32757

warwick@cs.uq.oz.au (myself) writes:

>Interface by Shift, distributed in US by Gribnif Software, is a most
>impressive product.

Continuing...

Interface has 3D effects support, for both MultiTOS/AES4.x 3D and for
Geneva 3D.

The only problem I found was that it insists on having the root object
of a form at (0,0). ie. you cannot do my common trick of using the
position of the root window in the RSC file as the default screen
position of the resulting form or form-in-window. Of course, this is
not a very practical technique, anyway (better to position them adaptively
based on the screen size, or save positions to config files).

I'v been using ORCS before, and after pounding my head against all the
fascist things ORCS forces on you, I was glad that Interface allows you
to do anything you want. For example, ORCS won't let you have a form
with "EXIT" set but not "SELECTABLE". Interface will. Interface also
allows you to overlap objects (ORCS complains about "object not within
parent", and you have to fudge it by editing co-ords directly).

Interface saves the entire state if you want it to, so that you can have it
automatically load and open windows on RSC files when it starts up (of course,
under MultiTOS, you can just leave it loaded in while you work on the program
that uses the RSC).

Included with Interface is a pile of code (MyDials) that allows loading
of larger-than-64K-RSCs, colour-on-any-TOS-version, and other great
features. (For me, I use GEM++, so not so useful to me - the code might
be interesting to look at though).

To rate:

MW Resource Editor : 6
ORCS : 7.5
Interface : 9.5

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2529. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 02:44:58 UTC
From: dehall@iastate.edu
Message-ID: <dehall.769142698@vincent2.iastate.edu>
Source record: 32758

In <H.eg.5FTA6kAVTIY@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2qp8ep$6np@ugle.unit.no>, Erling Henanger writes:
>> (who is running Emacs just fine on his *heavily modified* mint 1.10)

>That reminds me; I sure hope we have MiNT 1.11 soon. I've got about 90%
>of the patches applied, but I've missed some recent ones...

Speaking of a heavily modified Mint 1.10, emacs is running quite well for me because of the patches Erling sent me. Thanks, Erling! Ocassionally, though, I do have a problem with screen redraws; it's tolerable, though.

I was wondering if anyone has problems compiling Mint. The original Mint 1.10 compiled just fine for me, but after I patched it, I had problems with the assembler files. At first, make complained that it couldn't find genmagic and asmtrans, so I ran them from the command line. Then, gcc complained about undefined functions, but they were defined as .globl. Does this sound familiar to anyone? (Sorry I don't have an example error message)

Cheers,

--
Aaron Burghardt
dehall@iastate.edu

2530. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 08:03:49 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2r9tp5$gl5@percy.cs.bham.ac.uk>
Source record: 32763

warwick@cs.uq.oz.au (Warwick Allison) writes:
>warwick@cs.uq.oz.au (myself) writes:
>
>>Interface by Shift, distributed in US by Gribnif Software, is a most
>>impressive product.
>
>Continuing...
>
>Interface has 3D effects support, for both MultiTOS/AES4.x 3D and for
>Geneva 3D.
>

Is Interface available in the UK?

Looks like a 'must have' product...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2531. Looking for info/comments on Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 08:20:24 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <Cpxtu1.9pF@lincoln.gpsemi.com>
Source record: 32764
Cross-posted to: comp.sys.palmtops,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'm looking to get an electronic personal organiser basically to keep a diary, 'phone/address book and take notes/write memos for myself at meetings (a "to-do" list type thing would be handy too). I have recently seen some stuff about the Atari Portfolio but the things I've seen had very few "hard facts" so I was wondering if anyone could send me the specs./tell me what they think of the built in software and stuff like that ? I'm also interested in finding out what extra storage facilities it has and what extra software you can buy.

(A comparison with something like the Psion 3 would be nice as I've used one of them a bit before)

I gather the Portfolio can exchange info with an ST which could be useful as I've got one of those - any further details (on things on software for both platforms please) ?

Thanks in advance for any details - e-mail prefered (as it's a little off subject for c.s.a.s & c.s.a.s.t anyway) but I'm not that fussy !

Cheers,

Martin
--

```
=========================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------------ ==
== Internet e-mail - mkite@lincoln.gpsemi.com ========================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=========================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2532. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 09:45:56 UTC
From: plord@novell.co.uk
Message-ID: <CpxxsM.KHr@novell.co.uk>
Source record: 32777
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

HALL B J (cb170@city.ac.uk) wrote:
: There is a review of SMS2 in a recent ST magazine - I think it was the
: last ST Format.

: It does look like an impressive product, but then, many technologically
: innovative and impressive products are doomed to failure in this modern
: day, cash orientated world. Sad fact of life... :-(

I did send off for some more information - it does look impressive.

Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
easy) and it runs older TOS based programs (GEM would be even better).

But as far as I can make out, its a completly now OS with no backward
compatability nor compatable with other OS's.

Peter Lord

2533. Output Boxes?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 09:58:10 UTC
From: cspas050@sus.edu.eur.nl
Message-ID: <2ra4fi$nms@sus.edu.eur.nl>
Source record: 32767

I just bought boxes for my falcon.
But I have a problem, I comes out very cracky.

I think it's because the boxes are 2*6 Watt (normally for Sound Blaster)
is there anything i can do?

I heard that there was something i had to solder in/between the wire?

If you have an answer, could you please e-mail it to me?

Thanks,
Martijn Onstwedder,

cspas050@sus.edu.eur.nl
"A billion here, a billion there, pretty soon you're talking real
money." Senator Everett Dirkson.

2534. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 10:02:03 UTC
From: jhh@cwi.nl
Message-ID: <CpxyJG.Hz@cwi.nl>
Source record: 32766

UweKloss@lionbbs.escape.de (Uwe Kloss) writes:

>In <1994May11.093006.15286@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:

>>> You are meant to put in resistors between your stereo and Falcon.
>>> I don't - thats because I can't buy a little adapter or something with a
>>> resistor built in, and I'm not an electronics wizz kid.
>>> The resistor is there to protect your Falcon from line levels that are too
>>> high. It is possible to blow up the input on your Falcon.

>>I've read that the resistor is there to protect your stereo. The F030 sends out
>>a "phantom-power" of 9V on the microphone input which can damage your stereo.
>>Source: "Indigo News 9, 5/94"

>What do you mean with 'phantom paower' and '9V'?

>If you think of DC voltage, a capacitor would be the right choice.
>If you think of AC voltage, ... well this is an INPUT line ...??!?!?!

I read this yesterday, and measured it at home. Indeed my Falcon has a 9V DC
phantom power on the input. This could be very useful if you wanted to connect
some active circuitry as an interface to it. I don't really like it (especially
because it isn't documented in the documents I got with my Falcon). It
may explain though why connecting my guitar to it directly creates a
lot of background noise (much more than my microphone).
Now I just made a little connection-box with RCA and jack plugs so I can hook
all kinds of instruments/appliances to both input and output. I guess I have
to include some capacitors there :-(.

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI (Centre for Math. and Comp. Sci.) | when even food was against us!"
P.O. Box 94079, 1090 GB Amsterdam | - Nick Cave

2535. FSP for MiNT now available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 10:12:13 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2ra59t$6h9@aiscube.AIS-Dortmund.DE>
Source record: 32768

[Article crossposted from comp.sys.atari.st]
[Author was Theo Janssen]
[Posted on 17 May 1994 10:10:42 GMT]

Hello world,

After 4 (in words "FOUR") weeks, administration of "ftp.germany.eu.net"
moved my fsp-client for MiNT from the "incoming" to a public accessable
directory. For all those, who sent me E-Mail, sorry for the delay.
You now can get the package using ftp or E-Mail or fsp (PORT 2001) :-) from
"ftp.germany.eu.net" (pub/comp/atari-st/mint/fspclient.tgz)

good luck Theo

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------

2536. Re: Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 11:01:49 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May17.110149.7625@tiggertoo.earth.ox.ac.uk>
Source record: 32769

In article <2r7gfn$dad@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Does the FALCON run ST(e) software?

Yes, most ST/STE/Mega STE/TT software will run on the Falcon030. Only those
programs which break the rules won't run.

>Cheers
>
>Rod McCall

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2537. Re: Falcon Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 11:04:19 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May17.110419.7731@tiggertoo.earth.ox.ac.uk>
Source record: 32770

In article <2r8mgs$can@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Is there a Unix type system for the Falcon?

Linux 68k is in the works.

As a stop-gap measure you can use MiNT with MiNT-net, the GNU utilities and
my MiNTOS package to get a very good approximation to a BSD-style Unix on
your Falcon which will also allow you to run TOS programs.

>Cheers
>
>Rod

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2538. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 12:37:02 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cpy5pq.KKu@cs.vu.nl>
Source record: 32771

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>On Mon, 16 May 1994 16:13:44 GMT, Mr Bruce Albert Cotsell wrote:
>: dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>: >I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
>: >in total. Doing this means that I'll have to boot with simmfix everytime
>: >I switch on the computer, even for commercial games.... has anyone heard
>: >of any problems with this setup - especially with games ?

>: I wouldn't bother with the extra .5MB because you will have to run simmfix
>: every time you boot up. The ST may appear to work fine without running it
>: but IT WILL CRASH :-(If you want more memory than 2MB go for 4MB as I
>: don't think 3MB will work either. If you stick with 2MB you have to put
>: the simms in alternate slots as with the 2 256KB simms.

>I have never heard of problems with 2.5 Mb, and the .5 Mb IS very nice to
>have. Imagine the difference between a 520 and a 1040, and you see how
>nice the extra 512K is. Somebody posted a new 'better' version of the
>simmfix type program on here or c.s.a.s. a week or two ago, get that and
>you'll be laughing!

I wondered if it is also possible to have 1.75 MB (that is, 1 SIMM of 1MB
and 3 of 256KB). I'm only a poor student and I can't afford to buy 2 SIMMS
of 1MB at once.

Ivo van Poorten

2539. STFM/E RAM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 13:22:28 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.132228.13419@bradford.ac.uk>
Source record: 32773

Hi.

Is it true that you lose speed in the STFM and the STE if you have > 2Mb?

I recently went from 1 meg to 2.5 meg in an STFM, and did not notice any
difference?

Does anyone have any figures? Would it speed me up by much to go down to 2Mb?

Thanks all.
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2540. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 13:24:36 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.132436.13816@bradford.ac.uk>
Source record: 32774

On Tue, 17 May 1994 12:37:02 GMT, Ivo van Poorten wrote:

: I wondered if it is also possible to have 1.75 MB (that is, 1 SIMM of 1MB
: and 3 of 256KB). I'm only a poor student and I can't afford to buy 2 SIMMS
: of 1MB at once.

NO! Only possible configurations are (in Mb): .5, 1, 2, 2.5, 4.
More if using Marpet Xtra-RAM +8.

2 1Mb Simms should only set you back 40-50 UKP!

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2541. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 13:28:12 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.132812.14204@bradford.ac.uk>
Source record: 32775

On 17 May 1994 08:03:49 GMT, Chris Ridd wrote:

: Is Interface available in the UK?

HiSoft WERE selling it for I think 45 UKP before Shift went out of business.
But now, nobody seems to knwo what's going on.
Does anybody know????

: Looks like a 'must have' product...

I agree!

--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2542. 1040STfm accelerator cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 14:07:47 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994May17.140747.3291@etek.chalmers.se>
Source record: 32776

Hi, I'd like to know what accelerator cards that are available for a 1040STfm.
My motherboard is marked "Rev1.1".

As I am a poor student, I would also like to know what cards give the best
price/performance relationship.

Are there boards that allow SIMM's, and is it OK to keep old (80-120 ns)
SIMM's if the card has cache?

Any answer is appreciated!

David.

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
David Kaplan |
|
e-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |

2543. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 14:29:26 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05603@byte.bbs.no>
Source record: 32544

>The BIOS doesn't provide access to these signals, but there is a
>serial port driver package that *does* - take a look at

I have no file-transfer possibilities from InterNet.
all I need is the HARDWARE adresses of the DCD and DTR signals,
and how to set and reset them (assembler example will do fine)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2544. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 14:29:30 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769215875.AA05604@byte.bbs.no>
Source record: 32543

>cookie jar? What do you mean by an easier way? An OS call?

Something in that direction... Checking the cookie jar from lanuages
like Pascal and GFA Basic is NOT easy... Assembler - OK, but...

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2545. Re: STFM/E RAM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 14:39:20 UTC
From: klamer@ph.tn.tudelft.nl
Message-ID: <klamer.769185560@galaxy.ph.tn.tudelft.nl>
Source record: 32772

In <1994May17.132228.13419@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

:Is it true that you lose speed in the STFM and the STE if you have > 2Mb?

:I recently went from 1 meg to 2.5 meg in an STFM, and did not notice any
:difference?

Program startup is slower if you have more memory for exeutables which doesn't have the fast bit set. And for TOS 1.4 and later the slowdown is decreased by smarter ROM code.

:Does anyone have any figures? Would it speed me up by much to go down to 2Mb?

Well, for a execuable with the fast bit set you shouldn't notice a thing!

Klamer

--
Klamer Schutte -- +31-15-786054 / +31-15-692000
klamer@ph.tn.tudelft.nl / schutte@tpd.tno.nl

2546. Re: STFM/E RAM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 14:50:46 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.769186246@echo>
Source record: 32778

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>Is it true that you lose speed in the STFM and the STE if you have > 2Mb?
no this is wrong!
The timing is all the same for the memory adressed by the GLUE and MMU chips.
There are some memory expansions available that add some Fast-RAM (TT-like)
above the 4 Mb limit. They are faster.

Bye Wolfgang

2547. keyboard bug

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 15:08:33 UTC
From: Pieter-Jan.Hofland@phil.ruu.nl
Message-ID: <Pieter-Jan.Hofland-170594170833@ana-dyn-19.mac.phil.ruu.nl>
Source record: 32779

I have a problem in a game I'm porgramming for the Falcon030. The code is almost ready (99%), and I wil release it as shareware, but I get the following bug during play: After sometime I get a key to repeat endless, bleeping, and sometimes frustrating my porgram. I use the standard trap for keyboard reading. Now can I overcome the problem: a) supervisor mode direct memory reading of the IKBD, b) killing the mouse and/or keyboard (while leaving joysticks on) or c) flushing the IKBD buffer? I use the dsp replayer of BSW, can it be that that's the problem?

Joost.

P.S. reply to Joost.vanderleij@phil.ruu.nl

2548. >RAM / accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 15:20:27 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <011605NIVISHRULTQMIM@ars.ath.forthnet.gr>
Source record: 32762

IL>problem one:
IL>I want to expand my Falcon to pos. 14 Mb using a SIMM expansion board.
IL> -Has anyone had some experience with this? Is it as fast, can i use
IL> 8Mb etc?

There shouldn't be any speed problems. Sometimes programs will work
faster because of the extra memory. As the Falcon has 32bit memory
8mb setup isn't possible (as far as i know).

IL> -Are there any expansionboards that make use of the 4Mb already
IL> installed (don't know of any but if you do)

You can buy any of the accelaration cards that have SIMM expansions.

Michael Papadopoylos
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2549. C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 15:44:26 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9405171641.A8689-0100000@unix>
Source record: 32780

Hi everyone.

I am getting very jealous of all you b*****ds who are using g++ and all its wonderful, object-oriented features, since I only have a 1040 STE (and no money to upgrade it with), so I have to make do with boring old ANSI C. I find it impossible to believe that a C++ compiler can't be made to work with less than 4 megs of memory, but since I don't particularly feel like writing a compiler myself, I am thinking of having a go at a pre-proccessor to convert C++ code into regular C (like the cfront utility on Unix). Does anyone know if such a program already exists for the Atari? If you happen to have any bits of code (particularly for doing the parsing) lying around, they would be much appreciated.

I haven't yet decided if I'm going to bother with a full implementation of C++ or just some of the more important features (it has become such a monster, it would take a long time to do everything). Any suggesstions? Is there such a thing as an official standard for C++, and if so does anyone know where I can find a copy?

Also, if anyone has any formal specs for C, or feels like trying to explain the difference between K&R C and ANSI C, it would be very useful, since I want to make the thing as portable as possible.

Thanks in advance.

- - - REPLY VIA EMAIL, PLEASE - - -

Shawn Hargreaves "God is real, unless declared as integer."
slh100@unix.york.ac.uk ----------

2550. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 16:16:59 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CpyFwC.us@cs.vu.nl>
Source record: 32781
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

plord@novell.co.uk (Peter Lord) writes:

Keep this out of the comp.sys.atari.8bit newsgroup please...

thank you,

Ivo

2551. Re: Faulty STE DMA chip # revealed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 16:40:48 UTC
From: bdean@hpb.hwc.ca
Message-ID: <2ras2h$ft1@m.ehd.hwc.ca>
Source record: 32784

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: In article <2r03ts$42o@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
: >The faulty DMA chips in the STE are marked: C025613-38, PH23-030
: >The good DMA chips in the STE are marked: C398739-001A, (Atari-1990)-31
: >The problem was generally present in early STEs.

```
: According to a recent ST Format, Atari have recently repaired the last STE
: from the batch that went out with the Fault DMA chips....

Sorry but mine still has the old chip. BTW these chips are not exactly
*faulty*. They were leftovers from the previous ST series (FM?). When
the STe motherboards were designed, the old DMA chips couldn't handle the
new noise characteristics (or something like that.) Unfortunately that
didn't persuade Atari the recall the machines in the first place.

Having the old DMA chip restricts me to using a floppy only machine until
I get it replaced. I figure replace the DMA chip on a 1040 STe will have
a very low priority as far as Atari is concerned; at least at the moment.
The downside of this is Atari will NOT send me the replacement chip I need
so I can get it put in here and I really don't feel like not having my
machine while Atari 'gets around to it.'

--
-------------------------------------------------------------------------
Blair Dean | aa728@freenet.carleton.ca | ||| LS650-F
Ottawa, Canada | bdean@hpb.hwc.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life
and is not the responsibility of Health Canada
-------------------------------------------------------------------------
```

2552. Re: Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 16:53:56 UTC
From: <>
Message-ID: <2rasr4$m08@mother.usf.edu>
Source record: 32782

In article <2r7gfn$dad@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Does the FALCON run ST(e) software?

The majority of it, yes.

>
>Cheers
>
>Rod McCall
>
>
>--
>
>==
>| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
>|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
>|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
>|John Major, about as much fun as watching paint dry! |
>==

2553. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 16:59:30 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May17.165930.29578@t.hfb.se>
Source record: 32783

In article xWrRdjuEBoc@lionbbs.escape.de, UweKloss@lionbbs.escape.de (Uwe Kloss) writes:
>In <1994May11.093006.15286@t.hfb.se>, ep93dha@t.hfb.se (Daniel Hagg - HFB T ep93) writes:
>
>>> You are meant to put in resistors between your stereo and Falcon.
>>> I don't - thats because I can't buy a little adapter or something with a
>>> resistor built in, and I'm not an electronics wizz kid.
>>> The resistor is there to protect your Falcon from line levels that are too
>>> high. It is possible to blow up the input on your Falcon.
>
>>I've read that the resistor is there to protect your stereo. The F030 sends out
>>a "phantom-power" of 9V on the microphone input which can damage your stereo.
>>Source: "Indigo News 9, 5/94"
>
>What do you mean with 'phantom paower' and '9V'?
>
>If you think of DC voltage, a capacitor would be the right choice.
>If you think of AC voltage, ... well this is an INPUT line ...??!?!?!
>

Re: "Phantom"
I suppose they (The people at Indigo) mean that the current is going in the
"wrong" direction.

Re: "9V"

DC.

(Doesn't DC mean "Direct Current" ?
How can 9V (as in voltage) be DC ???
Why doesn't all people speak swedish ? :-)

/
/ Daniel

2554. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 17:06:34 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769194382@sirius.herts.ac.uk>
Source record: 32786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Peter Lord...
|> Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
|> easy) and it runs older TOS based programs (GEM would be even better).

The ST Format article does make passing mention of Unix programs
having been ported, but does not go into detail on the similarities/
differences between SMS2 and Unix. I doubt SMS2 could handle multiple
users and keep its promise re: speed.
I doubt old TOS stuff could run... but raw 68000 code might. It
depends on what traps do what (Duncan shows how limited his knowledge of
68000 and TOS is), I expect.

|> But as far as I can make out, its a completly now OS with no backward
|> compatability nor compatable with other OS's.

No great loss, if existing Unix software can be recompiled for
it. There has been mention of a C compiler, this seems to be a good step
forward. As long as authors use the O/S and the GUI correctly, SMS2 does
have similar facilities to Unix, and the compiler uses ANSI C, then SMS2
could well have a very bright future.
As for the other multitasking O/S... as I understand it, those
require a hard drive and are essentially similar to GEM/ TOS. Since SMS2
is cartridge based and does not appear to require anything more than a
floppy drive, this gives it a convenience I find very attractive.
Also, I've always found GEM to be a little limited as an
interface. This is probably why so much software ignores it. It is
simple and fairly intuitive, but it also seems a little clumsy and not
very 'open'.
If SMS2 is as easy to use as it seems, then an ST equipped with
SMS2 should have no trouble getting software. The problem is whether
someone will look and see the ST, a old architecture on the decline, or
SMS2, a powerful new top quality O/S. Linux is giving the PC a tad more
credibility, isn't it?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2555. Re: 1040STfm accelerator cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 17:55:58 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769197358@Paddington>
Source record: 32787

e2daka5@etek.chalmers.se (David Kaplan) writes:

>Hi, I'd like to know what accelerator cards that are available for a 1040STfm.
>My motherboard is marked "Rev1.1".

T28/T36 are 68000 cards running at 28/36 MHz respectively.
Also there is something called the PAK/030 or something, the details of
which I know not, apart from it can go up to 50MHz with a 68030!
Expensive though.

T28 goes for about 200 UK pounds.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2556. Stop crossposting.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 18:02:17 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2rb0r9$eem@usenet.INS.CWRU.Edu>
Source record: 32785
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In a previous article, cb170@city.ac.uk (HALL B J) says:

>There is a review of SMS2 in a recent ST magazine - I think it was the
>last ST Format.
>
>It does look like an impressive product, but then, many technologically
>innovative and impressive products are doomed to failure in this modern
>day, cash orientated world. Sad fact of life... :-(
>
>SMS2 looks interesting, but for me, and many others, we simply cannot
>afford 160 odd quid on something that is interesting, rather than vital.
>
>Of course, the price has to reflect developement and other costs, I
>realise that, but it is ultimately down to getting many people owning it,
>and I don't think that will happen (especially with all the mtasking
>software flying about at the moment - Mag!X is 60 pounds)
>
>
>--
>|> | | Likes: Ataris, Synths, Blakes7,
>|> E |\| |-| /\ |_ |_ The Prisoner, Films.
> Dislikes: The Eurovision Song Contest
>(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)
>

Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
do its 10 replys.

STeve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2557. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 18:39:50 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994May17.183950.21204@bradford.ac.uk>
Source record: 32541

On Tue, 17 May 1994 16:59:30 GMT, Daniel Hagg - HFB T ep93 wrote:

: How can 9V (as in voltage) be DC ???

Excuse me, but you _didn't_ just ask that did you?
9vDC == 9 volts direct current __ __ __ __ __
perfectly legal/normal etc. _____
What do you think comes out of a 9 volt battery?????
--
Steve Taylor. Computer Science Student, Bradford University, U.K.
Disclaimer: All the above may or may not be true.
"Rules are for the obedience of the ignorant and the guidance of the wise."
== For comprehensive contact details, finger sptaylor@muser.bradford.ac.uk ==

2558. Re: Stop crossposting.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 18:46:38 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769200398@Euston>
Source record: 32790
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>Stop crossposting this to c.s.a.8, it definatly does not belong there, nor
> do its 10 replys.

Sorry, I didn't notice the crossposting in the original message and just
did a reply (that's the reason for the cross posting)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2559. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-17 20:28:59 UTC
From: ep93dha@t.hfb.se
Message-ID: <1994May17.202859.3301@t.hfb.se>
Source record: 32542

In article 21204@bradford.ac.uk, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On Tue, 17 May 1994 16:59:30 GMT, Daniel Hagg - HFB T ep93 wrote:
>
>: How can 9V (as in voltage) be DC ???
>
>Excuse me, but you _didn't_ just ask that did you?
>9vDC == 9 volts direct current __ __ __ __ __
>perfectly legal/normal etc. _____
>What do you think comes out of a 9 volt battery?????

Let me quote Mr. Spock: "That is not logical!"

Since (voltage!=current) I thought DV as in "Direct Voltage" would be more
appropriate, but what do I know? English is not my native language.

BTW: You missed the smiley in my orginal post, didn't you?

/
/ Daniel

2560. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 00:21:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C7.Hr4@cix.compulink.co.uk>
Source record: 32545
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>damn curious about it, and am also wondering why there haven't been any
>articles about it on these newsgroups (of course, my feed might be a bit

FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
read about it has been in 'QL World' magazine.

Assuming this is the case (and flame if I'm mixed up somewhere ;-)

> What programming languages exist- LBASIC was mentioned, is there
>a version of C in the pipeline?

There is a fairly good C compiler for the QL, but nothing that gets
anywhere close to GNU C or Lattice C

> How similar to Unix is the multitasking?

Not particularly. MiNT is closer IMHO

> Does it support the standard ST/PC disk format (for floppy and

I believe so, although I don't think this is the standard.

> PD software was mentioned- how much is there, and where could I

Well I assume they mean the *vast* quantity of QL PD ;-) There is not
really a lot out there.

> What is it like to use on a 1mb floppy drive system?

Should be very good. Its a lot more compact than TOS.

IMHO don't bother. I've had a bit of experience of standard QL QDOS
(which as I said I *believe* SMS2 to be an enchanced port off, and in most
ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
be its compactness and efficiency.

:-)

Roland.

@CiX

2561. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 01:28:52 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cpz5G4.Kqr@cix.compulink.co.uk>
Source record: 32554

In message <769215875.AA05604@byte.bbs.no>, lars-erik.osterud@byte.bbs.no said:
>
>Something in that direction... Checking the cookie jar from lanuages
>like Pascal and GFA Basic is NOT easy... Assembler - OK, but...

In GFA just PEEK (is supervisor mode) $5a0 for the address of the jar and
then each cookie is exactly 2 longwords, the first is its name the second
in a value. It's fairly easy. HiSoft BASIC has a GETCOOKIE call but you
could easily write one in GFA.

Ofir ogal@cix.compulink.co.uk

2562. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 01:36:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rbre5$nbe@uqcspe.cs.uq.oz.au>
Source record: 32788

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>Is Interface available in the UK?

Apparently, HiSoft *were* going to distribute it, but changed there minds.

The problem is that the original German producers have closed. I don't
know what this means for upgrades (eg. do the authors still use Ataris?
Has someone else taken it on?)

>Looks like a 'must have' product...

Certainly was for me.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2563. Re: C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 01:41:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rbrp7$neh@uqcspe.cs.uq.oz.au>
Source record: 32789

slh100@tower.york.ac.uk (Shawn Hargreaves) writes:

>Hi everyone.

>I find it impossible to believe that a C++ compiler can't be made
>to work with less than 4 megs of memory, but since I don't particularly
>feel like writing a compiler myself, I am thinking of having a go at a
>pre-proccessor to convert C++ code into regular C (like the cfront
>utility on Unix).

CFront *is* the C++ compiler on most unix Machines. It is not just a
preprocessor.

The best approach for those with anything less than a 4M Falcon (and even
some of those), is to build a cross-compiler on an accessible Unix machine,
do all the compiling there, and transfer the binaries back to their Atari.

Binary `diff' and `patch' programs would help this greatly.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2564. All Atari Gopher Servers.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 03:42:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2rc2rs$ev6@golem.wcc.govt.nz>
Source record: 32549

To all Admin People that run Gophers servers..

Can they set up there Tables so that .tos and .prg files
are treated as Binaries files....

I found that Atari Archive works ok, but not uni-kl.de
and tu-berlin.de has problems..

There are some other German sites that I can report back on..

Here is the report that came back from tu-berlin.de for one of
the tos files...

```
+--------------Gopher Transmission Error-------------+
| |
| 1 Kai Seidler <oswald@cs.tu-berlin.de> |
| 0'/pub/atari/Modem/aladd162' does not exist!! |
| |
| [Cancel: ^G] [OK: Enter] |
| |
+-----------------------------------------------------+
```

NOTE: the 'tos' is missing...!!!

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2565. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 07:36:11 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994May18.073918.13444@inca.comlab.ox.ac.uk>
Source record: 32550

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
: >cookie jar? What do you mean by an easier way? An OS call?

: Something in that direction... Checking the cookie jar from lanuages
: like Pascal and GFA Basic is NOT easy... Assembler - OK, but...

It's easy from Hisoft Basic (GETCOOKIE function). Even in another language
it's only a matter of reading a couple of longwords from memory.
You definitely should use the cookie jar to check hardware details.

Karl Wilkinson.

2566. 1st Word+ & Colour Text Printing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 07:58:19 UTC
From: lezo@central.susx.ac.uk
Message-ID: <2rchqr$j25@infa.central.susx.ac.uk>
Source record: 32537

I have just acquired a HP 550C Colour Injet and I would like to 'use' one of the printer driver <ESCape> sequences in First WordPlus such that I can print some strings of ASCII text in colour, eg. by mapping 'red' print onto and in place of the normal italics command.

Snag is, without the [extra] technical printer manual I can not make head nor tail of the 'Raster planes' printer commands which are only referenced but not described in any great detail in the user manual.

Could someone give me a clue as to how I structure my ESCape sequences to do this?

(By the way, I have no problem with printing colour 'images' as I use the EXCELLENT package ImageCopy 2 which is supplied by the FaST Club.)

Thanks

Lez

--
Lez Oxley, Deputy ACS Manager and Database Administrator
Administration, University of Sussex, Falmer, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335
EMAIL: L.Oxley@sussex.ac.uk

2567. Re: All Atari Gopher Servers.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 08:13:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cpzo3I.AA8@westminster.ac.uk>
Source record: 32555

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: To all Admin People that run Gophers servers..

: Can they set up there Tables so that .tos and .prg files
: are treated as Binaries files....

This has been fixed, this morning, on mic2.hensa.ac.uk

I have not changed this on micros.hensa.ac.uk, however, as this is
going to be switched off soon, and be replaced by mic2. Please note
that mic2 will have the address micros.hensa.ac.uk, when this happens.

In the meantime, please log in to mic2.

Thanx
Danny
Atari Systems Moderator

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2568. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 08:15:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2rcird$87p@percy.cs.bham.ac.uk>
Source record: 32546

S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On 17 May 1994 08:03:49 GMT, Chris Ridd wrote:
>
>: Is Interface available in the UK?
>
>HiSoft WERE selling it for I think 45 UKP before Shift went out of business.
>But now, nobody seems to knwo what's going on.
>Does anybody know????
>

Hmm, that's not too bad a price!

Anyway, Gribnif are handling it in the States, and since Gribnif and
Compo in the UK have such a good relationship, maybe Compo could
import it?

As long as *someone* imports it!!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2569. Re: Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 08:54:02 UTC
From: steve-j@teleport.com
Message-ID: <2rcl3a$89v@kelly.teleport.com>
Source record: 32547

In article <2r7gfn$dad@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Does the FALCON run ST(e) software?

Yes and no. Generally, it does, but just due to hardware differences,
SOME software (games, mainly) won't run correctly. However, the F030
can also run some older ST software that the STE can't (with the help
of Backwards).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2570. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 08:55:36 UTC
From: steve-j@teleport.com
Message-ID: <2rcl68$8co@kelly.teleport.com>
Source record: 32548

In article <2r8peu$csj@dux.dundee.ac.uk>, Pob <rmccall@mcs.dundee.ac.uk> wrote:
>What type of monitor does the Falcon use?

It can use either standard ST monitors or (S)VGA ones (you just need
to get the right monitor adaptor to plug it in).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2571. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 09:00:11 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2rcler$1ka1@info2.rus.uni-stuttgart.de>
Source record: 32558

In <1994May17.132812.14204@bradford.ac.uk> S.P.Taylor@bradford.ac.uk writes:

> On 17 May 1994 08:03:49 GMT, Chris Ridd wrote:
>
> : Is Interface available in the UK?
>
> HiSoft WERE selling it for I think 45 UKP before Shift went out of business.
The DISTRIBUTOR Shift is out of business, not the develloper.
Interface is now distributed by TEAM Computer.

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2572. Re: Falcon Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 09:05:22 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994May18.090522.4377@unix.brighton.ac.uk>
Source record: 32553

Perhaps others can give a btter sugestion, but the best I think you can get at the moment is a MiNT system with one of the shells (tcsh,bash) and the gnu utils. You can get alot of Mint freindly ports of stuff like flex, gcc, bison, yacc, and so on. Until (if ever!) we get a Linux port this is the best you can do to get a Unix like environment. I think,...anyone wish to add/flame this?

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

2573. Re: C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 09:10:32 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May18111032@issan.informatik.uni-dortmund.de>
Source record: 32551

In article <2rbrp7$neh@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> slh100@tower.york.ac.uk (Shawn Hargreaves) writes:
|>> Hi everyone.

|>> I find it impossible to believe that a C++ compiler can't be made
|>> to work with less than 4 megs of memory, but since I don't particularly
|>> feel like writing a compiler myself, I am thinking of having a go at a
|>> pre-proccessor to convert C++ code into regular C (like the cfront
|>> utility on Unix).

|> CFront *is* the C++ compiler on most unix Machines. It is not just a
|> preprocessor.

No, CFront *is* a C++-to-C preprocessor, as the name implies.
There are some native C++ compilers apart from g++, and some are said
to be quite good.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2574. Re: Falcon Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 10:11:04 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rcpjo$acp@dux.dundee.ac.uk>
Source record: 32556

Where is Linux 68k available from?
--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2575. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 10:24:30 UTC
From: f09m@alf.zfn.uni-bremen.de
Message-ID: <2rcqcu$nbf@ina.zfn.uni-bremen.de>
Source record: 32562
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <CpxxsM.KHr@novell.co.uk>, plord@novell.co.uk (Peter Lord) says:
>
>HALL B J (cb170@city.ac.uk) wrote:
>: There is a review of SMS2 in a recent ST magazine - I think it was the
>: last ST Format.

>But as far as I can make out, its a completly now OS with no backward
>compatability nor compatable with other OS's.
not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think that the C68 C-Compiler for the QL should work

>Peter Lord
cu B.

2576. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 11:29:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769260565@sirius.herts.ac.uk>
Source record: 32559
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by HALL B J...
|> There is a review of SMS2 in a recent ST magazine - I think it was the
|> last ST Format.

Yes, I know, and though it told me enough to get more interested
in SMS2 than in the disk based O/Ss, it left me with a lot of questions,
which is why I started this thread. Since then I've got a lot of info. from
the articles you have posted here, I've got more info.
But I've also found out about a *very* good article in the
upcoming June issue of ST Applications. You can get details of STA from
ST Club in Nottingham, phone 0602-455250 or fax 0602-455305. I don't
know how to call them from abroad, I've never been abroad and wanted to
phone someone in England before.
Lordy, all this makes me sound like a complete SMS2/ STA
advocate. I don't work for them or anything, I just like them. This is
not a sneaky attempt to stir up interest artificially, they deserve all
the interest they can get, IMHO.

Duncan (75% certain to save up and buy SMS2)

PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
some kind soul could write ST File Exchange, or summat?

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2577. CD bindings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 12:56:12 UTC
From: reschke@uni-muenster.de
Message-ID: <2rd39c$1lpa@obelix.uni-muenster.de>
Source record: 32552

New upload (ftp.uni-muenster.de, pub/atari/Programming/cdbind01.zoo): contains
C bindings for MetaDOS and CD-ROM ioctls.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2578. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 13:02:22 UTC
From: incp@verleihnix.rz.tu-clausthal.de
Message-ID: <1994May18.130222.12907@solaris.rz.tu-clausthal.de>
Source record: 32561

Pob (rmccall@mcs.dundee.ac.uk) wrote:
: What type of monitor does the Falcon use?
The Falcon can be connected to SM124 (monochrome only :-) , SC1224 or any other
RGB monitor and, of course, VGA (best).
You can also use the Falcon built-in TV modulator to connect in to a TV, but
the display quality is rather bad.

There are three monitor adaptors for the Falcon:
1. Old 13 pin ST adator (for Atari monitors)
2. Composite adaptor (for RGB monitors with composite signal input)
3. VGA adaptor (9 pin)

bye,
Chris
--

+----------------------------------+--------------------------------------+
| Christian Perle | So, if you feel a little glum |
| Schulstr. 13 | to Hergest Ridge you should come |
| 38678 Clausthal-Zellerfeld +----------------------Mike-Oldfield----+
| Germany | ComputerGuitarKitesBicyclesBeerPizza |
+----------------------------------+--------------------------------------+

2579. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 13:12:52 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769297285.AA05610@byte.bbs.no>
Source record: 32574

>In GFA just PEEK (is supervisor mode) $5a0 for the address of the jar

Yes, but it is not that easy to getinto supervisor mode i high level languages without causing more trouble :-) This is NOT a problem for be, but Atari should have made an OS-call for reading cookies.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2580. Internationalizing software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 13:59:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.1954.4019.0N19EBFA@canrem.com>
Source record: 32563

Chris,

-> I need to know how an ST/TT/Falcon knows what language it's supposed
-> to use, and I need to know the strings that came up in the
-> discussion; unless, of course, someone else has kept track of all of
-> these and is planning the same sort of thing (ie, releasing some sort
-> of code chunk to handle this).

We have pleaded for a long time for the introduction of an cookie
called _LNG (or something similar) to facilitate and standarize the
detection of the system's 'language' or country code. Apparently, the
newer OS versions support something like that with the _AKP (advanced
keyboard processor) cookie. The high word of this cookie is reserved,
the low word indicates the language currently used for keyboard
interpretation and alerts.

Fortunately enough, there is now also the _IDT cookie to give you a hint
about the date and time formats to be used. If you cannot locate the
_AKP cookie (or any cookies), the country code has to be extracted
from the OS header.

First, get the contents of the system variable _sysbase ($4F2),
then get the word at (_sysbase)+$1c. This word is called os_conf
and contains in bit 0 whether this is a NTSC (bit 0=0) or PAL
(bit 0=1) machine. The next bits finally contain the country code.

The country codes: 0=USA,1=Germany,2=France,3=UK,4=Spain,5=Italy,
6=Sweden,7=Switzerland (F),8=Switzerland (G),9=Turkey,10=Finland,
11=Norway,12=Denmark,13=Saudi Arabia,14=Holland,15=Czechoslovakia (it's
a bit dated alright),16=Hungary,127=all countries (as of TOS 4.0 the OS
contains multiple languages and switches to the correct one).

Ralf.

2581. Falcon DSP MODPLAY Library (Basic & Assembler)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 14:34:45 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cq05ty.AsJ@newcastle.ac.uk>
Source record: 32560

I've just finished adapting the DSP MODPLAY routines by Bitmaster into
a simple to use library for devpac of HiSoft Basic2. Mods play as a background
task, there's very little CPU overhead at all. Source for the library is included
(you need Devpac 2 to assemble it), so is a binary, ready for inclusion in
HBASIC.LIB. Instructions & example code come with it - now there is no excuse for
lame sounds ever.....

Example (Basic)

```
LIBRARY "MODPLAY"

DIM mod%(70000), dummy%(1)

InitMod dummy%()

l&=varptr(mod%(0))
bload "mymod.mod",l& 'Load the modfile

PlayMod mod%() 'Set it playing

GetModName mod%(),name$ 'Get it's name into name$
Print"Now playing:";name$ 'Print out the name (note that the mod is
' playing now)

DO WHILE INKEY$="":LOOP 'Wait around for a while

StopMod mod%() 'Turn off the mod

END 'The end.
```

The assembler version comes with the same commands but as a set of macros.....

I'll upload to ftp.uni-kl.de after the weekend.

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2582. How to boot from floppy 'B'??????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 14:45:37 UTC
From: ral@bnr.co.uk
Message-ID: <ral-180594144537@bharm1ca.bnr.co.uk>
Source record: 32557

I've an early Atari STFM. I bought an external DSDD floppy, but
I can't make the machine boot from it.

Is there some teeny memory patch I can do?

or

Is there some software to persuade the machine to boot from floppy B?

or

Is it impossible?

Thanks in advance.

Please reply via e-mail direct, i.e. A.H.Bolle@bnr.co.uk

Andre Bolle

2583. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 17:38:54 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Cq0ECv.Iy1@cix.compulink.co.uk>
Source record: 32573

>What do I check for (what values are in the _MCH cookie) ?

_MCH Cookie
This value describes the type of machine.
This is divided into two words, the major and minor number.
MajorMinorMeaning
00520/1040/Mega ST
10STE
18ST Book
116Mega STE
20TT
30Falcon030

>And - Isn't there an easier way ?
Not difficult using the get_cookies function in Lattice C for instance.
There isn't an infallible way other than this.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *

2584. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 18:39:52 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.183952.15512@kocrsv01.delcoelect.com>
Source record: 32567
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

2585. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 19:05:45 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.190545.16794@kocrsv01.delcoelect.com>
Source record: 32569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

2586. Re: STFM/E RAM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 19:45:41 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.29.0013C386@hermes.cam.ac.uk>
Source record: 32564

wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
>S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:

>>Is it true that you lose speed in the STFM and the STE if you have > 2Mb?
>no this is wrong!
>The timing is all the same for the memory adressed by the GLUE and MMU chips.

Yes, in hardware. The point is though, if you're running a program from cold
that doesn't have the fast bit set, TOS will allocate all free RAM to the
program AND THEN CLEAR IT. With 4Mb, clearing all RAM takes some time, like
3-10 seconds depending on the routine. In this case however I don't think
it's an issue, you probably won't be able to notice the difference is speed
between a 2Mb and a 2.5Mb machine.

John

2587. Re: Questions on STe SIMM's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 19:57:36 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.30.0013F659@hermes.cam.ac.uk>
Source record: 32565

In article <Cpy5pq.KKu@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>>On Mon, 16 May 1994 16:13:44 GMT, Mr Bruce Albert Cotsell wrote:
>>: dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>>: >I'm considering mixing 1Meg and 256K SIMMs and using simmfix to get 2.5Mb
>>: >in total. Doing this means that I'll have to boot with simmfix everytime
>>: >I switch on the computer, even for commercial games.... has anyone heard
>>: >of any problems with this setup - especially with games ?

>>: I wouldn't bother with the extra .5MB because you will have to run simmfix
>>: every time you boot up. The ST may appear to work fine without running it

Only on a cold boot (power on or Ctrl-Alt-Shift-Del, or on a bad crash) Once
set, TOS retains memory setting across reboots. The thing to do is have a
disk with JUST simmfix in the AUTO folder, and boot with this, then remove
the disk, stick in the disk you really wanted to boot from, and press reset.
This works for games too (as long as they don't mind being run in >.5Mb
anyway - the ones that don't are thankfully far and few between, and there
are alternative fixes for them.)

>>: but IT WILL CRASH :-(If you want more memory than 2MB go for 4MB as I
Most horrendously. But only if you actually use more than 1.9Mb.

>>: don't think 3MB will work either. If you stick with 2MB you have to put
??. You can't get an extra 1Mb in a 2 SIMM combination. Only .5Mb and 2Mb.
On 1Mb machines, you have 4 .25Mb SIMMs.

>>I have never heard of problems with 2.5 Mb, and the .5 Mb IS very nice to
>>have. Imagine the difference between a 520 and a 1040, and you see how
You can have you're 2Mb as before, with a floppy sized RAM disk on top!

>I wondered if it is also possible to have 1.75 MB (that is, 1 SIMM of 1MB
>and 3 of 256KB). I'm only a poor student and I can't afford to buy 2 SIMMS
>of 1MB at once.
Absolutely not. Wont work. (I think, if you tried it, TOS would interpret
them as all being 256K)

>Ivo van Poorten

John

2588. Re: Faulty STE DMA chip # revealed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 20:01:25 UTC
From: js10039@hermes.cam.ac.uk
Message-ID: <js10039.31.001406A5@hermes.cam.ac.uk>
Source record: 32566

In article <7866@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>From: nj1@ukc.ac.uk (N.Jones-Rodway)
>Subject: Re: Faulty STE DMA chip # revealed
>Date: Fri, 13 May 94 15:02:28 GMT

>In article <2r03ts$42o@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard
>Tanger&#65533;s) writes:
>>> Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
>>I checked this out from an article in ST Format, July 1992, page 56.
>>The faulty DMA chips in the STE are marked: C025613-38, PH23-030
>>The good DMA chips in the STE are marked: C398739-001A, (Atari-1990)-31
>>The problem was generally present in early STEs.

>According to a recent ST Format, Atari have recently repaired the last STE
>from the batch that went out with the Fault DMA chips....

According to ST Format a couple of years ago, this had been done a LONG time
ago, by recalling all faulty chips. According to discussions on here and
other groups, no such effort had been made at all, but it was publicised
that there had been (great PR work Atari!), although anyone complaining got
a free set of replacement chips.

>Neil.

John

2589. Which Floptical Drive to get?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 20:14:17 UTC
From: scott@hitachi.com
Message-ID: <scott-180594131231@137.168.16.46>
Source record: 32577

I am in the market for a flopitcal hard drive for my Falcon. Can anyone point in the right direction as far as brand, size of storage (21MB per floptical only?), does Diamond Back III work well with flopticals? Can a floptical drive be hooked up to a STacy?

Anything that I might need to know about them would be helpful!

Thanks in advance!!!

##
Scott Dinn Internet: scott@hitachi.com
Santa Clara, CA GEnie: d.dinn@genie.geis.com
# #
Atari Falcon030 / STacy drummer/programmer
##

2590. Re: Microphone input on Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 20:18:28 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1791@usdtsg.DaytonOH.NCR.COM>
Source record: 32568

In article <1994May17.183950.21204@bradford.ac.uk> S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
[STuff deleted]

>What do you think comes out of a 9 volt battery?????

The Energizer bunny? ;-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2591. TCPIP.FAQ available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 21:46:20 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405182146.RAA26282@top.magnus.acs.ohio-state.edu>
Source record: 32576
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Well an initial version of the TCPIP Faq (if you can really call it that)
how about the Guide to Connecting your Atari to the Internet. At least a litle
more accurate. ;) Well after some small amount of research and work I have
come up with an initial version. I am certain that it does not contain
everything it should, but I wanted to get it out for comments and suggestions.
The current version is approx. 45K, I am going to send it to a.a.u.e.,
ftp.uni-kl.de, mic2.hensa.ac.uk and ftp.tu-clausthal.de. If you are unable to
FTP then send me email and I will mail it to you.

Please feel free to make comments and suggestions. And pass it on to
anyone who needs it.

Dan Ackerman
ackerman.29@osu.edu

2592. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-18 22:37:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq0s6t.Esp@cix.compulink.co.uk>
Source record: 32570
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

Well depending on how comapatible SMS2 is with QDOS - there is already at least one good ST/PC disk reader for it.

Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting source code files on for recompilation. The underlying file system can be something else - however FWIK, the QDOS one is pretty poor comapared to MINIXFS or even TOSFS.

Roland.

@CiX

2593. Re: STFM/E RAM speeds

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 00:45:22 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769308322@Paddington>
Source record: 32571

I heard that on the ST, the memory is accessed at 150ns for <2 meg, and
at 120ns for 2meg+. In fact, I have heard this from a number of sources.
Making memory accesses faster with more memory (leaving aside the
fastload settings)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2594. Re: C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 01:20:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2reetd$ngc@uqcspe.cs.uq.oz.au>
Source record: 32572

warwick@cs.uq.oz.au (Warwick Allison) writes:

>CFront *is* the C++ compiler on most unix Machines. It is not just a
>preprocessor.

Clarification: Cfront produces C code, which is then compiled and assembled
to produce object code. This does not make Cfront a pre-processor for C any
more than a standard C compiler is a preprocessor for Assembly language.
(most C compilers take C code as input and produce Assembly Language as
output).

There also exist Modula-2 compilers that produce C as intermeditae code.

And Pascal compilers.

And Fortran compilers.

p2c and f2c are not `preprocessors for C'. Nor are they trivial to implement.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2595. Re: C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 01:37:30 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2refsq$nts@uqcspe.cs.uq.oz.au>
Source record: 32575

schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>... CFront *is* a C++-to-C preprocessor, as the name implies.

Here are the reasons why Cfront (the C++ compiler) is not to
be considered a C preprocessor, wherease CPP (the C preprocessor) is
to be considered a preprocessor:

1. If Cfront produces C code that does not compile,
that is an error in the Cfront compiler.
CPP regularly produces C code that does not compiler.

2. Cfront is not obliged to produce portable C code.
And it doesn't. Not in the slightest.
Code from CPP is expected to be as portable as the
original sources (including headers).

3. Cfront can produce arbitrary identifiers in the
C code (ever seen a mangled name?)
CPP is obliged to preserve as much of the code
structure and text as possible.

See the difference?

If you want to label Cfront, it is a Front End that accepts C++ as input.
The CC compiler is ACPP + Cfront + Cback. Cback = plain C compiler.
ACPP = the C++ preprocessor (just like CPP, the C preprocessor).

Anyway... back to your regular programming.

Want to know more? Subscribe to comp.lang.c++, but please don't say
that Cfront is a preprocessor for C, or else the resulting flames will
bloat that newsgroup beyond even the ridiculous proportions it has
already grown to.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2596. ASM in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 03:26:20 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2rem8s$eec@news.dmpe.CSIRO.AU>
Source record: 32613

Hi y'all

At the moment I am trying to implement an ASM routine in one of my programs to direct screen writes. (No the VDI is NOT fast enough thank you.) I have a vague idea of how to do the procedure, but how the hell do I implement it in GNU C!? And how does GNU store the 68k mnenomics!?

Currently I think something like:

```
void screenwrite(int x, int y, int col)
{
asm("
moveq 0, d0
movel x, d1,
movel y, d2
movel ....
")
:""
:""
}
```

So how do I do it!? And how do I pass the variables into registers!?

Many Thanks,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2597. Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 07:07:52 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994May19.070752.13352@cc.ruu.nl>
Source record: 32578

Hi,

I have some questions using gcc and Mint on a Mega Ste:

a) When compiling mint 1.10, I must decide wether I want memory protection or not.
I think I have to turn this off, because the Mega Ste is not capable of
memory protection, but I am not sure.

b) Is it true that virtually any program running under BSD unix can be compiled under
MiNT using gcc?
Which extra options do I have to pass to gcc? I think -mint and -mshort.
What happens when I omit -mshort?

c) How do I compile a program to be shareable? Can I do this with any program?

Wow, what an amount of questions!

By the way, has somebody written a BSD like 'ps' for MiNT, accepting standard options
like -ux and so on. Otherwise this will be the first thing I'm going to do.

Please help me with some of these questions.

Richard.

2598. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 07:19:53 UTC
From: error@stack.urc.tue.nl
Message-ID: <2rf3up$nmn@tuegate.tue.nl>
Source record: 32579

lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:

>>cookie jar? What do you mean by an easier way? An OS call?

>Something in that direction... Checking the cookie jar from lanuages
>like Pascal and GFA Basic is NOT easy... Assembler - OK, but...

I just did some cookie stuff in Heat 'n Serve C this week, and will try some cookie checking in Power Basic this weekend. It is not that difficult. It is just that one needs to go into supervisor mode once to get some address, but for the rest it is just a matter of 'peeks' and 'pokes' so to say.

If anyone wants a simple example, I think I can write one from the source I have now.

Erlend.

--

2599. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 09:58:00 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994May19.095800.7496@tiggertoo.earth.ox.ac.uk>
Source record: 32581

In article <1994May19.070752.13352@cc.ruu.nl>,
Richard Huveneers <huveneer@math.ruu.nl> wrote:
>Hi,
>
>I have some questions using gcc and Mint on a Mega Ste:
>
>a) When compiling mint 1.10, I must decide wether I want memory protection or not.
> I think I have to turn this off, because the Mega Ste is not capable of
> memory protection, but I am not sure.

It doesn't really matter as MiNT when it boots will discover that your STE
can't handle memory protection so won't bother.

>b) Is it true that virtually any program running under BSD unix can be compiled under
> MiNT using gcc?

Yes, with a few reservations such as fork() blocks the parent process until
either the child exits of execs a new program over itself. Oh, and there are
a few missing routines in the library, but the list is getting shorter all
the time.

> Which extra options do I have to pass to gcc? I think -mint and -mshort.
> What happens when I omit -mshort?

Best not give -mshort unless you know that the programmer who wrote the
program didn't use the assumption that int == long == pointer.

It depends upon whether you are using the MiNT-libs as your default
libraries or not. If you are then there is no need, just use MINT as a
preprocessor symbol (ie -DMINT) and use MINT in your #ifdef's when you port
things.

>c) How do I compile a program to be shareable? Can I do this with any program?

(i) Make sure you have the sharable versions of the MiNT libs in /usr/lib
(or where ever you have your libs) and compile with the -mbaserel
-mpcrel flags.
(ii) Many programs won't link properly as some the references become greater
than +/-32K.

>Wow, what an amount of questions!
>
>By the way, has somebody written a BSD like 'ps' for MiNT, accepting standard options
>like -ux and so on. Otherwise this will be the first thing I'm going to do.

People have tried.. I think someone is still working on one.

>Please help me with some of these questions.
>
>Richard.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

2600. SCSI acces on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 10:36:15 UTC
From: bernard@claudia
Message-ID: <2rffev$g9f@serveur.cribx1.u-bordeaux.fr>
Source record: 32580

Hi everybody,
I would have like to know how to program the NCR chip on the Falcon.
I planning to make the linux kernel work on falcon (it already boots on a ramdisk).
But now, to go to the hard stuff, I need to make some hd driver.
In the source of the ibm kernel there already is a generic driver for the NCR SCSI chip
but I can't find the adresses to use for accessing this chip.
Does anybody know about this stuff ?

Thanks in advance.

S. Bernard

2601. DMA interface on 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 11:09:35 UTC
From: S_FITCH@open.ac.uk
Message-ID: <S_FITCH.5.000B293E@open.ac.uk>
Source record: 32588

Can someone post details of the 1040ST DMA interface ?

Specifically what sort of disk controller/hard disk combinations are compatible with this device?

Steve

2602. >>Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 11:25:16 UTC
From: Ruediger.Busch@arbi.informatik.uni-oldenburg.de
Message-ID: <1994May19.112955.16719@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 32582

Christian Perle (incp@verleihnix.rz.tu-clausthal.de) wrote:

>There are three monitor adaptors for the Falcon:
>1. Old 13 pin ST adator (for Atari monitors)
>2. Composite adaptor (for RGB monitors with composite signal input)
>3. VGA adaptor (9 pin)

Maybe a 9 pin adaptor exist, but when I bought my Falcon I got a
15 pin VGA adaptor.

So long,

2603. MiNT 1.10 problem--login

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 11:56:09 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <AhqpDNy00WB=4MUxJd@andrew.cmu.edu>
Source record: 32589

i just compiled MiNT 1.10 (with the net-030 patch), and when i boot the machine, i get a login prompt fine. however, the machine doesn't respond to anything i type at the prompt (doesn't echo and doesn't accept input without echoing it) except ^C, which results in another login prompt. has anyone else had this problem, and if so, how did you fix it?

geoff spear |please reply via snail mail,
gspear+@cmu.edu |i don't use computers.

2604. keyboard bug

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 11:57:56 UTC
From: vdleij@phil.ruu.nl
Message-ID: <2rfk84$41a@laurel.phil.ruu.nl>
Source record: 32583

I have the following problem in a game I'm coding for the Falcon030: After a while I get a sudden repeating key. I use a trap to read the keyboard while playing, and use BSW DSP modplayer. Does anybody know the correct solution?

PLease mail me at Joost.vanderleij@phil.ruu.nl

Joost.

2605. High res TTmonitor for low cost

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 12:20:06 UTC
From: dba@jet.uk
Message-ID: <1994May19.122006.12971@jet.uk>
Source record: 32585

Hi
The following Info may be of some interest to other TT owners. I have just bought a brand new 15 inch monitor which cost just pounds 27.99 + VAT.

It,s a Princeton Model LM-301 the spec is:
max resolution 1664(h) x 1200(v)
video 160MHz 4shades
CRT 15 inch,110 Degree landscape mounted
Phosphor white(p188)
Horiz freq 74.63KHZ
Vert freq 60HZ non-interlaced
The video is of course ECL which matches the output of the atari TT.

The supplier was:
BULL Electrical
250 Portland Road
Hove
BN3 5QT

Tel 0273 203500

A few internal adjustments have to be made so that the display is stable but that only requires a small insulated screw driver. All the adjustment points are readily availiable and the display can be adjusted over the whole of the screen area.

monitor 9 pin D conector Atari TT 15 pin HD D conector
ECL MSB - pin 1 -------- connected to -------- pin 4
ECL LSB* - pin 2 -- connect in parallel with -- pin 15
ECL LSB - pin 3 -- connect in parallel with -- pin 4
-5.2v - pin 4
H Sync - pin 5 -------- connected to -------- pin 13
ECL MSB* - pin 6 -------- connected to -------- pin 15
ground - pin 7 ------------------------------ pin 5
ground - pin 8
V Sync - pin 9 -------- connected to -------- pin 14
pin 9 / connect to pin 10
pin 10 / connect to pin 9

The high density connector is availiable from Maplins.
Part Number JW77J and a trimming tool Part Number BR49D

Has anybody got the full specification for the TT video signals? The service manual does not have the technical spec.

regards

--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

2606. Atari CD-ROMs FAQ (Beta version)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 12:22:15 UTC
From: brarda@vxclia.cern.ch
Message-ID: <Cq1uD3.C5I@news.cern.ch>
Source record: 32584

This is the first release of the Atari CD-ROM FAQ. It is like a beta
version with probably a lot of mistakes.
Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

Loic

ATARI CD-ROM FAQ
----

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads23.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mnt/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).

(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

ExtenDOS v1.1:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa, Ontario K1V 0B8, Canada.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 CD-ROMs. Run under TOS normally and under Multitos as long as memory protection is turned off but it is impossible to run programs directly from a CD under Multitos.
Extendos v1.1 costs $19.95.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

2 - What discs are available ?

There is three Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut Creek, C 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821, Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55, 24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany, Phone: (0171) 4210222

This CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany, Phone: (0211)429876.
This CD-ROM costs 89 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won't run the PC programs but you will access all the text, pictures, and sound files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh, ...) in 16 and 256 colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.

The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View 3.xx .

Clipart Warehouse

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all the needed stuff to handle the Photo-CDs.

ColorDiscPCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797 Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS file (both included).
It also includes a CD-Audio player.

ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The drive must understand SCSI2 instructions.

ColorDisc PCD :
It also includes an audio Player.

Audio CD Master 3.0 :
Commercial software from It's All Relative Software, 2233 Keeven Lane, Florissant, MO 63031, USA.

This program can play CD-Audio discs on SCSI2 and Nec drives. On falcon and with some drives, it allows you to control and pipe your CD audio sound into the Falcon for DSP effects using software like the Audio Fun Machine that comes with your Falcon 030.

Audio CD Master 3.0 costs $29.99 US, postpaid, worldwide.

Audio CD player 2.0 :
Older shareware version of Audio CD Master 3.0 from Nina Montaser, P.O. Box 52127, Ottawa, Ont. K1N 5S0, Canada

Does not work on my flcon.

5 - Appendix A

These are some users configurations :

TT, MultiTOS 1.04, CDROM.XFS
TT, MultiTOS 1.08/9, CDROM.XFS v.0.7
TT, MetaDOS

These do not work:

TT, MultiTOS 1.08/9, CDROM.XFS < 0.7
TT, MultiTOS, MetaDOS

Drive : NEC Multispin, external (84-1).

Discs : GEMini Atari CD ROM from Walnut Creek
Clipart Warehouse

MSTE -> ICD MicroSCSI -> ICD AdSCSI+ -> NEC CDR-37
but the first host adapter in the chain has nothing to do with driving the CD-ROM, its for a hard disk. The AdSCSI+ also has a hard disk running from it as well as the CD-ROM

Drive : NEC CDR-37

Software :

ICDCDZ2.XFS as supplied on the ICD Pro utilities disk. This only seems to work under MiNT <= 1.04. None of the other freely available CD-ROM drivers (MetaDOS etc.) seem to work. I haven't tried Extendos or CD-Tools.

For audio playing, I'm using Nima Montasser's 'Audio CD Master 3v0'. This is the commercial release of the AUD_CD20.ACC audio CD player. Both work fairly well for me, but I haven't got all the features to work yet.

In order to CD Player configuration to work (the default NEC CDR-37 one didn't work! with AUD_CD20.ACC) I contacted NEC(UK). They very kindly sent me a copy of their 'SCSI 1 Spec' free of charge. This is a 90 page photocopied document which lists all the SCSI 1 commands for a CD-ROM and what they do. I'm sure its pretty outof date now, especially as NEC must be onto SCSI 2 by now.
I used the SCSI.PRG from the ICD Pro disk to send SCSI commands to the CD-ROM to get the combination right.

Atari Falcon030, 4MB RAM, 127MB Internal IDE drive, 270MB external SCSI drive, Viper 105S Tape Streamer.

Drive : NEC 2xi

Non-working drivers: MetaDOS 2.3 (no BOS drivers for Falcon).
ICD Pro Utilities (didn't see the drive at all).
Atari CDROM driver, v0.6 (gave read errors).

Working drivers : ExtenDOS v1.11 (commercial, available in the UK from
Systems Solutions, price about 30 pounds).

Discs : Gemini Atari CD-ROM.
Cover disk from a PC CD-ROM magazine. The files read OK, but obviously
the PC-specific executables do not run. I got loads of TIF pictures etc
off of this disk.
The NEC 2xi is about the same price as an Apple CD300 (160 pounds + VAT).
But people seem to have had less hassle getting the Apple drive running.
I chose the NEC because is an internal drive, so slotted into my
mini-tower comfortably.

Thanks to all the users that mailed me their experience.

2607. 520ST with VGA monitor - how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 12:24:49 UTC
From: Craig.Robertson@newcastle.ac.uk
Message-ID: <Cq1uHE.2Mu@newcastle.ac.uk>
Source record: 32587

I've got a left-over VGA mono monitor (Samsung ML4571 @ 50Hz) and a sad old 520ST. How can I make the latter work with the former ?
I was going to buy a new mono monitor but they all seem to be hacked VGA's anyway.
I know that the output from the ST is a different frequency, perhaps someone knows of a kit/ box of tricks to do the necessary ?

Cheers,
Craig.

2608. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 12:28:13 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769350493@Shepards>
Source record: 32586
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>> some kind soul could write ST File Exchange, or summat?

>Well depending on how comapatible SMS2 is with QDOS - there is already at
>least one good ST/PC disk reader for it.

>Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>source code files on for recompilation. The underlying file system can be
>something else - however FWIK, the QDOS one is pretty poor comapared to
>MINIXFS or even TOSFS.

In this months ST Review there is a review of all currently availably mtasking
systems; Mag!X, Geneva, MTos, SMS2, and Omen.

SMS2 got a nice review, so check it out.
They said TOS disk compatability may be a future update...

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2609. Re: SCSI acces on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 13:29:43 UTC
From: jimt@motx1.uk.mdis.com
Message-ID: <Cq1xHJ.D@mdis.co.uk>
Source record: 32590

BERNARD Sebastien [93-94] (bernard@claudia) wrote:
: Hi everybody,
: I would have like to know how to program the NCR chip on the Falcon.
: I planning to make the linux kernel work on falcon (it already boots on a ramdisk).
: But now, to go to the hard stuff, I need to make some hd driver.
: In the source of the ibm kernel there already is a generic driver for the NCR SCSI chip
: but I can't find the adresses to use for accessing this chip.
: Does anybody know about this stuff ?

: Thanks in advance.

: S. Bernard

The NCR5380 registers are selected by writing a word to address $FFFF8606,
The LSB of the word is as follows :

Word Value NCR Register.
$88 0 Read = Current SCSI Data Bus value
Write = Output on SCSI Data Bus
$89 1 R/W Initiator Command Register.
$8A 2 R/W Mode Register.
$8B 3 R/W Target Command Register.
$8C 4 Read = Current SCSI Bus Status
Write = Select Enable Register.
$8D 5 Read = Bus & Status Register.
$18D 5 Write = Start DMA Send. (Bit 8 set for Write DMA mode)
$8E 6 Read = Input Data Register.
Write = Start DMA Target Receive.
$8F 7 Read = Reset Parity / Interrupts.
Write = Start DMA Initiator Receive.

Once the NCR register is selected, Reading or Writing to the register is
acheived by a Word sized R/W operation on Address $FFFF8604.
DMA operations are handled in the same manner as floppy drives.

--
++

Jim Twynam (Senior Systems Engineer)
MDIS : McDonnell Informations Systems plc
Boundary Way, Hemel Hempstead, Herts, HP2 7HU
Email: jtwynam@uk.mdis.com
Tel: 0442 272268

++

2610. Re: Which Floptical Drive to get?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 14:15:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rfsar$eeg@mailer.fsu.edu>
Source record: 32591

Scott Dinn (scott@hitachi.com) wrote:
> I am in the market for a flopitcal hard drive for my Falcon. Can anyone
> point in the right direction as far as brand, size of storage (21MB per
> floptical only?), does Diamond Back III work well with flopticals? Can a
> floptical drive be hooked up to a STacy?
>
> Anything that I might need to know about them would be helpful!

Have you tried a floptical yet? They are IMHO fairly useless. Extremely slow, picky about software (only ICD Pro level or Link software supports them), etc. Instead, I suggest you look into a Syquest device. They are a bit more expensive, but you get a lot more for your money. You might try to find a used 44mb mechanism. I got both of mine for a song, and bought all my cartridges used as well. The newer Syquest devices are also quite interesting. They are doing a big promotion on their 3.5" 105mb device. The drive itself is about $300, and the cartridges are the same price as the 44mb units (about $60-$70). Grab a computer shopper and check out the prices. Using Syquests for backups is great! I use Diamond Edge to copy partition-to-partition, and it only takes a few minutes to fill up a 44mb cartridge. If backups are what you want to do with the floptical, you might also look into a SCSI tape drive. Again, a bit more expensive, but you get more for your money. Also, since QIC-150 devices are considered "dinky" by today's tape capacity standards, you can often pick them up on the used market for very attracive prices. Check out misc.forsale.computers.

Of course, Hitachi makes some very nice drives as well :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2611. Re: SCSI acces on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 16:35:12 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cq262p.IBw@newcastle.ac.uk>
Source record: 32593

Of course, it would be nice to see an IDE driver as well as SCSI......

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------/__\----------
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2612. Help needed: 3,5" IDE-HD to a Falcon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 17:46:47 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.4.0011C7CA@edi.ngate.uni-regensburg.de>
Source record: 32592

Hi,

does anybody have a plan of an adapter (44pin -> 40pin), to connect a
3,5" IDE-HD to my Falcon?

Thanks,
Rainer

2613. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 17:48:13 UTC
From: <>
Message-ID: <2rg8ot$7bg@mother.usf.edu>
Source record: 32594

Is there any way to get MultiTOS to run a function in a currently running program as a concurrent process with the main program? (Isn't this called threading?)

2614. Large numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 20:12:08 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <769388694.AA05630@byte.bbs.no>
Source record: 32595

I know it's rather carzy to ask but still :

Does anybody have any assembly language routines (not for the math
co-processors) for multiplying/dividing etc. large whole numbers.
By large I mean 128 ,256 bits ;or preferably even more!

__ ___ __ __ ___ _ __
/_ / /_ / / /) /_
jabran.akhtar@byte.bbs.no __/ / /_ _ / / \ /_
Programmers of Mnilu
the Shareware GfA 2 Compiler

....
Mnilu - GfA BASIC v2 Compiler - Compile GfA v2 source code into
GEMDOS executable porgrams by using our shareware Mnilu compiler
-Among others avaliable from Goodmans GD2196 and FaST Club PR483
"""

2615. Re: Turn off keyclick

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 20:39:22 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <769382498.0@mettav.royle>
Source record: 32604

On 11 May 94 at 18:32:43 (Hallvard Tanger&#65533;s) wrote the following:

> As for "mushy" keyboards, there's a kit available that gives the keys a
> better feel (if you don't like the mushy feel that is). It involves
> springs or something that you put under each key, and I think it's
> available from system solutions in the UK.

They are actually replacements for the little rubber "muchrooms" in the keyboard. The new ones just have more 'click' than the spongy orignal ones.

Personally I wasn't that impressed when I first got them but now either wore in a bit of I got used to them and they're now much better than before. :-)

Installation involves removing the back of the keyboard, this involes undoing about 50 million ;-) screws, exchanging all the muschrooms, then putting it all back together again.

Sounds easy but it's tricky, because when you put the keyboard down to put the back on and do up the screws the pressure on the keys pushes them all out and the back up. ;-)

I must say I was pleased when it was all back together and finished. This was until I noticed the '.' key on the numeric keypad was permanently down and had no click. Guess who had to take it all apart again and put in the misssing mushroom. Arse. :-(

> I can check this out if anyone is interested though- I have the info at
> home.

I got mine for 20 UKP from as you say, System Solutions.

-Paul-

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~=~=~=

2616. Re: 520ST with VGA monitor - how ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 23:25:06 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEUAADVC@ttgk.textlitho.nl>
Source record: 32600

In <Cq1uHE.2Mu@newcastle.ac.uk> Craig Robertson wrote :

>I've got a left-over VGA mono monitor (Samsung ML4571 @ 50Hz) and a sad old
>520ST. How can I make the latter work with the former ?
>I was going to buy a new mono monitor but they all seem to be hacked VGA's
>anyway.
>I know that the output from the ST is a different frequency, perhaps someone
>knows of a kit/ box of tricks to do the necessary ?

It is very unlikely that your VGA mono monitor is 50 Hz as 60 Hz is the
minimum VGA frequency.. You should try and connect HSYNC, VSYNC, GND and
MONOCHROME output to the corresponding pins of the VGA monitor.
Connect MONO DETECT to ground so the ST will set itself to MONO mode.
Check what picture you get. It will probably roll over and over. Try and
find a variable resistor which adjust the vertical frequency of the monitor
and turn it until the picture stops rolling. Maybe you have to adjust the
horizontal width and vertical size. In most monitors the trimmers are named
eg. V-SIZE, H-WIDTH, H-PHASE, H-FREQ, V-FREQ, V-SIZE etc.

A word of warning: The monitor uses quite high voltages so please be
careful. Use isolated adjusting tools!

Good luck,
Gert

--

-- --
Atari TT-Point
-- --

2617. Re: High res TTmonitor for low cost

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-19 23:42:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEUAADVI@ttgk.textlitho.nl>
Source record: 32601

In <1994May19.122006.12971@jet.uk> Dennis Armstrong wrote :

>Has anybody got the full specification for the TT video signals? The service
>manual does not have the technical spec.

Horizontal frequency: 74 kHz
Vertical frequency: 71 Hz
Pixel frequency: 95 Mhz
Video memory size: 153600 bytes

The videofrequency is generated by a PLL circuit from National
Semiconductor (DP 8530) and is locked to an 8 Mhz source clock from the
TT-MCU. The shifter is also a National Semicondutor chip (DP 8516) which
drives the monitor directly with ECL output.

I used this info to connect a Viking 1 monitor (21"), I also had to adjust
the monitor (vertical frequency and screen width)

Greetings,
Gert

--

-- --
Atari TT-Point
-- --

2618. Re: C++ on a 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 00:02:23 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2rgumf$srf@acme.gatech.edu>
Source record: 32596

In article <2reetd$ngc@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au
(Warwick Allison) writes:

>Clarification: Cfront produces C code, which is then compiled and assembled
>to produce object code.

What makes it more than just a preprocessor is that it does syntax and
error checking such that the C compiler is just an intermediate stage.
Thus from the user standpoint, the C conversion and compilation is
completely invisble. As Warwick states, p2c and f2c are similar in
this respect.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2619. Disk layout question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 01:12:16 UTC
From: GARY.RATLIFF@starnetbbs.com
Message-ID: <13F0D6A0@starnetbbs.com>
Source record: 32616

GE>Can someone tell me where I can get info on the layout of
GE>the boot sector, FATs, and directory structures for the
GE>ST?

There is a public domain program called Disk Doctor which I obtained
from BRE Software which is a disk editor. This allows you to view any
of the sectors of the disk and alter them if you dare.

The directory is at sector 7 odf track 1 if I remember correctly.
Anyway by scrolling thur this a sector at a time one learns the layout
of the ST disk and also learns it is almost identical to the IBM disk.

Got out my IBM Programmers manual and couldn't locate any detals on the
FAT. So perhaps some others can contribute more on this.

gary.ratliff@starnetbbs.com

• OLX 2.1 TD • It's only a hobby ... only a hobby ... only a

2620. SCSI acces on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 01:13:16 UTC
From: bernard@deadhead
Message-ID: <2rh2rc$lu2@serveur.cribx1.u-bordeaux.fr>
Source record: 32597

Thanks for your post. It will help a lot (I had exactly zero about the doc).

The IDE registers are described into the hardware.txt document so it won't be too difficult to deal with.

S.Bernard

2621. Gemview - English Anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 02:30:43 UTC
From: raver909@epicycle.lm.com
Message-ID: <2rh7cj$hgv@epicycle.lm.com>
Source record: 32598

I was wondering where I might find the English version of Gemview if
there is such an animal. The version on the Atari Archive is in German.
Joe

--
~

2622. Re: gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 03:29:10 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2rhaq6$lh9@elroy.jpl.nasa.gov>
Source record: 32599

In article <H.ekBJ.5kx73cW8Kx2@lionbbs.escape.de>,
Uwe Kloss <UweKloss@lionbbs.escape.de> wrote:
>In <2qqbto$ke2@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
>>|> |> I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
>>|> |> of errors of the following form:
>>|> |> /a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
>>|> |> fatal error: relocation out of range for _yydebug in c-parse.o

>This means that the reference and the location which IS referenced
>are too far apart.

Correct.

>>|> |> So, obviously something has to be patched in order to make this work.
>>|> |> Like de-static-ifying many variables...
>>|> |> Anyone allready done this ?
>>|> |> Patches available where ?

>remove "-mbaserel" and "-mpcrel" from the command line.

It works fine with -mbaserel, you just need to omit -mpcrel. And you only
need to omit that for a couple of the modules.

>>So, there are some major problems here.
>Only one!
>Your program is to big to use relative addressig!
>This might be solved by fine tuning linking order,

No, unfortunately it's more involved than that. I've been working on some
patches to make it all fit, but it's been kind of tedious. The biggest problem
is that the insn-output.o module needs to split into multiple parts in order
for all the references to it to fit within the available range. A lot of work
for a minimal performance improvement...

I made the same patches in 2.2, but unfortunately an overzealous sysadmin here
deleted my old source trees and I'm stuck duplicating my work again. Sigh...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

2623. ST's and 1.44 drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 03:34:48 UTC
From: bxadams@ualr.edu
Message-ID: <1994May19.213448.1@ualr.edu>
Source record: 32464

Need to find out (becausae I've been told of it) if a 1.44 teac type drive can be wired to an Atari 520ST? Disk drives are MFM and I have a MFM HD controller, so...

Thanks

2624. Re: Gemview - English Anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 08:46:24 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cq3Eyq.HvJ@westminster.ac.uk>
Source record: 32460

Joe LeSesne (raver909@epicycle.lm.com) wrote:
: I was wondering where I might find the English version of Gemview if
: there is such an animal. The version on the Atari Archive is in German.
: Joe

Write to Joe Connor : jconnor@cix.compulink.co.uk

He is the English Support person in Britain for Gemview, and collects
Shareware for it too.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2625. Re: Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 08:51:35 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2rhtmn$ol8@hpsystem1.informatik.tu-muenchen.de>
Source record: 32602

In article <2qr91iINNun7@sat.ipp-garching.mpg.de>, krasel@alf.biochem.mpg.de (Cornelius Krasel) writes:
|> SAK L.J. (L.J.Sak@kub.nl) wrote:
|> : Anyone use the Linux for Falcon yet?
|>
|> There is no such thing (yet).
|>
|> --Cornelius.

There is. It has been demonstrated on the FEZ-A-BIT.
--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2626. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 09:01:42 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2rhu9m$or9@hpsystem1.informatik.tu-muenchen.de>
Source record: 32603

In article <1994May18.130222.12907@solaris.rz.tu-clausthal.de>,
incp@verleihnix.rz.tu-clausthal.de (Christian Perle) writes:
|> There are three monitor adaptors for the Falcon:
|> 1. Old 13 pin ST adator (for Atari monitors)
|> 2. Composite adaptor (for RGB monitors with composite signal input)
|> 3. VGA adaptor (9 pin)
^UUUUUps
the adaptor is 15pin

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2627. Re: keyboard bug

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 09:24:58 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2rhvla$av2@bambam.cs.city.ac.uk>
Source record: 32605

In article <2rfk84$41a@laurel.phil.ruu.nl>, vdleij@phil.ruu.nl (Joost van der Leij) writes:
|> I have the following problem in a game I'm coding for the Falcon030:
|> After a while I get a sudden repeating key. I use a trap to read the
|> keyboard while playing, and use BSW DSP modplayer. Does anybody know the
|> correct solution?

My guess is that the modplayer is locking out interrupts for significant chunks of time while it pitch shifts samples (I don't think this can be done on the DSP because it doesn't have random access to main memory - only sequential access via sound DMA).
Key strokes are transmitted by the IKBD to the CPU as pairs of messages - one for the key press and one for the key release. If the level 6 interrupts are locked out for too long, a byte from the IKBD might be lost. If this was a key release message, TOS is fooled into thinking you're hold the key down and key repeat cuts in...
The best fix I can think of is to get a less system unfriendly modplayer. You could also write your own fault tolerant IKBD routine; a lot of commercial games did this on the ST to read the joysticks (as opposed to installing a joystick packet handler).

Steven

2628. Re: Large numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 09:34:42 UTC
From: steve@snark.cs.city.ac.uk
Message-ID: <2ri07i$av2@bambam.cs.city.ac.uk>
Source record: 32606

In article <769388694.AA05630@byte.bbs.no>, Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
|> I know it's rather carzy to ask but still :
|>
|> Does anybody have any assembly language routines (not for the math
|> co-processors) for multiplying/dividing etc. large whole numbers.
|> By large I mean 128 ,256 bits ;or preferably even more!

You could try the Gnu Multi-Precision Library (GMP) on a.a. While most of of it is written in C the really lowest level code has inline asm. Also the algorithms are faster (eg Karatsuba's mult alg) than the naive ones you would use for small ints.

Steven

2629. Upgrading TOS and MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 09:52:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ri18e$qjp@dux.dundee.ac.uk>
Source record: 32463

system: FALCON 4/65

firstly where do I get upgrades for TOS to make it 4.04 from 4.01 also
how and where do I get MTOS source to make it upto 1.1 from 1.04.

Cheers

Rod

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
==

2630. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 10:23:57 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May20122358@issan.informatik.uni-dortmund.de>
Source record: 32462

In article <2rg8ot$7bg@mother.usf.edu>, millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

|> Is there any way to get MultiTOS to run a function in a currently running
|> program as a concurrent process with the main program? (Isn't this called
|> threading?)

There is a function tfork() in the MiNTlib that does exactly this. It takes as parameter the address of the function to be executed concurrently. Of course, this function must not return, but rather kill() itself when it has ended.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2631. Re: Upgrading TOS and MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 10:26:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ri38g$qvf@bognor.barclays.co.uk>
Source record: 32672

In article <2ri18e$qjp@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|>
|> system: FALCON 4/65
|>
|> firstly where do I get upgradIain.Laskey

2632. Re: Internationalizing software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 10:27:24 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2ri3ac$r5t@rs18.hrz.th-darmstadt.de>
Source record: 32607

Hi!

In article <60.1954.4019.0N19EBFA@canrem.com>, cybercube.research@canrem.com (Cybercube Research) writes:
> [...]
> Fortunately enough, there is now also the _IDT cookie to give you a hint
> about the date and time formats to be used. If you cannot locate the
> _AKP cookie (or any cookies), the country code has to be extracted
> from the OS header.
No. The best way is to check if the AES support the appl_getinfo-call (all AES's > 4.00, Mag!X > 2.0 AES, Falcon-AES, or any AES that finds an application called '?AGI' (if none of the other conditions is true). appl_getinfo has a mode to detect the language of the system an application is running on, but don't ask me how... I must check my sources for that :(

If the AES don't support appl_getinfo, and if you can't find the _AKP-cookie (check AES first!), then check the OS-header.

Ciao

Thomas

P.S.: appl_getinfo doesn't return all country-codes, only the most frequent ones, if I remember right.

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

2633. Re: Internationalizing software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 11:07:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2ri5le$ioi@percy.cs.bham.ac.uk>
Source record: 32608

binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:
>Hi!
>No. The best way is to check if the AES support the appl_getinfo-call (all
>AES's > 4.00, Mag!X > 2.0 AES, Falcon-AES, or any AES that finds an appli-
>cation called '?AGI' (if none of the other conditions is true). appl_getinfo
^^^^
Never heard of that! Any more details?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2634. Help needed for Harddirve ID!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 11:49:59 UTC
From: ac_green@Postoffice.SandyBay.utas.edu.au
Message-ID: <ac_green-200594214921@twilight1h151.its.utas.edu.au>
Source record: 32609

Today I received an 85 meg harddrive from a friend an I have no idea what type it is? I have a suspicion that it may be an IDE, however I can't be sure.

Here's the details:

Western Digital Caviar 280
3'5 inch mechanism.

Drive paramters: 980 cl
10 heads
17 spt
85.3 MB
40 pin connector
MDL: WDAC280-52
DCM: BCABAA

Does anyone know anywhere unused Falcon 030 TOS style EPROM's are available from in Australia since Atari seems to no longer be trading in this country?

So if anybody has any info would greatly appreciate a reply.

Thank you.

Anthony Green

email: ac_green@Postoffice.utas.edu.au

2635. FALCON Books

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 12:46:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ribfp$3a7@dux.dundee.ac.uk>
Source record: 32612

Can anyone reccomend books on programming the falcon graphics hardware.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

2636. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 14:06:38 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rig5e$nr2@faui06b.informatik.uni-erlangen.de>
Source record: 32466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>damn curious about it, and am also wondering why there haven't been any
>>articles about it on these newsgroups (of course, my feed might be a bit

>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>read about it has been in 'QL World' magazine.

>Assuming this is the case (and flame if I'm mixed up somewhere ;-)

>> What programming languages exist- LBASIC was mentioned, is there
>>a version of C in the pipeline?

I have ported Xlisp, xscheme and scm(another scheme), other folks
ported REXX awk, ...
Porting this stuff was realy easy with the c68 compiler
(easier than from unixV to BSD or vice versa)

>There is a fairly good C compiler for the QL, but nothing that gets
>anywhere close to GNU C or Lattice C

I must definitely flame this, c68 available for QDOS and SMS2
is very small (.i -> .s phase about 110K) full K&R and ANSI
and some extras (printf format string checking ....)
AND FULL sources and extensive libraries(curses,regexp ....).
AND FREE
AND ALL relevant GNU utils ported(except gdb, this is a real
drawback)

The library makes great effort to make porting unix programs
easy, only differences are in fork/exec and this is much more
comprehensive under QDOS/SMS2 than unix.

Xwindows is not ported, nobody attempted to make it work with
a QL (<2Mbytes in the vast majority).
Otherwise it should not be a problem.

The provided window system is very easy and extremely effective
to use - makes intelligent use of the keyboard, pointer/window
placing strategies etc..
There is already a quantity of programs from the QL which use
this window manager and there are programs to generate
GUIs (not an trivial task under SMS2 or QDOS).

>> How similar to Unix is the multitasking?

c68 libs make it appear very similar, otherwise very different,
extremely fast job-switch (about 0x68 bytes context information
under QDOS)

>Not particularly. MiNT is closer IMHO

>> Does it support the standard ST/PC disk format (for floppy and

at least flopies, easy to use

>> PD software was mentioned- how much is there, and where could I

>Well I assume they mean the *vast* quantity of QL PD ;-) There is not
>really a lot out there.

>> What is it like to use on a 1mb floppy drive system?

>Should be very good. Its a lot more compact than TOS.

I use QDOS with 1 720K floppy, it is excellent except for use with
the c68 compiler which already claims most of this 720K
(cpp,c68,as68,includes,libs,make ....)
But I can setup dynamic ramdisks and that makes it work.

>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>be its compactness and efficiency.

some advantage is the THING system.
A THING is an named block of memory - or object, depending
how modern you like to view it.

THINGS may contain system extension, executable code,
shared data or something else and may provide their
own init,cleanup etc routines.
Extensions in things may also use a very sophisticated
parameter description/checking

This provides fairly sophisticated and fast job communication
without such overhead as with REXX or similar.

In my view the biggest difference between QDOS and SMS2
on the one hand and UNIX,MINIX,MINT on the other side is
the resident program concept of QDOS/SMS2, that means
shared code of program instances, but also requires
reentrancy of the programs.
Since the THING system it is easy to manage your
resident programs.

A drawback of QDOS/SMS2 is that they are best programmed
in assembler,basic or prolog, the c compiler has difficulties
with reentrancy.

Bye Richard

2637. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 14:09:42 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rigb6$nrv@faui06b.informatik.uni-erlangen.de>
Source record: 32614
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

D.Corps@herts.ac.uk (DuncMan) writes:

[deleted]

> Duncan (75% certain to save up and buy SMS2)

>PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
> some kind soul could write ST File Exchange, or summat?

they do support TOS/DOS floppy format of course

Bye
Richard

2638. STE Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 15:31:45 UTC
From: ppp1@aber.ac.uk
Message-ID: <1994May20.153145.2707@aber.ac.uk>
Source record: 32610

Can the person who wrote this group saying that $ff8264 removes the left border
please contact me. Have you managed to figure out how to eliminate the other borders by
using a similar technique.
Has anybody got any example code of sync scrolling?

- Pratik Patel, | Flat 2, -
- Department of Computer Science, | 2 New Street, -
- University Of Wales, Aberystwyth. | Aberystwyth, -
- | Dyfed, -
- [Internet Address: | Wales, -
- ppp1@aber.ac.uk] | SY23 2AX -
- | United Kingdom. -

- Drinks Beer, Smokes Tabs, Fly's Planes, Writes Ada -

2639. Re: STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 15:36:09 UTC
From: baars@tibm6.ruf.uni-freiburg.de
Message-ID: <2rild9$cm8@sun2.ruf.uni-freiburg.de>
Source record: 32611

In article <2r5shd$95@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
|>
|> > >Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
|> >
|> > The unlucky number is C025913-38!
|>
|> Are you sure about this?
|> I found the faulty one to be numbered C025613-38
|> ^
|> I got the info from an issue of "ST format" (July 1992).
|>
|>

I had trouble with C025913-38, too. And as far as I know, THIS is the unlucky numer, BUT - there may be others!!!

Enno (baars@mibm.ruf.uni-freiburg.de)

2640. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 17:19:54 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1795@usdtsg.DaytonOH.NCR.COM>
Source record: 32617

In article <1994May19.070752.13352@cc.ruu.nl> huveneer@math.ruu.nl writes:
>Hi,
>
>I have some questions using gcc and Mint on a Mega Ste:
>
>a) When compiling mint 1.10, I must decide wether I want memory protection or
> not. I think I have to turn this off, because the Mega Ste is not capable
> of memory protection, but I am not sure.

I believe only Ataris with 030's and above (dunno about 020's) have
memory correction, so you are right on this...

>b) Is it true that virtually any program running under BSD unix can be
> compiled under MiNT using gcc?

Dunno, but probably (with a patch here or there no doubt)...

[STuff deleted since I have no idea of the answers :-)]

>By the way, has somebody written a BSD like 'ps' for MiNT, accepting standard
>options like -ux and so on. Otherwise this will be the first thing I'm going
>to do.

Have you gotten the MiNT and/or GCC utilities archiver (probably
mntutlxx.zoo) - I believe it has versions of ps.ttp and other helpful
utilities...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2641. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 17:29:04 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.JG4XYO&K2c_@semprini.waterloo-rdp.on.ca>
Source record: 32643

In <2r73id$s3v@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> Interface by Shift, distributed in US by Gribnif Software, is a most
> impressive product. For those developing programs for the new,
> colour-packed versions of TOS, this is a Must Have.

It's a good thing it's a good product, since its your only option right
now for building colour RSC files... :-\

> The most impressive part of Interface is the Colour Icon Editor. It is
> very easy to use, and even imports MS-Windows icons (there are TONNES
> of them lying around ftp sites).

Does this let you do things that ORCS can do? ORCS lets you load an IMG
file, and clip part of it out for use in an ICON or IMAGE object; this
is very slick and handy (in fact, I've just uploaded a HUGE collection
of bitmaps for this purpose... look for aicons.zip on atari.archive).
Interface should (hopefully) support colour XIMGs and maybe GIFs... does
it?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2642. Re: vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 17:31:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.8t8uNImf&Dk@semprini.waterloo-rdp.on.ca>
Source record: 32642

In <Cpn00p.5KH@cwi.nl>, A.V. Groenink writes:
> pf21@unix.brighton.ac.uk (Paul Finch) writes:
>
> >I think its called vg_text(), the vdi function to display text.
> >Anyway, the question is, Will this work in windows.
> >I.e., if i wanted to write a GEM text editor or something ?
>
> If you were to write a text editor, you'd almost definitely be needing
> v_gtext(). Unless you want to go really professional, and do EVERYTHING
> using (mostly user-defined) AES objects. But then again, those user
> defined AES objects will use v_gtext() to display the text.

Hmm, sounds like he wants to use Warwick's GEM++ class library; that
sort of thing (custom AES objects) is one of the things that GEM++ makes
VERY easy...

And GUI programming in C++ is very sweet...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2643. Re: Where to get gcc compiler & libraries?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 17:32:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.HzU1dOlx&rE@semprini.waterloo-rdp.on.ca>
Source record: 32644

```
In <2r3iph$5f9@Venus.mcs.com>, Roy Bixler writes:
> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> >GNU C is also the only option you have for developing C++ applications
> >on the Atari.
>
> I think there's also Comeau C++, which is a commercial C++ compiler.

AFAIK, Comeau C++ with Templates has been "Real Soon Now" for long than
the Jaguar world-wide rollout... (ie, it's not available).
--
------------------==========================================------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth
```

2644. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 17:45:28 UTC
From: <>
Message-ID: <2risvo$ek2@mother.usf.edu>
Source record: 32615

Does the Falcon's OS and hardware have any means for connecting a second floppy drive?

2645. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 20:48:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ddd76f90@midinet.ct.se>
Source record: 32626

MB> would probably be much more difficult, requiring hardware
MB> and logic (i.e. an interface board), in addition to
MB> software.

From what I've heard is that the structure of the Falcon floppy vs PC floppy controller are allmost identical. It sure would be easy to connect a floppy tape streamer to a Falcon. BUT, were is that wanted Atari software?

Lars,
MidiNet BBS - MIDI ONLY!!! +46-40-160655

2646. Nullmodem Falcon -> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 20:50:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ddd76f91@midinet.ct.se>
Source record: 32627

I'm having problems with the setup of my project to dump files from my Falcon via nullmodem to my 486. I managed to "dl" a ASCII transfer from PC to Atari using Terminate and ConNect, and that's all!. Which is the best software on each platform to do a highspeed file transfer and which is the best settings?

The reason for this is that I want to backup the entire HD of Falcon and then make a scheduled backup to my PC tapestreamer.

Lars,
MidiNet BBS - MIDI ONLY!!! +46-40-160655

2647. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 22:51:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq4I5J.I7A@cix.compulink.co.uk>
Source record: 32620
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C
>
>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

While I will freely admit the C68 is a good C compiler, and IMHO has
done more for the revitalisation of the QL scene than anything else
recently - I *still* don't think its as good as GCC with decent MiNT libs.

This is based on trying to port several programs using it, which had
previously been ported with GCC to an ST.

Its alot better than some of the original QL compilers though.

Roland.

@CiX

2648. SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 23:15:14 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994May20.231514.9893@bradford.ac.uk>
Source record: 32619

Erm, quick question; what colour is the border meant to be on a SM124?
And if it's black can I change it to white?
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

2649. Re: SIMMS & STe memory sizing (was Re: SIMMS)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-20 23:16:12 UTC
From: zcgbbac@ucl.ac.uk
Message-ID: <1994May20.165232.17954@ucl.ac.uk>
Source record: 32618

tpearson@titan.trl.OZ.AU (Trevor Pearson) writes:

>> Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
>> :> Actually - there is a small difference... They refresh differently.
>> :> This isn't a problem in the ST, it already has a 10 bit refresh
>> :> counter.. 4Mbit chips (used on 3 chip SIMMs) need all ten bits, where
>> :> 1Mbit chips (on 9 chip SIMMs) use only nine bits...
>>
>I missed the rest of this thread, but it sounds like the answer to my
>question which is : Can I use IBM 9 bit SIMMS in my STE? Especially the
>3 chip versions which are the most common and cheaper than buying 1Mx8
>SIMMS here in AUS. Also why do the Atari SIMMS have capacitors on every
>chip? Since this is not usual do I have to install capacitors if I use
>non Atari SIMMS? Any information appreciated.

I have a combination of both 3 chip and 9 chip simms in my STe and it
seems to work OK.

Come to think of it they a mixture of 70ns and 80ns too!

>Trevor.
>

Bruce C.
b.cotsell@ucl.ac.uk

2650. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 01:45:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rjp3k$3jt@holmenkollen.ifi.uio.no>
Source record: 32621

In article <1994May20.231514.9893@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:

>
> Erm, quick question; what colour is the border meant to be on a SM124?
> And if it's black can I change it to white?
> --
> \|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
> @~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
> /_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
> __U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

Another question: can the borders be filled up with the ST's window instead, so you would get a bigger desktop?

Hallvard, Oslo, Norway

2651. Re: STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 01:49:17 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rjpat$3k7@holmenkollen.ifi.uio.no>
Source record: 32622

In article <2rild9$cm8@sun2.ruf.uni-freiburg.de>, baars@tibm6.ruf.uni-freiburg.de (Enno Baars) writes:
> In article <2r5shd$95@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
> |> > >Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
> |> > The unlucky number is C025913-38!
> |> Are you sure about this?
> |> I found the faulty one to be numbered C025613-38
> |> I got the info from an issue of "ST format" (July 1992).

> I had trouble with C025913-38, too. And as far as I know, THIS is the
> unlucky numer, BUT - there may be others!!!

> Enno (baars@mibm.ruf.uni-freiburg.de)

Yes, I am beginning to suspect this too, as someone else gave me the number of the faulty chip to be C025613-38. I don't know if this was a type, or mine was a typo in the magazine, but as ^ you say, there might be others. Can anybody else comfirm this?

Hallvard, Oslo, Norway

2652. Re: STE DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 02:25:06 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769487106snz@gw6hva.demon.co.uk>
Source record: 32630

In article <2r5shd$95@holmenkollen.ifi.uio.no>
hallvart@ifi.uio.no "Hallvard Tangers" writes:

> > >Can anyone tell me the serial numbers of the dodgy STE DMA chips ?
> > >
> > > The unlucky number is C025913-38!
> >
> > Are you sure about this?
> > I found the faulty one to be numbered C025613-38
> > ^
> > I got the info from an issue of "ST format" (July 1992).
> >
There was a lot of controversy about this and I've fitted (and blown up)
quite a number of these blighters into both ST's and STE's. I've always
found the CO-25913-38's to be fairly stable. It seems that these had no
buffering (something which I can vouch for) to the outside world and thus
had a tendancy to blow up. There were various moans that they didn't have
sufficient drive for some HD's but much of I have found to be down to bus
timing rather than drive levels. I seem to recall that the SCSI-2 spec
reduced the transition timing from 2.4uS to 2.2uS and this caused me probs
on my trusty Mega when adding a shiny Quantum ELS drive - the solution was
a ridiculously short (about 4 inches) DMA lead (on ICD h/a BTW).

Cheers, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2653. Re: ST's and 1.44 drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 02:38:04 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769487884snz@gw6hva.demon.co.uk>
Source record: 32629

In article <1994May19.213448.1@ualr.edu> bxadams@ualr.edu writes:
>
> Need to find out (becausae I've been told of it) if a 1.44 teac type drive
> can be wired to an Atari 520ST? Disk drives are MFM and I have a MFM HD
> controller, so...
>
Yes but it needs modding if you want to use HD disks in it (it'll work OK
as a 720k as is though).

You need a kludge to do 1.44 on the ST's - this involves doubling the clock
rate to the FDC. This can only be done on certain WD1772's as it pushes them
to their limits (they were designed for 10Mhz clocks).

Alternately you can buy a module to do the job for you. If you really want
to have a go at kludging it, I have an archive on the BBS here that I wrote
as a followup to the original article in the German ST-Computer mag, that I
can send you - mail me....

Cheers, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2654. CGA Monitor Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 04:57:54 UTC
From: phiga@uhunix.tmc.edu
Message-ID: <Cq4z4I.9t6@news.Hawaii.Edu>
Source record: 32623

This is probably a question that has been rehashed many a time, but no-one pointed me to any helpful FAQ places for the Atari (where could i find em?)... My question is quite simply, can you hook up a CGA monitor to a STfm... and would it be worth the effort in the first place?

Thanks...

----
phiga@uhunix.uhcc.hawaii.edu
student: Kim Pimmel -=- Programmer/Atarian Forever

2655. Modems & Hardware flow control

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 06:42:06 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199405210641.CAA18225@beauty.magnus.acs.ohio-state.edu>
Source record: 32624

I am wanting to know about the hard ware flow control on my TT030?

Is this function active on all of the Modem ports on the TT.

If not all ports which one?

If so how do you know if the modem cable you have supports it and
which pins on the cable do you check?

Raymond Collins
Collins.197@osu.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
Die Hard Atari Fan, since 1984

2656. Hardware Flow control on modems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 06:52:52 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199405210652.CAA18323@beauty.magnus.acs.ohio-state.edu>
Source record: 32625
Cross-posted to: comp.sys.atari.st.,comp.sys.atari.st.tech

>
I am wanting to know about the hardware flow control on my TT030?

Is this function active on all of the Modem ports on the TT.

If not all ports which one?

If so how do you know if the modem cable you have supports it and
which pins on the cable do you check?

Raymond Collins
Collins.197@osu.edu
Atari TT030, 4/4Meg RAM, 245Meg HD
Die Hard Atari Fan, since 1984

2657. Re: Gemview - English Anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 09:01:53 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cq5AF5.EyH@cix.compulink.co.uk>
Source record: 32631

In message <Cq3Eyq.HvJ@westminster.ac.uk>, vctec@westminster.ac.uk said:

>Joe LeSesne (raver909@epicycle.lm.com) wrote:
>: I was wondering where I might find the English version of Gemview if
>: there is such an animal. The version on the Atari Archive is in German.
>: Joe
>
>Write to Joe Connor : jconnor@cix.compulink.co.uk

This is the wrong person. Try sabbath@cix.compulink.co.uk

2658. Upgrading PS3000

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 09:39:55 UTC
From: MBATES@HOLONET.NET
Message-ID: <Cq5C6L.Etu@iat.holonet.net>
Source record: 32628

Has anybody upgraded the disk drive n the PS3000 to a double sided drive?

Can it be done? Can you help me?

Thanks
-Marlin

This copy of Freddie 1.2 is being evaluated.

2659. Re: MiNT 1.10 problem--login

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 13:14:15 UTC
From: zxmng01@studserv.zdv.uni-tuebingen.de
Message-ID: <zxmng01.769526055@studserv.zdv.uni-tuebingen.de>
Source record: 32632

In <AhqpDNy00WB=4MUxJd@andrew.cmu.edu> Geoffrey Spear <gspear+@CMU.EDU> writes:

>has anyone else had this problem, and if so, how did
>you fix it?

Hej Geoff,

you'd better get the new version of init (it's called mintos now i think),
and compile it whith the same lib's as mint, (as well as some of your
other tools as well). It's available here in germany, but i'm sur you can
get it at aa as well.

Groetje
from another geoff

2660. Re: Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 14:17:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dde2734@p2.stacken.ct.se>
Source record: 32649

RM> From rmccall@mcs.dundee.ac.uk (Rod McCall)
RM>
RM> Does the FALCON run ST(e) software?

Yes, compatibility is very high, but there are of course exceptions. I still use most of my old ST programs on my Falcon although some of them will only run in the three standard ST screen resolutions (f ex Tempus).

____
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/____

2661. Re: Falcon Unix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 14:22:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dde291f@p2.stacken.ct.se>
Source record: 32645

RM> From rmccall@mcs.dundee.ac.uk (Rod McCall)
RM>
RM> Is there a Unix type system for the Falcon?

Not quite, but there's MiNT/MultiTOS that can provide you with many of the features found on Unix systems and many standard Unix utilities have been ported to the Atari. You can even install and use a Unix compatible filesystem (actually Minix) with variable length filenames. Very convenient! Apart from that, Linux could become available for the Falcon in the not to distant future if all goes well.

____
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/____

2662. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 14:30:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dde29bc@p2.stacken.ct.se>
Source record: 32646

P> From rmccall@mcs.dundee.ac.uk (Pob)
P>
P> What type of monitor does the Falcon use?

Almost any kind of monitor incl VGA, RGB and composite, but preferably SVGA or
better, and be sure to add the BlowUp030 graphics enhancer.

_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/____

2663. Re: Atari CD-ROMs FAQ (Beta version)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 15:24:28 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2rl93c$1ep@charm.magnus.acs.ohio-state.edu>
Source record: 32633

So can anyone out there tell me what the duplication of files is like on the different atari cd roms. I'm interested in getting some, but is it really worth getting the Gemini Cdrom and the 2 german ones?

One other question. Didn't Current Notes release a CD ROM awhile back? I heard someone talking about it, but have never seen one.

Dan Ackerman
ackerman.29@osu.edu

2664. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 17:03:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2rlesp$ak3@sundog.tiac.net>
Source record: 32634
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >>There is a fairly good C compiler for the QL, but nothing that gets
: >>anywhere close to GNU C or Lattice C
Exsqueeze me, but why is this rogue thread continuing to flourish in the
8-bit conference?

If it was crossposted, then get rid of it, and start it up again on the
ST area without being linked to the 8-bit area.

2665. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 18:02:51 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769543360@sirius.herts.ac.uk>
Source record: 32635
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
|> read about it has been in 'QL World' magazine.

I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
but thats all.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2666. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 19:42:30 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cq642y.5q4@cbnewse.cb.att.com>
Source record: 32636

In article <2risvo$ek2@mother.usf.edu> millert@undergrad.ec.usf.edu. (Timothy Miller) writes:
>Does the Falcon's OS and hardware have any means for connecting a second
>floppy drive?

You should be able to hook a second floppy up to the Falcon as a scsi device, although I am not sure that is the answer you are looking for.
Wayne

2667. External drives thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 19:48:59 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994May21.194859.23501@bradford.ac.uk>
Source record: 32638

Is it possible to make a lead/box/anything thats allows a floppy thru such as in the old atari ones, in a modern drive with just a lead coming from it to the atari.

I wanted to do this so I could plug my mini-discovery cart as well as an external drive. Does anyone know of any modifications that are possible to change the cart in case there is no way of getting a thru-port?

Thanks in advance

Paul

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

2668. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 20:31:49 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2rlr3l$695@acme.gatech.edu>
Source record: 32637

In article <2risvo$ek2@mother.usf.edu>
millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Does the Falcon's OS and hardware have any means for connecting a second
>floppy drive?

From what I understand, internally the Falcon does contain an AJAX
chip that is capable of driving two floppies. But due to case design
Atari was not able to put an external floppy port in. So if you don't
mind hacking up your motherboard, you can attach a second floppy.

--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

2669. Re: Nullmodem Falcon -> PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 21:38:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EEVWDAUT@dksoft.ping.dk>
Source record: 32639

In <ddd76f91@midinet.ct.se> Lars Reynold wrote :

>
>I'm having problems with the setup of my project to dump files from my Falcon
>via nullmodem to my 486. I managed to "dl" a ASCII transfer from PC to Atari
>using Terminate and ConNect, and that's all!. Which is the best software on
>each platform to do a highspeed file transfer and which is the best settings?
>

I guess using a Zmodem on both machines should do fine. I don't see
why this should be a problem.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

2670. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 22:25:33 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cq6BMn.MD8@sdf.lonestar.org>
Source record: 32647

```
==========================================================================
(i) Make sure you have the sharable versions of the MiNT libs in /usr/lib
(or where ever you have your libs) and compile with the -mbaserel
-mpcrel flags.
(ii) Many programs won't link properly as some the references become greater
than +/-32K.
==========================================================================

(i) Since the libs reference data through a register, and registers are
"obviously" per-application, then it follows that MiNTLIB in -mbaserel form
could be used as a DLL type of library, right?

Obviously this would require extra support programs, and it could be better
to just statically link everything for speed, but if the calling procedure
were fast enough, having the libraries REALLY "shared" could ease up on
memory requirements. Also, I don't think -mpcrel is required, is it?

(ii) If you use an 030 and the -m68020 option, then this limit shouldn't
exist. I'm not sure if the compiler supports it or not, but the 020 and 030
can do 32 bit offsets.

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

2671. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-21 22:29:58 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cq6Bu0.HF@sdf.lonestar.org>
Source record: 32648

```
==========================================================================
There is a function tfork() in the MiNTlib that does exactly this. It
takes as parameter the address of the function to be executed
concurrently. Of course, this function must not return, but rather
kill() itself when it has ended.
==========================================================================

If the function returns, it returns to the tfork call, which has a call to
Pterm0() <<or maybe Pterm()>> embedded within it. In fact, tfork is
structure so that if MiNT is not running, the function is called as a normal
function, with the main program blocking, so its best to NOT put the call
to Pkill in your function!!

I wish MiNT had a real fork though!

Why can't Pfork() and Pvfork() be modified to be non-blocking? POinters
in the original code or something?? Data is never copied anyway for
Pvfork(), just Pfork(), so Pvfork() should be unblocked, right?

--
==========================================================================
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org
```

2672. Re: INFORMATION ON ATARI ST / AMIGA REQD.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 00:29:40 UTC
From: bull@vaxc.cc.monash.edu.au
Message-ID: <1994May22.102940.1@vaxc.cc.monash.edu.au>
Source record: 32640
Cross-posted to: comp.sys.atari.st.tech,rec.music.makers.synth,rec.music.synth,comp.music,rec.music.makers.marketplace

COLMANJ@cedarville.edu (James Colman) writes:
>acasey@vnet.ibm.com (Adrian) writes:
>>From: acasey@vnet.ibm.com (Adrian)
>>Subject: INFORMATION ON ATARI ST / AMIGA REQD.
>>Date: Mon, 9 May 1994 14:05:20 GMT
>
>
>>PC's. (ie. how much ram do I need, do I need a hard drive etc. etc.)
>
>>Could anyone give me some advice/recommendations on what to buy? and could anyone please explain what the differences are between the Ataris (ST/STE/STF/STFM...) and
>>the Amigas (500/600/1200/1500/2000). Finally, could you let me know what I should expect to pay secondhand for a reasonable setup. (AND IF YOU HAVE ANY SYSTEMS FOR SALE, PLEASE GET IN TOUCH - I have cash waiting). Thanks very much.
>
> Be careful about buying Amigas. The word is out that Commodore is folding.
> Don't know if anyone will pick up the Amiga line.

From what my local Amiga dealer has been telling me, Commodore isn't actually closing down. According to this dealer, the announced liquidation of Commodore is to wipe out their debts at a discount rate. The head of Commodore in Germany has apparently said that a buy out deal has already been made with an as yet unnamed Asian company. According to the that manager, the Asian company has agreed to continue to develop and market the Amiga as a home computer (but I'm expecting them to also release other products using the Amiga custom chips. Hewlett Packard are using Amiga chips in a cable TV "set top" product). Assuming that the above is true, it will take a few months before the matter is settled and things get back to normal on a world wide basis.
Several of the Commodore branches, such as Canada, Germany, England, Italy and Scandanavia *have* made public announcements that they are *not* part of the liquidation and are continuing with normal business. For the time being they are relying on stockpiles of unsold computers.

Gareth.Bull@cc.monash.edu.au
DOD# 251 '84 VF 750 Closet Ducatisto
Disclaimer: An idle mind is the devil's nintendo!

2673. Re: MiNT 1.10 problem--login

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 04:15:21 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <QhrhlNa00VpB83gCYU@andrew.cmu.edu>
Source record: 32641

zxmng01@studserv.zdv.uni-tuebingen.de (Geoff Noyes) writes:
> you'd better get the new version of init (it's called mintos now i think),
> and compile it whith the same lib's as mint, (as well as some of your
> other tools as well). It's available here in germany, but i'm sur you can
> get it at aa as well.

that's what i was thinking actually, since i got it to boot fine in
single user mode, i figured they broke something that made the old
init incompatible. i just have to get around to downloading and
compiling the new version now...

geoff spear |please reply via snail mail,
gspear+@cmu.edu |i don't use computers.

2674. 8bit playback cart wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 08:34:59 UTC
From: faulkner@qut.edu.au
Message-ID: <1994May22.183459.67604@qut.edu.au>
Source record: 32652

does anyone know where I can get an 8 bit sound playback cartridge for an old STFM? It's for use with a Digidesign program called Turbosynth. I believe a company called Navarone made one. Any help appreciated.

2675. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 11:23:50 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769605830@Euston>
Source record: 32650

>Does this let you do things that ORCS can do? ORCS lets you load an IMG
>file, and clip part of it out for use in an ICON or IMAGE object; this

Yes, it can do this.

>is very slick and handy (in fact, I've just uploaded a HUGE collection
>of bitmaps for this purpose... look for aicons.zip on atari.archive).
>Interface should (hopefully) support colour XIMGs and maybe GIFs... does
>it?

Erm.., not sure.

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2676. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 14:18:48 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994May22.141848.17548@news.csuohio.edu>
Source record: 32651

In article <Cq6Bu0.HF@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:
>
>I wish MiNT had a real fork though!
>
>Why can't Pfork() and Pvfork() be modified to be non-blocking? POinters
>in the original code or something?? Data is never copied anyway for
>Pvfork(), just Pfork(), so Pvfork() should be unblocked, right?
>
vfork blocks in real bsd too. The child runs in the same
address space as the parent for speed, so it just sets up what it
needs to and execs a new program. At this point the parent wakes up,
exactly like in mint. The only difference is that under bsd, the
child can change the memory owned by the parent (by sbrk). So, if
mint followed this behavior of bsd, and had a way to wake processes
from Pvfork's, a real threaded fork would be possible.

Jason

2677. Graphics in ASM.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 17:24:58 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9405221850.A17603-0100000@unix>
Source record: 32653

Does anyone have any assembler code for drawing filled polygons/triangles and lines on to the screen (ideally doing clipping if they are off the edge)? I am working on a game (in 16 color low resolution) and the VDI routines are way too slow.

Is assembler the fastest way to do this, or is it worth trying to use the blitter chip? Anyone got any docs (or code examples) about programming the blitter?

Thanks,

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

2678. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 17:29:56 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2ro4qk$hvd@news.u.washington.edu>
Source record: 32654

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2r73id$s3v@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>> Interface by Shift, distributed in US by Gribnif Software, is a most
>> impressive product. For those developing programs for the new,
>> colour-packed versions of TOS, this is a Must Have.

>It's a good thing it's a good product, since its your only option right
>now for building colour RSC files... :-\

>> The most impressive part of Interface is the Colour Icon Editor. It is
>> very easy to use, and even imports MS-Windows icons (there are TONNES
>> of them lying around ftp sites).

There are two things I miss in Interface which I prefer in ORCS.

1) mouse/pixel x-y cords. Most icons & bitmaps are fairly small so you don't really need the cordinates, but if you are working on a large bitmap (e.g. a 64x64 logo of the app that you are working on), it really helps out.

2) the ability to change an object's size to something smaller than it should be. I'm constantly creating bitmaps that aren't divisible by 8 (e.g. 20 pixels wide). Even though the bitmap is 24 pixels wide, I'm only using the left-most 20 pixels, In ORCS, I'm able to change the width of the object to 20 pixels wide, but Interface won't let me (feature/bug).

Who cares, right? Well, if I'm doing something like an objc_find(), and the mouse is over the right hand side of bitmap, I'm going to register a hit. Yes, I could always change the width of the object from within my program, but I don't like to because:
1) This will increase my source code and my executeable size. Wy should I increase my program's size when this sort of thing should have been done within the resource the first place?

2) If the bitmaps & icons are the size I want them to be when I'm editing my resource, it makes it that much easier to arrange and layout my dialog.

3) I'm spoiled. After using ORCS, I've grown used to having this feature/bug.

Does anyone know how to do this WITHIN Interface? I know how to change the size within my C code, but reason #1 explains why I'd prefer not to do this. I've tried turning off all of the warnings and protection within Interface, but noting seemed to help. Also, my version of

Interface is v2.0. I noticed that someone here mentioned that the latest versioon of Interface was 2.3. What has been changed from 2.0 to 2.3?

2679. Re: Problem with Emacs and Mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 17:54:56 UTC
From: erlingh@idt.unit.no
Message-ID: <2ro69g$53p@ugle.unit.no>
Source record: 32655

In article <CpMvDn.3tz@novell.co.uk>, plord@novell.co.uk (Peter Lord) writes:
|>
|> : Are you using the unmodified mint 1.10 sources ?
|> : There are a *ton* of patches for mint 1.10, one of the first of which was
|> : for a bug in select. It sounds like it is this bug you are experiencing.
|> : If you want to have the patches, send me email and I'll email the patches
|> : for you to chew on. (It should keep you busy for a while :-)
|>
|> Sounds like the sort of thing which many of us would be interested in.
|>
|> Any chance of putting the patches on a.a (or to the news?)

Well, what I have done is only to save the mail-messaging containing the
patches. You would manually have to apply each and everyone of them,
probably also in the right order. I believe it's about 50 or so patch files....

My advise is one of two:

a) Go back to mint-1.09
b) Wait for mint-1.11

For the extremely desperate; send me email, and I will mail the
patches. Tar'ed and gzip'ed they weigh in at ~100k.

|>
|> Thanks,
|>
|> Pete

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2680. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 18:13:29 UTC
From: erlingh@idt.unit.no
Message-ID: <2ro7c9$53p@ugle.unit.no>
Source record: 32656

In article <768851755.AA05547@byte.bbs.no>, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
|> I need some help with some RS-232 stuff to get my programs
|> working on Falcon (the RS-232 routines doesn't work too well):
|>
|> 1) How do I check if the machine is a Falcon (a safe and easy way) ?
|> 2) How do I check the DCD-signal (Data Carrier Detect) on Falcon ?
|> 3) How do I set/clear the DTR-signal (Data Terminal Ready) on Falcon ?
|>
|> There are no BIOS routines for controlling RS-232 signals on ST/Falcon
|> so I have used hardware diretly on ST/STE/TT, but now these routines
|> won't work on the Falcon because of new chipset and hardware-adresses.
|>
|> Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
|> Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
|> SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)
|>
|> -- ReadMail ST
|>

Whoops, ikke saa lett det der.
Du *trenger* skikkelig dokumentasjon paa zilog chip'en.
Dersom du leser tysk, foreslaar jeg Profibuch - Baade Aspaas og Wahlgren kan sikkert skaffe deg den.
Du kan jo ogsaa proeve aa plage atari - du er vel fremdeles registrert som developer ?

Jeg kan godt sende deg noen testrutiner jeg lagde for en stund siden, men du vil trenge dokumentasjon for aa skj|nne hva som foregaar der.

Det finnes dessverre ikke noe enkelt svar som Peek(foo) AND $04 = DTR :-(

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2681. Re: Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 18:21:10 UTC
From: erlingh@idt.unit.no
Message-ID: <2ro7qm$53p@ugle.unit.no>
Source record: 32657

In article <769043141.AA05572@byte.bbs.no>, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
|> >> 1) How do I check if the machine is a Falcon (a safe and easy way)
|> >Check the cookie-jar.
|>
|> What do I check for (what values are in the _MCH cookie) ?
|> And - Isn't there an easier way ?

If *that* isn't easy, what is ?
Do you want my get_cookie() routine ?

|>
|> Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
|> Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
|> SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)
|>

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2682. Re: gcc + baserel

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 18:44:52 UTC
From: erlingh@idt.unit.no
Message-ID: <2ro974$53p@ugle.unit.no>
Source record: 32658

In article <H.ekBJ.5kx73cW8Kx2@lionbbs.escape.de>, UweKloss@lionbbs.escape.de (Uwe Kloss) writes:
|> In <2qqbto$ke2@ugle.unit.no>, erlingh@idt.unit.no (Erling Henanger) writes:
|> >|>
|> >|> |> I tried to compile gcc-2.5.8 with -mbaserel and -mpcrel, but got a lot
|> >|> |> of errors of the following form:
|> >|> |> /a/storlind/home/storlind/b/erlingh/cgcc/lib/gcc-ld:
|> >|> |> fatal error: relocation out of range for _yydebug in c-parse.o
|>
|> This means that the reference and the location which IS referenced
|> are too far apart.

I understood that...

|> remove "-mbaserel" and "-mpcrel" from the command line.

Of course, but I wanted a baserel compiled gcc to go with Howard Chu's
new patches for mint. (Which doesn't free the memory occupied by
shared mem programs, and therefore restarts programs allready loaded once
very quick).
As I have a lot of memory to throw away to keep gcc in memory at all
times, I wanted to do that.

|> >|> Maybe it helps to comment out the line
|> >|> #define YYDEBUG
|> May be but also may be not!
|>
|> >So, there are some major problems here.
|> Only one!
|> Your program is to big to use relative addressig!

Yes, probably. But there *are* versions of gcc-2.4.5 compiled with
-mbaserel, so I thought I would try to see if gcc-2.5.8 would compile
easy with this flag as well. Not so.

|> This might be solved by fine tuning linking order,

Aha. That was a good tip.
It would be nice to know what was done in order to compile 2.4.5 with
-mbaserel though. It shure would make things a lot easier.

|> --
|> --
|> Uwe Kloss email: UweKloss@lionbbs.escape.de
|> Fasanenstrasse 65 voice: +49-531-336908
|> 38102 Braunschweig
|>

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Oh well.

2683. Re: vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 19:07:19 UTC
From: avg@cwi.nl
Message-ID: <Cq7x47.HCn@cwi.nl>
Source record: 32659

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <Cpn00p.5KH@cwi.nl>, A.V. Groenink writes:

>> If you were to write a text editor, you'd almost definitely be needing
>> v_gtext(). Unless you want to go really professional, and do EVERYTHING
>> using (mostly user-defined) AES objects. But then again, those user
>> defined AES objects will use v_gtext() to display the text.

>Hmm, sounds like he wants to use Warwick's GEM++ class library; that
>sort of thing (custom AES objects) is one of the things that GEM++ makes
>VERY easy...

>And GUI programming in C++ is very sweet...

If there were a decent C++ compiler for TOS machines. GNU makes it
sweet and sour.

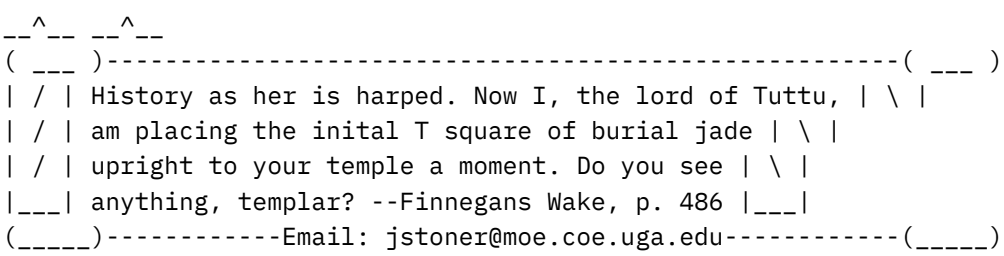
--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2684. ST Hippo digitizer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 20:06:39 UTC
From: jstoner@moe.coe.uga.edu
Message-ID: <2roe0f$n7@hobbes.cc.uga.edu>
Source record: 32660

Howdy,
If anyone has documentation to the Hippo Video Digitizer, please drop
me a not in my email...

Thanks
Jeff

--

History as her is harped. Now I, the lord of Tuttu,
am placing the inital T square of burial jade
upright to your temple a moment. Do you see
anything, templar? --Finnegans Wake, p. 486
Email: jstoner@moe.coe.uga.edu

2685. Falcon Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 20:18:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2roemk$doo@dux.dundee.ac.uk>
Source record: 32661

My falcon blitter chip cannot be set to on/off on the control panel.
Is this a technical fault?

Cheer

Rod

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

2686. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-22 20:20:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2roepn$doo@dux.dundee.ac.uk>
Source record: 32662

Patrik Sanfridsson (patrik.sanfridsson@p2.stacken.ct.se) wrote:

: P> From rmccall@mcs.dundee.ac.uk (Pob)
: P>
: P> What type of monitor does the Falcon use?

: Almost any kind of monitor incl VGA, RGB and composite, but preferably SVGA or
: better, and be sure to add the BlowUp030 graphics enhancer.

What is a Blowup030, graphics enhancer?

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| |
================================================================================
```

2687. Re: second drive (was:Compiling (under) MiNT)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 00:22:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEWXCDVE@ttgk.textlitho.nl>
Source record: 32663

In <2rlr3l$695@acme.gatech.edu> David Paul Forrai wrote :

>From what I understand, internally the Falcon does contain an AJAX
>chip that is capable of driving two floppies. But due to case design
>Atari was not able to put an external floppy port in. So if you don't
>mind hacking up your motherboard, you can attach a second floppy.

The Ajax chip has nothing to do with the fact of driving two floppy drives.
The drive selecting is done (in ST/STE/TT) by the sound chip. As far as the
floppy controller (=Ajax) is concerned you may connect even a dozen
drives... It does'nt even know which side of the disk is being used! (this
is also controlled by an output line of the sound chip)
I'm not sure if the Falcon has the soundchip actually still inside or if
it's emulated by a custom chip. In that case it may prove impossible if it
doesn't have the extra drive select output.

Gert

--

-- --
Atari TT-Point
-- --

2688. Re: Graphics in ASM.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 00:28:32 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEWXCDVH@ttgk.textlitho.nl>
Source record: 32664

In <Pine.3.89.9405221850.A17603-0100000@unix> Shawn Hargreaves wrote :

>Does anyone have any assembler code for drawing filled polygons/triangles
>and lines on to the screen (ideally doing clipping if they are off the
>edge)? I am working on a game (in 16 color low resolution) and the VDI
>routines are way too slow.
>
>Is assembler the fastest way to do this, or is it worth trying to use the
>blitter chip? Anyone got any docs (or code examples) about programming
>the blitter?

You could setup a large virtual screen and use the blitter to continously
copy the 'visible' part to the screen. In that case you wouldn't have to
worry about clipping. The the screen acts as a viewport on that large
virtual screen.

For programming examples you could get the 'Atari ST Intern' book or
'Atari ST/STE/TT Profibuch'
Maybe there alos some textfiles about this on the net.

Gert

--

-- --
Atari TT-Point
-- --

2689. Connecting SCSI scanners to TT (or Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 00:40:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEWXCDVK@ttgk.textlitho.nl>
Source record: 32665

- Has anyone already tried to hook up a SCSI flatbed scanner to a TT or Falcon.

- Is there commercial scan software which uses a SCSI scanner ?

- Does anyone know what kind of SCSI commands such a scanner uses ? (especially the commands of a Tamarack 6000c A4 color scanner)

--

-- --
Atari TT-Point
-- --

2690. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 04:34:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rpbo6$c4h@uqcspe.cs.uq.oz.au>
Source record: 32668

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>[can Interface] load an IMG
>file, and clip part of it out for use in an ICON or IMAGE object[?]

It certainyl can. You can load colour XIMG files too (I made a GEM NetHack
icon by simply loading one of its image files and clipping out the part
I liked).

I don't know if it loads GIFs - probably not - I didn't see it mention
that. You could always convert GIFs to IMGs first.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2691. Re: Falcon Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 04:53:42 UTC
From: steve-j@teleport.com
Message-ID: <2rpcsm$849@kelly.teleport.com>
Source record: 32666

In article <2roemk$doo@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>My falcon blitter chip cannot be set to on/off on the control panel.
>Is this a technical fault?

Since the Falcon BLiTTER partially controls the internal IDE
interface, Atari didn't provide an 'off/on switch' for it --
I've HEARD it may be possible to disable through some software
hacking, though.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2692. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 05:04:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2rpdg1$ks@mailer.fsu.edu>
Source record: 32667

Hallvard Tanger�s (hallvart@ifi.uio.no) wrote:

> In article <1994May20.231514.9893@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth)
writes:
> >
> > Erm, quick question; what colour is the border meant to be on a SM124?
> > And if it's black can I change it to white?

I have never seen anything that changes the mono screen border to white, but
it is probably possible.

> Another question: can the borders be filled up with the ST's window instead, so you would
> get a bigger desktop?

You can adjust internal pots to make the image fill the screen (though
I prefer the more dense regular display size). To actually get a bigger
desktop, you should look into the Overscan and Autoswitch-Overscan products.
I believe Overscan is a home brew thingy (instructions on atari.archive),
where Autoswitch-Overscan is a commercial product (by the same folks, I
think).

A related program is Monster, which gives you a huge virtual desktop. The
screen acts as a window to this big desktop, and scrolls when the mouse
approaches the screen boarder. Lots of things work fine with this little
hack (Pagestream and Neodesk being two). It can be very nice for DTP work.
It is also on atari.archive.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2693. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 06:12:55 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cq8rxJ.JoJ@cix.compulink.co.uk>
Source record: 32675

In message <H.eg.JG4XYO&K2c_@semprini.waterloo-rdp.on.ca>,
cherborth@semprini.waterloo-rdp.on.ca said:
>
>It's a good thing it's a good product, since its your only option right
>now for building colour RSC files... :-\
>
>Does this let you do things that ORCS can do? ORCS lets you load an IMG
>file, and clip part of it out for use in an ICON or IMAGE object; this
>is very slick and handy (in fact, I've just uploaded a HUGE collection
>of bitmaps for this purpose... look for aicons.zip on atari.archive).
>Interface should (hopefully) support colour XIMGs and maybe GIFs... does
>it?

You can load and save IMG files, and ICN files. It is better than ORCS but
there are many similarities between the two.

Ofir ogal@cix.compulink.co.uk

2694. Re: Falcon Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 06:12:57 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cq8rxL.Jp4@cix.compulink.co.uk>
Source record: 32676

In message <2roemk$doo@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>
>My falcon blitter chip cannot be set to on/off on the control panel.
>Is this a technical fault?

No, it's fine, the only to switch it off is if you have NVDI.

Ofir ogal@cix.compulink.co.uk

2695. Info on Low cost Overscan please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 08:31:12 UTC
From: opsys1@ict.pwr.wroc.pl
Message-ID: <2rppkg$29q@cyber.ict.pwr.wroc.pl>
Source record: 32671

Could someone give me info about Low cost overscan for Maga ST ?
One said me it costs about 5$. (Or am I just Dreamer !?!)

2696. Problem compiling mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 08:53:34 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-230594085334@ngalm099.gal.nt.com>
Source record: 32670

```
Hello All

I am attempting to compile Mint 1.10 (mint110s.zoo)

My setup is: 4 mbyte STFM,128 mbyte HD, no acc's,folder200 in the auto.

gcc-atariST version 2.5.8 Patchlevel 1 (plus other gcc- binaries).
include files from mntinc44.zoo
libs from mntolb44.zoo

In the makefile, I commented out the following:

YACC = byacc -b y_
YTABC = y_tab.c
YTABH = y_tab.h

DEFS = -DMULTITOS -DDEBUG_INFO
#DEFS030 = -DMULTITOS -DONLY030
DEFS030 = -DONLY030

CFLAGS030 = -G -Wall -O2 -fomit-frame-pointer $(MODEL030) $(DEFS030)
ASFLAGS030 = $(MODEL030)

I removed the '-02' flag from the 'CFLAGS' line.

Make 'makefile' produced the following:

gcc -G -Wall -fomit-frame-pointer -mshort -c bios.c -o bios.o
In file included from P:\GNU\INCLUDE\MNTINC\osbind.h:120,
from mint.h:18,
from bios.c:11:
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: parse error before `shor'
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: warning: no semicolon at end of struct
or union
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:32: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:35: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:35: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:35: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:35: stray '\' in program
P:\GNU\INCLUDE\MNTINC\ostruct.h:36: warning: unknown escape sequence `\G'
P:\GNU\INCLUDE\MNTINC\ostruct.h:36: warning: unknown escape sequence `\I'
P:\GNU\INCLUDE\MNTINC\ostruct.h:36: warning: unknown escape sequence `\M'
P:\GNU\INCLUDE\MNTINC\ostruct.h:36: warning: unknown escape sequence `\o'
P:\GNU\INCLUDE\MNTINC\ostruct.h:271: warning: unknown escape sequence `\o'
```

```
P:\GNU\INCLUDE\MNTINC\ostruct.h:271: character constant too long
P:\GNU\INCLUDE\MNTINC\ostruct.h:384: parse error before `volat'
P:\GNU\INCLUDE\MNTINC\ostruct.h:384: warning: no semicolon at end of struct
or union
make: *** [bios.o] Error 1
```

Anybody have any ideas?

The environment variables appear to be set up o.k.
I have successfully compiled simple progs, so the gcc setup appears to
be working.

I would really appreciate any help.

Regards

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2697. Re: Connecting SCSI scanners to TT (or Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 10:44:00 UTC
From: Marcel_Sacksen
Message-ID: <2de08927@f107.n283.z2.fidonet>
Source record: 32674

Gv> - Has anyone already tried to hook up a SCSI flatbed scanner to a TT or
Gv> Falcon.

Indeed, I have a HP ScanJet IIcx connected to my TT

Gv> - Is there commercial scan software which uses a SCSI scanner ?

I use Cranach Previsison in combination with the appropriate GDPS driver this gives satisfactory results. IMHO the scanner has more options than the software uses, but it works allright.

Gv> - Does anyone know what kind of SCSI commands such a scanner uses ?
Gv> (especially the commands of a Tamarack 6000c A4 color scanner)

Most flatbed scanners these days comply to the TWAIN standard. I think this standard has all you need to know. There are probably descriptions of the commands around (wouldn't know where though)

CU around,
Marcel

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2

2698. Re: Gemview - English Anyone?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 11:23:13 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cq967z.264@westminster.ac.uk>
Source record: 32673

Simon Robins (srobins@cix.compulink.co.uk) wrote:
: In message <Cq3Eyq.HvJ@westminster.ac.uk>, vctec@westminster.ac.uk said:

: >Joe LeSesne (raver909@epicycle.lm.com) wrote:
: >: I was wondering where I might find the English version of Gemview if
: >: there is such an animal. The version on the Atari Archive is in German.
: >: Joe
: >
: >Write to Joe Connor : jconnor@cix.compulink.co.uk

: This is the wrong person. Try sabbath@cix.compulink.co.uk

I was wrong.....Simon Robins is right. The program in Britain is
supported bt Graeme Rutt, and not by Joe Connor.

Sorry, my mistake.
He may be reached (snail mail, too) at
4 River Terrace
Wasbank Road
Eyenesbury
St Neots
Cambridgeshire
PE19 2TE

Soz, for the wrong info in the first place. *-(

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2699. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 12:38:29 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de0a3b9@sirius.herts.ac.uk>
Source record: 32679
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by DuncMan...
|> Duncan (75% certain to save up and buy SMS2)

Well, here I am again. Having read the ST Review feature (The
mag really has improved since I last read it), some useful EMails from
readers, and the posts stuck here, I've been reconsidering my opinion. I've
tried to draw up a list of each system's advantages and disadvantages.
If I've got anything wrong, then please correct me.
AFAIK, there are currently 5 multitasking replacement O/Ss that
will run on an STE. My system is rather minimal, being just 1Mb with no
HD. This has coloured my opinions a little, understandably.
Oh, and it was ST Format that thought SMS2 was the same as Unix...

GEM type O/Ss
-------------

MultiTOS
--------
for: The official standard
Pre-emptive
Built in desktop
Compatible with MultiTOS (!)
against: Bugged (alledgedly)
Needs 2Mb & an HD
Tricky to configure
Slow
Uses GEM-style interface

Geneva
------
for: Fast
Stable
Extra facilities over GEM
against: Needs 2Mb
Runs .TOS & .TTP programs in single tasking mode
Co-operative
Does not replace entire O/S
Needs separate desktop
Limited features
Not fully MultiTOS compatible
Uses GEM-style interface

Mag!x
-----
for: Very fast
```

Stable
Built in desktop
Runs .TOS & .TTP programs in multitasking mode
Compatible with TOS/GEM
against: Needs 2Mb
Uses GEM-style interface

Non-GEM type O/Ss

OMEn
----
for: Versions coming for other systems
Built in desktop
Device drivers
against: Not compatible with TOS/GEM
No apparent support yet
Not available yet

SMS2
----
for: Pre-emptive
Very fast
Very small
Built in desktop
Built in networking
Device drivers
Works in 0.5Mb & no HD
against: Not compatible with TOS/GEM
Object oriented (jargon!)
Little apparent support yet
Needs separate MSDOS/TOS disk reading software
Relatively expensive

I have to admit, I don't much like GEM. It looks somehow
primitive (this is understandable when you consider how old it is) (as
does MS Windows, IMHO). I'd rather be using a computer with a more
professional, capable feel. SMS2 gives me that impression.
There isn't a whole lot of software yet, but what there is looks
rather more capable than a lot of the GEM stuff that exists. I also like
the use of a 6*8 font in SMS2 and OMEn- allowing an 80*25 terminal emulator
to sit in window, or lots more columns of a spreadsheet to be seen at
once.
I'm not sure I want to stick with an O/S that is based on TOS,
let alone GEM. I'd like to be able to share data with my exsiting
GEM/TOS software, but that means being able to read the disks. A few
people have said that there is an SMS2 program to do this, but I haven't
heard anything about this on OMEn.
In summary, then;

Duncan (85% certain to save up and buy SMS2
60% " " " " " " Mag!x

```
60% " " " " " " OMEn
40% " " " " " " MultiTOS
35% " " " " " " Geneva)

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2700. MinixFS question....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 13:16:49 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2rqac1$ouj@clss3.bangor.ac.uk>
Source record: 32678

hello,
I'm contemplating installing a minix partition for use with mint and gcc.
Am I correct in thinking that files on a minix partition cannot be accessed
from GEM ? If so are there easy ways of moving files backwards and forwards
between GEM and minix partitions ?
I understand that minix gives a lot of the UNIX type file structure such as
file permissions, large file names, etc. What other advantages are there
using minix as opposed to sticking with a GEM file system ?
Cheers for any help !
Dylan
dbanarse@sees.bangor.ac.uk

2701. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 13:34:36 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <769700076snz@vissci.demon.co.uk>
Source record: 32681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2r85gv$d5a@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:
>
> > Is there any way to use a QIC-80 tape on an STe?
> > I really want a tape backup but can't afford a SCSI tape.
> > Mabee an interface/software combination could be developed
> > that uses ther cheap DOS tape units. Why not use the second
> > floppy port and software or an iterface to serial or SCSI
> > and software??
>
> > If this is not possible, WHY????
>
> It would surely be possible to use one of the many PC tape units that
> connect to the parallel printer port, give that someone would write the
> software to do it. This would be a product I would most certainly purchase
> or register. Perhaps it could be added to Diamond Back 3 or GEMar. Heck,
> even a command line tar-style interface would be fine.

I called a few of the places manufacturing parallel port backup devices, and
asked if they would allow me to write GEM based software for the Atari
series of computers. All I needed was the codes which are sent down the
parallel port - I would be prepared to buy the backup device.

In all of the cases, the answer was "bugger off, its a secret".

>
> Coming up with a way to use the internal PC tape drives would probably be
> much more difficult, requiring hardware and logic (i.e. an interface board),
> in addition to software.

As far as I am aware, the cheap internal ones are IDE - (I have no idea how
a Falcon would see it though !)

>
> SCSI tape drives are not always super expensive. For example, I see an ad
> (Spectrum 1-800-959-1030) for guaranteed refurb Wangtek 5150ES QIC-150 drives
> for $270, and used deals can be much lower than that on misc.forsale.computers.
>
> --
> **
> * Mickey Boyd *
> * Systems Administrator *
> * Florida State University Mathematics Department *
> * email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

> **
>

--

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2702. Re: Connecting SCSI scanners to TT (or Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 13:44:56 UTC
From: cfav1@leonis.nus.sg
Message-ID: <2rqc0o$fgu@nuscc.nus.sg>
Source record: 32677

Gert van der Knokke (gert@ttgk.textlitho.nl) wrote:

: - Has anyone already tried to hook up a SCSI flatbed scanner to a TT or
: Falcon.
:
: - Is there commercial scan software which uses a SCSI scanner ?

DMC Publishing (Canada) has a software called MT-Scan for MicroTek
flat-bed scanners. It has a preview function to allow one to adjust
brightness and contrast, etc. However, MT-Scan (as far as I know) only
runs on the Atari TT SCSI port (ICD The Link can't be used).
--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

2703. Help needed: 3,5" IDE-HD to a Falcon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 14:00:13 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <022307DGBQBTXUPTJQMM@ars.ath.forthnet.gr>
Source record: 32669

```
IR>Hi,
IR>does anybody have a plan of an adapter (44pin -> 40pin), to connect a
IR>3,5" IDE-HD to my Falcon?
IR>Thanks,
IR> Rainer

The 40 pins in 3,5" drives should be identical with the other 40 of the
2,5" drive. The 4 pins that remain is the power.

Michael Papadopoylos
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

2704. Re: MinixFS question....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 15:21:51 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1800@usdtsg.DaytonOH.NCR.COM>
Source record: 32680

In article <2rqac1$ouj@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>I'm contemplating installing a minix partition for use with mint and gcc.
>Am I correct in thinking that files on a minix partition cannot be accessed
>from GEM ? If so are there easy ways of moving files backwards and forwards
>between GEM and minix partitions ?

Well, I think the basic rule of thumb is that you *shouldn't* access minix partitions *if MiNT/minix.xfs* are not loaded. You can in fact access those partitions in such a situation, but you won't see what you should see on them, and writing to them then might corrupt things.

However, with MiNT (and minix.xfs loaded) you can deal with TOS and minix partitions just the same. You can use your "cp" command/program to copy between them. You can even use UIS III as well for most things (this is what I do for the most part for my copying back n forth). I'd guess the desktop copy might even work as well (I generally avoid the desktop anyways)...

The beauty of the XFS setup is that it seems almost transparent (now if someone would only write a SPECTRE.XFS :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2705. Falcon: Disabling SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 20:05:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rr2b6$h2m@dux.dundee.ac.uk>
Source record: 32684

on boot up my falcon (2nd hand had it for abut 1 day) tells me i cannotfind the SCSI drive (I have none). Is there any way of diabling this so it doesnt even bother to look?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

2706. Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 22:43:56 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2rrbjc$6f5@geraldo.cc.utexas.edu>
Source record: 32683

Hi all,

I have tried on several occasions to fix my serial port with the available software patches, always to no avail. The announcement of hsmodem04 on c.s.a.st prompted me to waste another evening on this futile task. My serial port refuses to be fixed.

I have a Telebit Trailblazer operating in PEP mode with data compression. The baud rate between the modem and the atari (8MHZ ST, TOS 1.0) is set to 19.2K. I have tried serialfix and hsmodem, 2 different zmodem programs (can't get Connect's zmodem to work at all), removed all TSRs from my auto folder, increased the size of the receive buffer, ...

Zmodem consistently reports a CRC error after every 14336 bytes (receive buffer of 256 bytes). If I increase the receive buffer to the maximum (64534 bytes), the CRC error occurs after every 16384 bytes. Does anyone have a clue why the errors always occur at these intervals? It seems to only loosely related to the size of the receive buffer, so can it really be that the receive buffer is overflowing?

Is it possible that there is something in my zmodem or my Telebit setup that could be causing this problem. Maybe I should be looking for culprits other than my ST. Does anyone have hsmodem working well on an 8MHZ ST with TOS 1.0? Why do I continue to use this machine???

Thanks for any help,

-Tim Gallivan

2707. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 22:56:39 UTC
From: <>
Message-ID: <2rrcb7$6v1@mother.usf.edu>
Source record: 32687
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

If you don't have a GEM style interface, how do you run GEM programs?

2708. Re: Output Boxes?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-23 22:56:54 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de134ab@sirius.herts.ac.uk>
Source record: 32682

```
+-- This was written in a previous article by M.A. Onstwedder...
|> I just bought boxes for my falcon.
|> But I have a problem, I comes out very cracky.
|>
|> I think it's because the boxes are 2*6 Watt (normally for Sound Blaster)
|> is there anything i can do?
|>
|> I heard that there was something i had to solder in/between the wire?
|>
|> If you have an answer, could you please e-mail it to me?

Do you mean loudspeakers? Amplified ones, or not?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2709. Falcon RS-232 stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 00:07:06 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769657010.AA05684@byte.bbs.no>
Source record: 32495

>If *that* isn't easy, what is ?

A GEMDOS call (like the one for checking the GEMDOS version number)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2710. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 01:32:14 UTC
From: gjudd@siward.demon.co.uk
Message-ID: <769743134snz@siward.demon.co.uk>
Source record: 32688

I'm wondering if it is your modem or the hardware in the machine.

I have a 1040STF, 1Mb, Tos1.0, run the serial port at 19200, use a Dataflex
Rapier+ v32bis and have had no problem with any of the serial patches.

For the past 4 months I have been using HSModem2 and have just started using
HSModem4. I know this doesn't help much but HSModem2&4 certainly do work.
I use an Atari version of KA9Q mostly, but also use a simple vt100 terminal
emulator as well. I have use Connect to see what it is like, all worked ok.

For HSModem4 I answered the questions as:

```
FASTINT Y
RSVE N
HISP N
REPL u u u u u u
DTR Y
RBL 4096
TBL 4096
```

Later
G
--
Graham Judd, London, England Maintainer of Atari port of SNews
gjudd@siward.demon.co.uk

2711. Programming IKBD to accept 2 mice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 03:28:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rrs9e$8c1@uqcspe.cs.uq.oz.au>
Source record: 32689

Has this been done? I've written code to read a mouse in the joystick-only port, but the buad rate from IKBD to CPU is too slow (5Kbaud?). I am thinking that the same code code be written in the IKBD's RAM and executed there.

Is this at all possible, or is the IKBD totally hard-wired?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2712. Re: Graphics in ASM.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 04:40:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2rs0gn$b50@uqcspe.cs.uq.oz.au>
Source record: 32491

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>You could setup a large virtual screen and use the blitter to continously
>copy the 'visible' part to the screen. In that case you wouldn't have to
>worry about clipping. The the screen acts as a viewport on that large
>virtual screen.

GASP! There is no way the extra cost of clipping would outway the cost
of drawing something that is never seen!

Let alone the even higher cost of having to then blit the visible part.

This is the kind of programming assembly language promotes,
unfortunately, as the more complex, FASTER solutions are too much
trouble to code in such a low level language. By all means, write you
polygon rendering code in assembly language, but do everthing else in a
high-level language.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2713. ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 05:18:22 UTC
From: nunis@sgp.hp.com
Message-ID: <2rs2mu$2a0@hpscit.sc.hp.com>
Source record: 32690

Hi!

I currently own an ATARI 1040STfm. I have the opportunity to purchase an ATARI 1040STe (1Meg). The problem with this is that the power supply is expecting a supply voltage of 120 (US standard) while here in Singapore the standard supply voltage is 240. Is there an easy way to make the modification such that the US model can be used locally in Singapore?

I am getting the STe so I can have more than 1 Meg in the machine and hopefully, be able to run Emagic LOGIC software. I can get a FALCON here but the price is way too high for me (a hobbyist) since I am only going to use it for sequencing.

Please send email and I will post a summary later. Thanks.

--

Simon Vincent Nunis | Hewlett Packard Singapore
Internet: nunis@hpsgmx18.sgp.hp.com | I.T. Department
Telephone: (65)-279-8658 | 1150 Depot Road
Telefax: (65)-279-2862 | Singapore 0410

2714. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 05:30:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKn7.Aw5@cix.compulink.co.uk>
Source record: 32525
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>
>If you don't have a GEM style interface, how do you run GEM programs?

You don't.

Ofir ogal@cix.compulink.co.uk

2715. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 05:30:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqAKnB.Awr@cix.compulink.co.uk>
Source record: 32524
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In message 4114@cix, jbeeghly@u.washington.edu said:
>
>..... today. t seems that I can access my C, D, and E partitions on my
>Falcon, but I can't access my F partition. I called my local Atari-repair
>center about it and thery said that the earily Falcons had a problem
>where, if a partition gets full, the preceding partion's FAT gets screwed up.
>
>
>Does anyone have any suggestions as far as how to recover the material on
>my F partition? Whenever I access the F drive, two cherry bombs appear,
>then a third is added.
>
>If it helps any, all of the files I want are text based....

This is a bug of AHDI 6.03, get AHDI 6.061. The only way I found of
recovering the data is to recreate the first sector and sometimes the FAT
as well. If you use DMirror or ST Mirror then you will have a copy of your
FAT.

Ofir ogal@cix.compulink.co.uk

2716. Bug in gcc for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 07:16:12 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994May24.071612.15698@cc.ruu.nl>
Source record: 32492

Hi there,

yesterday I tried to compile the Portable Math Libs. I got really strange errors.
I used gcc 2.5.3 (mint version) and I tried it both under Mint 0.95 and 1.10.

I seem to have reduced the problem to the following simple program, which just
won't compile. I get the error message: "gcc-cc1: Address error".

```
/* start program */
void main ()
{
double a;

a = 1.0234 + 3.1415;

};
/* end program */
```

I don't know what I am doing wrong. There are a few possibilities (in descending order of
probability):

a) I forgot some compiler switches needed for programs using doubles.
In fact I didn't use any switch!
b) This is a bug in gcc 2.5.3. If so, is this solved in newer releases?
c) This is a bug in the mint port of gcc 2.5.3. This can easily be checked by someone
running the TOS version of gcc 2.5.3.

Compiling the above program under different configurations will give the answer to this ...

Thanks in advance,

Richard.

2717. MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 09:17:42 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May24.101742@cs.man.ac.uk>
Source record: 32505

Since reading this newsgroup my eyes have been opened even more to what an atari can do.I have been interested in upgrading the software base for it from the pd and have added new desktops like gemini etc.I heard about MiNT,which I hope if I'm right,is multitasking software for the ataris.If you could send me details on anything on MiNT,such as where I can get hold of good applications that run on it eg. text editors,file viewers,C compiler or MiNT libraries that would run with lattice C or just general information I would be very grateful.

Also if you have come across any software that you have found intersting please could you let me know as I might aswell!

2718. Help-Gcc not working properly

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 09:23:58 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-240594092358@ngalm099.gal.nt.com>
Source record: 32493

A few days ago, I posted about my problems compiling mint 1.10.
However, it now seems that the problems are not mint related.

I recently downloaded files to set up the GCC compiler.

I have tried to compile simple programs (temperature conversion & hello
world)
to test the setup, & I always get an error with the <include> file.

I am using gcc-atariST version 2.5.8 Patchlevel 1

This is a sample error:-
ostruct.h:32: parse error before `shor'
ostruct.h:32: warning: no semicolon at end of struct or union

ostruct.h:271: character constant too long
ostruct.h:384: parse error before `volat'
ostruct.h:384: warning: no semicolon at end of struct or union

I also get these when just including (stdio.h>

The header files seem to be intact, the zoo files are not corrupt.
Where do I start looking for the problem.

BTW if I leave out the #include <stdio.h>, the FTOC.C file compiles o.k.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2719. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 09:34:13 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1ca09@sirius.herts.ac.uk>
Source record: 32502
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Timothy Miller...
|> If you don't have a GEM style interface, how do you run GEM programs?

Thats the whole point, I don't like GEM much, and GEM programs
not much more. I already have single tasking TOS 1.62 in my STE, I can
run GEM stuff with that.
However, if I get a new O/S, I want a new, better interface.
IMHO, GEM just doesn't cut it any more.
Perhaps if they changed the appearance of GEM I might like it
more... Hrm...

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2720. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 09:56:23 UTC
From: roklein@mogli.zdv.Uni-Mainz.DE
Message-ID: <2rsj07$725@bambi.zdv.uni-mainz.de>
Source record: 32497
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <Cq0s6t.Esp@cix.compulink.co.uk>,
Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
: > some kind soul could write ST File Exchange, or summat?

: Well depending on how comapatible SMS2 is with QDOS - there is already at
: least one good ST/PC disk reader for it.

: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
: source code files on for recompilation. The underlying file system can be
: something else - however FWIK, the QDOS one is pretty poor comapared to
: MINIXFS or even TOSFS.
I assume SMS2 has at least level 2 device drivers, but it"s
more likely to have level 3 device drivers. Level two
means real subdirectories (original QDOS didn't have them) and
level 3 means ability to read PC/ST disks.

Robert/jy

2721. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 10:13:01 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May24121302@issan.informatik.uni-dortmund.de>
Source record: 32501

In article <Cq6BMn.MD8@sdf.lonestar.org>, ekl@sdf.lonestar.org (Evan K. Langlois) writes:

|> ==
|> (i) Make sure you have the sharable versions of the MiNT libs in /usr/lib
|> (or where ever you have your libs) and compile with the -mbaserel
|> -mpcrel flags.
|> (ii) Many programs won't link properly as some the references become greater
|> than +/-32K.
|> ==

|> (ii) If you use an 030 and the -m68020 option, then this limit shouldn't
|> exist. I'm not sure if the compiler supports it or not, but the 020 and 030
|> can do 32 bit offsets.

The linker doesn't support this, and neither do the compiler, it only
generates 16 bit offsets, if it doesn't fit you are lost.

--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2722. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 10:20:21 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May24122021@issan.informatik.uni-dortmund.de>
Source record: 32685

In article <1994May22.141848.17548@news.csuohio.edu>, llunch@knuth.cba.csuohio.edu (Jason Baker) writes:

|> In article <Cq6Bu0.HF@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois) writes:
|>>
|>> I wish MiNT had a real fork though!
|>>
|>> Why can't Pfork() and Pvfork() be modified to be non-blocking? POinters
|>> in the original code or something?? Data is never copied anyway for
|>> Pvfork(), just Pfork(), so Pvfork() should be unblocked, right?
|>>
|> vfork blocks in real bsd too. The child runs in the same
|> address space as the parent for speed, so it just sets up what it
|> needs to and execs a new program. At this point the parent wakes up,
|> exactly like in mint. The only difference is that under bsd, the
|> child can change the memory owned by the parent (by sbrk). So, if
|> mint followed this behavior of bsd, and had a way to wake processes
|> from Pvfork's, a real threaded fork would be possible.

No, no, that's absolutely false. The real problem is the stack.
Under a Unix system that actually implements vfork (newer systems
don't, they have only fork) only the stack is copied, but both
processes continue to see it at the same virtual address, so that they
cannot interfere. But they really run quasi-parallel, just like any
other process.

Under MiNT, you cannot copy the stack without changing its address as
the process sees it, at least you cannot without a real MMU. Any
address stored in the stack would become bogus. But letting both
processes to write into the same stack, well, this would be no good,
at least :-)
--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2723. Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 10:20:52 UTC
From: steve-j@teleport.com
Message-ID: <2rske4$5lt@elaine.teleport.com>
Source record: 32686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Following is a message from Bob Brodie posted on GEnie:

Atari ST RoundTable
Category 14, Topic 24
Message 1 Mon May 23, 1994
BOB-BRODIE [Atari Corp.] at 17:51 EDT

Dear Friends,

For some time now, I have felt that I needed to spend more time with my family. I have been presented an opportunity that will not only allow me to work at home two to three days a week, but also includes a significant pay increase. I cannot in good conscience to my family refuse this opportunity. It is with great regret that I have sumbmitted my resignation effective June 3, 1994.

For almost five years now, my job at Atari has had a very high priority in my life. During that time frame, my two sons have begun to turn in to men, and my little girl into a teenager. My sons have been a real handful the past two years in particular, and my being around them has had a very positive effect on them.

Even though there have been, from time to time, other job offers, my preference has been to remain with Atari. I believe in our products, and they are my personal choice as a consumer as well. If my personal circumstances did not require me to be at home more often, I would gladly remain with the company. It's not often that someone has an opportunity to turn their hobby into their job. I am thankful that Atari allowed me to do just that!!

I am grateful for the opportunity to serve Atari, and the Tramiel family. I have enjoyed my time at Atari, and have gained invaluable experience. I wish the company great success with all of it's products!! If fate should bring our paths together again, I would welcome the opportunity to work with Atari again. It has been a privilege to serve you.

My thanks go out to all of you (and there are far too many to mention here!) that have been such a special part of my life. I have made friendships with people via GEnie that I expect to be a part of the rest of my days!!

Sincerely,

Bob Brodie

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |

| or steve-j@teleport.com | written on it." -- Andy Partridge |

2724. Re: Programming IKBD to accept 2 mice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 10:23:30 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2rskj2$3j15@info2.rus.uni-stuttgart.de>
Source record: 32494

In <2rrs9e$8c1@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:

> Has this been done? I've written code to read a mouse in the joystick-only
> port, but the buad rate from IKBD to CPU is too slow (5Kbaud?). I am thinking
> that the same code code be written in the IKBD's RAM and executed there.
>
> Is this at all possible, or is the IKBD totally hard-wired?
You'll get problems with the RAM size of the IKBD. There only a few bytes left.

There are (at least) 2 versions of IKBDs (different ROM).

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2725. DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 11:24:57 UTC
From: S_FITCH@open.ac.uk
Message-ID: <S_FITCH.7.000B6AD2@open.ac.uk>
Source record: 32496

No one replied to the original post....

What sort of devices have been connected through the DMA port on
the back of 1040ST systems. I'd specifically like to hear from anyone
who has managed to connect a PC (AT) style drive to one of these ports.

Steve Fitch

2726. Floppy and hard drives for the st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 12:44:40 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <1994May24.124440.2089@cherokee.nsuok.edu>
Source record: 32515

Help, oh wise ones, to a newcomer.
The 354 drive is driving me crazy because I cannot seem to reliably transfer files from my PC to the 520. Since IBM does not format 360k in the 3.5" disk, is there a way of using this drive in this setup. Is there software/hardware out there to modify the 354 (a doubler like for the 1050?).

Second question. I have a NEC FD1036A floppy drive. According to some instructions I found on the net, there is a problem with some floppys working correctly with the ST on account of the seek rate. The specs for this drive lists the seek rate as 3ms.
Is this ready to go as per installation directions of James Lacassagne "Generic 3.5 Inch Double Sided Disk Drive for the 520/1040 Series" ? (James are you listening in?)

I also have a Seagate 157A hard drive. I am planning to use the cookbook recipe in the FAQ for hooking this up.
Has anyone done this for this drive? Which of the adapters is the best for this rig.

Finally, I missed Dave Small's article on how to add a 5.25 IBM compatible drive to the 520ST. Could someone send it to me or point me to an archive file.

I wish to say that all of you experienced Atarians have been most helpful to me the lowly newcomer. Your archives, FAQs and all the discussions on the network news have been most useful to people like me. Keep it up. Some more FAQs would be useful: for exmple all about disk drives, modems and null modems.

Thanks for your help.

Bela Foltin

foltin@cherokee.nsuok.edu

or et909 on the CFN

2727. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 13:19:11 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32de1fec3@sirius.herts.ac.uk>
Source record: 32499
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Roland Givan...
|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
|> *two* O/S. QDOS and SMS (note not SMS2).
|>
|> Both worked to a degree and AFAICR SMS was used at the first press
|> conference. However when the machine was released it was QDOS that was
|> installed.
|>
|> Since then SMS has been an independent product.

Fascinating. This would explain a lot...

|> How far does this 'slightly' compatible go?

Check the thread in comp.sys.sinclair, the bloke who followuped
to my article seems to know what hes on about.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2728. ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 13:28:23 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqB6rC.IpJ@cs.vu.nl>
Source record: 32498

Can anyone tell me how 16MHz accelerators work? Do they involve a CPU replacement or do they just run the standard 8MHz 68000 at 16MHz?

Thanks in advance,
Ivo van Poorten.

2729. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 15:21:27 UTC
From: <>
Message-ID: <2rt61n$bse@mother.usf.edu>
Source record: 32504
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <41e32de1ca09@sirius.herts.ac.uk> D.Corps@herts.ac.uk (DuncMan) writes:
>+-- This was written in a previous article by Timothy Miller...
>|> If you don't have a GEM style interface, how do you run GEM programs?
>
> Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
> However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
> Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...
>
> Duncan.
>
What software is there that you would run, besides TOS programs? All the good
software is written for GEM.

2730. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 15:31:58 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-240594153159@ngalm099.gal.nt.com>
Source record: 32500

In article <S_FITCH.7.000B6AD2@open.ac.uk>, S_FITCH@open.ac.uk (Stephen Fitch) wrote:

>
> No one replied to the original post....
>
> What sort of devices have been connected through the DMA port on
> the back of 1040ST systems. I'd specifically like to hear from anyone
> who has managed to connect a PC (AT) style drive to one of these ports.
>
> Steve Fitch

By PC (AT), do you mean IDE type drives?

I used to have older ST406 type drives connected to a ST406->SCSI
controller. This was hooked to a supra host adapter.
Worked o.k, bit slow though.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2731. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 15:44:25 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <CqBD22.Dsy@cix.compulink.co.uk>
Source record: 32526
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>Thats the whole point, I don't like GEM much, and GEM programs
>not much more. I already have single tasking TOS 1.62 in my STE, I can
>run GEM stuff with that.
>However, if I get a new O/S, I want a new, better interface.
>IMHO, GEM just doesn't cut it any more.
>Perhaps if they changed the appearance of GEM I might like it
>more... Hrm...

As you said, you own a standard 1MB STe. You just won't get the best out of GEM with any of the three standard graphics modes. GEM on a Falcon and SVGA is pretty amazing though - it gives a much better working environment. I use 16 colour mode at a 736*528 resolution (you can get much better with a better monitor) and even my old GEM programs look *much* cooler.

And programs which are written for later versions of the AES (ie the Falcon/MTOS one's) are even nicer. If they use the background, activator and indicator bits in the RSC objects you get a great interface that's very NeXT like (in appearance).

You are stuck with GEM though - there's no way anything else will work on the Atari. Although SMS and Omen are very clever they will be limited to a few anoraks.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2732. Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 15:57:40 UTC
From: vctec@westminster.ac.uk
Message-ID: <CqBDLD.3wn@westminster.ac.uk>
Source record: 32519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello again

Anyone know what winlupe does?
Please help.

The program I have seen is winlupe 6.50, and is written by Christian
Grunenberg, of LHarc Shell 3.01 fame.

The docs and everything are in German, and sadly, I don't know any
German. B(

Thanx in advance.

Danny.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

2733. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 16:17:37 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2rt9b1$47d@ccpnws.in2p3.fr>
Source record: 32528

Ivo van Poorten (ipoorten@cs.vu.nl) once wrote:
> Can anyone tell me how 16MHz accelerators work? Do they involve a CPU
> replacement or do they just run the standard 8MHz 68000 at 16MHz?

> Thanks in advance,
> Ivo van Poorten.

Most of accelerators cards requires a replacement of the original 8Mhz
68000 : some 68K work at 16Mhz, but very few. In addition, such cards
have cache memory in order to speed-up applications (if you don't have
cache memory only the internal operations of the CPU will be faster).
The PAK3 card from the German magazine c't allows you to replace the
old 68000 by a 68020 or a 68030 at 16 or 32 Mhz (both with a 688881
FPU) and have 32Kb of second level cache memory. The 68020 version runs
with TOS 2.06 unpatched (I don't have it yet) but the 68030 needs some
small patches in TOS 3.06 (especially for the MMU).
Of course, adding an accelerator card is not an easy job and if you're
not familiar with a soldering, forget it! (or let a resaler do it).
If you want more infos, mail me.
Bye.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

2734. Re: Programming IKBD to accept 2 mice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 19:17:34 UTC
From: avg@cwi.nl
Message-ID: <CqBMxB.n27@cwi.nl>
Source record: 32503

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Has this been done? I've written code to read a mouse in the joystick-only
>port, but the buad rate from IKBD to CPU is too slow (5Kbaud?). I am thinking
>that the same code code be written in the IKBD's RAM and executed there.

>Is this at all possible, or is the IKBD totally hard-wired?

Didn't the IKBD chip only have 64 bytes of RAM?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2735. MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 19:38:12 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2rtl34$1194@msuinfo.cl.msu.edu>
Source record: 32521

Hello, everyone!

I've been having trouble recently with my MegaSTE 4/52 crashing. The mouse cursor disappears and the whole thing locks up. It seems to happen most often when the machine's been on for at least forty-five minutes to an hour. To restart it I have to reach around and hit the reset button, or just turn it off. Is anyone aware of a problem like this, or what could be causing it?

I thought it might be the surge protector (one of those under-monitor jobs), and since I haven't been able to replace it yet, it might be. The surge protector hasen't been turning on all the time lately; I have to flick the master switch two or three times (sometimes; not ALL the time). Could fluctuations from the surge protector be causing trouble?

I also have Warp9 3.75, DC Data Diet, ICD Hard Drive Driver (latest version, for the ICD hard drive) and sometimes Before Dawn and/or Automouse and/or Safemenu installed, but the problem isn't regular enough that I can tell if it is due to any of these programs.

I have noticed that it doesn't seem to matter what program is running; it can do it at any time, but doesn't seem to crash when I'm actually doing something; if the drive is being accessed, or when I am just letting it sit for a while is when it seems to crash the most often.

Thanks in advance for any suggestions you can offer.

-Tom Hopper

2736. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 20:45:20 UTC
From: hallvart@ifi.uio.no
Message-ID: <2rtp10$5o6@holmenkollen.ifi.uio.no>
Source record: 32516

> > Another question: can the borders be filled up with the ST's window instead, so you would
> > get a bigger desktop?
>
> You can adjust internal pots to make the image fill the screen (though
> I prefer the more dense regular display size). To actually get a bigger
> desktop, you should look into the Overscan and Autoswitch-Overscan products.
> I believe Overscan is a home brew thingy (instructions on atari.archive),
> where Autoswitch-Overscan is a commercial product (by the same folks, I
> think).
>
> A related program is Monster, which gives you a huge virtual desktop. The
> screen acts as a window to this big desktop, and scrolls when the mouse
> approaches the screen boarder. Lots of things work fine with this little
> hack (Pagestream and Neodesk being two). It can be very nice for DTP work.
> It is also on atari.archive.

What I meant was to have the same desktop, the same size of everything, but get more additional SPACE on it, so I can have wider windows, more windows open etc.
I'm using an NEC Multisync II monitor.
Is it possible? Any modification I can do inside my STE?

Hallvard, Oslo, Norway

2737. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 21:19:12 UTC
From: davidc@vissci.demon.co.uk
Message-ID: <769814352snz@vissci.demon.co.uk>
Source record: 32509

In article <2rs2mu$2a0@hpscit.sc.hp.com> nunis@sgp.hp.com "Simon NUNIS" writes:

> Hi!
>
> I currently own an ATARI 1040STfm. I have the opportunity to purchase
> an ATARI 1040STe (1Meg). The problem with this is that the power
> supply is expecting a supply voltage of 120 (US standard) while here
> in Singapore the standard supply voltage is 240. Is there an easy
> way to make the modification such that the US model can be used locally
> in Singapore?
>
> I am getting the STe so I can have more than 1 Meg in the machine and
> hopefully, be able to run Emagic LOGIC software. I can get a FALCON
> here but the price is way too high for me (a hobbyist) since I am only
> going to use it for sequencing.
>
> Please send email and I will post a summary later. Thanks.
>
> --
> ---
> Simon Vincent Nunis | Hewlett Packard Singapore
> Internet: nunis@hpsgmx18.sgp.hp.com | I.T. Department
> Telephone: (65)-279-8658 | 1150 Depot Road
> Telefax: (65)-279-2862 | Singapore 0410
> ---
>

The power supply in the STFM and the STE are the same, so its just a
matter of pulling one out, and putting it in the other. All you have
to do is (once you have the case apart, and the shielding off), is
unscrew the PSU from the base, and disconnect the little white
plug which plugs into the board. Lift the PSU out, and put the other
one in.

--

David Cowan Insert Clever SIG here !

DavidC@Vissci.Demon.Co.UK

My Employer doesn't give a toss what I say,
because he know its mostly Bull !

2738. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 22:14:17 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2rtu7p$csm@lyra.csx.cam.ac.uk>
Source record: 32523
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> Well from what I can remeber of the launch of the QL, Sinclair commisioned
>|> *two* O/S. QDOS and SMS (note not SMS2).

As I understood it:

Sinclair originally asked GST to do an operating system for them. The result seems to have been called 68K/OS and wasn't good enough. QDOS was written by Tony Tebby, in rather less time than most people would like to have when writing operating systems. IMHO he did a surprisingly good job, especially by the time the bugs had been cut down a bit...

Tebby has since written SMS2, and also SMSQ (which is much more of a QDOS clone --- it runs on a card which plugs into the ISA bus of a PC.

I believe 68K/OS was actually released separately, but has long since sunk without trace.

As for 68K/OS being SMS --- don't know. I doubt it, but that's just my opinion.

>|> Both worked to a degree and AFAICR SMS was used at the first press
>|> conference. However when the machine was released it was QDOS that was
>|> installed.
>|>
>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...
>
>|> How far does this 'slightly' compatible go?
>
> Check the thread in comp.sys.sinclair, the bloke who followuped
>to my article seems to know what hes on about.

As for compatibility between SMS2 and QDOS... Some QDOS programs will run under SMS2. Of the QDOS programs which *won't* run under SMS2, not all of them will run under all version of QDOS either...

Generally speaking, programs written in C will work on either; programs written for the QDOS pointer environment will work on either; other programs will have to be checked on an individual basis.

(I used QDOS here in Cambridge, QDOS and SMSQ at home, but I've only run into SMS2 on a couple of occasions. Maybe if I come across a cheap 2nd-hand ST...)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2739. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 22:56:42 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2ru0na$dmj@lyra.csx.cam.ac.uk>
Source record: 32522
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Robert Klein <RoKlein@MzdmzA.ZDV.Uni-Mainz.DE> wrote:
>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>: >PS. I wonder if not supporting TOS disks is really a mistake... Perhaps
>: > some kind soul could write ST File Exchange, or summat?
>
>: Well depending on how comapatible SMS2 is with QDOS - there is already at
>: least one good ST/PC disk reader for it.
>
>: Anyway IMHO ST/PC disk compatibilty is a must, if only as a way of getting
>: source code files on for recompilation. The underlying file system can be
>: something else - however FWIK, the QDOS one is pretty poor comapared to
>: MINIXFS or even TOSFS.

Yes, the QDOS file system is not one of the worlds best; the reason for
this is that subdirectories were rather hacked on as an afterthought.

>I assume SMS2 has at least level 2 device drivers, but it"s
>more likely to have level 3 device drivers. Level two
>means real subdirectories (original QDOS didn't have them) and
>level 3 means ability to read PC/ST disks.

I'm told that SMS2 originally included the appropriate code but it was
removed after it turned out to be slowing things down for some reason. I
don't know if this has been solved yet.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2740. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 23:08:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CqBxMB.IBE@cix.compulink.co.uk>
Source record: 32527
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>|> Since then SMS has been an independent product.
>
> Fascinating. This would explain a lot...

If its true ;-) I really must dig out my 10 year old mag collection and
check it sometime.

:-)

Roland.

@CiX

2741. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 23:51:19 UTC
From: bryanw@rahul.net
Message-ID: <CqBzLJ.ED2@rahul.net>
Source record: 32514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In <2rske4$5lt@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>Following is a message from Bob Brodie posted on GEnie:
>[....]

I can't believe it. Bob Brodie has been with Atari forever! Now what? No
more chats on GEnie to find out what's happening with the Jaguar? Who will
fill his shoes?

It's terrible that Brodie has to resign at such a critical time. I guess
where Atari is concerned, any time is "critical"..

--
bryanw@rahul.net a2i network

2742. Re: Graphics in ASM.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-24 23:52:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EEZABJVE@ttgk.textlitho.nl>
Source record: 32268

In <2rs0gn$b50@uqcspe.cs.uq.oz.au> Warwick Allison wrote :

>>You could setup a large virtual screen and use the blitter to continously
>>copy the 'visible' part to the screen. In that case you wouldn't have to
>>worry about clipping. The the screen acts as a viewport on that large
>>virtual screen.
>
>GASP! There is no way the extra cost of clipping would outway the cost
>of drawing something that is never seen!
>
>Let alone the even higher cost of having to then blit the visible part.
>
>This is the kind of programming assembly language promotes,
>unfortunately, as the more complex, FASTER solutions are too much
>trouble to code in such a low level language. By all means, write you
>polygon rendering code in assembly language, but do everthing else in a
>high-level language.

I wrote: you COULD setup a large etc..
I didn't say you HAVE to :-)

It was just an idea and for most of the users which are fiddling about with
this it will do just fine.

Most clipping problems are re-entering graphics from rightedge into
leftedge and vice versa. (that is if you write to the screen directly)
By creating a larger field this can be overcome quite easily.
(remember the old XL which added an extra column on the left and right hand
side for smooth scrolling, the C64 had the same feature)

It's just depending on what you want to do...

Gert

--

-- --
Atari TT-Point
-- --

2743. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 00:25:24 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1806@usdtsg.DaytonOH.NCR.COM>
Source record: 32518

In article <CqB6rC.IpJ@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>Can anyone tell me how 16MHz accelerators work? Do they involve a CPU
>replacement or do they just run the standard 8MHz 68000 at 16MHz?

I think the good ones 1) use a 16mhz 68000 and 2) use caches (which
provide a good amount of an increase IMO)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2744. Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 00:36:40 UTC
From: Marcel_Sacksen
Message-ID: <2de29ea3@f107.n283.z2.fidonet>
Source record: 32404

TG> Does anyone have hsmodem working well on an 8MHZ ST with TOS 1.0? Why do
TG> I continue to use this machine???

It's impossible to run a high speed modem on a TOS 1.0 machine, upgrade to at least TOS 1.4 That is the earliest version of tOS that can be patched to work at high speed RS 232-rates.

~~~~~~
Marcel Sacksen FidoNet 2:283/107.0 InterNet marcel@textlitho.nl
~~~~~~

--- JetMail 0.99beta8
* Origin: -MinMsgs 50 (FidoNet 2:283/107)
SEEN-BY: 2:281/202 283/107 .2

2745. Hard Drive Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 01:14:29 UTC
From: bduewer@jabba.cybernetics.net
Message-ID: <2ru8pl$pta@jabba.cybernetics.net>
Source record: 32531

Greetings!
My system is a mega2 ST, w/ an ICD host adapter controlling and
SCSI-RLL controlling and RLL 30 meg drive. All of these components
are several years old.
When I bought the host adapter, some ICD software came with it that is
now probably most ancient, and I would like update things a bit.
I noticed that ADHI 5.0 is on umich, and I still have the old software. Another
option would be if there were some way to get a newer version of the
ICD software w/o 2400 baud long distance to the ICD BBS (any kind soul
willing to mail to me? if you do, tell me before mailing so I only
get one copy. I'm not looking for the professional version, just
the one I'm supposed to have the right to get updates for).

Anyway, replies in email with advice regarding my situation are
very appreciated. I don't always keep up on the messages here and
would neither want to miss anything important, or waste BW further.

Thank you for your time and assistance!

Bruce Duewer

2746. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 02:48:56 UTC
From: whitema@rtsg.mot.com
Message-ID: <2rueao$mlq@delphinium.cig.mot.com>
Source record: 32535

In article <CqB6rC.IpJ@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>Can anyone tell me how 16MHz accelerators work? Do they involve a CPU
>replacement or do they just run the standard 8MHz 68000 at 16MHz?
>

It's a CPU replacement plus. You not only have to replace the CPU, but
the replacement must have an on board cache to gain you any speed at all.
The ICD AdSpeed STe also has a socket for an FPU.

Michael
whitema@rtsg.mot.com

2747. Upgrading TOS and MTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 03:11:32 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <769832546.0@mettav.royle>
Source record: 32529

It was none other than Rod McCall that wrote on 20 May 94 that ,

RM> system: FALCON 4/65
RM>
RM> firstly where do I get upgrades for TOS to make it 4.04 from 4.01

Compo Software (0480 891819) that is the last number I have for them but I think they may have a new office these day's (?).

They are licensed by Atari to reprogram or if required replace your TOS. Quite cheap in the former and AFAIK if they do have to replace they put a reprogrammable ROM in so it is cheaper to upgrade in future.

////
Graham Irvine
grin.mettav.royle.org

2748. Re: Internationalizing software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 07:18:13 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2ruu3l$t7e@rs18.hrz.th-darmstadt.de>
Source record: 32532

In article <2ri5le$ioi@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:
> >Hi!
> >No. The best way is to check if the AES support the appl_getinfo-call (all
> >AES's > 4.00, Mag!X > 2.0 AES, Falcon-AES, or any AES that finds an appli-
> >cation called '?AGI' (if none of the other conditions is true). appl_getinfo
> ^^^^
> Never heard of that! Any more details?
In fact, that's not a real application. It was an idea (developped in the
german Maus-net, I think) to make it possible to detect whether you can call
the (extended) appl_getinfo. Best bet is to ask Martin Osieka about it (author
of WINX). I dunno the address by heart, but I'm sure it can be found in the
docs to WINX.

Sorry to say, but in my posting quoted above, there's a little error: It's not
AES > 4.00 and Mag!X > 2.00, but AES >= 4.00 and Mag!X >= 2.00. Also note that
Falcon-AES can be 3.31 or 3.40 (3.31 had the lame ;) way for handling 3D-
objects (using the extended ob_type-byte)).

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

2749. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 08:29:47 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2rv29rlNN1l5@tarsky.uni-muenster.de>
Source record: 32454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqBDLD.3wn@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
|> Hello again
|>
|> Anyone know what winlupe does?
|> Please help.
|>
|> The program I have seen is winlupe 6.50, and is written by Christian
|> Grunenberg, of LHarc Shell 3.01 fame.
|>
|> The docs and everything are in German, and sadly, I don't know any
|> German. B(
|>
It is a sort of magnifying glass in a window, that is what the name says :)

Regards,
Ulrich

2750. Minix and MiNT problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 08:55:51 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2rv3qn$dmf@clss3.bangor.ac.uk>
Source record: 32536

Hello,

After being persuaded by a couple of people that it would be worth me
installing a minix partition I have discovered that my ICD driver (my hard
drive uses an adSCSI+ card) isn't compatible !
Does anyone know of any ICD drivers (or could I use something else ?) that
can handle minix partitions ?

Another problem I have.....
I have installed MiNT using the MiNT distribution kit. Unfortunately the
man command doesn't seem to work properly. Sometimes it replies with
man: -r option illegal
(I think !)
but most of the time it says that it is formatting the page and then aborts
(it does say sorry though !)
Anyone know why ?

Dylan
dbanarse@sees.bangor.ac.uk

2751. Problem with GEM.CNF

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 10:08:09 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <2rv829$gus@chive.csv.warwick.ac.uk>
Source record: 32508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Last night I wanted to change the path for GNULIB in my GEM.CNF file,
but when I rebooted, Multitos crashed just as it was setting up
my desktop.

I tried Mint 1.10 and 1.04, and it still crashed, even when it was the
only program I booted with. I deleted the line that I had changed,
and it still crashed !!

I went back to the original mint.cnf and gem.cnf I got on the Multitos disk,
and it worked OK. I managed to my mint.cnf file back to normal, and part of
my gem.cnf,but then it started crashing again.

Can anyone explain why

```
setenv PATH=.,C:\,C:\BIN,C:\LANG\GNU\BIN,C:\TOOLS\ARCHIVE,C:\MULTITOS\TW14W12
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP,ACC
setenv TOSEXT=TOS,TTP
setenv SHSHOW=C:\MULTITOS\VIEWER.APP
setenv SHPRINT=C:\MULTITOS\LPR.APP
setenv TOSRUN=C:\MULTITOS\TW14W12\RUNTOS.PRG
```

works as a GEM.CNF file, as does

```
setenv TMP=C:\TMP
```

but not

```
setenv PATH=.,C:\,C:\BIN,C:\LANG\GNU\BIN,C:\TOOLS\ARCHIVE,C:\MULTITOS\TW14W12
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP,ACC
setenv TOSEXT=TOS,TTP
setenv SHSHOW=C:\MULTITOS\VIEWER.APP
setenv SHPRINT=C:\MULTITOS\LPR.APP
setenv TOSRUN=C:\MULTITOS\TW14W12\RUNTOS.PRG
setenv TMP=C:\TMP
```

or infact anything longer than the first example, even though my original
gem.cnf is much longer.

I'd really appreciate some ideas here, as this problem is driving me _nuts_ !!

Thanks,

Paul

2752. Re: MinixFS question....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 10:55:36 UTC
From: v902123@si.hhs.nl
Message-ID: <CqCuCo.H2t@si.hhs.nl>
Source record: 32538

In article ouj@clss3.bangor.ac.uk, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>hello,
>I'm contemplating installing a minix partition for use with mint and gcc.
>Am I correct in thinking that files on a minix partition cannot be accessed
>from GEM ? If so are there easy ways of moving files backwards and forwards
>between GEM and minix partitions ?

If you have a CLI that is able to usr the extended filenames. Like the one distributed with mint then it is posible to copy files from you minix partition to a TOS one and visa-versa with no problems at all. You just can't use gem because of the extended filenames.

>I understand that minix gives a lot of the UNIX type file structure such as
>file permissions, large file names, etc. What other advantages are there
>using minix as opposed to sticking with a GEM file system ?

None, that's about it. I've heard people say it's faster but you probably won't notice it. I didn't.
I have this problem now that there are files being corrupted on the disk but that's probably because I'm using a Falcon.

CU
Ronald

2753. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 11:29:28 UTC
From: djs@jet.uk
Message-ID: <1994May25.112928.9595@jet.uk>
Source record: 32507
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>
>>If you don't have a GEM style interface, how do you run GEM programs?

>You don't.
I think that it was a rhetorical question...
And this thread is cross-posted too much. If I knew how to redirect
followups, I would :-)
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2754. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 11:36:08 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May25.123608@cs.man.ac.uk>
Source record: 32520
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Wow..Lots of email messages..Thankyou all very much I know quite a bit about MiNT now.
One contradiction did come out though.Some of you said that only tos programs ran under
MiNT not any GEM applications that used windows,menus etc and other said both.Which is it?

Again thank you all for your letters

2755. MiNT vs Mag!x

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 11:39:28 UTC
From: grantr@cs.man.ac.uk
Message-ID: <1994May25.123928@cs.man.ac.uk>
Source record: 32533
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

After hearing all about MiNT which sounds very good,had anybody used the Mag!x commericial multitasking system which has just been released in the UK (System Solutions).I read a review in ST review magazine and they seemed to adore it.If you have used Mag!x what are your (possibley unbiased) views on it? Can you now not live without it and does it work with protext v5 ?

Thanks, Robin Grant.

grantr@cs.man.ac.uk

2756. ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 11:48:36 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769894260.AA05699@byte.bbs.no>
Source record: 32539

> I think the good ones 1) use a 16mhz 68000 and 2) use caches (which
>provide a good amount of an increase IMO)...

Without the cache there is no point having a 16 MHz 68000.
I had a Hypercache car in my MEGA ST, and with the cache on the speed
was almost double, but with the cache off (but still in 16 MHz) is was
no faster than a standard 8 Mhz - so you definitly need the cache.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2757. QUESTION: Using an PC hard-disk with a 520 ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 11:50:04 UTC
From: gl@comlab.ox.ac.uk
Message-ID: <1994May25.115004.15832@msc2.comlab.ox.ac.uk>
Source record: 32512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

Is it possible to use an IBM PC IDE-type hard disk with an ATARI 520 STF ?
I ask this question because I have the opportunity to get a (relatively small)
PC hard-disk, and it would be a good way to "upgrade" my 520ST!
Is the HD-connector at the back of my 520ST a special one ? And, if it works,
how to declare this hard-disk?

Thanks for any information.

Gael

--
~~~~~~
Gael Lambin (gl@prg.ox.ac.uk OR lambin@iie.cnam.fr)
MSc in Computation student at the Oxford University Computing Laboratory (UK)
also student at the Institut d'Informatique d'Entreprise (Evry,FRANCE)
~~~~~~

2758. Re: MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 12:19:56 UTC
From: cordes@ac.dal.ca
Message-ID: <1994May25.091956.24341@dal1>
Source record: 32506

In article <2rtl34$1194@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>
> Hello, everyone!
>
> I've been having trouble recently with my MegaSTE 4/52 crashing. The mouse
> cursor disappears and the whole thing locks up. It seems to happen most
> often when the machine's been on for at least forty-five minutes to an
> hour. To restart it I have to reach around and hit the reset button, or
> just turn it off. Is anyone aware of a problem like this, or what could be
> causing it?
>
> I thought it might be the surge protector (one of those under-monitor
> jobs), and since I haven't been able to replace it yet, it might be. The
> surge protector hasen't been turning on all the time lately; I have to
> flick the master switch two or three times (sometimes; not ALL the time).
> Could fluctuations from the surge protector be causing trouble?
>
> I also have Warp9 3.75, DC Data Diet, ICD Hard Drive Driver (latest
> version, for the ICD hard drive) and sometimes Before Dawn and/or
> Automouse and/or Safemenu installed, but the problem isn't regular enough
> that I can tell if it is due to any of these programs.
>
> I have noticed that it doesn't seem to matter what program is running; it
> can do it at any time, but doesn't seem to crash when I'm actually doing
> something; if the drive is being accessed, or when I am just letting it sit
> for a while is when it seems to crash the most often.
>
> Thanks in advance for any suggestions you can offer.
>
> -Tom Hopper
>
>
I've had the identical problem for over half a year, with my 3 year old MSTE.
I'm convinced it's a hardware problem - a cold solder joint somewhere? The TOS
and memory chips are anything but loose. Let me know if you find a solution!

John

2759. The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 12:50:53 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CqCzou.Cxu@bbc.co.uk>
Source record: 32510

I was wondering, just how much could you alter the way GEM feels? For instance, doing away with the sizer box and using a system similar to Open Windows or even Windows. I assume that if a program is written properly you could have a third mouse button to activate the menu relavent to the topped window in it's own box. Why does GEM have to stay the same?

-David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

2760. Re: Bug in gcc for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 12:55:43 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CqCzww.H2u@lincoln.gpsemi.com>
Source record: 32530

In article <1994May24.071612.15698@cc.ruu.nl>, huveneer@math.ruu.nl (Richard Huveneers) writes:

{stuff about a possible bug in gcc 2.5.3 deleted}

Unless you're using a 68030 machine I think you should avoid gcc 2.5.x where x < 7 (ie. get 2.5.8 - though I'm not sure about a MiNT version ...)

Martin
--

==
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== -- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
==

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2761. Re: MinixFS question....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 13:07:53 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994May25.130753.1761@ibr.cs.tu-bs.de>
Source record: 32513

Roest, R. (v902123@si.hhs.nl) wrote:
: In article ouj@clss3.bangor.ac.uk, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
: >hello,
: >I'm contemplating installing a minix partition for use with mint and gcc.
: >Am I correct in thinking that files on a minix partition cannot be accessed
: >from GEM ? If so are there easy ways of moving files backwards and forwards
: >between GEM and minix partitions ?

: If you have a CLI that is able to usr the extended filenames. Like the one distributed with mint then it is posible to copy files from you minix partition to a TOS one and visa-versa with no problems at all. You just can't use gem because of the extended filenames.

Gemini2, a new desktop supports casesensitive and long-name filesystems
like minixFS.
It looks like the 2.05 desktop and has a build-in CLI (Mupfel)

Bye

Axel

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2762. ATARI CD-ROM FAQ (25/05/94)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 13:24:18 UTC
From: brarda@vxclia.cern.ch
Message-ID: <CqD18I.7GK@news.cern.ch>
Source record: 32511

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

Loic

New since last version :
- f030_cd : a new Falcon driver

Updates since last version :
- ExtenDOS v1.11
- Programing informations

ATARI CD-ROM FAQ

25/05/1994

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads23.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The curren version (0.7) is said to work on Mint/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).
(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that
can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

ExtenDOS v1.11:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 and High_Sierra
CD-ROMs. It now runs just fine under MultiTOS with no restrictions;
memory protect is OK, and you can run programs directly from CD. It
also runs fine with Mag!X 2.01, with the restriction that the
EXTENDOS.CNF file must be in the root directory.

Extendos v1.11 costs $29.95(North America).
(Information updated by Roger Burrows / Anodyne Software)

F030_CD :
Fairware from Peter Hilbring, Dietrich Otmar Stra�e 16, 59597
Erwitte, Germany
Available on ftp.tu-clausthal.de
(/pub/atari/falcon/systools/f030_cd.zip)

This package includes a BOS driver for MetaDOS, MetaDOS 2.3, a
low level SCSI driver (TT & FALCON) and a program named
cd_explorer as exemple of the access of the low level driver.

I've just tried these drivers on my falcon with an Apple
CD-300 cdrom and it works without problem.
(Info from Vincent Lefevre)

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

2 - What discs are available ?

There is three Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut
Creek, CA 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821,
Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55,
24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany,
Phone: (0171) 4210222

This CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany,
Phone: (0211)429876.
This CD-ROM costs 89 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won't
rn the PC programs but you will access all the text, pictures, and sound
files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh, ...) in 16 and 256
colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.
The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View
3.xx .

Clipart Warehouse

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and
driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all
the needed stuff to handle the Photo-CDs.

ColorDisc PCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797
Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and
save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS
file (both included).
It also includes a CD-Audio player.

A demo version is available at ftp.tu-clausthal.de.
ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

Gemview v3.xx :
Shareware from Dieter Fiebelkorn, Gr&#65533;ner Weg 29a, W4370 Marl-Brassert,

Germany,Email : fiebelko@bonny.informatik.uni-dortmund.de

Gemview is also capable of handling PhotoCD's. Only in two resolutions (Base and Base/4 I think)

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

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2763. ATARI CD-ROM FAQ (25/05/94)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 13:41:44 UTC
From: brarda@vxclia.cern.ch
Message-ID: <CqD21K.H6E@news.cern.ch>
Source record: 32471

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

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With CD-Tools, you also have a GDPS module and the program Scan-It that
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The driver from Hard & Soft includes a player for CD-Audio discs. The drive must understand SCSI2 instructions(Or CDAR504 or the Apple CD150).

2764. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 14:11:31 UTC
From: avg@cwi.nl
Message-ID: <CqD3F8.Czt@cwi.nl>
Source record: 32517

dwhite@rd.eng.bbc.co.uk (David White) writes:

>I was wondering, just how much could you alter the way GEM feels? For instance,
>doing away with the sizer box and using a system similar to Open Windows or
>even Windows. I assume that if a program is written properly you could have a third
>mouse button to activate the menu relavent to the topped window in it's own
>box. Why does GEM have to stay the same?

Because AES draws windows with GEM objects (and probably also relies on
the resource tree indices of the gadgets), which are not all too
fancy. And I am sure that had there been more space in the ROM,
then Martin Osieka would have done something essential about the look
of the GEM windows.

I personally think that the GEM distributed with MultiTOS should
provide some extensibility in the form of window manager driver
files.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2765. Re: Winlupe -- anyone know what it is?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 16:22:42 UTC
From: lpzssm@unicorn.nott.ac.uk
Message-ID: <2rvu0i$438@unicorn.ccc.nottingham.ac.uk>
Source record: 32263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqBDLD.3wn@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

> Anyone know what winlupe does?

A Magnifying utility in a GEM window. Handy for Art/Drawing zooms where you need the full toolkit but don't normally get it for example.

> The docs and everything are in German, and sadly, I don't know any
> German. B(

The ubiquitous Joe Connor (jconnor@cix.clink.co.uk) translated it I believe, and runs a UK registration scheme. Check out the ST Club PD catalogue.

Sam

2766. Re: Falcon Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 17:36:50 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CqDCxE.G8u@cix.compulink.co.uk>
Source record: 32445

```
>Since the Falcon BLiTTER partially controls the internal IDE
>interface, Atari didn't provide an 'off/on switch' for it --
>I've HEARD it may be possible to disable through some software
>hacking, though.

On the #E line of the NEWDESK.INF file set the third digit to 1 for BLiTTER
on and 0 for off.

Regards
Mark
--
* Mark S Baines msbaines@cix.compulink.co.uk *
* FidoNet: 2:259/29.10@fidonet.org *
* NeST: 90:105/5@nest.ftn *
* TurboNet: 100:106/0.10@turbonet.ftn *
```

2767. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 17:57:02 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <2s03he$kiv@charm.magnus.acs.ohio-state.edu>
Source record: 32534
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re. Recovering partitions. I use KnifeST it's great. One problem though you have to have the partition recognized by the system to use it. So if you get it recognized at boot then you should be able to fix it.

Dan Ackerman
ackerman.29@osu.edu

2768. Falcon rez

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 20:33:28 UTC
From: William.Kent@f100.n30.z47.byte.bbs.no
Message-ID: <769932258.AA05704@byte.bbs.no>
Source record: 32441

I have a Mag 15F 15" monitor and a Falcon030, with the screenblaster demo. The specs on the monitor is as follows:

Horizontal f 30 - 64KHz
Vertical f 50 - 120Hz

The monitor works fine in all the allowed resolutions excpept for the true colour one. (That is all the enhanced res. offered by the screenblaster demo.) This does not work.

The strange thing is that the specs for that res. is well within the specs of the monitor, at least as stated in the manual.

Whats even more strange is that before I got the Mag, I borrowed a 14" Acer, and it displayed the enhanced true colour mode without problems.

The Mag has a little led marked "Out of Range" and this is not lit up, when in enhanced true colour mode.

Further more the Mode indicator of the screen never changes from the 640x480 mode even if the monitor is displaying the highest res. offered in 16 colours by the screenblaster.

Any thoughts, ideas, or even explanations are accepted with a smile.

Finally, I think that most of the enhanced modes offered by the screenblaster demo flickers alot. Is this improved with the commercial one?

-- ReadMail ST

2769. Re: Bug in gcc for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 22:13:29 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2s0ii9$he9@nasim.sta.sub.org>
Source record: 32446

Richard Huveneers (huveneer@math.ruu.nl) wrote:

> Hi there,

> yesterday I tried to compile the Portable Math Libs. I got really strange errors.
> I used gcc 2.5.3 (mint version) and I tried it both under Mint 0.95 and 1.10.

gcc 2.5.3 never worked correctly. Get 2.3.3 or 2.5.8 instead.

> c) This is a bug in the mint port of gcc 2.5.3. This can easily be checked by someone running the TOS version of gcc 2.5.3.

There is no special MiNT port of gcc. It's just linked with the MiNT
library instead of the GNU library.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2770. Re: Problem compiling mint 1.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 22:24:14 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2s0j6e$hek@nasim.sta.sub.org>
Source record: 32447

Gerry O'Rourke (gigxr01@nt.com) wrote:
> I removed the '-02' flag from the 'CFLAGS' line.

Why? (BTW: It's called -O2, not -02. The 'O' stands for optimizing)

> Make 'makefile' produced the following:
> [...]
> P:\GNU\INCLUDE\MNTINC\ostruct.h:32: stray '\' in program

1. Get a gcc compiled with the MiNT library.
2. Remove those silly CR's from all the source files.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2771. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-25 23:07:26 UTC
From: llunch@knuth.cba.csuohio.edu
Message-ID: <1994May25.230726.16852@news.csuohio.edu>
Source record: 32453

In article <SCHWAB.94May24122021@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de writes:
>In article <1994May22.141848.17548@news.csuohio.edu>, llunch@knuth.cba.csuohio.edu (Jason
Baker) writes:
>
>|> In article <Cq6Bu0.HF@sdf.lonestar.org> ekl@sdf.lonestar.org (Evan K. Langlois)
writes:
>|>>
>|>> I wish MiNT had a real fork though!
>|>>
>|>> Why can't Pfork() and Pvfork() be modified to be non-blocking? POinters
>|>> in the original code or something?? Data is never copied anyway for
>|>> Pvfork(), just Pfork(), so Pvfork() should be unblocked, right?
>|>>
>|> vfork blocks in real bsd too. The child runs in the same
>|> address space as the parent for speed, so it just sets up what it
>|> needs to and execs a new program. At this point the parent wakes up,
>|> exactly like in mint. The only difference is that under bsd, the
>|> child can change the memory owned by the parent (by sbrk). So, if
>|> mint followed this behavior of bsd, and had a way to wake processes
>|> from Pvfork's, a real threaded fork would be possible.
I didn't say a real non-blocking fork, but real threading.
This does not require copying stacks.
>
>No, no, that's absolutely false. The real problem is the stack.
>Under a Unix system that actually implements vfork (newer systems
>don't, they have only fork) only the stack is copied, but both
>processes continue to see it at the same virtual address, so that they
>cannot interfere. But they really run quasi-parallel, just like any
>other process.
>
From _The Design and Implementaion of the 4.3BSD UNIX
Operating System_ p. 139:
Most of the implementaion of vfork is shared with
fork. The major differnece is that, instead of copying the
address space for the child, the parent simply passes its
address space to the child and suspends itself. The child
process needs to allocate only new proc and user structures,
recieving everythin else from the parent. The child process
returns from the vfork system call with the parent still
suspended. The child does the usual activities in preperation
for starting a new program, then calls exec. Now the address
space is passed back to the parent process, rather than being
abandoned as in a noremal exec. Alternatively, if the child

process encounters an error and is unavle to execute athe new
program, it will exit. Again, the address space is passed
back to the parent instead of being abandoned.

If you have a system which uses vfork, check your man pages. On
ultrix, it says the following: The parent blocks until the child
exits or exec's. And, the child cannot return from the function which
called vfork -- since the stack was not copied.

Later on the same page:
The architectural quirky of the vfork call is that the child
process may modify the contents and even the size of the
parent's address space.
It occurs to me that this (the ability to change the size of the
parent's address space) is exactly the sort of quirk that one needs to
do real threading. Pvfork, however, does not have this quirk.

Jason

2772. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 02:34:13 UTC
From: nunis@sgp.hp.com
Message-ID: <2s11r5$aeb@hpscit.sc.hp.com>
Source record: 32251

David Cowan (davidc@vissci.demon.co.uk) wrote:
: The power supply in the STFM and the STE are the same, so its just a
: matter of pulling one out, and putting it in the other. All you have
: to do is (once you have the case apart, and the shielding off), is
: unscrew the PSU from the base, and disconnect the little white
: plug which plugs into the board. Lift the PSU out, and put the other
: one in.

Actually, the old PSU from my 1040STFM is not the original one. I am starting to get really anoying problems with my STFM. Basically, the PSU contained in the STFM is a modified one that rests on a piece of cardboard (the guy who sold it to me is a rather slimy fellow). Anyway, I would definitely like to get a new one and get that to work. Someone sent me mail and said that all I needed to do was to snip off a connection. This sounds like a real good solution to me.

Anyone tried it yet?

While I am at it, just one more question...is there a way to hook up a hard disk and to increase memory using standard PC SIMMs? Is there a limit on how much RAM I can have?

Thanks.

--

Simon Vincent Nunis | Hewlett Packard Singapore
Internet: nunis@hpsgmx18.sgp.hp.com | I.T. Department
Telephone: (65)-279-8658 | 1150 Depot Road
Telefax: (65)-279-2862 | Singapore 0410

2773. Re: Large numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 03:00:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2s13d7$6th@uqcspe.cs.uq.oz.au>
Source record: 32456

Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:

>Does anybody have any assembly language routines (not for the math
>co-processors) for multiplying/dividing etc. large whole numbers.

No, but there are many C and C++ libraries providing this feature.
(no use to Jabran, but perhaps useful to other readers)

libg++ has an Integer type which behaves exactly like plain `int',
except it stores arbitrarily large numbers.

Cryptography programs need this Jabran, so perhaps you could look in
a FAQ for sci.crypt or related group for 68000 code.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2774. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 04:35:30 UTC
From: Marco_Fris
Message-ID: <e42e2a02@p11.f202.n281.z2.fidonet>
Source record: 32282

In a message of <Wed 25 May 94 14:50>, David White (2:281/202.0) writes:

DW>
DW> I was wondering, just how much could you alter the way GEM feels? For
DW> instance,
DW> doing away with the sizer box and using a system similar to Open
DW> Windows or even Windows. I assume that if a program is written
DW> properly you could have a third
DW> mouse button to activate the menu relavent to the topped window in
DW> it's own box. Why does GEM have to stay the same?

Because there's no major company developing our version of GEM, and there won't be one in the future. Atari bought our GEM (version 0.9 if I remember correctly), and then broke with DR. DR went on developing GEM as a DOS-based GUI for a while, up to version 3.0 at least, but killed it because it didn't sell. So we're left with what Atari hacks up from 0.9. Clearly Atari never had the resources to keep up with the pace of modern OS development, and they aren't supposed to. Atari is into the business of selling computers, not of building OS'es. Pity they didn't realize that strongly enough to keep the DR contract alive, back in '85. GEM could have been the first cross-platform GUI-environment, a fact that could have made a significant impact not only on the ST situation, but might have changed the face of DOS computing as well, in those pre-Win31 days.

- Marco -

---
* Origin: Find an idea and kill it ! (2:281/202.11)

2775. For the hardware specialists (and the others too !)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 07:23:44 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <2s1iq0$oq9@ccpnws.in2p3.fr>
Source record: 32286

Bonjour,
I was wondering one thing : if I put some very fast Sram memory in my
ST (more than 32K, no wait state [25ns]) and that I decide to relocate
the video memory address in that new Ram, would this speed-up (a little
I mean) the computer ? Because the Dram have to be refreshed quite often
I think that time is lost.
Please tell me if I am wrong, I don't want to live anymore as an idiot !

Thank you.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Try to be as happy as you can be"

2776. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 07:36:52 UTC
From: S_FITCH@open.ac.uk
Message-ID: <S_FITCH.10.00079D90@open.ac.uk>
Source record: 32444

In article <gigxr01-240594153159@ngalm099.gal.nt.com> gigxr01@nt.com (Gerry O'Rourke) writes:
>Subject: Re: DMA port on ST
>From: gigxr01@nt.com (Gerry O'Rourke)
>Date: Tue, 24 May 1994 15:31:58 +0000

>In article <S_FITCH.7.000B6AD2@open.ac.uk>, S_FITCH@open.ac.uk (Stephen
>Fitch) wrote:

>>
>> No one replied to the original post....
>>
>> What sort of devices have been connected through the DMA port on
>> the back of 1040ST systems. I'd specifically like to hear from anyone
>> who has managed to connect a PC (AT) style drive to one of these ports.
>>
>> Steve Fitch

>By PC (AT), do you mean IDE type drives?

>I used to have older ST406 type drives connected to a ST406->SCSI
>controller. This was hooked to a supra host adapter.
>Worked o.k, bit slow though.

>--
>Gerry O'Rourke
>Northern Telecom (IRL) Ltd
>E-mail gigxr01@nt.com

The drive I have is an old MFM or RLL style drive attached to Western Digital controller in an IBM PC clone. I just thinking if I could reuse the drive ?
I'll need to go away and get more info on the drive I think.

Steve

2777. Re: For the hardware specialists (and the others too !)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 08:44:20 UTC
From: wilko@idca.tds.philips.nl
Message-ID: <wilko.769941860@spoetnix.idca.tds.philips.nl>
Source record: 32442

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

#Bonjour,
#I was wondering one thing : if I put some very fast Sram memory in my
#ST (more than 32K, no wait state [25ns]) and that I decide to relocate
#the video memory address in that new Ram, would this speed-up (a little
#I mean) the computer ? Because the Dram have to be refreshed quite often
#I think that time is lost.
#Please tell me if I am wrong, I don't want to live anymore as an idiot !

The refresh of the video DRAM is done by the periodic update of the
screen anyway.... SRAM won't help you. The video logic will still
kick the CPU of the bus to refresh the screen.

Wilko

--
| / o / / _ Wilko Bulte mail: wilko@idca.tds.philips.nl
|/|/ / / /((_) |d|i|g|i|t|a|l| Equipment Corporation voice: +3155-432062
fax: +3155-432103 DTN: 829 2062 PO Box 245 - 7300 AE Apeldoorn - The Netherlands

2778. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 08:50:19 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-260594085020@ngalm099.gal.nt.com>
Source record: 32392

In article <769894260.AA05699@byte.bbs.no>, lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) wrote:

> > I think the good ones 1) use a 16mhz 68000 and 2) use caches (which
> >provide a good amount of an increase IMO)...
>
> Without the cache there is no point having a 16 MHz 68000.
> I had a Hypercache car in my MEGA ST, and with the cache on the speed
> was almost double, but with the cache off (but still in 16 MHz) is was
> no faster than a standard 8 Mhz - so you definitly need the cache.
>
> Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
> Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
> SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)
>
> -- ReadMail ST

I pushed the clock of my 8 Mhz STFM up to 16 Mhz, it still worked.
Gembench reported a small increase, CPU 130& , graphics 120%.
I believe having cache would give much better results though.
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2779. Re: Falcon Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 09:54:58 UTC
From: reschke@uni-muenster.de
Message-ID: <2s1rli$1qil@obelix.uni-muenster.de>
Source record: 32540

In article 849@kelly.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
> In article <2roemk$doo@dux.dundee.ac.uk>,
> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
> >My falcon blitter chip cannot be set to on/off on the control panel.
> >Is this a technical fault?
>
>
>
> Since the Falcon BLiTTER partially controls the internal IDE
> interface, Atari didn't provide an 'off/on switch' for it --
> I've HEARD it may be possible to disable through some software
> hacking, though.
>

The blitter can't and never could be 'disabled'. All you can do on pre-Falcon
machines is tell Line-A and therefore VDI not to use it. The Falcon VDI lacks
the non-blitter code, so you can't switch it off. With NVDI, you can.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

2780. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 12:40:20 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1809@usdtsg.DaytonOH.NCR.COM>
Source record: 32275
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <1994May25.112928.9595@jet.uk> djs@jet.uk (David Stevenson) writes:
>In <CqAKn7.Aw5@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>In message <2rrcb7$6v1@mother.usf.edu>, millert@undergrad.ec.usf.edu. said:
>>>
>>>If you don't have a GEM style interface, how do you run GEM programs?
>
>>You don't.
>I think that it was a rhetorical question...
>And this thread is cross-posted too much. If I knew how to redirect
>followups, I would :-)

I think when you do a (F)ollowup message to someone (like I'm doing
here) there should be a choice in the header called "Followup-To:" -
just stick the name of the group(s) you want the followup to go
to there, and it should route everything that way for you.

I generally use "alt.flames" as the followup group for my
responses to the net weasels that seem to be appearing of late :-)

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2781. best way to learn C programming?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 12:40:57 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1994May26.084057.1@vaxr.sscl.uwo.ca>
Source record: 32451

I am considering trying to learn to program in C this summer...or at least try!
I have a program in BASIC that NEEDS to run faster! Anyway, a couple of
questions for C programmers on the ST:
1) is trying to convert an existing program a good way to learn C ?
2) what would you recommend as a good starters version of C ?
eg. commercial, PD, SW etc.

Thanks muchly in advance,

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

2782. FAX/MODEM software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 12:55:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2s267q$j1f@dux.dundee.ac.uk>
Source record: 32450

This may sound completely stupid but is it possibe to use a normal modem
to send/receive faxes?

I am using a falcon with a 2400 (or 4800) bps modem.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

2783. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 12:59:16 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1812@usdtsg.DaytonOH.NCR.COM>
Source record: 32448

In article <1994May25.123608@cs.man.ac.uk> grantr@cs.man.ac.uk (Rob Grant) writes:

>Wow..Lots of email messages..Thankyou all very much I know quite a bit about
>MiNT now. One contradiction did come out though.Some of you said that only
>tos programs ran under MiNT not any GEM applications that used windows,menus
>etc and other said both.Which is it?

You can go in two directions with MiNT:

1) boot up *straight* into a shell, where you can only run TOS/TTP
stuff (this may save you some memory (like for compiling), and is
nice in full screen) - you do this by setting the INIT= line in
your MINT.CNF file to the program to be initiated...

--- or (and I do this personally) ---

2) leave the INIT= line commented out - this way you will boot into GEM;
under MiNT, you can have *1* GEM program and *multiple* TOS/TTP
programs running concurrently - the best way to run the TOS/TTP
programs from the desktop/GEM is to use the TOSWIN.ACC program
(or the TW variation I think Warwick (?) has done)

For all intensive purposes, when MiNT loads in it should be almost
transparent to any programs running on your system. The programs
(such as TOSWIN) that are "MiNT-aware" can take advantage of its
presence, and any XFS (extended filesystems) should act like any ol'
disk/partition with MiNT loaded in (from the perspective of the
programs runnings on top)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2784. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 13:19:25 UTC
From: marcel@eba.eb.ele.tue.nl
Message-ID: <2s27kt$iuu@tuegate.tue.nl>
Source record: 32443

Stephen Fitch (S_FITCH@open.ac.uk) wrote:

: What sort of devices have been connected through the DMA port on
: the back of 1040ST systems. I'd specifically like to hear from anyone
: who has managed to connect a PC (AT) style drive to one of these ports.

I have an old mfm type hard disk connected to my 1040st by means of an
omti controller and an interface that was designed in some old number
of the C'T magazine (a german technical magazin; not only atari but other
platforms as well). I heard it should also work with a specific type of
seagate/WD controller, but the controller must have the ability to
disable it's internal bios or something like that.

I can look things up for you; mail me if interested.

Regards,

--
--- Marcel van Loon
E-Mail: marcel@eb.ele.tue.nl

2785. Re: Info on Low cost Overscan please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 14:24:28 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <769962268snz@gw6hva.demon.co.uk>
Source record: 32458

In article <2rppkg$29q@cyber.ict.pwr.wroc.pl>
opsys1@ict.pwr.wroc.pl "OProgramowanie Systemowe 1" writes:

> Could someone give me info about Low cost overscan for Maga ST ?
> One said me it costs about 5$. (Or am I just Dreamer !?!)
>
If it costs you 5$ then you've been had - it's the price of a little
switch and a bit of patience. I've an added to version to cover the Mega
ST here, although it may well be on an ftp site somewhere.

If someone doesn't come up with a site for you, mail me back and I'll
upload it to a.a.u.e or somewhere.

Cheers, Martin.
--
Martin Vernon - Sysop GB7OS/GB7OSP
Amprnet: gw6hva@gb7osp
AX25: GW6HVA @ GB7OSP
Internet: martin@gw6hva.demon.co.uk

2786. MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 14:59:10 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <769969976.AA05706@byte.bbs.no>
Source record: 32470

> I've had the identical problem for over half a year, with my 3 year
>I'm convinced it's a hardware problem - a cold solder joint somewhere?
>and memory chips are anything but loose. Let me know if you find a sol

My MEGA STE need a "kick" once in a while to work and crashes often
too, but I suspect my AT-ONCE 386 PC-card. It plugged in to the 68000
socket but the connection is poor and there is no way to get the card
"pushed" down into the socket. Anyone out there with some ideas ?

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2787. 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 15:19:55 UTC
From: hallvart@ifi.uio.no
Message-ID: <2s2emr$a8n@kolsaas.ifi.uio.no>
Source record: 32449

It's pretty irritating that you never know if the CAPOS lock key is pressed down
or not, before you actually type something.
Is it possible to connect an LED somewhere in the circuit board of the machine, so
it'll light up when CAPS is "on", otherwise it'll be extinguished?

I would like to cut a small hole in the "CAPSlock" key and install a small LED there.
Many thanks.

Hallvard, Oslo, Norway

2788. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 15:36:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2s2fl0$56@bognor.barclays.co.uk>
Source record: 32452

In article <2s2emr$a8n@kolsaas.ifi.uio.no>, hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
|>
|> It's pretty irritating that you nevlain.Laskey

2789. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 15:54:57 UTC
From: nj1@ukc.ac.uk
Message-ID: <8133@merlin.ukc.ac.uk>
Source record: 32489

In article <2s2emr$a8n@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:
>
>It's pretty irritating that you never know if the CAPOS lock key is pressed down
>or not, before you actually type something.
>Is it possible to connect an LED somewhere in the circuit board of the machine, so
>it'll light up when CAPS is "on", otherwise it'll be extinguished?
>

I suppose it would be possible, as the information would be available from the intellingent keyboard processor..... could be quite tricky, though.

There is a PD program available which various people on the Net reccomended to me a month or two ago.... It's called LED Panel, and as well as showing the date, time and any drive activity in the corner of the screen, it will also give a Caps Lock indicator.... It's extremely configurable, so you can switch the other stuff off if you want to.... Give it a go, you can probably FTP it from most sites..... (It was also on STR a few months back)

If you have trouble finding it, mail me and I'll try and send it to you....

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

-----= All the views expressed are my own - I enjoy having an opinion ==-----

2790. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 16:26:07 UTC
From: woodford@esca.com
Message-ID: <1994May26.162607.5120@esca.com>
Source record: 32455

nunis@sgp.hp.com (Simon NUNIS) writes:

[swapping psu suggestions omitted]

>Actually, the old PSU from my 1040STFM is not the original one. I am
>starting to get really anoying problems with my STFM. Basically, the
>PSU contained in the STFM is a modified one that rests on a piece of
>cardboard (the guy who sold it to me is a rather slimy fellow). Anyway,
>I would definitely like to get a new one and get that to work. Someone
>sent me mail and said that all I needed to do was to snip off a connection.
>This sounds like a real good solution to me.

That would be me who made that suggestion.

>Anyone tried it yet?

For everyone's benefit, the PSUs used in 110v and 240v STs appear to be
identical except for a wire link. (Most switch-mode PSUs are dual-
standard and have just such a link) When I brought my UK STFM to the US,
all I did was install this wire link to convert from 240v to 110v.
(Thanks to Atari Dealer 'Xanth Corp.' of Bellevue for this tip)
US ST power supplies will need the link removed. There is only one wire
link on the board, located near the bridge-rectifier/resevoir caps.
240v versions will just have two empty holes on the board!

>While I am at it, just one more question...is there a way to hook up
>a hard disk and to increase memory using standard PC SIMMs? Is there
>a limit on how much RAM I can have?

To hook up SCSI hard disks, you need a DMA->SCSI adaptor such as the
Link, from ICD, plus its accompanying software.

To increase RAM, Your 1040STfm will require a board to carry the extra
RAM chips/SIMMs (eg. Marpet Tech. ?) Which will allow you to go to either
2.5Meg or the full Monty of 4Meg. The 1040STe already has SIMM sockets
on the main board, but you're limited to 1Meg or 4Meg. I've seen posts
here which indicate that any PC SIMMs (256K or 1Meg) will work. Just
don't mix 256K and 1Meg SIMMs; it won't work! (This means you'd have to
discard the 256K SIMMs already in your 1040STe.)

Hope this helps.
Cheers, Steve

2791. Re: Help-Gcc not working properly

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 22:36:03 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2s388jINN23nm@rs1.rrz.Uni-Koeln.DE>
Source record: 32285

Gerry O'Rourke (gigxr01@nt.com) wrote:

: This is a sample error:-
: ostruct.h:32: parse error before `shor'
: ostruct.h:32: warning: no semicolon at end of struct or union
:
: ostruct.h:271: character constant too long
: ostruct.h:384: parse error before `volat'
: ostruct.h:384: warning: no semicolon at end of struct or union
:
: I also get these when just including (stdio.h>
:
: The header files seem to be intact, the zoo files are not corrupt.
: Where do I start looking for the problem.

Look into the ostruct.h header file, and check the lines specified
in the error messages. The messages strongly hint towards a trashed
file, if zoo doesn't notice any problem, a garbled version may have
accidentally made it into the zoo archive. 'shor' certainly should
be 'short', and 'volat' should be 'volatile'.
The errors also arise upon #including <stdio.h> because stdio.h
#includes <ostruct.h>.
You can also tackle the problem by calling just the preprocessor.
This is done with the -E option, i.e. you'll have to type something
like 'gcc -E hello.c -o hello.c1'. If -o is ignored and the output
goes to the screen, you'll have to redirect it to a file (I can only
hope you have a shell that can do that). With tcsh, use 'gcc -E
hello.c > hello.c1'. The preprocessor approach will also reveal
problems caused by crummy #defines that may lurk in other header
files. Such problems aren't likely to occur with systems that are
newly installed from the archives, but in principle a line like
'#define const volat' buried somewhere in the header files could
cause the type of trouble you describe.

I hope you can use this info.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2792. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 23:05:03 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2s39uvINN23nm@rs1.rrz.Uni-Koeln.DE>
Source record: 32401

David White (dwhite@rd.eng.bbc.co.uk) wrote:
:
: I was wondering, just how much could you alter the way GEM feels? For instance,
: doing away with the sizer box and using a system similar to Open Windows or
: even Windows. I assume that if a program is written properly you could have a third
: mouse button to activate the menu relavent to the topped window in it's own
: box. Why does GEM have to stay the same?

Regarding altering GEM, and window gadgets in particular, it should be
possible to change the appearance and the location of the window control
elements, and properly written programs should run under this altered
interface without any need for modification. However, adding functionality
is a different story. I cannot think of a method to do this without causing
any compatibility problems between old and new GEM versions.
It just occurs to me, though, that applications could be written to use custom
control elements in place of the standard GEM ones. E.g. a program could open
a GEM window without any sliders, arrows and sizer, and draw a Motif-like border
just inside the WORKXYWH of the window. Upon clicking in that area, it could
react in a Motif-like way by allowing the user to drag a corner or a border in
order to resize the window. Likewise, the program could set up custom sliders
that could then work such that the window contents are moved as the slider is being
dragged. All this stuff could be written in a library.
However, there are problems with such an approach: The programs written this
way would not offer GEM look & feel, yet they would coexist with standard
GEM applications, thereby possibly confusing users. Furthermore, such programs
cannot take advantage of further developments of GEM, and they might actually
have a strange appearance to the user under future GEM versions. So, this
might be a silly idea after all...
On a more realistic level, I think that GEM (or the AES, to be more specific)
could be improved by some extended configuration options, such as configurable
slider width, configurable font (for menus and window title/info bars),
configurable slider positions (the vertical slider/arrow elements could well
be on the left window border), and so forth.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

2793. GEM Style Guide

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-26 23:21:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqFnK7.D7t@cix.compulink.co.uk>
Source record: 32457

Hello GEM developer,

IMPORTANT ANNOUNCEMENT FOLLOWS

The GEM user interface has recently matured into a generally non-modal, multi-tasking environment. Thanks to many developers such as 2B (Mag!X), Gribnif (Geneva) and authors of many excellent GEM programs (mainly in Germany, but also in the US, UK and other countries) we now have a very nice environment to work with.

One of the main problems for users, which have been exprssed to me by many users is the lack of standards, or that there are too many standards. It seems the German programmers have got their keyboard shortcuts sorted, but some of their standards contradict the Atari Style Guide as published in the Atari Compendium and the developer docs from Atari.

Since Atari do not seem to be getting invloved in this area, it's about time that some communication started between developers across the globe. The Atari market is too small for too many systems. Both Geneva and Mag!X should maintain a high degree of compatibility, and authors of programs should do as much as possible to keep to the standards.

The problem is now to agree on a standard interface, and the first topic I would like to discuss is the issue of keyboard shortcuts. I have laid out a proposal for a standard and have discussed it at length on CIX - the UK main BBS for ST users/programmers. My proposal is a PROPOSAL, I do not wish to dictate my ideas. I just want a standard to work to.

I invite you alnog with many other developers to take part in this discussion. If we reach agreement, I will personally make sure that the standard is published in several ST magazines, placed on FTP sites and is also available in a printed form at a minimal cost to cover printing cost.

Yat Siu of Lexicor has been kind enough to allow use of his system to start a mail list for this purpose. I have to stress here that Lexicor do not have any 'special' interest in this discussion, although I am sure Yat will want to express his opinions just like everyone else. I urge everyone to put competition aside and to join the mail list. Once we got the keyboard shortcuts standardised we can look at universal implementation of the VA_START protocol, a FAX protocol, adding

menu items to programs (Windows style), enhanced GEM Clipboard
and anything else we think is useful.

The mail list is ready for use, once there are enough people
subscribed I will post my keyboard shortcuts proposal and
discussion can start. I already have incorporated some
ammendments suggested by Wilfried Behne (Mag!X, NVDI).

==========
To join send mail to majordomo@world.std.com

With the content:

subscribe gem-list <email address>

To send a message to the mail list use the following address:

gem-list@world.std.com
==========

I look forward to your suggestions.

Ofir Gal

Ofir ogal@cix.compulink.co.uk

2794. SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 00:01:55 UTC
From: jas9@ukc.ac.uk
Message-ID: <8143@merlin.ukc.ac.uk>
Source record: 32391

Is it at all possible to connect a standard SVGA monitor to an STE???
or are there any 'magic boxes' that alow this to be done???

-John

2795. GCC.TTP 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 00:51:01 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqFrp2.D6o@sdf.lonestar.org>
Source record: 32277

I have just gotten GCC 2.5.8 from a.a.u.e. Before I got the version that was in the MiNT/Gcc directory and it seems that is 030 only, but I overwrote all my old GCC files. I now have the GCC from the TOS directory which should hopefully work on my system. However, mail got messed up somewhere and I only recieved gcc-cc1.ttp gcc-cc1plus.ttp and gcc-cpp.ttp. I still need gcc.ttp - the compiler controler.

If you have this file, please comrpess, lharc, zip, gzip, whatever, this file and email it to me uuencoded! PLEASE I need to get my ocmpiler running again .. I would hate to have BART Email me the entire 1.3MB file all over again just for GCC.TTP. Please, be a pal and email this !!

Thanks,
Evan K. Langlois
ekl@sdf.lonestar.org

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

2796. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 02:55:37 UTC
From: Jinlung Fung <emperor+@CMU.EDU>
Message-ID: <UhtK4dq00YUnAiYXIi@andrew.cmu.edu>
Source record: 32459

Excerpts from netnews.comp.sys.atari.st.tech: 23-May-94 Damn this serial port!!! Ca.. by Tim Gallivan@ccwf.cc.ute

> Zmodem consistently reports a CRC error after every 14336 bytes
> (receive buffer of 256 bytes). If I increase the receive buffer
> to the maximum (64534 bytes), the CRC error occurs after every
> 16384 bytes. Does anyone have a clue why the errors always occur
> at these intervals? It seems to only loosely related to the size
> of the receive buffer, so can it really be that the receive
> buffer is overflowing?

The problem could very possibly be due to the slow disk access. Since you are using TOS 1.0, writing to a nearly full hard disk takes a lot of time, and this could be causing the CRC errors. Your program probably flushes the buffer after 16K, explaining for the consistency of the errors.

Ta Ta For Now,
Michael Fung

Email: jf4y+@andrew.cmu.edu Phone: (65)467-0761
Mail : 14, #10-03, Ghim Moh Road, (1027), Republic of Singapore

2797. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 05:17:31 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <ps+sGOj.cgentry@delphi.com>
Source record: 32461

"Ofir Gal" <ogal@cix.compulink.co.uk> writes:

>In message 4114@cix, jbeeghly@u.washington.edu said:
>>
>>..... today. t seems that I can access my C, D, and E partitions on my
>>Falcon, but I can't access my F partition. I called my local Atari-repair
>>center about it and thery said that the earily Falcons had a problem
>>where, if a partition gets full, the preceding partion's FAT gets screwed up.

Shazam! I was just about to post a question about this! The same thing
happened to me last night. I overfilled part.E and F was trashed "Unrecognized
boot sector". I read the two follow ups to this message but they didn't tell
me much considering I'm a computer idiot! :) Could someone please be a
little more specific on this problem.

thanks....Chris

2798. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 06:37:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s44ed$4ut@mailer.fsu.edu>
Source record: 32253

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
>
> What I meant was to have the same desktop, the same size of everything, but get more
> additional SPACE on it, so I can have wider windows, more windows open etc.
> I'm using an NEC Multisync II monitor.
> Is it possible? Any modification I can do inside my STE?

What you are describing is an increase in resolution. You can only do this (in a usable fashion for work, that is) with a third party graphics card. These are quite expensive for the ST, and are often wrought with compatability problems. Also, I have only seen offerings for STs with internal card slots (MegaST, MegaSTE, TT). The Overscan mod is a nice compromise, and relatively inexpensive. It gives you more usable space by allowing you to use more of your monitor at the same resolution (a much easier task than increasing the resolution). The Autoswitch overscan is an even better Overscan.

So, some Overscan users want to comment? Does anyone have one working on a MegaSTE?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2799. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 06:40:57 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s44lp$4ut@mailer.fsu.edu>
Source record: 32254

Jinlung Fung (emperor+@CMU.EDU) wrote:
> The problem could very possibly be due to the slow disk access. Since
> you are using TOS 1.0, writing to a nearly full hard disk takes a lot of
> time, and this could be causing the CRC errors. Your program probably
> flushes the buffer after 16K, explaining for the consistency of the
> errors.

If so, FATspeed might be able to help. It is available from atari.archive.
However, I think it might be TOS 1.0's serial driver bugs that are doing
it. Upgrading to TOS 1.2, 1.4, or 2.06 and using HSMODEM should do the
trick. FATspeed is a must have regardless, given that a hard disk is in
use with TOS 1.0 or 1.2.

--
****
* Mickey Boyd *
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****

2800. Re: Floppy and hard drives for the st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 06:50:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s457r$4ut@mailer.fsu.edu>
Source record: 32255

Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
> Help, oh wise ones, to a newcomer.
> The 354 drive is driving me crazy because I cannot seem to
> reliably transfer files from my PC to the 520. Since IBM does not
> format 360k in the 3.5" disk, is there a way of using this drive
> in this setup. Is there software/hardware out there to modify the
> 354 (a doubler like for the 1050?).

Not unless you replace the drive mechanism. Rising Star computers specialize in floppy work. Their number is 1-800-252-2787.

I have seen DSDD ST external drives for as little as $30 used on the net. Do yourself a favor and get one, it makes things much easier. Then, get yourself a hard disk. The increase in usefulness and productivity is significant.

> Second question. I have a NEC FD1036A floppy drive. According to
> some instructions I found on the net, there is a problem with
> some floppys working correctly with the ST on account of the seek
> rate. The specs for this drive lists the seek rate as 3ms.
> Is this ready to go as per installation directions of James
> Lacassagne "Generic 3.5 Inch Double Sided Disk Drive for the
> 520/1040 Series" ? (James are you listening in?)

There are some instructions for hooking up 5.25" floppies to the ST (for use with PC Ditto and the like) on atari.archive.umich.edu. It also has lots of information on floppies in general, and should help you with a 3.5" mech replacement. The file name is ibmfloppy.lzh.

> I also have a Seagate 157A hard drive. I am planning to use the
> cookbook recipe in the FAQ for hooking this up.
> Has anyone done this for this drive? Which of the adapters is the
> best for this rig.

I'm not familiar with the model, but if it is not embedded SCSI, I would suggest going that route. Having a separate SCSI controller for MFM or RLL drives (like an Adaptec 4050, for example) is a real pain and yields poor performance. SCSI drives are cheap, and lots of good used units are on the market. Check out misc.forsale.computers.

> Finally, I missed Dave Small's article on how to add a 5.25 IBM
> compatible drive to the 520ST. Could someone send it to me or
> point me to an archive file.

See above.

> I wish to say that all of you experienced Atarians have been
> most helpful to me the lowly newcomer. Your archives, FAQs and
> all the discussions on the network news have been most useful to
> people like me. Keep it up. Some more FAQs would be useful: for
> exmple all about disk drives, modems and null modems.

Write them and email, and I'll put them on atari.archive.umich.edu (though
the null modem one could be summerized: Buy the right cable, connect, done).
Also, could you email me the "generic floppy drive" document you mention
above. I don't remember seeing it on the archive, and it sounds useful.
Thanks in advance.

--
****
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****

2801. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 06:57:11 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s45k7$4ut@mailer.fsu.edu>
Source record: 32256

Stephen Fitch (S_FITCH@open.ac.uk) wrote:

> No one replied to the original post....
>
> What sort of devices have been connected through the DMA port on
> the back of 1040ST systems. I'd specifically like to hear from anyone
> who has managed to connect a PC (AT) style drive to one of these ports.

That port can essentially be considered a SCSI port, so you could conceivably hook just about any SCSI device to it that way. Drives, tape drives, removable platter, optical, WORM, floptical, etc. The Atari laser printers use that port. There is an IBM emulator that connects to the DMA chain. There are probably other things that I am forgetting.

If you want to connect old MFM or RLL drives to an ST, you will need a separate SCSI controller (like an Adaptec 4050). However, embedded SCSI drives (those with an onboard SCSI controller, which is essentially all of them) will yield much better performance, and result in a less complex setup. SCSI drives are cheap (used units can be had for a song, and new ones are pretty low as well). The nice thing about SCSI is that you can always use the device on other platforms somewhere down the line. I have a "roll your own hard disk" file somewhere, if you are interested.

--
****
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****

2802. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:05:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s462t$4ut@mailer.fsu.edu>
Source record: 32476

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
> Can anyone tell me how 16MHz accelerators work? Do they involve a CPU
> replacement or do they just run the standard 8MHz 68000 at 16MHz?

The CPU is running faster than the rest of bus (in this case, double speed).
A fast instruction cache combined with a faster CPU will result in more
instructions being executed than with an 8mHz processor (the cache is
essential, because if it is not there the CPU will receive the instructions
at 8mHz, thus making the faster processor useless). So, the cache stores
instructions temporarily, and forwards them to the CPU at 16mHz, thus
allowing the CPU to stay busy in between clock pulses (which are going at
8mHz). Performace gain is experienced when the cache can stay ahead of the
8mHz clock.

--
****
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****

2803. Re: MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:12:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s46gv$4ut@mailer.fsu.edu>
Source record: 32477

Lars-Erik Osterud (lars-erik.osterud@byte.bbs.no) wrote:
> My MEGA STE need a "kick" once in a while to work and crashes often
> too, but I suspect my AT-ONCE 386 PC-card. It plugged in to the 68000
> socket but the connection is poor and there is no way to get the card
> "pushed" down into the socket. Anyone out there with some ideas ?

There is a chemical whose name escapes me that might help. It comes in
red (strong, permanent) and blue (designed for components that might be
removed, like cables or SIMMs). It is not Loctite, by the way :-). Anyway,
this stuff eats off corrosion at a microscopic level, thus improving
connections. It has the side effect of making metal to metal contact very
"sticky", so chips walking out of sockets and cables pulling loose become a
thing of the past. So, if you paint a bit of this stuff on the connector
and reassemble, it is unlikely to move. This stuff is sold in various
electrical supply catalogs (I think Techni-Tool has it). It would also
be ideal for fixing the infamous 1040ST chip walking problems (often solved
by dropping the unit on a hard surface from a few inches).

Ah, wait! The name is Cramolin! Ha!

Hey Lars, if you open up your MegaSTEs, write down the GST shifter markings
for me :-).

--
****
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* Florida State University Mathematics Department *
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****

2804. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:26:35 UTC
From: roklein@wilbur.zdv.Uni-Mainz.DE
Message-ID: <2s47bb$r4p@bambi.zdv.uni-mainz.de>
Source record: 32465
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In <2rtu7p$csm@lyra.csx.cam.ac.uk>, Richard Kettlewell (rjk1002@hermes.cam.ac.uk) wrote:

: Sinclair originally asked GST to do an operating system for them. The
: result seems to have been called 68K/OS and wasn't good enough. QDOS was
: written by Tony Tebby, in rather less time than most people would like to
: have when writing operating systems. IMHO he did a surprisingly good job,
: especially by the time the bugs had been cut down a bit...

: I believe 68K/OS was actually released separately, but has long since
: sunk without trace.

: As for 68K/OS being SMS --- don't know. I doubt it, but that's just my
: opinion.

I've heard that 68K/OS is some sort of CP/M.

Robert/jy

2805. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:34:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s47pr$7q2@mailer.fsu.edu>
Source record: 32257

David White (dwhite@rd.eng.bbc.co.uk) wrote:

> I was wondering, just how much could you alter the way GEM feels? For instance,
> doing away with the sizer box and using a system similar to Open Windows or
> even Windows. I assume that if a program is written properly you could have a third
> mouse button to activate the menu relavent to the topped window in it's own
> box. Why does GEM have to stay the same?

You cannot radically alter GEM without patching it, which is hard because it
is in ROM (GEMRAM can solve this, but cause other problems). Another option
is to run an alternate desktop. I swear by Neodesk, even on TOS 2.06
machines. It is the best single-tasking GUI I have seen on any platform.
For task switching, one can use Geneva with Neodesk. It even has some
MultiTOS compatability features (I don't know about MiNT).

Yet another way is to compile applications with an alternate GEM libary, or
just write your own nifty routines. Enhanced GEM has flying dialogs that
perform similar to what you describe above (though the right mouse button
is used).

--
****
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* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2806. Re: best way to learn C programming?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:45:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s48fj$7q2@mailer.fsu.edu>
Source record: 32258

John Richardson (richardson@vaxr.sscl.uwo.ca) wrote:
> I am considering trying to learn to program in C this summer...or at least try!
> I have a program in BASIC that NEEDS to run faster! Anyway, a couple of
> questions for C programmers on the ST:
> 1) is trying to convert an existing program a good way to learn C ?

There is no good way to learn C :-). Transfering a BASIC program can be
done quite easily, given that you don't care about embedding goto's in your
C code. C is a tricky language to learn because it allows you to do just
about anything. You can write C code as you would BASIC or Pascal, but it
won't be as efficient as it could be (it is not unreasonable to not care
about this).

C's flexability also breeds a lot of confusion with coding styles. As a
C program becomes more familiar with the language, he/she develops an
individual set of "tricks" that might be very difficult for another programmer
to read and understand. Thus, just "knowing C" might not be adequate
preparation to work with a programming team, for example. With C, there are
a zillion tricks for everything.

> 2) what would you recommend as a good starters version of C ?
> eg. commercial, PD, SW etc.

If you mean for the ST, Prospero C is reputed to have the best English
documentation for both the language and the ST specific stuff (GEM, TOS,
AES, etc.). There are numerous good C books (and lots of terrible ones)
that are relatively platform independant, so just about any compiler can
be used. I usually use the classic K&R text that started it all. Also, I
like "C: A Reference Manual", because it is easy to look stuff up in it.
However, neither of these provides a good "start from scratch" approach to
learning C. As for compilers, touchie-feelie ones like Pure C and Prospero
C are a bit easier to work with than the UNIX style command line ones (GNU,
Mark Williams, most PD and shareware ones).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2807. Re: FAX/MODEM software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:48:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s48jk$7q2@mailer.fsu.edu>
Source record: 32259

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> This may sound completely stupid but is it possibe to use a normal modem
> to send/receive faxes?

> I am using a falcon with a 2400 (or 4800) bps modem.

No. FAX modem capability is implemented with a special set of Hayes commands,
which are not provided on non-FAX modems. If any of the software modems
for the Falcon every get released, FAX capability could be added with
more software. Also, some modems are designed to accept firmware (chips)
upgrades to extend their capabilites (Zytel, to name one).

--
****
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* Systems Administrator *
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****

2808. Re: SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 07:50:51 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2s48or$7q2@mailer.fsu.edu>
Source record: 32413

J.A.Salter (jas9@ukc.ac.uk) wrote:
> Is it at all possible to connect a standard SVGA monitor to an STE???
> or are there any 'magic boxes' that alow this to be done???

Probably not. The ST needs the monitor to sync to specific frequencies,
non of which are provided by the SVGA standard. You can use a Multisync
montior, given that it can sync to the rates needed by the ST (not all can).
A "magic box" is needed to do this, and to be able to switch from low/med to
high res.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2809. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 08:16:35 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2s4a93$asp@percy.cs.bham.ac.uk>
Source record: 32260

Marco_Fris@nextjk.textlitho.nl writes:
>Because there's no major company developing our version of GEM, and
>there won't be one in the future. Atari bought our GEM (version 0.9 if
>I remember correctly), and then broke with DR. DR went on developing
>GEM as a DOS-based GUI for a while, up to version 3.0 at least, but
>killed it because it didn't sell. So we're left with what Atari hacks

Fortunately for us, Atari GEM diverged from DR GEM, 'cos if you've
ever seen GEM on PCs, you'll know how dreadful it is (is was crippled
by DR after they capitulated to a lawsuit from Apple).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

2810. Re: Floppy and hard drives for the st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 08:47:51 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CqGDrr.917@hpbbrd.bbn.hp.com>
Source record: 32480

Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
> The 354 drive is driving me crazy because I cannot seem to
> reliably transfer files from my PC to the 520. Since IBM does not
> format 360k in the 3.5" disk, is there a way of using this drive
> in this setup. Is there software/hardware out there to modify the
> 354 (a doubler like for the 1050?).

The only hardware that helps is a new drive. You could just swap
the internal floppy drive and your NECFD1036A.

> Second question. I have a NEC FD1036A floppy drive. According to
> some instructions I found on the net, there is a problem with
> some floppys working correctly with the ST on account of the seek
> rate. The specs for this drive lists the seek rate as 3ms.
> Is this ready to go as per installation directions of James
> Lacassagne "Generic 3.5 Inch Double Sided Disk Drive for the
> 520/1040 Series" ? (James are you listening in?)

There are no seek rate problems with the FD1036A.

> I also have a Seagate 157A hard drive. I am planning to use the
> cookbook recipe in the FAQ for hooking this up.
> Has anyone done this for this drive? Which of the adapters is the
> best for this rig.

The ST157A is an IDE drive, so you need an IDE adapter for your
ST. This is an internal expansion; in most cases it includes
TOS 2.06.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

2811. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 09:17:11 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2s4dqn$8j8@clss3.bangor.ac.uk>
Source record: 32474

Steven Woodford (woodford@esca.com) wrote:
: nunis@sgp.hp.com (Simon NUNIS) writes:

: [deleted info on PSUs]

: To increase RAM, Your 1040STfm will require a board to carry the extra
: RAM chips/SIMMs (eg. Marpet Tech. ?) Which will allow you to go to either
: 2.5Meg or the full Monty of 4Meg. The 1040STe already has SIMM sockets
: on the main board, but you're limited to 1Meg or 4Meg. I've seen posts
: here which indicate that any PC SIMMs (256K or 1Meg) will work. Just
: don't mix 256K and 1Meg SIMMs; it won't work! (This means you'd have to
: discard the 256K SIMMs already in your 1040STe.)

Correction !
You can have two 256K and two 1Meg SIMMs fitted at the same time. This will
give a total of 2.5Megs. On an STe you will need simmfix to reprogram
the MMU. On a standard ST (e.g. STfm) you won't need any software fix -
the 2.5Megs are automatically recognised.

Dylan

2812. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 09:29:58 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May27113000@issan.informatik.uni-dortmund.de>
Source record: 32472

In article <1994May25.230726.16852@news.csuohio.edu>, llunch@knuth.cba.csuohio.edu (Jason Baker) writes:
|> From _The Design and Implementaion of the 4.3BSD UNIX
|> Operating System_ p. 139:
|> [about blocking the parent during vfork]

Yes, you are right, i just checked the SunOS man page. I couldn't believe it, though, i always thought, just copying the stack should suffice.

But anyway, modern OS's (like Linux :-) use copy-on-write to avoid unnecessary copying, and therefore dont provide vfork() any more.

Still learning, Andreas.
--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2813. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 10:24:02 UTC
From: dsime@mcs.dundee.ac.uk
Message-ID: <2s4ho2$gur@dux.dundee.ac.uk>
Source record: 32475

Steven Woodford (woodford@esca.com) wrote:
: nunis@sgp.hp.com (Simon NUNIS) writes:

: >While I am at it, just one more question...is there a way to hook up
: >a hard disk and to increase memory using standard PC SIMMs? Is there
: >a limit on how much RAM I can have?

I recently recieved 2 x 1M Simms from a PC installation friend of mine.
I removed my 4 x 256 SIMMS and replaced them with the 1 MEG SIMMS. On
switching on my STe nothing happened. Having tried all sorts of different
combinations of the 1 MEG SIMMS in the 4 SIMMS ports, I could not get the
STe to work, and had to relectantly replace my 4 256K SIMMS, when my Ste
(to my relief) started to work perfectly again.
Conclusions:
1. Either the PC SIMMS given to me were faulty, or
2. Maybe not all PC SIMMS are STe compatible.(I believe these chips have
different response rates or something like that).
Maybe someone can enlighten me.
Cheers,
Dave.

--

_TT /|
>====ttt===< | parp! |~ e-mail to:
{_|||_} \| O|
dsime@mcs.dundee.ac.uk
David J. Sime
Perth, Scotland.

2814. UNIXMODE or minix partition

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 11:16:26 UTC
From: matija@BIX.com
Message-ID: <matija.770037386@BIX.com>
Source record: 32242

Several interesting programs runing under MiNT, especialy MiNT-Net mention that you need a MINIX partition to use them. However, the emacs manual seems to indicate that the correct setting of the UNIXMODE variable is sufficient.

So what's the story? Is it enough to set up the UNIXMODE variable and perhaps make a few links in mint.cnf, or do I really need to dedicate a whole partition to Minix?

I understand that minix now works on the falcon? Is there any size limit to minix partitions? I guess there is no chance of having access to such a partition when MiNT is not loaded?

2815. CDROM and SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 11:24:25 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994May27.122425.131966@mswe.dnet.ms.philips.nl>
Source record: 32281

Hello,

I have two questions regarding CD/SCSI devices and was wondering if someone
on the net can offer any help.

1. I recently bought an Apple CD300 for my TT which works perfectly. When I
started to read the SCSI-interface specification, it stated that it was
not possible to read the raw audio data from a CD. But I remembered that
in the specification of the CD300 that it is possible. The standard does
not specify the command structure and data structure of reading raw audio
ofcourse. Does anoyone know how?

2. I want to write a CD identification part in my CD archiver program, and have
to send SCSI commands. I found a library, but the lowlevel
interface did only include the ST-DMA interface and not the TT-SCSI one.
Did anyone write a function to send and receive commands on the TT-SCSI
bus?

Thanx,

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

2816. ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 11:46:04 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <770042907.AA05712@byte.bbs.no>
Source record: 32468

>I pushed the clock of my 8 Mhz STFM up to 16 Mhz, it still worked.
>Gembench reported a small increase, CPU 130& , graphics 120%.
>I believe having cache would give much better results though.

Some processor operations gives 205 and 206% on a 16 Mhz with cache

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

2817. 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 11:46:10 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <770042907.AA05713@byte.bbs.no>
Source record: 32469

>it'll light up when CAPS is "on", otherwise it'll be extinguished?

The CAPSlock key is as all other keys on the ST. That means that the keyboard itself does not know if its on or off. The state is saved in a byte in the ST memory and can be tested with a BIOS-call.

If you have a ST with integrated keyboard you might do something smart (you could attach the LED to the extra ouput on the monitor socket and make a small resident program that checks the state and controls the LED). On a ST with separate keyboard you would need a cable too...

The easiest way is to make program that shows the CAPS status either in the upper right corner of the screen (rightmost on the menuline, where some program have their clock display) or at the bottom of the screen.

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2818. Re: MinixFS question....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 11:59:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CqGMn9.J2L@newcastle.ac.uk>
Source record: 32482

In article <1994May25.130753.1761@ibr.cs.tu-bs.de>, c0031098@ws.rz.tu-bs.de (Kielhorn) writes:
>Roest, R. (v902123@si.hhs.nl) wrote:
>: In article ouj@clss3.bangor.ac.uk, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>: >hello,
>: >I'm contemplating installing a minix partition for use with mint and gcc.
>: >Am I correct in thinking that files on a minix partition cannot be accessed
>: >from GEM ? If so are there easy ways of moving files backwards and forwards
>: >between GEM and minix partitions ?
>
>Gemini2, a new desktop supports casesensitive and long-name filesystems
>like minixFS.
>It looks like the 2.05 desktop and has a build-in CLI (Mupfel)
>

Yes - a nice piece of work.
Even nicer is the Myriad Desktop, which although not yet released (I beta tested it), was specificly designed for use under MiNT, and as such uses lot's of clever tricks (esp. on Minix partitions), like when a filecopy is done for lots of files, a copy process is spawned, then you can carry on while it does the copy in the background.

Steve Sowerby is the author (when do we see the next version Steve?)

Craig.
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

2819. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 12:13:06 UTC
From: whitema@rtsg.mot.com
Message-ID: <2s4o4i$7sv@delphinium.cig.mot.com>
Source record: 32473

In article <2s2emr$a8n@kolsaas.ifi.uio.no>,
Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>
>It's pretty irritating that you never know if the CAPOS lock key is pressed down
>or not, before you actually type something.
>Is it possible to connect an LED somewhere in the circuit board of the machine, so
>it'll light up when CAPS is "on", otherwise it'll be extinguished?
>
>I would like to cut a small hole in the "CAPSlock" key and install a small LED there.
>Many thanks.
>
>Hallvard, Oslo, Norway

There are desk accessories that put an indicator in your upper window, aren't there?

Michael
whitema@rtsg.mot.com

2820. Mint NET

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 12:27:34 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CqGnxz.Kqx@newcastle.ac.uk>
Source record: 32483

Just spotted MintNET 0.41 on uni-paderborn.......

Craig.

2821. Memory problems in C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 13:32:53 UTC
From: avsec@westminster.ac.uk
Message-ID: <CqGqyu.6GI@westminster.ac.uk>
Source record: 32481

I'm using Lattice C v5.6 on a Falcon - TOS4.04.

I seem to have a strange problem.

I can't free() one of my pointers (it malloc'ed OK).
I'm also having problems with realloc().

What's going on ?

I'm not a novice programmer, and I can't see anything wrong with
my code - just lovely ANSI stuff.

So......

Is this a bug in the Falcon ? (very unlikely)
Is this a bug in Lattice C (more likely)
Or my program (quite likely!)
if so, are there any special rules to follow regarding
memory management on Atari computers.

Hope I'm not wasting your time!
(my C programming really is excellent)

Phil.
--
/*--*/

Phil Shore - Bsc A.I. (Univeristy of Westminster, London)
email: avsec@westminster.ac.uk

2822. TCPIP.FAQ UPDATE (Slip info)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 13:41:01 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <199405271340.JAA27263@bottom.magnus.acs.ohio-state.edu>
Source record: 32478
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is an updated version of the Atari TCP/IP FAQ available. I have sent it to a.a.u.e, ftp.uni-kl.de, ftp.tu-clausthal.de and it should be appearing on other sites afterwards. If you do not have access to getting files across the net, send me mail and I will mail you a copy.

If you see anything that needs to be added please let me know.

Also please take the time to pass this information on to Atari owners that are not on the net.

Thank you all for you help and interest.

Dan Ackerman
ackerman.29@osu.edu

2823. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 13:48:44 UTC
From: rincewind@discworld.oche.de
Message-ID: <2de62798df03@discworld.oche.de>
Source record: 32405

In <2rbre5$nbe@uqcspe.cs.uq.oz.au>,
Warwick Allison (warwick@cs.uq.oz.au) wrote:

WA>The problem is that the original German producers have closed. I don't
WA>know what this means for upgrades (eg. do the authors still use Ataris?
WA>Has someone else taken it on?)

Olaf Meisiek still continues to support Interface. The new german distributor
is Team Computer in Cologne. I think you can reach Olaf at
Olaf_Meisiek@fl.maus.de

WA>>Looks like a 'must have' product...

It is.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
They may have been ugly. they may have been evil. But when it came to
poetry in motion, the Things had all the grace and coordination of a
deck-chair. -- Meet the creatures from the Dungeon Dimensions
(Terry Pratchett, Equal Rites)

2824. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 13:58:41 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May27095842@wpi.WPI.EDU>
Source record: 32485

0{{ "Mickey" == Mickey Boyd <boyd@gauss.math.fsu.edu> writes:
Mickey> What you are describing is an increase in resolution. You can
Mickey> only do this (in a usable fashion for work, that is) with a
Mickey> third party graphics card.

Indeed! I am looking at an AlberTT right now. It is a VME card for MSTE and TTs. VERY easy to install and it gives you 1024x768 in 16 colors, a rather compatible video mode. Also, Dover Research, the company which sells them here in the US, just dropped the price to $199! That's a REALLY good deal for a graphics card! Check it out!

Mickey> So, some Overscan users want to comment? Does anyone have one
Mickey> working on a MegaSTE?

I don't believe the overscan mods (and autoswitch) work on any STEs.

.s.
--
- lancer@wpi.wpi.edu - - Minor Threat: -
- You see me and you laugh out loud. First impressions -
- without a word. You can't believe your eyes at first -
- but now you know you've seen the worst. Red, I'm seeing red! -

2825. Internationalizing - RSCTRANS utility

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 14:02:42 UTC
From: rincewind@discworld.oche.de
Message-ID: <2de6279adfe5@discworld.oche.de>
Source record: 32402

In <H.eg.y30lyIAR48I@semprini.waterloo-rdp.on.ca>,
Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

CH>The point behind this discussion was to have everything in the RSC file
CH>for an application so it would be easily to translate it to other
CH>languages; the only thing you really need to put into the program is the
CH>string for an alert box:

BTW: There is a small utility called RSCTRANS on ftp.informatik.rwth-
aachen.de:/pub/atari/util (I think) that will make tranlsating ressources much
easier. It takes an original ressource file plus a translation table, and
creates a translated ressource file. All object etc. indices are preserved, so
the program needs not be recompiled.
If there is no translation file, RSCTRANS creates one where all strings are
initialized with equal strings, so you only have to fill in the translated
versions.
This makes translating ressources a lot easier, since you do not have to do
the whole work again when a new program (and ressource) version arrives.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"All the other prophets came back with commandments!"
"Where they get them?"
"I ... suppose they made them up."
"You get them from the same place." -- (Terry Pratchett, Small Gods)

2826. Need info. on comms software.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 14:03:24 UTC
From: mkite@lincoln.gpsemi.com
Message-ID: <CqGsDp.Cnz@lincoln.gpsemi.com>
Source record: 32486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I currently use E-mail/UseNet News from work but I things may change ... ! If that happens - I want to be able to access these facilities from home on my Mega STe. I'm in the UK and so my first thought would be to buy a 14.4 kbaud modem and get an account on Demon. Some questions:

a) (UK users) Is this the best way to go ? or is there an alternative method. (I could well be in the London area - does this change things ?) I'd really like access to ftp/archie/that sort of stuff as well as just mail/news.

b) Demon needs SLIP software on my computer - I guess there must be some around, but from what I've seen it all requires MiNT. Is that right or can it be done without ? (I tried MiNT a while ago - 0.95 though - but it didn't seem to like the mouse accelerator I was using - something to do with illegal Gem calls I think ... ???)

c) Does this provide for using News/E-mail off-line - the only sensible way to go as far as I can see. If so, what news readers and e-mail programs are available for this sort of setup ?

Basically I guess I'm looking for a beginers (sp?) guide to connecting my ST to the internet. With that in mind I guess e-mail would be the best way - I'll summarise here if there's interest/enough information - but if you feel it's general interest, post away, I'll be watching ! ;-)

Many thanks - in advance as always,

Martin
--

```
=====================================================================
== Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
== ------------------------------------------------------------- ==
== Internet e-mail - mkite@lincoln.gpsemi.com ======================
========================== (from Janet - mkite@com.gpsemi.lincoln) ==
=====================================================================
```

I just work for G.P.S., I ain't got no authority - you know how it goes ...

2827. ST Emulator on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 14:04:41 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <iyDZmc1w165w@charon.engga.uwo.ca>
Source record: 32467

Is there a good ST emulator for the IBM, or perhaps for the Mac? If work requires that I get a certain type of computer, I would hate to lose all of this great software that's available for the ST.

Thanks. -Jerry-

2828. Re: Syncronous CD-rom transfer which driver ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 14:15:44 UTC
From: rincewind@discworld.oche.de
Message-ID: <2de6279ae0b3@discworld.oche.de>
Source record: 32407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2r5s23$ma1@karhu.Helsinki.FI>,
Markku Luoto (mluoto@cc.Helsinki.FI) wrote:

ML> I was recently offered some CD-rom readers that I'd like to
ML>install to my TT030 and the seller insisted thet the drive would require
ML>a driver/interface_? that would support syncronous CD-rom transfer.

That sounds strange - SCSI supports synchronous transfers, but I think the
standard says that it is optional and has to be enabled on a per-target basis.
I have not yet heard about a SCSI device that will *only* work in synchronous
mode.
Further more, synchronous mode does not make much sense on a slow device
with 150 - 600 k/s IMHO.

ML>-does TT's built in scsi port support the standard ?

I think the hardware can do synchronous transfers, but I think there is no
driver to support this.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
It's not Brits who think American readers are a bunch of whinging morons
with the geo-social understanding of a wire coathanger, it's *American*
editors. -- Setting the record straight
(Terry Pratchett, alt.fan.pratchett)

2829. Re: Memory problems in C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:00:06 UTC
From: richara@westminster.ac.uk
Message-ID: <CqGux7.Dr9@westminster.ac.uk>
Source record: 32487

Philip Shore (avsec@westminster.ac.uk) wrote:
: I'm using Lattice C v5.6 on a Falcon - TOS4.04.
: I can't free() one of my pointers (it malloc'ed OK).
How do you know you can't free it? Does it bomb out? remember that you
can still access memory that has been free'd but it is in danger of
being overwritten by another malloc.

: I'm also having problems with realloc().
What kind of problems?

: What's going on ?
I don't know :[

: I'm not a novice programmer, and I can't see anything wrong with
: my code - just lovely ANSI stuff.
You could post little snippets of the code here and a bug list :]

: Is this a bug in the Falcon ? (very unlikely)
: Is this a bug in Lattice C (more likely)
: Or my program (quite likely!)
?

: if so, are there any special rules to follow regarding
: memory management on Atari computers.
I don't think so, I allocate and free memory all over the place and my
stuff seems to work ok.

: Hope I'm not wasting your time!
Never

: (my C programming really is excellent)
I believe you :]

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
115 New Cavendish Street, London, W1M 8JS Tel: 071 911 5000 Ext: 3586
Janet: richara@uk.ac.wmin Internet: richara@wmin.ac.uk

2830. Book on automation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:01:58 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2s5216$oin@infa.central.susx.ac.uk>
Source record: 32490

Hi.

I'm new to the newsnet so apologies if this gets sent to the wrong group/person/place etc.

What I did want to ask is... A while ago there was a book written about home automation using the ST. Does anyone know the name of this book, the author(s) or publisher(s), or where I can get hold of a copy (preferably UK or rest of Europe).

Thanks in advance.

Andy.

2831. 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:09:02 UTC
From: Jabran.Akhtar@f100.n30.z47.byte.bbs.no
Message-ID: <770089316.AA05723@byte.bbs.no>
Source record: 32273

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s):
>It's pretty irritating that you never know if the CAPOS lock key is pressed
>down
>or not, before you actually type something.
>Is it possible to connect an LED somewhere in the circuit board of the
machine,
>so
>it'll light up when CAPS is "on", otherwise it'll be extinguished?

One possible methode to make such a thing:

An AUTO folder program or so may be used with the combination of a
simple hardware kit. The software could (in the background) send
signals out from the MIDI/Serial or the Printer port on a few pins
depending on the status of the Caps Lock.
The hardware dongle outside would simply check the signals and turn
the LED on or off.

```
__ __ ___ __ __ ___ _ __ _________________________________
\ /_ / /_ / / / ) /_ /////
\\ __/ / /_ \_ / / \ /_ jabran.akhtar@byte.bbs.no ///
\\\ Programmers of Mnilu //
\\\\__ the GfA 2 Compiler _____________________________________/

::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
:SuperView - Fed up with GEM's awful Show/Print/Cancel? Replace it:
:with SuperView - Hundreds of options: pre-defined search strings,:
:up to 9 files in memory ,replaying of sample files ,displaying of:
:image files ,hex mode ,etc .. . - Loads from the AuTo folder > No:
:boaring re-loading each time -> also perfect for floppy only users:
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

2832. Re: ST Emulator on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:18:57 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405271438.AA00581@ilmen.lanl.gov>
Source record: 32246

In article iyDZmc1w165w@charon.engga.uwo.ca, jchappel@charon.engga.uwo.ca (Jerry L. Chappell) writes:
>Is there a good ST emulator for the IBM, or perhaps for the Mac? If work
>requires that I get a certain type of computer, I would hate to lose all
>of this great software that's available for the ST.

Yep, the GEMulator by Branch Always Software. It's a short slot card that fits in your PC (get the fastest 486 you can for best results) that comes with Atari TOS 2.06 plus sockets for other TOS versions, if you wish. Compatability is quite good although there is no support for MIDI, sound or joysticks (it is not a good solution for playing ST games on a PC). It's not perfect, but works well.

For more info, contact the author directly at darekm@microsoft.com.

-Hutch- @ Fair Dinkum Tech

2833. ST Speech

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:22:50 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2s538a$orc@infa.central.susx.ac.uk>
Source record: 32241

Hi all,
Does anyone know where I can get my hands on the source code for an
Atari speech program (preferably in a language like C)??

Thanks for any help.

Andy.

2834. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 15:44:24 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1994May27.104424.28239@cobra.uni.edu>
Source record: 32488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <CqBzLJ.ED2@rahul.net>, bryanw@rahul.net (Bryan Woodworth) writes:
> In <2rske4$5lt@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>>Following is a message from Bob Brodie posted on GEnie:
>>[....]
>
> I can't believe it. Bob Brodie has been with Atari forever! Now what? No
> more chats on GEnie to find out what's happening with the Jaguar? Who will
> fill his shoes?
>
> It's terrible that Brodie has to resign at such a critical time. I guess
> where Atari is concerned, any time is "critical"..

Maybe he was jumping from a sinking ship. Would it not be funny if he ends up
with Sega and or at Apple's consumer Performa division. He knows something and
he will not tell.
>
>
> --
> bryanw@rahul.net a2i network

Peter Sinclair-Day
Bartlett Hall Residence
University of Northern Iowa
Cedar Falls, Iowa USA

2835. Re: SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 16:06:07 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CqGy27.2pA@info.bris.ac.uk>
Source record: 32479

In article <2s48or$7q2@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd)
writes:

|>
|>J.A.Salter (jas9@ukc.ac.uk) wrote:
|>> Is it at all possible to connect a standard SVGA monitor to an STE???
|>> or are there any 'magic boxes' that alow this to be done???
|>
|>Probably not. The ST needs the monitor to sync to specific frequencies,
|>non of which are provided by the SVGA standard. You can use a Multisync
|>montior, given that it can sync to the rates needed by the ST (not all can).
|>A "magic box" is needed to do this, and to be able to switch from low/med to
|>high res.
|>

Actually I have what is claimed to be a SVGA mono monitor running
in hi-res on my STFM. I got it from LAdbroke computing in the UK complete
with 9-pin to Atari adaptor. They don't sell the adaptor separately,
and I havn't dissassembled it (yet) but it adaptor is very small so I doubt
there's much to it. You have to make sure your SVGA monitor is of correct
spec (I have the spec at home if you're interested mail me).

|>--
|>**
|>*
|>* Mickey Boyd
|>*
|>* Systems Administrator
|>*
|>* Florida State University Mathematics Department
|>*
|>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425
|>*
|>**
|>*
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | N'Dagga Mbalax..|
---+------------------+
Unix : A toy for those who enjoy re-inventing wheels, or have no choice.

2836. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 16:10:39 UTC
From: k150471@proffa.cc.tut.fi
Message-ID: <2s561v$9k8@proffa.cc.tut.fi>
Source record: 32083

In <SCHWAB.94May27113000@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

>But anyway, modern OS's (like Linux :-) use copy-on-write to avoid
>unnecessary copying, and therefore dont provide vfork() any more.

But it's still ridiculously heavy to use the PMMU in order to just execute
another program concurrently (fork()/exec()) which is the most common use
for fork() in *IX. Make an exact copy of the running process -- what for?
To be overlaid with another process, the requirements of which might be
totally different, say half or double the memory! Note that most prominent
*IX derived real time operating systems like QNX or Plan 9 use different
methods for achieving multithreading, eg. a fork() with a mask describing
which resources to be duplicated. Better still would be a new function
(say create_proc()) which would have the same semantics as fork() + exec() but
would do it in a more efficient way.

>Still learning, Andreas.
Me too :-)

>--
>+---+
>Andreas Schwab "And now for something
>schwab@ls5.informatik.uni-dortmund.de completely different"
>* Linux/Atari is coming real soon now, stay tuned *

- Jarkko

--
E-Mail: k150471@cc.tut.fi | S-Mail: Jarkko Kniivil\"a % (TEX-format)
[This space unintentionally | Opiskelijankatu 4 F 315
left blank!] | FIN-33720 TAMPERE

2837. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 16:41:55 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9405271601.AA00600@ilmen.lanl.gov>
Source record: 32484

In article 7sv@delphinium.cig.mot.com, whitema@rtsg.mot.com (Michael A. White) writes:
>
>There are desk accessories that put an indicator in your upper window, aren't
>there?

The one I've tried was called CAPSLOCK.ACC, logically enough. Unfortunately
it caused a lot of my programs to hang or otherwise screwup so I dumped it.
Maybe there are other versions out there that work better now. The best
solution, of course, would be a simple hardware mod to activate an LED on
the keyboard when the caps lock key is engaged.

-Hutch- @ Fair Dinkum Tech

2838. Re: Large numbers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:06:21 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94May27130621@acae127.cadence.com>
Source record: 32264

In article <2s13d7$6th@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

> Jabran.Akhtar@f100.n30.z47.byte.bbs.no (Jabran Akhtar) writes:
>
>
> >Does anybody have any assembly language routines (not for the math
> >co-processors) for multiplying/dividing etc. large whole numbers.
>
> No, but there are many C and C++ libraries providing this feature.
> (no use to Jabran, but perhaps useful to other readers)
>
> libg++ has an Integer type which behaves exactly like plain `int',
> except it stores arbitrarily large numbers.
>
or you could try any of the arbitrary prec. libraries. the GNU arb
prec. library springs to mind. it has been ported and tested on the
atari. should be on Atarai.archive.umich.edu
--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

2839. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:12:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1818@usdtsg.DaytonOH.NCR.COM>
Source record: 32274

In article <2s2emr$a8n@kolsaas.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tangers) writes:
>
>It's pretty irritating that you never know if the CAPOS lock key is pressed
>down or not, before you actually type something. Is it possible to connect
>an LED somewhere in the circuit board of the machine, so it'll light up when
>CAPS is "on", otherwise it'll be extinguished?
>
>I would like to cut a small hole in the "CAPSlock" key and install a small
>LED there.

Instead of going through all the hardware hacking, check out the
program LEDPAN25.LZH (or latest version, whatever that may be). It does
a couple things, including showing graphically all disk accesses,
the time/date, and the state of various keys (CAPS being one of them
I think). Well, it's worth the small download to try anyways...

I think Ledpanel only works in ST modes (all 3)...

Hope this helps...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2840. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:15:29 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1819@usdtsg.DaytonOH.NCR.COM>
Source record: 32398

In article <8133@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>intellingent keyboard processor..... could be quite tricky, though.
>
>There is a PD program available which various people on the Net reccomended to
>me a month or two ago.... It's called LED Panel, [...]

Yup, great program. It is available at atari.archive and other
FTP spots, as well as on GEnie, etc...

I have found it to be quite helpful when compiling things - because
you can see where it's looking for it's files, where it's writing its
files, etc. Between that and FUJITT (or whatever the name of it was)
that displays the spinning fuji, at least I can tell if my computer
is still alive or gone to sleep :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2841. Re: ST Speech

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:24:59 UTC
From: bjgrier@bnr.ca
Message-ID: <CqH1ps.MLt@nrtpa22.bnr.ca>
Source record: 32247

In article <2s538a$orc@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
|> Hi all,
|> Does anyone know where I can get my hands on the source code for an
|> Atari speech program (preferably in a language like C)??
|>
|> Thanks for any help.
|>
|> Andy.

I also would like to know.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

_____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
_____	_____

2842. Re: Memory problems in C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:38:29 UTC
From: bjgrier@bnr.ca
Message-ID: <CqH2C8.MqB@nrtpa22.bnr.ca>
Source record: 32248

In article <CqGqyu.6GI@westminster.ac.uk>, avsec@westminster.ac.uk (Philip Shore) writes:
|> I'm using Lattice C v5.6 on a Falcon - TOS4.04.
|>
|> I seem to have a strange problem.
|>
|> I can't free() one of my pointers (it malloc'ed OK).
|> I'm also having problems with realloc().
|>
|> What's going on ?
|>
|> I'm not a novice programmer, and I can't see anything wrong with
|> my code - just lovely ANSI stuff.
|>
|> So......
|>
|> Is this a bug in the Falcon ? (very unlikely)
|> Is this a bug in Lattice C (more likely)
|> Or my program (quite likely!)
|> if so, are there any special rules to follow regarding
|> memory management on Atari computers.
|>
|> Hope I'm not wasting your time!
|> (my C programming really is excellent)
|>
|> Phil.

Well when I had a similar problem I was writing beyond the memory
I had allocated, just 1 character beyond but that was enough.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

____
Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an Amiga. However I have
Research Triangle Park, NC	real work to do. So please get lost!
____________________________________	_____________________________________

2843. Re: FAX/MODEM software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 17:50:11 UTC
From: <>
Message-ID: <2s5bsk$5r4@mother.usf.edu>
Source record: 32243

In article <2s48jk$7q2@mailer.fsu.edu> boyd@math.fsu.edu writes:
>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>> This may sound completely stupid but is it possibe to use a normal modem
>> to send/receive faxes?
>
>> I am using a falcon with a 2400 (or 4800) bps modem.
>
>No. FAX modem capability is implemented with a special set of Hayes commands,
>which are not provided on non-FAX modems. If any of the software modems
>for the Falcon every get released, FAX capability could be added with
>more software. Also, some modems are designed to accept firmware (chips)
>upgrades to extend their capabilites (Zytel, to name one).
>
>--
Fax uses entirely different data protocols, different frequency bandwidth on
the phone line, and different coding methods. You could send data on Fax
(although, for technical reasons, that would be kinda weird), but not the
other way around.

2844. OMen

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 18:04:50 UTC
From: g051@cpcw3.uea.ac.uk
Message-ID: <2s5co2$t7m@cpca3.uea.ac.uk>
Source record: 32245
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

re: review of OMEn in ST Review.

This review says that OMEn is shareware. Does this mean it is available on the net? If so, where from and how much?

Thanks,

Ian B.
g051@uea.ac.uk

2845. MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 18:21:06 UTC
From: lars-erik.osterud@byte.bbs.no
Message-ID: <770089316.AA05724@byte.bbs.no>
Source record: 32272

>There is a chemical whose name escapes me that might help. It comes i
>red (strong, permanent) and blue (designed for components that might b
>removed, like cables or SIMMs). It is not Loctite, by the way :-). A
>this stuff eats off corrosion at a microscopic level, thus improving
>connections. It has the side effect of making metal to metal contact
>"sticky", so chips walking out of sockets and cables pulling loose bec
>thing of the past. So, if you paint a bit of this stuff on the connec
>and reassemble, it is unlikely to move. This stuff is sold in various
>electrical supply catalogs (I think Techni-Tool has it). It would als
>be ideal for fixing the infamous 1040ST chip walking problems (often s
>by dropping the unit on a hard surface from a few inches).

I have to types of german Contact-Stuff but they only work for a short
time.

>Ah, wait! The name is Cramolin! Ha!

Hmmm... I wonder where I could get this in Norway :-/

>Hey Lars, if you open up your MegaSTEs, write down the GST shifter mar
>for me :-).

Will do :-)

Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)

-- ReadMail ST

2846. Falcon Newby problems with zoo 2.1, floppy formatters, audio out

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 18:32:45 UTC
From: patmc@ch.apollo.hp.com
Message-ID: <CqH4uL.2rq@apollo.hp.com>
Source record: 32244

Hi,

I recently got a Falcon and have run into a few problems that I haven't
seen mentioned here.

1. Zoo problems
Zoo v2.1 crashes with 2 bombs whenever I try to extract or list the
contents of an archive. Zoo v2.01 works, but unfortunately most of
the stuff I have is archived with v2.1 high compression, which v2.01
can't handle. Interestingly, v2.1 can "test" the archive, and can
do the extract with the "write nowere" option set, so the crash in
extract seems to be related to writing the uncompressed data to a
file. I tried this with the destination being both a floppy and a
hard drive, I think I also tried extracting to a ram disk.
Is there some kind of compatability mode that will make Zoo v2.1 work, and
if so how do you invoke it?

2. Floppy drive formatters
format71.acc, a formatter that allows writing up to 82 tracks and up
to 11 sectors per track, fails at the very end of the format when it
tries to write the boot sector. This error happens with all track
formats and sectors per track settings. This was formatting a standard
800K floppy, not a 1.4 Meg floppy.
DC Format also gets an error when writing the boot sector.
The desktop formatter has no problems.
Why can't other formatters write the boot sector?
Does anyone know if the Falcon floppies generally have problems with
going past track 80, or can't handle more than 10 sectors per track?

3. Audio output volume problems
My Falcon came with an internal speaker, which surprised me. The
initial volume is ridiculously loud (and also distorted) - the keyclick
alone gave me a headache after a short while. The audio output which
goes out to the monitor (an SC1224) is way too quiet - with the volume
on the monitor turned all the way up you can barely hear it. The
headphone output is like the internal speaker - it is at a level that is
almost damaging to the headphones, and such that you can't put them on
your ears. I saw when I bring up the audio part of the control panel that
the volume is initially set to maximum, which is definitely part of the
problem. My preferred method of using audio on the STE was connecting the
stereo RCA jacks to my mixer, but I don't want to risk hooking up the
Falcon headphone out to it until I know something about its specs.
The best thing about the internal speaker is that it is very easy to
disconnect - open the case, pop the speaker out and unplug it.
Is everybody else's Falcon audio outputs like this?

Am I missing something obvious?

Thanks for any help,
Pat McElhatton

2847. Albert TT info...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 19:03:16 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May27150317@wpi.WPI.EDU>
Source record: 32267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, since some people seemed interested from my post:

The Albert TT (or AlberTT) is a VME graphics card for the MegaSTE and TT. There was a version called ISAC which is a Megabus card for the old megas as well.

It does ONE SINGLE resolution: 1024x768 in 16 colors. Older cards could do 800x600 in 16 colors if you wanted, but not both, and Dover no longer sells the 8x6 version...

It seems pretty compatible, from talk on GEnie and a recent article in ST Informer (March 94).

The guy from Dover recently posted to GEnie that he had reduced the price of the Albert TT to $199. It used to be $299 and the ISAC (if they have any more) is still $299.

It requires a multisync monitor capable of "48hz vertical scan rate" and 17 inches is reccommended.

Dover Research can be called at: (612)492-3913

I haven't bought one yet myself 'cause I'm looking for a monitor first! I can't vouch for any of this info being true. It's just what I have read on GEnie and in ST Informer.

I am thinking of getting a good multisync and building either an automatic or manual switchbox so the Albert TT and the MSTE's internal video both go to a single monitor. We'll see...

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -

2848. Re: Need info. on comms software.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 19:18:23 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CqH6yn.MqC@cix.compulink.co.uk>
Source record: 32252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> ========================================================================
> == Martin Kite == G.E.C. Plessey Semiconductors, Lincoln, England ==
> == ------------------------------------------------------------- ==
> == Internet e-mail - mkite@lincoln.gpsemi.com ========================
> ========================== (from Janet - mkite@com.gpsemi.lincoln) ==
> ========================================================================

Martin,

Why don't you just join CIX? It cost 25UKP as a one off charge and
between 4 & 6 pence a minute connection charges, with a minimum charge
of 6.25UKP per month. It gives you access to internet i.e.
ftp,email,archie etc. and you it is in London so it is a local call.
Talk about having all your prayers answered! :-)

Simon Robins (srobins@cix.compulink.co.uk)
```

2849. what to look for in Multisync?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 19:19:54 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94May27151954@wpi.WPI.EDU>
Source record: 32249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I want to get a multisync monitor for my MegaSTE.

I want one which is flexible enough to handle ST low, medium, and high
as well as the output from a graphics card (the Albert TT) and
possibly even a VCR or Jaguar...

In other words, I want the perfect monitor.

Can someone please help fill in the question marks on this list or
suggest what to look for in a monitor? thanks!

mode Vert Horiz res. signal type
AlbertTT 48hz ? 1024x768 ?
ST Low 50/60hz ? 320x200 ?
ST Medium 50/60hz ? 640x200 ?
ST High 70hz ? 640x480 ?
Jag?
TV?
PC?

thanks again!

.s.
--
- lancer@wpi.wpi.edu - -
- Call my words a string of pearls -
- But you will find the sheen loses all its luster. -

2850. Multisync monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 19:26:49 UTC
From: irf1001@cus.cam.ac.uk
Message-ID: <2s5hhp$6ng@lyra.csx.cam.ac.uk>
Source record: 32250

Does anyone know whether you can adapt a 9-pin DB9 monitor connector for use with the ST?

I've come across an old Walters multisync with this lead; hopefully it would display all three ST modes - or is there more to multisyncs than meets the eye?

- Ian Furlonger

2851. Re: Info on Low cost Overscan please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 20:25:20 UTC
From: traynost@logic.camp.clarkson.edu
Message-ID: <1994May27.202520.27711@news.clarkson.edu>
Source record: 32397

Martin Vernon (martin@gw6hva.demon.co.uk) wrote:
On a Following note :
Does OverScan really need tos 1.04(.4?) I was wondering if There was a
way to run it before 1.04? i just picked up another 1040stf with a bad ps,
fixed it cheap got it free... my mega st has a card in it... Just wondering
Thanks....
Scott "No Not MACINTOY Arrrgghhhh!" traynor

2852. Re: MiNT vs Mag!x

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 20:48:48 UTC
From: walra@moacs11
Message-ID: <a0n6dd0lrg2@moacs11>
Source record: 32261

In <1994May25.123928@cs.man.ac.uk>, Rob Grant writes:

> After hearing all about MiNT which sounds very good,had anybody used the Mag!x commericial
> multitasking system which has just been released in the UK (System Solutions).I read a
> review in ST review magazine and they seemed to adore it.

I used to hate GEM, now that I've got MagiX I love it!
I'm still running MiNT though (on top of MagiX), but the MTOS-AES
(AES 4.0) has been definitely removed from my harddisks. The main
disadvantage of MagiX is that it doesn't support extended filesystem
drivers (?yet).

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

2853. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 22:33:38 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2s5sg2$c68@darkstar.UCSC.EDU>
Source record: 32262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Peter, you utterly worthless slab of barely-human fleshy material. Go home.

~Chris

2854. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 22:55:40 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.aTK&yyUSvIY@lionbbs.escape.de>
Source record: 32396

In <2rrbjc$6f5@geraldo.cc.utexas.edu>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

>I have a Telebit Trailblazer operating in PEP mode with data
>compression. The baud rate between the modem and the atari
>(8MHZ ST, TOS 1.0) is set to 19.2K. I have tried serialfix and
>hsmodem, 2 different zmodem programs (can't get Connect's
>zmodem to work at all), removed all TSRs from my auto folder,
>increased the size of the receive buffer, ...
AFAIK you operate you computer at it's (speed) limits.
PEP transmission will give you (one a good connetction)
the full bandwidth of 19200 bps.
Thats 2KB per second.
I.e.: 2000 interrupts (!) per second!

Try 9600 bps.
If the problem ceases to exist, you know for shure!

Uwe

--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

2855. What is...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-27 23:11:19 UTC
From: <>
Message-ID: <2s5umn$7ga@mother.usf.edu>
Source record: 32290

Does anyone know what the CRY color model is? I hear it's what the Jaguar uses, but I've never heard of it before.

2856. Re: Compiling (under) MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 01:22:44 UTC
From: howard@harry.lloyd.com
Message-ID: <2s66d4$1gi@harry.lloyd.com>
Source record: 32403

In article <Cq6BMn.MD8@sdf.lonestar.org>,
Evan K. Langlois <ekl@sdf.lonestar.org> wrote:
%==
%(i) Make sure you have the sharable versions of the MiNT libs in /usr/lib
% (or where ever you have your libs) and compile with the -mbaserel
% -mpcrel flags.
%(ii) Many programs won't link properly as some the references become greater
% than +/-32K.
%==

%(i) Since the libs reference data through a register, and registers are
%"obviously" per-application, then it follows that MiNTLIB in -mbaserel form
%could be used as a DLL type of library, right?

Almost. Currently the baserel implementation is such that data is referenced
at fixed offsets from the base register. The offsets are resolved by the
linker. Two different programs will most likely have a common variable, such
as errno, living at different offsets within their respective data spaces, and
so they cannot share a baserel library. In order to fully support library
sharing, you have to use the PIC mode which is already in GCC, but which still
needs to be extended to work on a 68000 ST. In PIC mode, the base register
points to a table, and each table entry points to the address of the desired
symbol. Every complete shared library requires its own table, and the compile-
time linker uses the table offsets. The dynamic runtime linker then fills in
the actual table entries based on the currently configured library. This is all
quite nice on a system with an MMU, but on a plain 68000 more complications
arise. The way PIC is currently support in GCC assumes the use of an MMU; the
system maps the table into memory right before the text address of the library
itself, so every routine in the library can use PC-relative addressing to
locate the table. Lacking an MMU, you need to use yet another base register to
point to the table. That's not so bad, but then you need a scheme to insure
that the correct value is loaded into the register prior to calling each
library routine. And, making matters worse, you need to make sure that
library routines that call back to the user, or that call into other libraries,
load the correct addresses before making those calls. This part is really
tricky, I haven't hit upon a good way to do it yet. Also, the optimizer starts
to really choke when you start eating up too many address registers for fixed
purposes.
%
%Obviously this would require extra support programs, and it could be better
%to just statically link everything for speed, but if the calling procedure
%were fast enough, having the libraries REALLY "shared" could ease up on
%memory requirements. Also, I don't think -mpcrel is required, is it?

No, -mpcrel isn't required, it's just a minor optimization that's nice to have when it works. In the future I will take this option away, and just have the linker automatically perform all PC-rel optimizations wherever possible.
%
%(ii) If you use an 030 and the -m68020 option, then this limit shouldn't %exist. I'm not sure if the compiler supports it or not, but the 020 and 030 %can do 32 bit offsets.

Back to the other point - baserel is certainly a good jumping off point for doing shared libraries, but it's still only a starting point. And when I first conceived of it, it was *only* as a space/speed optimization for "small" programs. It was only thru working with it as time went on that it's come to be as significant as it now seems. At any rate, while 68020+ support 32 bit offsets, and this gives you more position independence, you sacrifice the speed and space savings that 16 bit offsets provide, which was the original reason for all this to come about.

Meanwhile, it's back to the SVR4 68000 ABI to figure out what else I can do with the object file format... I'm thinking about abandoning the old a.out format for .o files, and going to ELF. ELF provides a lot of cool benefits, but unfortunately isn't all that well-supported by the GNU tools yet. (Some of the nice things about ELF - it stores the size associated with every symbol, so your linker can grab individual routines and such instead of always linking in an entire .o file just to resolve 1 symbol.)
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2857. Re: For the hardware specialists (and the others too !)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 01:32:06 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqHo9K.2Bt@sdf.lonestar.org>
Source record: 32287

Well, speeding up the computer through RAM is always impossible on the ST since all RAM access goes through the STs MMU which is hard coded for 8Mhz - so it's locked into a speed of 120-125ns or something. Since the CPU can't access memory every bus cycle (CPu needs minimum 4 clocks to do anything), the video can take the bus cycles it needs when it needs them and will never slow down an 8Mhz 68K.

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

2858. Can't get Mega 2 beyond 19200 baud!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 03:36:28 UTC
From: taylord@netcom.com
Message-ID: <taylordCqHu0t.7z2@netcom.com>
Source record: 32265

Hi!

I can't get my Mega 2 beyond 19200 baud with a supra 144.

Appreciate any help.

Doug

2859. Re: ST->PC Transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 03:51:00 UTC
From: christopher.browne@canrem.com
Message-ID: <60.2084.4019.0N19FFD1@canrem.com>
Source record: 32266

One idea: There DO exist sources for drivers to handle QIC-80 tape drives that are publicly available. They're available with various of the free versions of Unix available on the Intel platform. These drivers will obviously be a good source from which to determine the commands. Moreover, the drivers might represent a good code base that actually manipulates the data.

I'm not sure that they handle the parallel port implementations; the stuff I've seen documented has only been clear about the support of floppy-interfaced versions. Nonetheless I would be highly surprised to hear that the tape drive manufacturers build distinct tape drives for these applications. Any command set should translate fairly easily.

Hope this is helpful.

2860. Re: MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 05:03:38 UTC
From: peter@barbakane.McGill.CA
Message-ID: <1994May28.050338.10352@sifon.cc.mcgill.ca>
Source record: 32412

In article <769969976.AA05706@byte.bbs.no> lars-erik.osterud@byte.bbs.no (Lars-Erik Osterud) writes:
> > I've had the identical problem for over half a year, with my 3 year
> >I'm convinced it's a hardware problem - a cold solder joint somewhere?
> >and memory chips are anything but loose. Let me know if you find a sol
>
> My MEGA STE need a "kick" once in a while to work and crashes often
> too, but I suspect my AT-ONCE 386 PC-card. It plugged in to the 68000
> socket but the connection is poor and there is no way to get the card
> "pushed" down into the socket. Anyone out there with some ideas ?
>
> Lars-Erik 0sterud Phone: +47 67131571 Lars-Erik.Osterud@byte.bbs.no
> Atari Developer Pager: +47 96634222 Lars.Oesterud@nhidh.nki.no
> SysOp ABK-BBS BBS+Fax: +47 67132659 (send to both adresses)
>
> -- ReadMail ST

For what it's worth:
One of my friends had some intermediate crashes on his Mega STE, which would disappear when in the 8 MHz mode. I suspected dust... we opened the machine up and gave it a good cleaning. No problems since, except for the usual TOS crashes once in a while.
--
Piotr (Peter) Twarecki, M.Eng.
B7NS@MUSICB.McGill.CA

2861. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 07:07:54 UTC
From: gjudd@siward.demon.co.uk
Message-ID: <770108874snz@siward.demon.co.uk>
Source record: 32289

In article <2de29ea3@f107.n283.z2.fidonet>
Marcel_Sacksen@nextjk.textlitho.nl writes:

> TG> Does anyone have hsmodem working well on an 8MHZ ST with TOS 1.0? Why do
> TG> I continue to use this machine???
>
> It's impossible to run a high speed modem on a TOS 1.0 machine, upgrade to at
> least TOS 1.4 That is the earliest version of tOS that can be patched to work
> at high speed RS 232-rates.

But HSMODEM2 and HSMODEM4 perform adequately at 19200 on an 8MHz Tos1.0.
This is what I have and I have been using it successfully for ome time.
I agree that you cannot go any faster than 19200 on an unmodified system
(unless anyone knows anything different).

--
Graham Judd, London, England
gjudd@siward.demon.co.uk
gjudd@cix.compulink.co.uk

2862. GCC.TTP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 07:18:55 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqI4BK.5Eq@sdf.lonestar.org>
Source record: 32288

PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE

Email me gcc.ttp from GCC 2.5.8. I downloaded the entire 1+ MB file and only GCC.TTP, the smallest piece was corrupt. Please, uuencode and email me this file so i can get my compiler up and running without wasting valuable time and resources re-aquiring the entire 1+MB file from umich, which would have to be done via mail-server!!

PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE PLEASE

==========

Evan K. Langlois
ekl@sdf.lonestar.org

--

==========

Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

2863. FRAGE: ST-Kabel ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 08:57:00 UTC
From: M.RUDOLPH@KISTE.pfalz.de
Message-ID: <5PiAwp_KOKB@p024.kiste.pfalz.de>
Source record: 32271
Cross-posted to: zer.z-netz.rechner.atari.allgemein,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari.st,fido.atari,fido.atari.ger,fido.atarist,fido.atari_st,gate.amnet.atari-allgemeines,maus.sys.atari.hardware,maus.sys.atari.st,maus.sys.atari.talk,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari.hardware

28.05.94 (Sa) | 11:53

Hallo,

zur Ansteuerung meines MIDI-Equipments nutze ich (neben Windows-PC)
auch einen Atari ST. Leider stehen dessen Geri¿½te recht weit auseinander,
so dai¿½ die Originalkabel von Monitor und Maus nicht mehr reichen.

Kann ich fi¿½r das Mauskabel so eine einfache Joystickkabel-
Verli¿½ngerung, wie sie z.B. bei Conrad fi¿½r den Amiga angeboten wird?

Aber wie sieht es fi¿½r die Verli¿½ngerung des Monitorkabels aus?
Da habe ich noch in keinem Katalog etwas gefunden (Conrad,
Vi¿½lkner) ... wo gibt es das denn??

Schonmal vielen Dank fi¿½r die (hoffentlich kommenden) Infos!

>>> BITTE ALS PM, da ich diese Gruppe aus technischen Gri¿½nden nur
sporadisch lesen kann ... :-/

M.f.G.

Mark Torben Rudolph.

M.Rudolph @ Kiste.Pfalz.De Mark Rudolph @ 2:245/6618,6619,6620

2864. Atari ST FAX software for Supra

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 10:16:16 UTC
From: taylord@netcom.com
Message-ID: <taylordCqICJ4.B69@netcom.com>
Source record: 32276

Does it exist? I have a Supra 144e

Doug

2865. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 12:50:06 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3M&iu7gNRBg@semprini.waterloo-rdp.on.ca>
Source record: 32279

In <2ro4qk$hvd@news.u.washington.edu>, Jeff Beeghly writes:
> There are two things I miss in Interface which I prefer in ORCS.

[...]

> Does anyone know how to do this WITHIN Interface? I know how to change
> the size within my C code, but reason #1 explains why I'd prefer not to
> do this. I've tried turning off all of the warnings and protection
> within Interface, but noting seemed to help. Also, my version of
> Interface is v2.0. I noticed that someone here mentioned that the latest
> versioon of Interface was 2.3. What has been changed from 2.0 to 2.3?

You could always post-edit your RSC files with ORCS... ;-) Kinda
defeats the purpose of buying Interface though, no?

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2866. Re: vg_text() and gem windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 12:53:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.xHFIMLZaOUw@semprini.waterloo-rdp.on.ca>
Source record: 32280

In <Cq7x47.HCn@cwi.nl>, A.V. Groenink writes:
>
> If there were a decent C++ compiler for TOS machines. GNU makes it
> sweet and sour.

How's that? _ANY_ C++ compiler is going to be slow (especially on an
ST) and memory hungry.

A cross-compiler on a fast UNIX machine (even one with terrible
floating-point performance) makes it sweet.

--
-------------------==-------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2867. Re: Falcon Newby problems with zoo 2.1, floppy formatters, audio out

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 15:54:08 UTC
From: Rainer.Riedl@edi.ngate.uni-regensburg.de
Message-ID: <Rainer.Riedl.1.000FE722@edi.ngate.uni-regensburg.de>
Source record: 32283

Hi,

>3. Audio output volume problems

Have you tried "FalconSX" or "Falcon Volume Down"

to be found for example at ftp.uni-regensburg.de under
freeware\software\atari\falcon\tools\booting\
as FALCSX09.ZIP and FALCVOLU.ZIP.
There also exists another program called "Speakoff"

bye,
Rainer

2868. HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 20:14:46 UTC
From: taylord@netcom.com
Message-ID: <taylordCqJ48M.5M@netcom.com>
Source record: 32406

Hi.

I have a Mega 2 (TOS 1.2), Supra 144LC and a slow serial port. Could anyone offer any advice on configuring HMODA4 or any other patch to increase my effective throughoutput?

Doug

2869. Re: 8bit playback cart wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 20:17:03 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2s88rv$i1u@infa.central.susx.ac.uk>
Source record: 32270

faulkner@qut.edu.au wrote:
: does anyone know where I can get an 8 bit sound playback cartridge for an
: old STFM? It's for use with a Digidesign program called Turbosynth. I
: believe a company called Navarone made one. Any help appreciated.

Is the MV16 cart, used with the games BAT 1 and 2, 8bit? It's only mono
though! Would this work anyway???

Andy

2870. Changing resolution from GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 20:17:36 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9405282149.A25866-0100000@unix>
Source record: 32269

Is there any way to change the screen resolution (from low to medium rez and vice-versa) without messing up GEM? If I just call Setscreen() the AES and VDI do not appear to realise that the mode has been altered. Somewhere they must store the current screen mode: does anyone know where, and how to change it?

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

2871. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-28 23:48:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2s8l8b$i09@golem.wcc.govt.nz>
Source record: 32395

In article <1994May26.162607.5120@esca.com>, woodford@esca.com (Steven Woodford) writes:
>nunis@sgp.hp.com (Simon NUNIS) writes:
>
>[swapping psu suggestions omitted]
>
>For everyone's benefit, the PSUs used in 110v and 240v STs appear to be
>identical except for a wire link. (Most switch-mode PSUs are dual-
>standard and have just such a link) When I brought my UK STFM to the US,
>all I did was install this wire link to convert from 240v to 110v.
>(Thanks to Atari Dealer 'Xanth Corp.' of Bellevue for this tip)
>US ST power supplies will need the link removed. There is only one wire
>link on the board, located near the bridge-rectifier/resevoir caps.
>240v versions will just have two empty holes on the board!

No the 110volt PSU is not the same and can't be changed, that is from the early
STFM that were sold here..

Most Switch mode PSU do have that option to just snip a wire to convert it to
240volts, but Atari PSU's are made to a price....!!

All the later 240volt PSU have no option for them to run at 110volts...

There are firms in the UK that sell 240v PSU's....

>here which indicate that any PC SIMMs (256K or 1Meg) will work. Just
>don't mix 256K and 1Meg SIMMs; it won't work! (This means you'd have to
>discard the 256K SIMMs already in your 1040STe.)

Not True, 2.5 megs will work on a STE, I have had only one piece of software
that did not run.....??

>
>Hope this helps.
>Cheers, Steve

No I don't think you did help...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2872. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 08:41:32 UTC
From: warrl@goshen.connected.com
Message-ID: <2s9kfs$mqn@goshen.connected.com>
Source record: 32278

David Sime (dsime@mcs.dundee.ac.uk) wrote:
: I recently recieved 2 x 1M Simms from a PC installation friend of mine.
: I removed my 4 x 256 SIMMS and replaced them with the 1 MEG SIMMS. On
: switching on my STe nothing happened. Having tried all sorts of different
: combinations of the 1 MEG SIMMS in the 4 SIMMS ports, I could not get the
: STe to work, and had to relectantly replace my 4 256K SIMMS, when my Ste
: (to my relief) started to work perfectly again.
: Conclusions:
: 1. Either the PC SIMMS given to me were faulty, or
: 2. Maybe not all PC SIMMS are STe compatible.(I believe these chips have
: different response rates or something like that).
: Maybe someone can enlighten me.

3. The STE requires 4 SIMMS of the same size.

(I don't know that this is true of the STE, but it seems reasonable. Some
of the computers at work are this way.)

--
-- "Self-interest has no place in society" -- Sandy Cuney, HCI, 5/6/94

2873. Re: UNIXMODE or minix partition

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 14:12:19 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <2sa7s3$seq@irzr17.inf.tu-dresden.de>
Source record: 32393

In article <matija.770037386@bix.com>, matija on BIX <matija@BIX.com> wrote:

> Several interesting programs runing under MiNT, especialy MiNT-Net mention
> that you need a MINIX partition to use them. However, the emacs manual seems
> to indicate that the correct setting of the UNIXMODE variable is sufficient.
>
> So what's the story? Is it enough to set up the UNIXMODE variable and perhaps
> make a few links in mint.cnf, or do I really need to dedicate a whole partition
> to Minix?

Bammi's GCC TOS library is the only library that supports non-8.3 (long)
file names on TOS partitions (i.e., knows about the corresponding UNIXMODE
flags).

However, many programs designed to work with MiNT now use the MiNT library
which rather relies on the underlying filesystem to provide long file names.

So to make use of programs which need long file names and are not linked
against the TOS library, you'll need to set up a Minix filesystem.

> I understand that minix now works on the falcon?

I guess so. (I've heard of problems with Minixfs 0.60 PL 9/10 + MultiTOS,
but this is now being worked on..)

> [...] Is there any size limit to
> minix partitions?

That depends on the hard disk driver you use. For details, you should
read the documentation that comes with the Minixfs source distribution.

> [...] I guess there is no chance of having access to such a
> partition when MiNT is not loaded?

Under TOS, no.

(My understanding is that (some?) Minixfs file systems can be read from
an operating system called Minix (that's where it originated), but I guess
that Minix doesn't run on the Falcon. :)

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

2874. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 15:06:54 UTC
From: gjudd@siward.demon.co.uk
Message-ID: <770224014snz@siward.demon.co.uk>
Source record: 32284

In article <taylordCqJ48M.5M@netcom.com> taylord@netcom.com "Doug Taylor" writes:

> Hi.
>
> I have a Mega 2 (TOS 1.2), Supra 144LC and a slow serial port. Could
> anyone offer any advice on configuring HMODA4 or any other patch to
> increase my effective throughoutput?

This may work for you, it works on my 1Mb 1040STF TOS1.0:

These are my answers to the Setter program:

FASTINT: Y
RSVE: N
HISP: N
REPL: u u u u u u
DTR: Y
RBL: 4096
TBL 4096

This will give me around 1900 cps on text and about 1600 cps on compressed
files (I use a V32bis Dtaflex Rapier+ modem).

For the REPL response, you can either type all 6 'u's in response to
Platz 1, or type a 'u' to each Platz question.

Best of luck...

--
Graham Judd, London, England
gjudd@siward.demon.co.uk
gjudd@cix.compulink.co.uk

2875. Mega ST expansion port.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 20:13:00 UTC
From: roine.stenberg@stacken.ct.se
Message-ID: <5387b126@stacken.ct.se>
Source record: 32409

[No readable article body recovered]

2876. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 20:49:56 UTC
From: taylord@netcom.com
Message-ID: <taylordCqL0J8.6Bp@netcom.com>
Source record: 32394

Tim Gallivan (timg@ccwf.cc.utexas.edu) wrote:

: I have tried on several occasions to fix my serial port with the
: available software patches, always to no avail. The announcement
: of hsmodem04 on c.s.a.st prompted me to waste another evening on
: this futile task. My serial port refuses to be fixed.

I have the same problem. I knew a person who had his mega 2 to 57.6k
throughput but I can't find him now! Mine operates fine at 19200 baud
although somewhere/somehow you can utilize higher baudrates using HDMODA
but I never got mine functioning properly. Not too well versed in German.

Doug

2877. finger/fingerd for MiNT uploaded !

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 22:05:24 UTC
From: theo@mailmak.ping.de
Message-ID: <94052971@mailmak.ping.de>
Source record: 32400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just uploaded my ports of finger and fingerd to the following sites:

- ftp.uni-paderborn.de
- ftp.uni-muenster.de

You'll need at least a patched Version of MiNT 1.10 and Kay Roemers
MiNT-Net Version >= 0.4 installed.

enjoy Theo

2878. PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 22:05:27 UTC
From: taylord@netcom.com
Message-ID: <taylordCqL413.Esn@netcom.com>
Source record: 32399

Does it exist?

Doug

2879. 38400/57600 BPS and Serial 1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-29 22:50:27 UTC
From: ggford@cuug.ab.ca
Message-ID: <CqL643.z8@cuug.ab.ca>
Source record: 32424
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have unsucessfully for some time been trying to get my MegaSTE to work
at 38400 or 57600 bps with my SupraFaxModem. I have recently discovered
that Connect 2.46 lets me set both these speeds when using serial 1 or
modem 2. I have tried, sucessfully, to use 57600 on serial 1. The problem
is that while this speed appears to work with connect on serial 1, all other
programs which I have only seem to work on modem 1. Is there some way to
force programs to use Serial 1? If so, is there a way to lock the speed
on serial 1? Is there any other way to obtain 38400/57600 bps on a MegaSTE.

Please reply by email to ggford@cuug.ab.ca

Thanks.

2880. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 00:07:37 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CqL9op.ID2@cix.compulink.co.uk>
Source record: 32408

In message <taylordCqL413.Esn@netcom.com>, taylord@netcom.com said:

>Subject: PD Fax Software???
>
>Does it exist?
>
>Doug

Perhaps try 'Communication Manager' ("Coma") which is a
shareware package and apparantly offers other things in
addition to FAX. The unregistered version of the shareware
package sends a maximum of 500 lines per page.
Being a German package, the docs. are in German but the
dialogues are in English if the box "Deutche Meldungen" is
clicked to remove the 'X'.
I saw version 2.02, which may be the current version, in
ftp.cs.tu-berlin.de /pub/atari/Modem coma_202.zip (247955 bytes).

I haven't actually used the package myself but I'm planning to
do so soon. Perhaps someone who is a user could comment further?

Best Regards,
Brian

brobson@cix.compulink.co.uk

2881. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 01:18:54 UTC
From: taylord@netcom.com
Message-ID: <taylordCqLCzI.53M@netcom.com>
Source record: 32410

```
: I haven't actually used the package myself but I'm planning to
: do so soon. Perhaps someone who is a user could comment further?

Thanks for the response! I tried coma but it comes nowhere close to
working. Toggled with it for seven hours and it wouldn't work. :(

Doug
```

2882. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 03:57:23 UTC
From: woodford@esca.com
Message-ID: <1994May30.035723.5843@esca.com>
Source record: 32414

[stuff I wrote about modifying 240v PSUs for 110v]

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>No the 110volt PSU is not the same and can't be changed, that is from the early
>STFM that were sold here..

But what about elsewhere?

>Most Switch mode PSU do have that option to just snip a wire to convert it to
>240volts, but Atari PSU's are made to a price....!!
>All the later 240volt PSU have no option for them to run at 110volts...

Fair enough, mine is 1987 vintage so I guess that's why it was so easy.
Still, it wouldn't hurt to look if you were in the situation of having to
move from 110v -> 240v or vice-versa.

[my small untruth about mixing RAM sizes deleted]

>Not True, 2.5 megs will work on a STE, I have had only one piece of software
>that did not run.....??

On re-reading what I wrote, I must have been half-asleep. In future I'll
avoid posting 1st thing in the morning! ;-)

Cheers, Steve

2883. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 04:32:44 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2sbq9c$m6b@uqcspe.cs.uq.oz.au>
Source record: 32411

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>You could always post-edit your RSC files with ORCS... ;-) Kinda
>defeats the purpose of buying Interface though, no?

I was most disappointed when I tried to get ORCS to save in a format other than it own `RSO' format. The buttons are there for all sorts of formats, but enabling them has no effect!!!!

I ended up putting all the object and form labels in by hand (thank goodness for MultiTOS, so I could have ORCS and Interface opened at the same time).

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2884. Re: What is...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 04:34:58 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2sbqdi$m91@uqcspe.cs.uq.oz.au>
Source record: 32415

millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>Does anyone know what the CRY color model is? I hear it's what the Jaguar
>uses, but I've never heard of it before.

Cyan Red Yellow, I would assume. I don't know what difference that makes
compared to Red Green Blue or Cyan Yellow Magenta, or any other colour
system. Perhaps colours mix more easily?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2885. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 04:39:37 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2sbqm9$mdi@uqcspe.cs.uq.oz.au>
Source record: 32416

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>You cannot radically alter GEM without patching it, which is hard because it
>is in ROM (GEMRAM can solve this, but cause other problems). Another option
>is to run an alternate desktop.

Huh? That has no effect on GEM. GEM is the windowing system, not the
Desktop program you run. An alternate desktop doesn't change the
look&feel of programs run from it.

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

2886. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 08:23:59 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.770286136@krynn>
Source record: 32417

taylord@netcom.com (Doug Taylor) writes:

>: I haven't actually used the package myself but I'm planning to
>: do so soon. Perhaps someone who is a user could comment further?

>Thanks for the response! I tried coma but it comes nowhere close to
>working. Toggled with it for seven hours and it wouldn't work. :(

I have also tried CoMa with a ZyXEL 1496E modem, and I managed to receive and even send faxes. The answering-service didn't work though, since I don't have more than 19200 bps on my old ST. I thought it was neat though...

/Jocke

--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

2887. Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 09:40:20 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9405301627.AA00142@montp.cirad.fr>
Source record: 32418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CEO file contents:
Hi all,

I asked these two question last week but only got one reply. Come on, these aren't hard ones :) So here we go again :

A) Is there any way to read Macintosh disks and files (simple plain vanilla ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is Aladin ?

B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what about 32bits ?

Thanx again,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

2888. PD Fax sw for Supra 144E

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 10:36:26 UTC
From: taylord@netcom.com
Message-ID: <taylordCqM2sq.LLn@netcom.com>
Source record: 32419

Hi.

I've tried to use Coma202.app, hackfax.prg absolutely to no avail on my Supramodem 144E. Coma202 won't even dial, and hackfax won't function because I don't have a Zyxel.

Any ideas anyone?

Doug

2889. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 10:38:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2scfna$4er@golem.wcc.govt.nz>
Source record: 32420

In article <taylordCqJ48M.5M@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
>Hi.
>
>I have a Mega 2 (TOS 1.2), Supra 144LC and a slow serial port. Could
>anyone offer any advice on configuring HMODA4 or any other patch to
>increase my effective throughoutput?
>
>Doug

Well I get some 1600 CPS with Archived files, and from what I have seen posted
in the modem group, you can't get faster than that..

This is with a DTE speed of 19.2....

Unless you are running a lot of Text there is no need for a faster port speed..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2890. Re: SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 10:56:40 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994May30.105640.9913@htsa.aha.nl>
Source record: 32423

In article <8143@merlin.ukc.ac.uk>, J.A.Salter <jas9@ukc.ac.uk> wrote:
>Is it at all possible to connect a standard SVGA monitor to an STE???
>or are there any 'magic boxes' that alow this to be done???
>
>-John

I have connected my SVGA monitor (50-100 Hz vertical and 3 horizontal
scan frequenties) to my ST in hi-res. Just wire the mono-out from your st
to red, green and blue in on your SVGA monitor and connect the mono detect to
ground. Of course you must connect h-sync and v-sync too.

Robert (robertde@htsa.aha.nl)

2891. Re: For the hardware specialists (and the others too !)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 11:06:02 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.770295962@apanix.apana.org.au>
Source record: 32421

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>Bonjour,
>I was wondering one thing : if I put some very fast Sram memory in my
>ST (more than 32K, no wait state [25ns]) and that I decide to relocate
>the video memory address in that new Ram, would this speed-up (a little
>I mean) the computer ? Because the Dram have to be refreshed quite often
>I think that time is lost.
>Please tell me if I am wrong, I don't want to live anymore as an idiot !

8) Yes, you are wrong. Usual misconception - memory speed determines
how fast you can drive it, not how fast it goes all by itself.

(not to mention that you would have to add address decoding, DTACK
generation and lots of other hardware to make this memory work, and even then
then operating system wouldn't recognise it.)

The ST doesn't actually lose any cycles (that I've seen) due to refresh,
as it uses a 'hidden' refresh technique.

>Thank you.
>| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

2892. Re: Damn this serial port!!! Can it be fixed or not??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 11:39:07 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.770297947@echo>
Source record: 32422

gjudd@siward.demon.co.uk (Graham Judd) writes:

>> It's impossible to run a high speed modem on a TOS 1.0 machine, upgrade to at
>> least TOS 1.4 That is the earliest version of tOS that can be patched to work
>> at high speed RS 232-rates.
>But HSMODEM2 and HSMODEM4 perform adequately at 19200 on an 8MHz Tos1.0.
>This is what I have and I have been using it successfully for ome time.
>I agree that you cannot go any faster than 19200 on an unmodified system
>(unless anyone knows anything different).

I have an Atari ST (8 MHz, TOS 1.4, 2.5MB) with the hardware mod for the
serial port to 38400 and HSMODA1 (note the 1). It work fine with a
14.4k modem and compressed and not compressed files....

It is possible!

Bye Wolfgang

2893. Upgrading and old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 12:45:02 UTC
From: oddjob@cix.compulink.co.uk
Message-ID: <CqM8r3.Kwx@cix.compulink.co.uk>
Source record: 32427

Upgrading and old STFM
I have just acquired an ST FM. It has 512kb of soldered ram. I would like
1-4mb of ram.

Is there anybody who can solder in the 16 ? 4164? ram chips

I know getting this machine was a mistake...but...I am stuck with it now!

Any assistance would be greatly appreciated.

oddjob@cix.compulink.co.uk

2894. Re: ATARI STe Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 14:57:08 UTC
From: hallvart@ifi.uio.no
Message-ID: <2scus4$17b@kolsaas.ifi.uio.no>
Source record: 32425

I'm using a 240V 520STE now, and I read in a posting that they couldn't be changed over to 110V.
Is it then possible to buy just the power supplies for STE's in the US somewhere, since I'm planning to move over there next year? How much do they cost, and where are they available?
Thanks.

Hallvard, Oslo, Norway

2895. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 15:07:11 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <CqMFBz.Bvu@newcastle.ac.uk>
Source record: 32428

In article <2sbqm9$mdi@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>
>>You cannot radically alter GEM without patching it, which is hard because it
>>is in ROM (GEMRAM can solve this, but cause other problems). Another option
>>is to run an alternate desktop.
>

Is there any good reason why you cann't alter GEM in a similar way to how
replacement fileselectors work ? Just asking.......

Craig.

2896. Re: Bob Brodie Resigns from Atari Corp.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 15:13:53 UTC
From: sys1@exnet.com
Message-ID: <CqMFn6.9qL@exnet.com>
Source record: 32426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

In article <1994May27.104424.28239@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
>Maybe he was jumping from a sinking ship.

Are you calling Bob Brodie a liar?

Sinclair, you are a nasty little worm

>Peter Sinclair-Day

Xavier

2897. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 18:13:00 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CqMnxp.B5p@arc.ab.ca>
Source record: 32429

In article <2s4o4i$7sv@delphinium.cig.mot.com>, whitema@rtsg.mot.com (Michael A. White) writes:
>In article <2s2emr$a8n@kolsaas.ifi.uio.no>,
>Hallvard Tanger&#65533;s <hallvart@ifi.uio.no> wrote:
>>
>>It's pretty irritating that you never know if the CAPOS lock key is pressed down
>>or not, before you actually type something.
>>Is it possible to connect an LED somewhere in the circuit board of the machine, so
>>it'll light up when CAPS is "on", otherwise it'll be extinguished?
>>
>>I would like to cut a small hole in the "CAPSlock" key and install a small LED there.
>>Many thanks.
>>
>>Hallvard, Oslo, Norway
>
>There are desk accessories that put an indicator in your upper window, aren't
>there?
>

Look for LEDPANEL or something like that at atari.archive.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2898. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 18:15:42 UTC
From: erkamp@titan.arc.ab.ca
Message-ID: <CqMo28.B78@arc.ab.ca>
Source record: 32430

In article <1819@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>In article <8133@merlin.ukc.ac.uk> nj1@ukc.ac.uk (N.Jones-Rodway) writes:
>>intellingent keyboard processor..... could be quite tricky, though.
>>
>>There is a PD program available which various people on the Net reccomended to
>>me a month or two ago.... It's called LED Panel, [...]
>
> Yup, great program. It is available at atari.archive and other
>FTP spots, as well as on GEnie, etc...
>
> I have found it to be quite helpful when compiling things - because
>you can see where it's looking for it's files, where it's writing its
>files, etc. Between that and FUJITT (or whatever the name of it was)
>that displays the spinning fuji, at least I can tell if my computer
>is still alive or gone to sleep :-)

I have the Fuji program but really wish that LED Panel had a key sequence to toggle the display like Fuji does.

Bob Erkamp A L B E R T A
--> It Could Happen <-- R E S E A R C H
erkamp@arc.ab.ca C O U N C I L

2899. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 19:50:47 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CqMsGn.H0y@cix.compulink.co.uk>
Source record: 32432

In message <jonord.770286136@krynn>, jonord@krynn.solace.mh.se said:
>
> I have also tried CoMa with a ZyXEL 1496E modem, and I managed to receive an
>d
>even send faxes. The answering-service didn't work though, since I don't have
>
>more than 19200 bps on my old ST. I thought it was neat though...
>
> /Jocke

I've just tried CoMa_202 with a MultiTech ZDX 19.2k data/14400
FAX modem on my Falcon and it sent a Fax O.K. (Sending stopped after
the line limit of the unregistered version was reached).
IMHO I too agree it's a very nice package.

Brian

brobson@cix.compulink.co.uk

2900. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 20:45:01 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <CqMv2L.AGw@news.cis.umn.edu>
Source record: 32431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?

I heard of a program called MacSee. I have never used it, but that is
what it was supposed to do. As for Aladin, it is the interface for GEnie.

Joe

2901. SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 21:23:50 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FC6E696.SPERNA1@ua1vm.ua.edu>
Source record: 32433

Has anyone ever been successful using a TEAC FD-10 SCSI floppy controller with an ICD host adapter and software? Please, anyone even heard of an attempt.

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

2902. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 21:31:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2dea69ce@p2.stacken.ct.se>
Source record: 32292

HT> From hallvart@ifi.uio.no (Hallvard Tanger&#65533;s)
HT>
HT> It's pretty irritating that you never know if the CAPOS lock key is
HT> pressed down or not, before you actually type something.

You can get a software indicator, it's called LED-Panel 2.5. It will also
display a clock and any disk activity. It looks very neat.


```
_____________________________________________________________________
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/___________________________________________________________________
```

2903. Re: Interface, the RSC editor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 21:44:07 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2sdmn7$jr4@news.u.washington.edu>
Source record: 32434

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2ro4qk$hvd@news.u.washington.edu>, Jeff Beeghly writes:
>> There are two things I miss in Interface which I prefer in ORCS.

>[...]

>> Does anyone know how to do this WITHIN Interface? I know how to change
>> the size within my C code, but reason #1 explains why I'd prefer not to
>> do this. I've tried turning off all of the warnings and protection
>> within Interface, but noting seemed to help. Also, my version of
>> Interface is v2.0. I noticed that someone here mentioned that the latest
>> versioon of Interface was 2.3. What has been changed from 2.0 to 2.3?

>You could always post-edit your RSC files with ORCS... ;-) Kinda
>defeats the purpose of buying Interface though, no?

No, you can't re-load the file back into ORCS, because Interface saves
resources in the new RSC file format. When ORCS loads it in, it tells me
that the resource files ISN'T a resource file, and I am unable to load
the modified file into ORCS (hence, I've been forced to use either ORCS
or Interface).

2904. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-30 23:00:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sdr66$ao8@golem.wcc.govt.nz>
Source record: 32435

In article <taylordCqLCzI.53M@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
>: I haven't actually used the package myself but I'm planning to
>: do so soon. Perhaps someone who is a user could comment further?
>
>
>Thanks for the response! I tried coma but it comes nowhere close to
>working. Toggled with it for seven hours and it wouldn't work. :(
>
>Doug
>

May be you don't have a Class 2 modem, it works on a Supra.

What kind of Fax modem do you have...???

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2905. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 01:39:08 UTC
From: taylord@netcom.com
Message-ID: <taylordCqn8L9.AwH@netcom.com>
Source record: 32437

: I've just tried CoMa_202 with a MultiTech ZDX 19.2k data/14400
: FAX modem on my Falcon and it sent a Fax O.K. (Sending stopped after
: the line limit of the unregistered version was reached).
: IMHO I too agree it's a very nice package.

Wouldn't even workwith my Supra 144LC though. I have no idea why either.

Doug

2906. Blown printer chip?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 01:41:48 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <Cqn8po.Lto@oucsace.cs.ohiou.edu>
Source record: 32439

I've recently acquired a 1040STe that won't print. The printer and cable work fine with any other computer.

The computer does recognize if the printer is disconnected or turned off, and gives the appropriate alert box. If there is a printer on line and you tell it to print, the computer does a disk access like it would normally do when sending a file to the printer, but nothing else happens.

Is the printer chip blown? If so, which chip is it that has to be replaced? (Please be nice and tell me it's one of the socketed chips, so I don't have to beg more favors from someone who's capable of soldering on a PCB).

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

2907. Re: Falcon Hard Drive went tits up...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 01:43:50 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2se4om$9up@news.dmpe.CSIRO.AU>
Source record: 32440

>Shazam! I was just about to post a question about this! The same thing
>happened to me last night. I overfilled part.E and F was trashed "Unrecognized
>boot sector". I read the two follow ups to this message but they didn't tell
>me much considering I'm a computer idiot! :) Could someone please be a
>little more specific on this problem.

I had the same thing happen to me. AHDI is bugged in versions 6.0.5 or
whatever and below where it trashes the same thing. Just get AHDI 6.06l and
you'll be right - no more trashing of bootsectors.

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

2908. Re: CGA Monitor Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 02:10:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JU7OObf.lmcclure@delphi.com>
Source record: 32436

In a message dated 5-21-94, Pauline Higa said:

"My question is quite simply, can you hook up a CGA monitor
to a STfm... and would it be worth the effort in the first
place?"

Yes. You would need to invert the horizontal and vertical sync outputs from the STfm, as most CGA monitors expect positive sync, and the ST outputs negative. Some CGA monitors will accept either however, either automatically or via a switch.

Once this is done, connecting the RGB lines to the same on the CGA monitor's input port would result in a maximum of 8 colors...meaning most text applications would function decently, but many games and graphic aplications would look horrible. Note that you would either tie the "Intensity" line of most RGB monitors high to a 5 volt source for maximum brightness.

In other words, it could be done, but for most people, would not be worth the effort (i.e., if you could afford a used SC1224 or SM124).

2909. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 02:19:14 UTC
From: mbmccabe@bronze.coil.com
Message-ID: <2se6r2$cf@bronze.coil.com>
Source record: 32438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All,
So, is it, or is it not, possible for me to acchieve 57.6Kbs transfers through a 'standard' 14.4Kbps modem while using built-in MNP error-correction and data-compression?
I have an unmodified Mega St4 (no "E") and have installed HSMODE04. I do not know if I have installed it correctly though. What HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096, 4096" settings suggested earilir sufficient to get to 57.6Kbps?
Please help! I've seen this rate done on a friends PC with an internal card 14.4 modem and would _really_ like it here at home on my _more expensive_ INTeL modem! :)
Thanks a bunch!

--
"The reasonable man adapts himself to the world; the unreasonable one persists in trying to adapt the world to himself. Therefore all progress depends on the unreasonable man." -- George Bernard Shaw
-=-=-=-=- Matt McCabe -=-=-=-=-=-=-=- mbmccabe@bronze.coil.com -=-=-=-=-

2910. Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 03:52:14 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2sec9e$9ca@geraldo.cc.utexas.edu>
Source record: 32291

Hi, I have encountered what appear to be a couple of bugs in the mint libraries (PL44) and include files. I would like to know if anyone else has encountered them and if there are any fixes. I have used various versions of GCC and the mint libs for years, and have never encountered these problems until now (upgrading from PL 30).

1.) The getcwd() library routine does not return a sensible directory when MiNT is not active. It does, however, work fine with MiNT. Under plain TOS, any directory, like f:\gs is returned by getcwd() as f:/dev/f/gs. After I found this behavior, I tried to restore my old libs, only to find that I had accidentally overwritten them. The oldest libs I could find on the net were PL39, but they display the same behavior.

I find it hard to believe that this bug could have gone unnoticed for so long. Has anyone else seen this?

2.) osbind.h defines AND_MEMORY to be "memory", and then uses this "memory" regigster in some GCC inline assembler. This causes my GCC 2.2.2 compiler to choke (I tried 2.5.8, but I run out of memory with 4 meg -- had to revert to the older version). To compile anything, I had to define AND_MEMORY to be nothing at all. This quirk was also in the PL 39 include files. Does anyone know whether this redefinition can cause any problems?

These problems are all that keep me from uploading an alpha version of the new Atari interface to Ghostscript.

Thanks for any help,

-Tim Gallivan
timg@landau.ph.utexas.edu

2911. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 04:11:57 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2seded$dt2@golem.wcc.govt.nz>
Source record: 32293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?

The Happy I think can read Mac disks, the Atari can't....

>B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
> 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
> 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
> about 32bits ?
>

The STE is a 16 bit buss machine, and the Ram is split into 8 bits, for byte
access..

You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
bit must have the inputs terminated to 0v or +v, so just connect pins
28,29 and 30 together....pin 30 is +v....
>Thanx again,
> Nick.
>

Please get a copy of the FAQ, this should all be in there.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2912. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 05:34:08 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2sei8g$7s0@cxc1.cl.msu.edu>
Source record: 32294

SPERNA1@ua1vm.ua.edu writes:

>Has anyone ever been successful using a TEAC FD-10 SCSI floppy
>controller with an ICD host adapter and software? Please, anyone
>even heard of an attempt.

Sounds like it would be nice to have a working version of this system
attached to a Falcon, what with having no Drive B:.....
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2913. Re: Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 06:45:16 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994May31.064516.4907@cc.ruu.nl>
Source record: 32297

In article 9ca@geraldo.cc.utexas.edu, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
> Hi, I have encountered what appear to be a couple of bugs
> in the mint libraries (PL44) and include files. I would like
> to know if anyone else has encountered them and if there are
> any fixes. I have used various versions of GCC and the mint
> libs for years, and have never encountered these problems
> until now (upgrading from PL 30).
>

Let me add another bug: Reading integers in hexadecimal format e.g.

scanf("%2x", &i);

does not work properly if the hexadecimal number starts with a zero.

This doesn't look hard to fix, so if nobody has done this I will give it a try.

Richard.

2914. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 08:39:20 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-310594083920@ngalm099.gal.nt.com>
Source record: 32323

In article <16FC6E696.SPERNA1@ua1vm.ua.edu>, SPERNA1@ua1vm.ua.edu wrote:

> Has anyone ever been successful using a TEAC FD-10 SCSI floppy
> controller with an ICD host adapter and software? Please, anyone
> even heard of an attempt.
>
> Thanks,
>
> Sam Perna, III
> sperna1@ua1vm.ua.edu

What exactly is a TEAC FD-10 ?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2915. equalizer based on dsp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 08:47:23 UTC
From: gasst1@info.isbiel.ch
Message-ID: <2setir$qp4@vega.info.isbiel.ch>
Source record: 32307

We'd like to implement an equalizer based on the falcon's dsp.
Does anybody have some experience concerning this subject ?
We'd be interested in any sourcecode or documenting.
Thanks for your advice !

2916. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 08:55:20 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2seu1o$i7q@lyra.csx.cam.ac.uk>
Source record: 32314
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Ralf Biedermann <f09m@alf.zfn.uni-bremen.de> wrote:
>plord@novell.co.uk (Peter Lord) says:
>>But as far as I can make out, its a completly now OS with no backward
>>compatability nor compatable with other OS's.
>not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think
>that the C68 C-Compiler for the QL should work

Programs compiled with C68 on a Ql have indeed been observed to work. C68
itself is one such.

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2917. Re: Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:00:38 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May31110039@issan.informatik.uni-dortmund.de>
Source record: 32309

In article <2sec9e$9ca@geraldo.cc.utexas.edu>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:

|> 2.) osbind.h defines AND_MEMORY to be "memory", and then
|> uses this "memory" regigster in some GCC inline assembler.
|> This causes my GCC 2.2.2 compiler to choke (I tried 2.5.8, but
|> I run out of memory with 4 meg -- had to revert to the older
|> version). To compile anything, I had to define AND_MEMORY
|> to be nothing at all. This quirk was also in the PL 39 include
|> files. Does anyone know whether this redefinition can cause
|> any problems?

You can safely remove "memory". It tells GCC that the assembler instructions clobbers some memory references, and i thought it was supported by all GCC version after 2.0. I'm quite sure that it is supported at least by 2.3.x.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2918. Re: Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:01:56 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94May31110156@issan.informatik.uni-dortmund.de>
Source record: 32310

In article <1994May31.064516.4907@cc.ruu.nl>, huveneer@math.ruu.nl (Richard Huveneers) writes:

|> Let me add another bug: Reading integers in hexadecimal format e.g.

|> scanf("%2x", &i);

|> does not work properly if the hexadecimal number starts with a zero.

This should be fixed in the latest MiNTlib.
--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"
* Linux/Atari is coming real soon now, stay tuned *

2919. ISO Class 1 Fax Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:24:13 UTC
From: taylord@netcom.com
Message-ID: <taylordCqnu4D.BJx@netcom.com>
Source record: 32298

Hi.

I'm looking for PD software that supports a Class 1 Fax Modem

Thanks!

Doug

2920. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:30:45 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf045$j04@lyra.csx.cam.ac.uk>
Source record: 32315
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>read about it has been in 'QL World' magazine.

Not really... SMS2 will run some QDOS programs without pain, but it is
genuinely a different operating system.

>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>
>>> What programming languages exist- LBASIC was mentioned, is there
>>>a version of C in the pipeline?
>
>I have ported Xlisp, xscheme and scm(another scheme), other folks
>ported REXX awk, ...
>Porting this stuff was realy easy with the c68 compiler
>(easier than from unixV to BSD or vice versa)
>
>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C

It's possible to persuade gcc to produce output suitable for QDOS (and
thus for SMS2) but at present the C68 libraries need a bit of work.
However, you need fairly substantial resources to run gcc at all...

>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>The library makes great effort to make porting unix programs
>easy, only differences are in fork/exec and this is much more
>comprehensive under QDOS/SMS2 than unix.

I'd very much like to hear what you think is missing from Unix in the area
of multitasking support that QDOS/SMS2 has.

>Xwindows is not ported, nobody attempted to make it work with
>a QL (<2Mbytes in the vast majority).

I shouldn't imagine an X port is very likely.

>Otherwise it should not be a problem.
>
>The provided window system is very easy and extremely effective
>to use - makes intelligent use of the keyboard, pointer/window
>placing strategies etc..

Provided the programmer is intelligent, just like with GEM and any other GUI it's easy to produce hideous and botched programs.

>>> How similar to Unix is the multitasking?
>
>c68 libs make it appear very similar,

Err, I'd say they make it appear fairly different, actually. Look up what fork() is supposed to do on any Unix system and then say c68 does anything remotely similar. The exec..() calls all take extra parameters in the C68 libs that aren't required by the Unix versions. Also there's no signal support as such, and signals are quite important to multitasking under Unix.

>otherwise very different,
>extremely fast job-switch (about 0x68 bytes context information
>under QDOS)
>
>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>be its compactness and efficiency.

If you _already_ like QDOS and have an ST (for whatever reason) then you probably should bother. Otherwise, if you want a fast, compact multitasking system which, although it can't run TOS/GEM programs does already have a software base, you might be interested. You'll have to get used to another way of doing things, but, no pain: no gain.

>some advantage is the THING system.
>A THING is an named block of memory - or object, depending
>how modern you like to view it.
>
>THINGS may contain system extension, executable code,
>shared data or something else and may provide their
>own init,cleanup etc routines.
>Extensions in things may also use a very sophisticated
>parameter description/checking

Currently Things are most widely used for supporting resident programs and a standardised format of extension (i.e. a kind of shared library.)

>This provides fairly sophisticated and fast job communication
>without such overhead as with REXX or similar.
>
>In my view the biggest difference between QDOS and SMS2

>on the one hand and UNIX,MINIX,MINT on the other side is
>the resident program concept of QDOS/SMS2, that means
>shared code of program instances, but also requires
>reentrancy of the programs.

Modern Unix implementations are quite good at code-sharing too. However,
you need extra hardware to perform the particular trick I'm thinking of
(i.e. a MMU.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2921. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:40:24 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2sf0m8$j80@lyra.csx.cam.ac.uk>
Source record: 32299
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

DuncMan <D.Corps@herts.ac.uk> wrote:
>+-- This was written in a previous article by Roland Givan...
>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>|> read about it has been in 'QL World' magazine.
>
> I just asked in comp.sys.sinclair, and apparently SMS2 is *not*
>QDOS. It may be an alternative QL O/S, and it is *slightly* compatible,
>but thats all.

If you look at the system call interface for SMS2 you will find large chunks of it are essentially the same as that of QDOS. Hence it will run some QDOS programs. However, it is not a QDOS port in that the underlying operating system does many things in completely different ways. (e.g. the job control block is somewhat different.)

If you want QDOS running on an Atari ST, that's possible as well, though you need an extra bit of electronics to emulate the Ql's display modes for this to be useful.

SMS2 users will want to know which QDOS programs they can use. The answer is: some. One can divide QDOS program into three categories.

1) games --- you can be pretty sure that what QDOS games there are won't run under SMS2.

2) old-fashioned programs --- programs written many years ago, or programs written as if they were written many years ago. Many of these won't run under SMS2 because they makes invalid assumptions about QDOS. (That may sound odd, but it turns out that they won't work under certain versions of QDOS either.) This sort of program is becoming rarer and rarer, but they're still around.

3) modern programs --- usually easy to spot since they use a GUI interface very similar to that found under SMS2. If you have one of these then it's quite likely that it will work under SMS2 as well as QDOS.

The acid test, of course, is to try the program in question and see; though that's a bit annoying if you've paid money for it and it doesn't work...

Richard Kettlewell rjk1002@hermes.cam.ac.uk

2922. MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 09:54:24 UTC
From: steve-j@teleport.com
Message-ID: <2sf1gg$nn2@kelly.teleport.com>
Source record: 32300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Word has it from Atari (on GEnie) that a compiled version of
MiNT v1.11 will be made available soon (within the next month
or two) as a freely downloadable file.

--
| Steve Johnson | "People will always be tempted to wipe |
| Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
| or steve-j@teleport.com | written on it." -- Andy Partridge |
```

2923. equalizer based on falcon's dsp ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 10:25:50 UTC
From: gasst1@info.isbiel.ch
Message-ID: <2sf3be$sir@vega.info.isbiel.ch>
Source record: 32301

We'd like to implement an equalizer based on the falcon's dsp.
Does anybody have some experience concerning this subject ?
We'd be interested in any sourcecode or documenting.
Thanks for your advice !

2924. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 11:41:31 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sf7pb$h6f@golem.wcc.govt.nz>
Source record: 32295

In article <16FC6E696.SPERNA1@ua1vm.ua.edu>, SPERNA1@ua1vm.ua.edu writes:
>Has anyone ever been successful using a TEAC FD-10 SCSI floppy
>controller with an ICD host adapter and software? Please, anyone
>even heard of an attempt.
>
>
>Sam Perna, III

Yes well Supra used to sell them, but from memory only TEAC make this disks...

A bit out of date don't you think.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2925. BASE 64

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 12:03:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sf92q$hbr@golem.wcc.govt.nz>
Source record: 32296

Help some one sent me a Text file some time back and I would like to read what is in it..

But its encoded in BASE 64, how do I unencode this file...??

I think it was to do with the system that runs on a Mac..??

Can any one help....??

Thanks..........

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2926. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 12:29:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1825@usdtsg.DaytonOH.NCR.COM>
Source record: 32302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2sf1gg$nn2@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>Word has it from Atari (on GEnie) that a compiled version of
>MiNT v1.11 will be made available soon (within the next month
>or two) as a freely downloadable file.

Cool. Would it be safe to assume then that MiNT-Net would work
on top of this version, without having to go patching at the
sources like you have to for 1.10? Just wondering...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2927. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 13:17:50 UTC
From: rdzidlic@cip.informatik.uni-erlangen.de
Message-ID: <2sfdduEi1t@uni-erlangen.de>
Source record: 32304
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rjk1002@hermes.cam.ac.uk (Richard Kettlewell) writes:

>Richard Zidlicky <rdzidlic@faui06b.informatik.uni-erlangen.de> wrote:
>>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>>>read about it has been in 'QL World' magazine.

>Not really... SMS2 will run some QDOS programs without pain, but it is
>genuinely a different operating system.

>>>Assuming this is the case (and flame if I'm mixed up somewhere ;-)
>>
>>>> What programming languages exist- LBASIC was mentioned, is there
>>>>a version of C in the pipeline?
>>
>>I have ported Xlisp, xscheme and scm(another scheme), other folks
>>ported REXX awk, ...
>>Porting this stuff was realy easy with the c68 compiler
>>(easier than from unixV to BSD or vice versa)
>>
>>>There is a fairly good C compiler for the QL, but nothing that gets
>>>anywhere close to GNU C or Lattice C

>It's possible to persuade gcc to produce output suitable for QDOS (and
>thus for SMS2) but at present the C68 libraries need a bit of work.
>However, you need fairly substantial resources to run gcc at all...

>>I must definitely flame this, c68 available for QDOS and SMS2
>>is very small (.i -> .s phase about 110K) full K&R and ANSI
>>and some extras (printf format string checking ....)
>>AND FULL sources and extensive libraries(curses,regexp ....).
>>AND FREE
>>AND ALL relevant GNU utils ported(except gdb, this is a real
>>drawback)

>Hmm. GNU Make is a relevant GNU utility which AFAIK hasn't been ported to
>QDOS/SMS. (Picky, picky...) Porting gdb would be nontrivial.

>>The library makes great effort to make porting unix programs
>>easy, only differences are in fork/exec and this is much more
>>comprehensive under QDOS/SMS2 than unix.

>I'd very much like to hear what you think is missing from Unix in the area
>of multitasking support that QDOS/SMS2 has.

Not very good expressed myself. I wanted to say that usualy
fork/exec on QDOS does what several lines of code do in unix
Of course there are things you can not do with C68 fork.

>>Xwindows is not ported, nobody attempted to make it work with
>>a QL (<2Mbytes in the vast majority).

>I shouldn't imagine an X port is very likely.

>>Otherwise it should not be a problem.
>>
>>The provided window system is very easy and extremely effective
>>to use - makes intelligent use of the keyboard, pointer/window
>>placing strategies etc..

>Provided the programmer is intelligent, just like with GEM and any other
>GUI it's easy to produce hideous and botched programs.

absolutely true, perhaps even easier

>>>> How similar to Unix is the multitasking?
>>
>>c68 libs make it appear very similar,

>Err, I'd say they make it appear fairly different, actually. Look up what
>fork() is supposed to do on any Unix system and then say c68 does anything
>remotely similar. The exec..() calls all take extra parameters in the C68
>libs that aren't required by the Unix versions. Also there's no signal
>support as such, and signals are quite important to multitasking under
>Unix.

I am working on the signal stuff now, maybe it would work
on SMS2 without many changes.

>>otherwise very different,
>>extremely fast job-switch (about 0x68 bytes context information
>>under QDOS)
>>
>>>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>>>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>>>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>>>be its compactness and efficiency.

>If you _already_ like QDOS and have an ST (for whatever reason) then you
>probably should bother. Otherwise, if you want a fast, compact
>multitasking system which, although it can't run TOS/GEM programs does
>already have a software base, you might be interested. You'll have to get
>used to another way of doing things, but, no pain: no gain.

There is of course the old TOS emulator for QL Dave used
for porting the C compiler, only very well behaved
TOS programs could use it

Bye
Richard

2928. Re: What is...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 13:52:38 UTC
From: avg@cwi.nl
Message-ID: <Cqo6Jq.C2C@cwi.nl>
Source record: 32305

warwick@cs.uq.oz.au (Warwick Allison) writes:

>millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

>>Does anyone know what the CRY color model is? I hear it's what the Jaguar
>>uses, but I've never heard of it before.

>Cyan Red Yellow, I would assume. I don't know what difference that makes
>compared to Red Green Blue or Cyan Yellow Magenta, or any other colour
>system. Perhaps colours mix more easily?

It is certainly 'illogical':

CMY = GB BR RG
RGB = MY YC CM (?)

(you can put the colours in a hexagon GCBMRYG etc.).

So you'd need unbalanced combinations (not 50-50, but 30-60 and
such) to get B,M and G if you have CRY.

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2929. Re: 'CAPSlock' LED indicator- how to make?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 13:55:00 UTC
From: patrik.sanfridsson@p2.stacken.ct.se
Message-ID: <2deb5078@p2.stacken.ct.se>
Source record: 32353

LED-Panel works fine in all Falcon modes except true color.


```
_____________________________________________________________________
_ _ _/ _ o /_ Fidonet 2:204/419.2 STacken BBS +46 (0)142-19331
/_)(_\ / / / /\ NeST 90:1100/110.2 email patrik@p2.stacken.ct.se
_/___________________________________________________________________
```

2930. Markbad sector MANUALLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 15:22:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2deb66ad@kockens.ct.se>
Source record: 32356

Hello!
Is there a program availible were i can mark a sector on my Harddisc as bad
MANUALLY?

I have a sector (sec 9008) on one of my harddisc that is beginning to get bad.
F.ex Diamond Edge is telling my that the sector is bad but it wont MARK is at
bad. It just "fixes" it.. Then the Harddisc work great for a month.
But suddenly the "Data on drive C can be damaged" window pops up again and i
have to run Diamond Edge to "fix" the sector again.

I cant wait for the sector to get so bad that Diamond really MARKS it as bad in
FAT. Therefore i wonder if there is a program availible that works like this:

Mark a sector on your harddisc as bad ? Y/n
What sector ?

Or something like that.. I dont want to dig in FAT without knowing what i do..
;)

Plz answer in an E-mail.

PS.. Its an RLL drive.. So you dont have to suggest ICD stuff ..DS

Grtz from Sweden:


```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

2931. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 15:32:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfl9m$r00@mailer.fsu.edu>
Source record: 32317
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Matt McCabe (mbmccabe@bronze.coil.com) wrote:

> All,
> So, is it, or is it not, possible for me to acchieve 57.6Kbs
> transfers through a 'standard' 14.4Kbps modem while using built-in MNP
> error-correction and data-compression?
> I have an unmodified Mega St4 (no "E") and have installed
> HSMODE04. I do not know if I have installed it correctly though. What
> HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096,
> 4096" settings suggested earilir sufficient to get to 57.6Kbps?
> Please help! I've seen this rate done on a friends PC with an
> internal card 14.4 modem and would _really_ like it here at home on my
> _more expensive_ INTeL modem! :)
> Thanks a bunch!

No, not without hardware modifications (I remembering seeing a section of
the HSMOD docs that seems to indicate otherwise, but I think it is just a
translation mishap). HSMODA0x does at least three broad things:

1. Fix TOS bugs having to do with hardware flow control (RTS/CTS).
2. Optimize serial driver routines to obtain more performance from
existing hardware.
3. Support RSVE, a hardware modification that allows faster speeds than
19200 on ST ports. I believe it can also be made to support other
hardware speed mods, though it is not guaranteed to work.

You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
without making hardware mods. The good news is that the hardware mods are
not very difficult, and that there is soon to be a commercial product to do
this that should be very easy to install. See my other (big) post on
modem stuff for more details. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2932. Re: FRAGE: ST-Kabel ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 15:42:38 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2sflte$s85@news.rhrz.uni-bonn.de>
Source record: 32316
Cross-posted to: zer.z-netz.rechner.atari.allgemein,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari.st,fido.atari,fido.atari.ger,fido.atarist,fido.atari_st,gate.amnet.atari-allgemeines,maus.sys.atari.hardware,maus.sys.atari.st,maus.sys.atari.talk,zer.t-netz.rechner.atari.diskussion,zer.z-netz.rechner.atari.hardware

In article <5PiAwp_KOKB@p024.kiste.pfalz.de> M.Rudolph@Kiste.Pfalz.De (Mark Rudolph) writes:

[First a 5-line newsgroup collection ... then a question in German]

>>>> BITTE ALS PM, da ich diese Gruppe aus technischen Gr&#65533;nden nur
> sporadisch lesen kann ... :-/

... and then he wants an email response.

Is this guy mad? No, he comes from the Palatine, home of our beloved
Federal Chancellor.

Sigh -- Volker
--
Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

2933. Re: 38400/57600 BPS and Serial 1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 15:50:23 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sfmbv$r00@mailer.fsu.edu>
Source record: 32319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gary G. Ford 286-9693 (ggford@cuug.ab.ca) wrote:
> I have unsucessfully for some time been trying to get my MegaSTE to work
> at 38400 or 57600 bps with my SupraFaxModem. I have recently discovered
> that Connect 2.46 lets me set both these speeds when using serial 1 or
> modem 2. I have tried, sucessfully, to use 57600 on serial 1. The problem
> is that while this speed appears to work with connect on serial 1, all other
> programs which I have only seem to work on modem 1. Is there some way to
> force programs to use Serial 1? If so, is there a way to lock the speed
> on serial 1? Is there any other way to obtain 38400/57600 bps on a MegaSTE.

Yes. First, you can select which serial port maps to "modem 1" with the
xcontrol panel (the CPX needed should be included). Then, you can use
HSMODA04 to map 57600 to whatever "standard" baud rate you want. In other
words, you would still select 19200 or whatever, but it would really be
57600.

However, I personally find Connect to be superior to Stalker. There is a
lot to the program that is not immediately apparent (you need to read lots
of help pages, or register it and get the manual to find them). With
NVDI, and my MegaSTE set to 16mHz, it is very nice indeed. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2934. Help with Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 16:11:37 UTC
From: <>
Message-ID: <2sfnjp$j9r@news.CCIT.Arizona.EDU>
Source record: 32303

Hi tekkies!

I am in need of some advice. I am new at programming GEM applications in C, and I could use some advice in getting the mouse to work correctly:

It was no surprise to me that if you change the background behind the mouse, and then move it, the mouse replaces the original background... This makes sense, and most people remove the mouse before accessing the screen and then put it back.

But then.... I brought up the fileselector tool... the one that most programs use without incident, and the problem was there, too! Completely beyond my control, if a person double clicks on a directory, say, then the list of files is replaced with a new one. But, upon moving the mouse, it drops the previous background! So, traversing through directories on the file selector mucks up the listing with garbage!

So clearly I am doing something wrong. How can I make the mouse work with basic GEM elements? Why is it NEVER informed of background updates, or removed prior to screen access by the OS? I have played with both VDI and AES calls, and still no luck.

Your help is greatly appreciated! Thanks in advance!

Jeff

P.S. Please email any advice to me as I don't get to access the news that often. Thanks again! :)

2935. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 16:25:39 UTC
From: S_FITCH@open.ac.uk
Message-ID: <S_FITCH.12.00106DF5@open.ac.uk>
Source record: 32324

In article <2s45k7$4ut@mailer.fsu.edu> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Subject: Re: DMA port on ST
>From: boyd@gauss.math.fsu.edu (Mickey Boyd)
>Date: 27 May 1994 06:57:11 GMT

>Stephen Fitch (S_FITCH@open.ac.uk) wrote:

>> No one replied to the original post....
>>
>> What sort of devices have been connected through the DMA port on
>> the back of 1040ST systems. I'd specifically like to hear from anyone
>> who has managed to connect a PC (AT) style drive to one of these ports.

>That port can essentially be considered a SCSI port, so you could conceivably
>hook just about any SCSI device to it that way. Drives, tape drives,
>removable platter, optical, WORM, floptical, etc. The Atari laser printers
>use that port. There is an IBM emulator that connects to the DMA chain.
>There are probably other things that I am forgetting.

>If you want to connect old MFM or RLL drives to an ST, you will need a
>separate SCSI controller (like an Adaptec 4050). However, embedded SCSI
>drives (those with an onboard SCSI controller, which is essentially all of
>them) will yield much better performance, and result in a less complex
>setup. SCSI drives are cheap (used units can be had for a song, and new
>ones are pretty low as well). The nice thing about SCSI is that you can
>always use the device on other platforms somewhere down the line. I have a
>"roll your own hard disk" file somewhere, if you are interested.
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

So it would be possible for me to go out and buy a SCSI drive and hook it
direct to the DMA port on my 1040ST ? I'd be interested in the "roll your
own guide". Thanks.

Are there PD drivers available for ST/SCSI drives ?

Steve

2936. Re: Floppy and hard drives for the st

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 17:00:39 UTC
From: bign@eskimo.com
Message-ID: <CqoF94.98z@eskimo.com>
Source record: 32374

Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
: Help, oh wise ones, to a newcomer.
: The 354 drive is driving me crazy because I cannot seem to
: reliably transfer files from my PC to the 520. Since IBM does not
: format 360k in the 3.5" disk, is there a way of using this drive
: in this setup. Is there software/hardware out there to modify the
: 354 (a doubler like for the 1050?).

Install a 3.5 inch 1.44 MB floppy drive

Try These Guys:

System Solutions
PO Box 433
West Chicago, IL 60185-0433
voice & FAX (708) 231-1014

RE: FIRECRACKER CA401229-001

2937. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 18:06:30 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FC7B871.SPERNA1@ua1vm.ua.edu>
Source record: 32306

In article <2sf7pb$h6f@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>In article <16FC6E696.SPERNA1@ua1vm.ua.edu>, SPERNA1@ua1vm.ua.edu writes:
>>Has anyone ever been successful using a TEAC FD-10 SCSI floppy
>>controller with an ICD host adapter and software? Please, anyone
>>even heard of an attempt.
>
>
>Yes well Supra used to sell them, but from memory only TEAC make this disks...
>
>A bit out of date don't you think.....
>
>
>Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
I goofed I meant to type FC-1. I dunno I think more than a few Atari users
would go for an inexpensive hack to get 1.44 or 2.88 floppy drives ($100us)
I am negotioating with a supplier for mine. I'll share the results of my
experiment. BTW, Howard at ICD couldn't tell me if it could be done or not.
Please, keep your fingers crossed for a poor graduate student :).

All comments are welcome, especially if you can help or suggest something
helpful.

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

2938. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 18:50:11 UTC
From: njdc@newcastle.ac.uk
Message-ID: <CqoKBo.DCy@newcastle.ac.uk>
Source record: 32331
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: Cool. Would it be safe to assume then that MiNT-Net would work
: on top of this version, without having to go patching at the
: sources like you have to for 1.10? Just wondering...

Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
including Kay Roemer's patches to allow TCP as well as UDP. You
will be able to use the binaries of MiNT and MintNet without having
to compile anything (hopefully!). I'm not sure of the timescale
for 1.11 though.

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

2939. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 22:35:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqourp.7sG@cix.compulink.co.uk>
Source record: 32346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :

Well - for what its worth (my opinion that is ;-)

>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre

No.

>BTW what is Aladin ?

Another Mac emulator which ceased production a long time ago. There was
a sort of Aladin translator cartridge which would read Mac disks - so you
might be able to get hold of one of those.

>Can I use these 32bit SIMMS to get 2.5Mb ?

No.

I just don't think you will be able to fit them in you SIMM slots.

:-)

Roland.

@CiX

2940. Re: CGA Monitor Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 22:42:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sgeg0$ncf@golem.wcc.govt.nz>
Source record: 32311

In article <JU7OObf.lmcclure@delphi.com>, Lonnie McClure <lmcclure@delphi.com> writes:
>In a message dated 5-21-94, Pauline Higa said:
>
> "My question is quite simply, can you hook up a CGA monitor
> to a STfm... and would it be worth the effort in the first
> place?"
>
>Yes. You would need to invert the horizontal and vertical sync outputs
>from the STfm, as most CGA monitors expect positive sync, and the ST
>outputs negative. Some CGA monitors will accept either however, either
>automatically or via a switch.

NO NO, a CGA monitor will not work on a ST/STE.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2941. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 22:44:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sgelb$ncf@golem.wcc.govt.nz>
Source record: 32312

In article <taylordCqn8L9.AwH@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
>: I've just tried CoMa_202 with a MultiTech ZDX 19.2k data/14400
>: FAX modem on my Falcon and it sent a Fax O.K. (Sending stopped after
>: the line limit of the unregistered version was reached).
>: IMHO I too agree it's a very nice package.
>
>Wouldn't even workwith my Supra 144LC though. I have no idea why either.
>
>Doug

Doug, I have stated to you that your modem only supports Class 1 Fax,
there is only one piece of software that supports that class with the Atari,
its Strait Fax, and its about $90us from memory....

CoMa supports Class 2 and Class 2.0....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2942. Re: ISO Class 1 Fax Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 22:47:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sgepo$ncf@golem.wcc.govt.nz>
Source record: 32313

In article <taylordCqnu4D.BJx@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
>Hi.
>
>I'm looking for PD software that supports a Class 1 Fax Modem
>
>Thanks!
>
>Doug
>

There is none.....!!!!!

Only Strait Fax, about $90us from memory.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

2943. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-05-31 23:45:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqoxzK.C91@cix.compulink.co.uk>
Source record: 32347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>
>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>including Kay Roemer's patches to allow TCP as well as UDP. You
>will be able to use the binaries of MiNT and MintNet without having
>to compile anything (hopefully!). I'm not sure of the timescale
>for 1.11 though.

Is that a version that will load the gem.sys AES?

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2944. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 00:18:54 UTC
From: millert@undergrad
Message-ID: <2sgk5e$52a@mother.usf.edu>
Source record: 32340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

J.D.Coleman (njdc@newcastle.ac.uk) wrote:
: Robert Anisko (anisko@usdtsg.DaytonOH.NCR.COM) wrote:
: : Cool. Would it be safe to assume then that MiNT-Net would work
: : on top of this version, without having to go patching at the
: : sources like you have to for 1.10? Just wondering...

: Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
: including Kay Roemer's patches to allow TCP as well as UDP. You
: will be able to use the binaries of MiNT and MintNet without having
: to compile anything (hopefully!). I'm not sure of the timescale
: for 1.11 though.

: J

How about an update to MultiTOS... like to make it run at a tollerable speed?

2945. Re: What is...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 00:40:34 UTC
From: millert@undergrad
Message-ID: <2sgle2$552@mother.usf.edu>
Source record: 32335

Annius Groenink (avg@cwi.nl) wrote:
: warwick@cs.uq.oz.au (Warwick Allison) writes:

: >millert@undergrad.ec.usf.edu. (Timothy Miller) writes:

: >>Does anyone know what the CRY color model is? I hear it's what the Jaguar
: >>uses, but I've never heard of it before.

: >Cyan Red Yellow, I would assume. I don't know what difference that makes
: >compared to Red Green Blue or Cyan Yellow Magenta, or any other colour
: >system. Perhaps colours mix more easily?

: It is certainly 'illogical':

: CMY = GB BR RG
: RGB = MY YC CM (?)

: (you can put the colours in a hexagon GCBMRYG etc.).

: So you'd need unbalanced combinations (not 50-50, but 30-60 and
: such) to get B,M and G if you have CRY.

: --
: Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
: CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
: 1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
: Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

That doesn't make any sence at all. CRY, as you speculate, would be horrible
to work with, while ID said that CRY was wonderful. Perhaps Color, something
else, and luminance?

2946. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 00:51:09 UTC
From: taylord@netcom.com
Message-ID: <taylordCqp119.Cz8@netcom.com>
Source record: 32341

: May be you don't have a Class 2 modem, it works on a Supra.

: What kind of Fax modem do you have...???

Superafaxmodem 144LC...unfortunately class one only :((

Doug

2947. Re: CGA Monitor Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 03:32:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5s9u2xS.lmcclure@delphi.com>
Source record: 32344

In a message dated 5-31-94, Roger Sheppard said:

"NO NO, a CGA monitor will not work on a ST/STE....."

Would you mind explaining why not?

I have known of other computers with RGB analog-only output (such as a Tandy Color Computer 3) being used with RGBI monitors (with the total number of colors limited to 8 instead of its usual 16 out of 64), as well as others.

If the RGB analog outputs of a CoCo 3 are "high" enough to trigger the gates on an RGBI monitors inputs, the "hotter" output of an Atari ST certainly should have no problem.

In fact, if someone out running their ST on a Magnavox 1CM135 cares to switch the switch from RGB analog to RGBI mode, I am certain they can solve this quite quickly. <grin>

2948. Falcon rez

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 03:38:54 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <02882TEUEVCGOEXNMOI@ars.ath.forthnet.gr>
Source record: 32308

> The monitor works fine in all the allowed resolutions excpept for the
> true colour one. (That is all the enhanced res. offered by the
> screenblaster demo.) This does not work.

> Whats even more strange is that before I got the Mag, I borrowed a 14"
> Acer, and it displayed the enhanced true colour mode without problems.
> Finally, I think that most of the enhanced modes offered by the
> screenblaster demo flickers alot. Is this improved with the commercial
> one?

You should try to sell the Mag and get a better one. I have a Hantarex
Crystal Multisync (30-48, 50-90) and it doesn't flicker at all.
It can display the extended true colour res.

The demo of the screenblaster is without the hardware clock, so
the screenblaster is able to give you lots of resolutions (some
with litle interlace). I even got 1280x960 (on a SM125!!).
I here the screenblaster 2 is out and you can set your own resolutions.

Michael Papadopoylos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

2949. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 03:39:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5u+uuBe.lmcclure@delphi.com>
Source record: 32351

In a message dated 5-31-94, SPERNA1@ua1vm.ua.edu said:

"I dunno I think more than a few Atari users would go for an
inexpensive hack to get 1.44 or 2.88 floppy drives ($100us)"

I recall someone from Atari (Sam Tramiel?) once mentioned that the Ajax
disk controller could handle 2.88meg disks "with some extra circuitry".
I wonder if that "extra circuitry" could be as simple as a 32Mhz clock
instead of 16Mhz? (It should not hurt the chip to try...it is supposedly
rated for that speed).

2950. Re: SCSI floppy controller on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 03:42:08 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xu+NWDQ.lmcclure@delphi.com>
Source record: 32345

Oddly enough, I know of only two "mainstream" machines you can easily buy
2.88meg drives for: PC compatibles (of course), and (surprise) the Commodore
8-bits (the CMD FD-4000). Of course, the first flopply that went into a
NeXT was a 2.88meg unit, but I would not exactly call those "mainstream"
(and would not have even when they were being sold).

2951. Atari Breakdown?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 05:11:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2sh59h$h2a@news.delphi.com>
Source record: 32318

Can someone please MAIL me a list of the general specs of ALL Atari 680x0-based computers? I'm specifically looking for the following specs throughout Atari's past and present 680x0 computer line:

* CPU type (680?0, with or without math coprocessor) and clock speed
* Port configuration
* Expandability
* Included "options" (i.e., RAM setup/maximum, hard drive, floppy type, what sort of monitor it can use, etc)
* General design (all in one unit, seperate keyboard, etc)
* TOS versions (i.e., what version of TOS the machine comes with, as well as how far you can upgrade it -- such as putting TOS 2.x ROMs into a 520ST, for sake of argument)
* Any other sort of pertinant and/or interesting information.

The reason for this is simple. Now that I've gotten my old 8-bit Atari up and running to capacity (soon to be set up as a BBS), I want to do the same for my old 1040ST (with the emphasis on "old"). I *think* it would be easier just to get rid of my 1040ST and buy a new 680x0 based Atari to run the BBS (and other stuff), but since I've been out of AtariLand for so long, I really don't know what's out there.

Oh yeah...Insight towards expandability for each machine (i.e., how easy/difficult it is to add RAM, accelerators, or other "add-ons" that would normally be done with a card (or cards) on PCs and Macs) would also be appreciated.

2952. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 07:15:42 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.P9ns6VwYtx6@lumumba.sh.sub.de>
Source record: 32375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2se6r2$cf@bronze.coil.com>, Matt McCabe writes:
>
> All,
> So, is it, or is it not, possible for me to acchieve 57.6Kbs
> transfers through a 'standard' 14.4Kbps modem while using built-in MNP
> error-correction and data-compression?
> I have an unmodified Mega St4 (no "E") and have installed
> HSMODE04. I do not know if I have installed it correctly though. What
> HSMODE04 files do I need in AUTO and are the "y, n, n, uuuuuu, y, 4096,
> 4096" settings suggested earilir sufficient to get to 57.6Kbps?
> Please help! I've seen this rate done on a friends PC with an
> internal card 14.4 modem and would _really_ like it here at home on my
> _more expensive_ INTeL modem! :)

Sorry, but the normal ST's can do only 19200Bps at maximum. HSMODEM doesn't
change this fact, it replaces only some faulty serial routines and speeds
up some interrupt handling things, that you will get maximum performance
also with standard 8 MHz ST's.

But there is a small hardware serial speeder called RSVE from the author
of HSMODEM (and compatible from others, too). It maps three of the never
used slow rates 110Bps, 134Bps and 150Bps to the faster ones 38400,
57600 and 115200. For the case that you've installed RSVE, HSMODEM
can install a cookie called RSVE.
Other programs can recognise the speedup hardware then and offer
the new Bps-rates directly in menues like CoNnect does.

Nevertheless, the slow 8 MHz ST's can handle rates only up to 38400Bps with
RSVE and HSMODEM, but with accelerator cards you can go up to 115200Bps.
I use 57600Bps, because my modem can't do it faster.

Greetings,
Stefan

2953. Re: ISO Class 1 Fax Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 07:18:57 UTC
From: taylord@netcom.com
Message-ID: <taylordCqpIzL.Dsw@netcom.com>
Source record: 32320

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <taylordCqnu4D.BJx@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
: >Hi.
: >
: >I'm looking for PD software that supports a Class 1 Fax Modem
: >
: >Thanks!
: >
: >Doug
: >

: There is none......!!!!!

: Only Strait Fax, about $90us from memory.......

Alright, thanks. Sure love to get ahold of a demo version before I spend
$90..

Doug

2954. Speed up?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 09:41:42 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun1.094142.24454@cc.ruu.nl>
Source record: 32321

Hi,

Several years ago I programmed the Atari 800 XL.
For this computer it was possible to disable screendisplay alltogether (I don't remember which POKE that was), increasing computing speed with about 20%.

Is there a similar mechanism in the Atari ST?
I'm really interested in this, since my Atari is spending most of his time computing.

Thx,

Richard.

2955. 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 09:50:00 UTC
From: stein.arne.jensen@p10.secom.ct.se
Message-ID: <2dec7625@p10.secom.ct.se>
Source record: 32354

Is possible (in a simple way please!) to connect a second floppydisk to the
Falcon? Atari forgot the port :-(

STein Arne Jensen / Atari Users Of Norway
Mail: c/o S.A.Jensen, 3630 R0DBERG, NORWAY
Tel: (+47) 3274 1473 Fax: (+47) 3274 1700
Internet: stein_arne_jensen@p10.secom.ct.se

2956. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 10:02:00 UTC
From: philipp_frank@tbx.berlinet.in-berlin.de
Message-ID: <c17f01be.3740.2753@bamp.berlinet.in-berlin.de>
Source record: 32358

Hello,

BROBSON@CIX.COMPULINK.CO.UK wrote on 30.05.94 at 19:50 :

> IMHO I too agree it's a very nice package.

...and COMA is - as far as I know - the only Atari-FAX-Software for
FAX-Class 2.0.

Greetings Philipp_Frank@tbx.berlinet.in-berlin.de

--
// M-POINT /// Noch 207835050 Sekunden bis zum naechsten Jahrtausend // (pf)
--
// THE_DOT V2.14Beta Regist. //

2957. Re: Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 10:46:42 UTC
From: v892307@borgart.si.hhs.nl
Message-ID: <CqpsLw.L0x@si.hhs.nl>
Source record: 32322

In article <1994May31.064516.4907@cc.ruu.nl>, huveneer@math.ruu.nl (Richard Huveneers) writes:

|> Let me add another bug: Reading integers in hexadecimal format e.g.
|>
|> scanf("%2x", &i);
|>
|> does not work properly if the hexadecimal number starts with a zero.
|>

I encountered that problem with other systems as well. Maybe it's ANSI ?

Best regards,
Ronald
--
==============================+===
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+===

2958. Re: ACCELERATORS: How do they work?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 11:47:20 UTC
From: osantiag@sumac.gesd
Message-ID: <2shsg8$2bc@cnn.MOTOWN.GE.COM>
Source record: 32348

Can you send me info on the Pak card. I am a computer engineer and I have specs on the family of Motorolla chips. If you can send me a postscript file or a regular text of this so called PAK home made accelerator
I would gladly appreciate it. Thanks. Viva la francia!!

Orlando Santiago

osantiag@motown.ge.com

2959. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 12:44:52 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1826@usdtsg.DaytonOH.NCR.COM>
Source record: 32326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2sgk5e$52a@mother.usf.edu> millert@undergrad (Timothy Miller) writes:
[deleted misc on MiNT 1.11]

>How about an update to MultiTOS... like to make it run at a tollerable speed?

Something like AES 4.1, perhaps? If Atari ever decides to
release it...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2960. Items still for sell.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 12:59:51 UTC
From: lannie@picard.infonet.net
Message-ID: <2si0o7$kk4@insosf1.infonet.net>
Source record: 32325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all!

I still have some items for sale. I have the following:

1040STf 1Meg, 1.44 Floppy notinstalled goes with it.

Cordless Mouse

Hard Drivin II
Outrun
Champ. Basketball
Champ. Wrestling
Karate Kid II
Gone Fish'in
DBMan
GFA Basic 3.07
Dungeon Master
Arena
Hunt for Red October

1224 Color Monitor

I will sell allof this Cheap!

I will sell any of it seperately.

Lannie Schafroth
Lannie@ins.infonet.net
Lannie@data.infonet.net

2961. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 13:09:51 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <Cqpz8F.2oy@cix.compulink.co.uk>
Source record: 32365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
>without making hardware mods.

This hardware mod was explained in a recent issue of ST Applications -
people I know have done the (very simple) mod and are now running their
modems at 38400.

---
sabbath@cix.compulink.co.uk (Graeme Rutt)

2962. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 13:33:36 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2si2ng$8bh@hpsystem1.informatik.tu-muenchen.de>
Source record: 32328

In article <2roepn$doo@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> : Almost any kind of monitor incl VGA, RGB and composite, but preferably SVGA or
|> : better, and be sure to add the BlowUp030 graphics enhancer.
|>
|> What is a Blowup030, graphics enhancer?

It is a small box (size of a genderchanger) you put between your F030 and the
monitor in order to get higher resolutions and higher refreshrates.

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

2963. Mint type problems....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 13:40:19 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2si343$q03@clss3.bangor.ac.uk>
Source record: 32327

Hello everyone,
I'm having a few problems with my mint setup!!
I hope a few people out there will be able to help me....

For starters gzip does not want to work. I have the xfs version of
it on my minix partition in /usr/bin but none of my shells want to
run it, i.e. when I type 'gzip' they say 'file not found'. All the
other files in /usr/bin work fine ! I have checked its permissions etc.,
and tried renaming it with no effect. If I explicitly run it, i.e.
/usr/bin/gzip.ttp then I get an 'out of memory' error. All I'm running
is Mint and Ash on a 1Meg STe - is this normal ??

next problem is that I extracted, using zoo, a couple of readme files
which for some strange reason have the entry type character of the
file mode set as '?'. ie:
?wrxwrxrwx 0 something readme
this seems to have made then unremovable. How can I get rid of them ??
I've tried overwriting them but access is denied; rm and mv fail too...

lastly.... I unpacked mgr yesterday (in fact VDImgr) which seems to allow
me one window with a shell in; if I try to open another window i get a
'cannot get pty'
error... anyone know why ?
is it worth persuing with mgr or should I stick with toswin ?
what's mw2 like to work with ? or miwm ??
All I want is to be able to run a few tos style programs at once in
different windows with the minimum memory usage -
I am getting a memory upgrade soon to 2Meg (or 2.5 Meg) but want
to use gcc (and if possible tcsh) so memory usage will probably be
quite tight !

Thanks for any help !

Dylan
dbanarse@sees.bangor.ac.uk

2964. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 14:23:56 UTC
From: njdc@newcastle.ac.uk
Message-ID: <Cqq2nw.17z@newcastle.ac.uk>
Source record: 32329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: Is that a version that will load the gem.sys AES?

I imagine that the official version of 1.11 will load the gem.sys AES.
If you want MiNT without the MultiTOS AES, you may need to compile your
own version. I'm not sure if it will be possible to distribute several
binaries of 1.11. Probably not - from Atari's point of view, isn't the
main reason to update existing MultiTOS users?

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

2965. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 14:29:56 UTC
From: njdc@newcastle.ac.uk
Message-ID: <Cqq2xx.1M6@newcastle.ac.uk>
Source record: 32330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Timothy Miller (millert@undergrad) wrote:
: How about an update to MultiTOS... like to make it run at a tollerable speed?

Apparently, there exists a 4.1 version of the MultiTOS AES (as opposed to the 4.0 version shipping). This has been given to (selected?) developers and is faster than the 4.0 version. It may have some other bugs. As far as I know, development of the AES has been put on hold. Anyone out there care to write a freely distributable version of the AES? :)

J

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

2966. Few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 16:52:28 UTC
From: oddjob@cix.compulink.co.uk
Message-ID: <Cqq9JG.Gr6@cix.compulink.co.uk>
Source record: 32382

I have an STFM...but don't hold it against me....

1. What is MiNT?

2. Is there a version Eunochs/Unicks...erm...that operating system for the ST

3. Can anybody recommend any Amateur radio adons for the ST for Morse, rtty, FAX and maybe packet....

4. Is there anywhere in the UK. who makes little tin boxes with PSU and SCSI i/f that I can interface a few spare drives to?

5. Does anybody do an interface that allows you use a MicroSoft type mouse, especially the ones with mini-din conx.

6. Why is the Sky blue....erm Raleigh Scattering?

oddjob@cix.compulink.co.uk

2967. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 17:05:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqqA5r.HJG@cix.compulink.co.uk>
Source record: 32384
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <Cqq2nw.17z@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>
>I imagine that the official version of 1.11 will load the gem.sys AES.
>If you want MiNT without the MultiTOS AES, you may need to compile your
>own version. I'm not sure if it will be possible to distribute several
>binaries of 1.11. Probably not - from Atari's point of view, isn't the
>main reason to update existing MultiTOS users?

I hope so, in which case they will have to make the new AES available.
This could be a response to my column in ST Review a few months back. I
got a long letter from someone called Jim Jackson in Atari, saying that I
have opened his eyes or something.

Ofir ogal@cix.compulink.co.uk

2968. Re: Bugs in Mint Lib PL 44?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 17:28:43 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2siggb$8s0@geraldo.cc.utexas.edu>
Source record: 32343

In article <SCHWAB.94May31110156@issan.informatik.uni-dortmund.de>
schwab@ls5.informatik.uni-dortmund.de writes:
>In article <1994May31.064516.4907@cc.ruu.nl>, huveneer@math.ruu.nl (Richard Huveneers)
writes:

>|> scanf("%2x", &i);
>
>|> does not work properly if the hexadecimal number starts with a zero.
>
>This should be fixed in the latest MiNTlib.

This problem has been around for a long time. If it hasn't been fixed,
you can work around it by using %i instead of %x. This will properly
handle the leading 0x.

-Tim Gallivan

2969. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 17:33:08 UTC
From: Gerry.Tomlinson@newcastle.ac.uk
Message-ID: <CqqBF8.BKA@newcastle.ac.uk>
Source record: 32388
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9405301627.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>CEO file contents:
>Hi all,
>
>I asked these two question last week but only got one reply. Come on, these
>aren't hard ones :) So here we go again :
>
>A) Is there any way to read Macintosh disks and files (simple plain vanilla
> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
> Aladin ?
>

you can create an MS-DOS format floppy on a Mac and transfer files to it
using Apple File Exchange, then read it on an ST,

gerry.

Gerry.Tomlinson@newcastle.ac.uk
Department of Computing Science, University of Newcastle, Tel: +44 91 222 8139
Newcastle upon Tyne, NE1 7RU, United Kingdom. Fax: +44 91 222 8232

2970. GCC-CPP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 17:45:50 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CqqC0F.49o@sdf.lonestar.org>
Source record: 32209

HELP PLEASE !

It's happened again. After getting gcc.ttp froma number of people (thanks all!) I have found that my pre-processor is corrupt. I didn't realize this since gcc.ttp wasn't working, and now that gcc.ttp works the gcc.cpp is broken!

I have tested everything else by hand to make sure it is OK, and gcc-cpp should be the last of it (I just know that 2.6.0 will be out before I get 2.5.8 complete, but that's too bad, 2.5.8 is gonna be the last for a VERY long time for me - I'm sick of email servers). Not wanting to ask the people of the net for yet another special favor, I got the whole thing by email all over again. Well, a directory entry in the archive is invalid - and gcc-cpp was not extractable.

AAaaRRrrrrGGGGGGgggggHHHHhhhhhhhhh ....

Anyway, I would really aprreciate it if someone could email me gcc-cpp.ttp from the Gnustuff/Tos/Gcc/gcc258b.zoo archive (2.5.8 non-030 version). In fact, I would be ETERNALLY grateful, or at least until I get something newer than 2.5.8 - which I can tell you will likely be longer than an eternity!!

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

2971. Re: Mint type problems....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 18:40:45 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <1994Jun1.184045.8277@ibr.cs.tu-bs.de>
Source record: 32332

D S Banarse (dbanarse@sees.bangor.ac.uk) wrote:
: Hello everyone,
: I'm having a few problems with my mint setup!!
: I hope a few people out there will be able to help me....

: next problem is that I extracted, using zoo, a couple of readme files
: which for some strange reason have the entry type character of the
: file mode set as '?'. ie:
: ?wrxwrxrwx 0 something readme
: this seems to have made then unremovable. How can I get rid of them ??
: I've tried overwriting them but access is denied; rm and mv fail too...

I had the same problem some time ago, i think with MinixFS pl8, but
it may be wrong.

It took several fsck runs to get rid of these files.
At the same time i had some FS wit >90 % used and unpacked some
files on them, this could have been the reason. (It only
happened twice)

: Thanks for any help !

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

2972. XE PINOUTS for Tape Cable.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 18:58:27 UTC
From: bealar@ndlc.occ.uky.edu
Message-ID: <2siloj$e7t@ndlc.occ.uky.edu>
Source record: 32333

I have an Atari XE Gs. I also have some tape drives, used on similiar machines. Can anyone tell me the pinouts for a cable to interface these? If possible, I need the port diagram. I am also planning to connect the Atari to a Unix Network I run in my own home. I could really do with the Schematics for an Atari Perpherials <sp?> port.

--
/^\ /^\
_____/\ / \ / \ /_____ Andy Beal
\/ \ / \/ bealar@ndlc.occ.uky.edu
\/

2973. Re: BASE 64

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 20:00:10 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2sipca$vu@nasim.sta.sub.org>
Source record: 32349

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> Help some one sent me a Text file some time back and I would like to read what
> is in it..

> But its encoded in BASE 64, how do I unencode this file...??

base64 is similar to uuencode but it follows the MIME standard.
uuencode has some disadvantages, which base64 has not.

> I think it was to do with the system that runs on a Mac..??

It has nothing to do with an OS or machine type, MIME is a system-wide
standard. All you need is the ATARI port of munpack or a mailreader on
a UNIX box that is able to handle MIME messages (elm, pine).

It should be available on atari.archive and as I remember it was
posted to comp.binaries.atari.st a few weeks ago.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

2974. Falcon problem running Genie Aladdin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 20:52:59 UTC
From: patmc@ch.apollo.hp.com
Message-ID: <CqqKoB.8tw@apollo.hp.com>
Source record: 32334

When I upgraded from an STE to a Falcon, the Genie Aladdin program stopped working. When in terminal mode, if you issue a modem command, there is no response from the modem, and in fact nothing goes out over the serial line (modem LED indicators doesn't blink). The Gulam built-in terminal emulator and Flash can talk to the modem without any problems.

I have tried configuring the serial port flow control to both "None" and "RTS/CTS" with no success. The handshake signals coming back from the modem are all fine. There is a port selector on the control panel which says "Serial 1", which is greyed out. Does this just mean that there are no other serial lines to select, or does it mean that Serial 1 is also not working?

I have tried this with and without fpatch2 (the Bconmap fix).

It just looks as if Aladdin isn't talking to the serial port at all, except that after booting the serial port config is set to some default, and after running Aladdin the serial port config is set to what I have selected in Aladdin.

Thanks for any help,
Pat McElhatton

2975. Re: Falcon Newby problems with zoo 2.1, floppy formatters, audio out

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 21:49:49 UTC
From: patmc@ch.apollo.hp.com
Message-ID: <CqqnB1.A05@apollo.hp.com>
Source record: 32380

Thanks to Rainer Riedl for suggesting the FalconSX accessory - this is definitely worth having! Here is how the 3 problems in my original post got (sort of) resolved.

>1. Zoo problems
> Zoo v2.1 crashes with 2 bombs whenever I try to extract or list the

With the Falconsx desk acc, if you select "STE bus" under the CPU menu this problem no longer occurs. I assume it is caused by Zoo v2.1 doing a longword access on a non-longword aligned boundary.

>2. Floppy drive formatters
> format71.acc, a formatter that allows writing up to 82 tracks and up
> to 11 sectors per track, fails at the very end of the format when it
> tries to write the boot sector. This error happens with all track

As far as I can tell, the Falcon can read the extended format (900k) disks with no problems, but trying to write to these disks trashes the FATs or the boot track and hangs the Falcon. This is not a big problem - I was using the 900k format for archival purposes, so I'll just write-protect all those disks and do archiving on 1.4meg floppies from now on.

>3. Audio output volume problems

The overly loud volume problem is mostly solved - the volume on the headphone jack jumps to max when the Falcon is booted, but I lowered the volume with the audio CPX, so as soon as CPX's are initialized the volume drops to usable levels. I still haven't hooked up my mixer to the headphone jack, though.

Pat McElhatton

2976. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 22:26:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cqqp0H.G2u@cix.compulink.co.uk>
Source record: 32383
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've

>some QDOS programs. However, it is not a QDOS port in that the underlying
>operating system does many things in completely different ways. (e.g. the
>job control block is somewhat different.)

I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
meant 'implementation' in the sense that SMS2 implemented QDOS functions
thus allowing some QDOS programs to run. In the same way that DR DOS
implements MS DOS functions - but isn't actually a port.

Roland.

@CiX

2977. ATonce-386SX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-01 23:18:20 UTC
From: rover@nephilim.ON-Luebeck.DE
Message-ID: <H.eg.IawxmAv2VTw@nephilim.ON-Luebeck.DE>
Source record: 32342

Hi!

I have a problem with my build in ATonce-386SX in my old Mega ST4:

Since I bought NovellDos 7, I cannot use my Harddisk (Quantum, 105MB).
Earlier DOS-Versions for PCs have no problems, but since MSDOS 5, I think,
the DOS would like to format it's drive C with more than 2 sectors/cluster.

What can I do to use a 32MB - Partition under Novell DOS 7?

--
Ciao, Ralf. <rover@on-luebeck.de> <RALF_OVER@MAFIA.ZER>

||| Offenes Netz e.V. <info@on-luebeck.de>, 49-451-3909-777
||| Ralf Over, Tel.(priv.): +49-451-7063432
/ | \ "Wer auf Werbung verzichtet, um Geld zu sparen, handelt
ATARI wie jemand, der die Uhr anhaelt, um Zeit zu sparen."

2978. AES v4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 00:05:05 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun2.000505.11405@beaver.cs.washington.edu>
Source record: 32336
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is AES version 4.1 available yet for MultiTOS? Iconifiers, toolbars, and Speedo Fonts in dialogs are supposed to be the major features...

2979. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 00:43:28 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sj9vg$j4n@mailer.fsu.edu>
Source record: 32373

Stephen Fitch (S_FITCH@open.ac.uk) wrote:
>
> So it would be possible for me to go out and buy a SCSI drive and hook it
> direct to the DMA port on my 1040ST ? I'd be interested in the "roll your
> own guide". Thanks.

Almost directly. A host adaptor board is needed. See below.

> Are there PD drivers available for ST/SCSI drives ?

The host adaptor will come with all the software you need.

Ok, here it is. This document is quite old, and parts of it are a bit long
in the tooth. However, it is still mostly relevant. I find particular humor
in my amazement of my buddie's drive capacity (what with me owning almost
a gigabyte of Syquest cartridges alone, fer chrissake). However, at the
time that was a very large amount of space to have on a home machine.
Ah well . . .

--begin included text--

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide an easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in
the corner of the screen, by the way). Price is about $80 at last look.
Without the clock, you save $10. Order the SCSI connector cable wherever
you get the host adaptor, and make sure to ask for a dual drive one with a
red wire denoting pin one (to make the installation easier).

Power supplies are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor. You can also go all out
and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of granny's old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chunky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from computer shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarantee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on

the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $210 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", communicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable.

--end included text--

Some updates to the above document:

Try to find a cable that has a standard SCSI external cable connector on it, in addition to the internal flat connectors for the drives. Toad has these, among others. With this, you can plug more drives into your SCSI bus externally. This is quite handy if you want to plug in a bog-standard Mac external disk into your hard drive chain. It will only cost a few extra bucks, and is well worth it for convenience later.

You can use on of those standard Mac/PC externals on your ST by using an external host adaptor (the Link, by ICD). These are a bit more expensive than internal host adaptors, but they are convenient.

SCSI-2, Wide SCSI, differential SCSI, there are all kinds of SCSI nowadays. I don't think SCSI-2 drives will cause any problems, but I am not sure about the other two. Post a query and check before you buy.

Make sure that the drive you purchase has a jumper to select parity on/off. Some newer drives require a weird SCSI command to do this, which can be a real pain to arrange. The newer Quantum mechanisms are notorious for this. The drive seller should know. Some ST host adaptors can handle parity, some cannot. It is safer to buy one that can be switched at will.

The 3.5" 105mb Syquest cartridge drives are dirt cheap, and very fast. More cartridges only cost $69 each (same price as the 44mb ones)! I just installed one on a friend's ST, and it is really nice (makes my 44mb units look a bit

rustic). Consider one, they are cool.

Ok, hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2980. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 00:52:41 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sjagp$j4n@mailer.fsu.edu>
Source record: 32337

Warwick Allison (warwick@cs.uq.oz.au) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

> >You cannot radically alter GEM without patching it, which is hard because it
> >is in ROM (GEMRAM can solve this, but cause other problems). Another option
> >is to run an alternate desktop.
>
> Huh? That has no effect on GEM. GEM is the windowing system, not the
> Desktop program you run. An alternate desktop doesn't change the
> look&feel of programs run from it.

True, a definite prosal stumble. I was thinking more of things like
Universal Item Selector 3, which replaces the standard file selector with
a much more usable one. It does this in a way that is not liked by some
programs (and by Mint/MTOS, I seem to remember hearing). It cannot directly
replace the GEM fileselector because it is in ROM. My contention is that
if GEM were disk loaded, it would be easier to hack on bits and pieces of
the look-and-feel. As it is, it does not appear to be easy to do this
cleanly. Of course, it does load damn fast from ROM (which is a big pro).

As a counter example, look at the Mac. There are inits and system file
hacks galore that effect look-and-feel. I use a nifty one that gives the
windows NeXTstep style buttons/scrollbars/etc. Having all the stuff disk-
based makes this easier (my educated guess).

On the other hand, I'm not a GEM or Mac programmer, so this is just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2981. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 02:15:33 UTC
From: mbaffoni@hertz.elee.calpoly.edu
Message-ID: <1994Jun02.021533.176749@zeus.aix.calpoly.edu>
Source record: 32338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqoxzK.C91@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>>
>>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>>including Kay Roemer's patches to allow TCP as well as UDP. You
>>will be able to use the binaries of MiNT and MintNet without having
>>to compile anything (hopefully!). I'm not sure of the timescale
>>for 1.11 though.
>
>Is that a version that will load the gem.sys AES?

Also, will they (or perhaps someone already has) release the source
complete (so all I have to do is download and compile)? Normally I'm not this
lazy but I am not very confident with patches, and since I am already having
problems compiling the Mint 1.09 sources, I think I may have let a bug creep
into my compiler setup.

>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

-MikeB

2982. Re: Bug in gcc for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 02:42:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.QPyB249qzTg@semprini.waterloo-rdp.on.ca>
Source record: 32362

In <1994May24.071612.15698@cc.ruu.nl>, Richard Huveneers writes:
>
> Hi there,
>
> yesterday I tried to compile the Portable Math Libs. I got really strange errors.
> I used gcc 2.5.3 (mint version) and I tried it both under Mint 0.95 and 1.10.
>
> I seem to have reduced the problem to the following simple program, which just
> won't compile. I get the error message: "gcc-cc1: Address error".
>
> I don't know what I am doing wrong. There are a few possibilities (in descending order of probability):
>
> a) I forgot some compiler switches needed for programs using doubles.
> In fact I didn't use any switch!

You don't need any switches to enable floating-point support... gcc is
more sensible than most PC compilers.

> b) This is a bug in gcc 2.5.3. If so, is this solved in newer releases?

Yes. gcc 2.5.x (x <= 7) doesn't produce working 68000 code (though it
works fine for 68030).

> c) This is a bug in the mint port of gcc 2.5.3. This can easily be checked by someone running the TOS version of gcc 2.5.3.

gcc for TOS and gcc for MiNT are the same thing, unless you get the
sharable version (mgcc*.zoo).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2983. Re: Memory problems in C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 02:47:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.FY&8oyoEFnU@semprini.waterloo-rdp.on.ca>
Source record: 32363

In <CqGqyu.6GI@westminster.ac.uk>, Philip Shore writes:
> I'm using Lattice C v5.6 on a Falcon - TOS4.04.
>
> I seem to have a strange problem.
>
> I can't free() one of my pointers (it malloc'ed OK).
> I'm also having problems with realloc().
>
> What's going on ?

Um, how can you tell?

If you do this:

```
char *bozo = (char *)malloc( 1024 );
free( bozo );
bozo[1] = 'x';
```

You won't get an error, and when running under normal TOS, you won't
have any problems. Add MiNT or Mag!x or Geneva, and another program
might've allocated some memory there... crash city.

Besides, the _pointer_ doesn't go away, just the thing it's pointing to.
You pointer variable (ie, *bozo above) will always have something in it
(a memory address).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2984. Re: ASM in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 02:54:51 UTC
From: howard@harry.lloyd.com
Message-ID: <2sjhlr$9ob@harry.lloyd.com>
Source record: 32339

```
In article <2rem8s$eec@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>At the moment I am trying to implement an ASM routine in one of my programs to
>direct screen writes. (No the VDI is NOT fast enough thank you.) I have a
>vague idea of how to do the procedure, but how the hell do I implement it in
>GNU C!? And how does GNU store the 68k mnenomics!?
>
>Currently I think something like:
>
>void screenwrite(int x, int y, int col)
>{
> asm("
> moveq 0, d0
> movel x, d1,
> movel y, d2
> movel ....
> ")
> :""
> :""
>}
>
>So how do I do it!? And how do I pass the variables into registers!?

If the entire routine is going to be in assembly, then why not just write it
into its own .s file? Oh well, no matter, you still need to use gas/MIT syntax.

Aside from a little preprocessing, the asm code is passed straight to gas
anyway. The empty arguments that you have above (following the colons) inform
the compiler what variables will be passed in and what will be returned (written
into by the asm code).

Anyway, while following the above model is rather a bass-ackward way of coding
things, here's how you would do it:

/* Take 3 input integers, add together, return the sum */

int sum(int x, int y, int z) {
register long retvalue __asm__("d0"); /* return value */

asm("
movel %1, d0
addl %2, d0
addl %3, d0"
: "=r"(retvalue) /* outputs - any variables that are written */
: "g"(x), "g"(y), "g"(z) /* inputs */
: "d0" /* clobbered registers */
```

```
);
retvalue;
}
```

Parameters are named with a '%' and a digit from 0 to 9, with the numbers matching the order that the outputs and inputs are listed. The outputs and inputs are listed as a "constraint" and a (variable name). For complete information on constraints you need to read the GCC documentation. A brief list of constraint codes for GCC/68000:

```
= this variable will be written to
r this variable must be in a register
d this variable must be in a data register
a this variable must be in an address register
m this variable must be in memory
g general - variable can be pretty much anywhere
```

The list of clobbered registers tells the compiler which registers your assembly code will use without saving. The compiler then generates code to save and restore these registers around your assembler code, as necessary.

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2985. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 02:57:58 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2jmQ6&jIRvQ@semprini.waterloo-rdp.on.ca>
Source record: 32364

In <CqCzou.Cxu@bbc.co.uk>, David White writes:
>
> I was wondering, just how much could you alter the way GEM feels? For instance,
> doing away with the sizer box and using a system similar to Open Windows or
> even Windows. I assume that if a program is written properly you could have a third
> mouse button to activate the menu relavent to the topped window in it's own
> box. Why does GEM have to stay the same?

GEM is hard to change because it's in ROMs; Windows (and the Mac) is
easy to change, because it gets loaded into memory... all programs have
to call the window display functions the same way.

Under GEM, we have programs that call the window functions properly, we
have things like the Desktop that jump straight into the ROMs (ever
notice how it *always* uses that damn standard fileselector, even when
you've got a real one loaded?), and ones that do other weird things.

It'd be nice though... I'd love to have a NeXT look 'n' feel... ;-)
(Actually, just give me a NeXT...)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2986. Re: ATonce-386SX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 07:13:17 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun2.071317.5867@cc.ruu.nl>
Source record: 32350

In article IawxmAv2VTw@nephilim.ON-Luebeck.DE, rover@nephilim.ON-Luebeck.DE (Ralf Over) writes:
> Hi!
>
> I have a problem with my build in ATonce-386SX in my old Mega ST4:

The only difference with my configuration is that I have a Mega STE4
>
> Since I bought NovellDos 7, I cannot use my Harddisk (Quantum, 105MB).
> Earlier DOS-Versions for PCs have no problems, but since MSDOS 5, I think,
> the DOS would like to format it's drive C with more than 2 sectors/cluster.
>
I have a 245MB harddisk. It was formatted in the factory. I partitioned it using AHDI. I assigned two 31Mb partitions to ATonce. 32Mb is the absolute maximum it can handle. Since partitioning does not give exactly the requested sizes, I did not take any changes and took 31Mb partitions.
Don't forget to click the "C" in the partition setup of ATonce!

I'm using MSDOS 6.2.
I used it's fdisk and formatted the partitions using Norton's formatter.
I didn't experience any problems with that.

By the way, I was unable to make HDT.SYS cooperate with DOUBLESPACE.

Hope this helps.

2987. kspread2 data format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 08:40:43 UTC
From: RICHARD@woof.demon.co.uk
Message-ID: <770546443snz@woof.demon.co.uk>
Source record: 32357

I am trying to convert data to Kspread2 file format but I have no details of the fromat. Could any one post me relevent details or know from where I could find out.
Thanks

--
RICHARD WHEELER

2988. Re: Falcon problem running Genie Aladdin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 09:02:14 UTC
From: steve-j@teleport.com
Message-ID: <2sk76m$5lu@kelly.teleport.com>
Source record: 32352

In article <CqqKoB.8tw@apollo.hp.com>,
Pat McElhatton <patmc@ch.apollo.hp.com> wrote:
>
> When I upgraded from an STE to a Falcon, the Genie Aladdin program stopped
>working. When in terminal mode, if you issue a modem command, there is
>no response from the modem, and in fact nothing goes out over the serial
>line (modem LED indicators doesn't blink). The Gulam built-in terminal
>emulator and Flash can talk to the modem without any problems.

You need Load Aladdin to run ALADDIN ST on the Falcon030. You
can download a demo of Load Aladdin from the ST Aladdin RT
Library (page 1000) on GEnie or leave GEmail to K.GERDES on
GEnie to Xmodem Mail you the full version (it's a $15
shareware program). Load Aladdin will also allow ALL Atari
users to do things like use STalker and Aladdin at the same
time (e.g. letting STalker do a background file transfer while
reading/writing messages offline on Aladdin).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

2989. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 09:24:05 UTC
From: howard@harry.lloyd.com
Message-ID: <2sk8fl$a5d@harry.lloyd.com>
Source record: 32386
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CqoxzK.C91@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>In message <CqoKBo.DCy@newcastle.ac.uk>, njdc@newcastle.ac.uk said:
>>Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
>>including Kay Roemer's patches to allow TCP as well as UDP. You
>>will be able to use the binaries of MiNT and MintNet without having
>>to compile anything (hopefully!). I'm not sure of the timescale
>>for 1.11 though.

>Is that a version that will load the gem.sys AES?

Any version of MiNT (> 1.0, I guess) will load gem.sys if you set it to in
the mint.cnf file. There's nothing special there, the MiNT kernel is pretty
much the same whether or not you package "MultiTOS" or really Multi-AES
around it.

(re: another article in this thread - I never had much luck running 1.09
either, my sources got corrupted somehow. 1.10 made a huge difference, as
far as stability goes. 1.11 will be even better yet.)
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2990. Re: 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 10:43:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun2.104339.2110@cen.ex.ac.uk>
Source record: 32355

In article <2dec7625@p10.secom.ct.se> stein.arne.jensen@p10.secom.ct.se (Stein Arne Jensen) writes:

> Is possible (in a simple way please!) to connect a second floppydisk to the
> Falcon? Atari forgot the port :-(

Yes.
I have a little text file somewhere that tells how to do it, I'll dig it
out and post it.

--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

2991. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 12:19:17 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1829@usdtsg.DaytonOH.NCR.COM>
Source record: 32359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun02.021533.176749@zeus.aix.calpoly.edu> mbaffoni@hertz.elee.calpoly.edu (Michael Baffoni) writes:

[STuff deleted]

> Also, will they (or perhaps someone already has) release the source
>complete (so all I have to do is download and compile)? Normally I'm not this
>lazy but I am not very confident with patches, and since I am already having
>problems compiling the Mint 1.09 sources, I think I may have let a bug creep
>into my compiler setup.

I believe this is what MiNT 1.11 will in fact be - basically taking
the place of all those 1.10 patches... (I can do occasional patches
like the 1.08->1.09, but I'm not on the mailing list :~(

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

2992. Re: Few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 12:35:00 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1830@usdtsg.DaytonOH.NCR.COM>
Source record: 32360

In article <Cqq9JG.Gr6@cix.compulink.co.uk> oddjob@cix.compulink.co.uk ("Stephen Walters") writes:
>I have an STFM...but don't hold it against me....
>
>1. What is MiNT?

Hmm, where's the FAQ? MiNT (which was "MiNT is Not TOS" and now is "MiNT is Now TOS) is a multitasking *extension* to TOS. It allows, among others things, process handling (a la unix), ability to run up to 1 GEM program and multiple TOS/TTP programs at the same time, can load in different extended filesystem (XFS) drivers (for such things as minix/unix-type partitions, ramdisks, etc), etc. Loaded in, it really won't do anything for you unless you want it to (by using MiNT-specific software, tho your normal stuff shouldn't be affected). MiNT is also the kernel for Atari's MultiTOS (but MiNT != MultiTOS)...

>2. Is there a version Eunochs/Unicks...erm...that operating system for
>the ST

There was a version (dunno if it ever was released) of SVR4 Unix, but other than that, I don't think so. HOWEVER, with MiNT, a decent shell (such as TCShell), the GNU C/C++ and misc utilities, and various other software (available on many FTP sites) you can have what is essentially a unix clone (I dunno how familiar you are with unix, but all unixes are not the same anyways, so generally it takes compiling source code on your own type of box to create a usable binary - trading compiled versions of unix stuff is not very reliable with different systems). And with MiNT-Net being developed (a Berkeley-like TCP/IP etc type of networking system) there will be various FTP/FSP and other type similar networking utilities. I guess the answer is "sorta" or "almost" ;-)

>5. Does anybody do an interface that allows you use a MicroSoft type
>mouse, especially the ones with mini-din conx.

I believe I've seen some software to let you use a Microsoft-type mouse *through one of the serial ports* (a pain if your ST only has 1 serial port and you have a modem, but not bad if you have a MegaSTe/TT/Falcon). Check the usual FTP sites (atari.archive.umich.edu, etc) for this software (get the 0index or INDEX and look for "mouse" and "serial")...

>6. Why is the Sky blue....erm Raleigh Scattering?

Something to do with the light refraction through the atmosphere (I guess :-)

Hope this helps ...

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

2993. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 13:43:08 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&BIRdPRYKP2@semprini.waterloo-rdp.on.ca>
Source record: 32389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CqoKBo.DCy@newcastle.ac.uk>, J.D.Coleman writes:
> Yes. MiNT 1.11 will be basically 1.10 with its patches applied,
> including Kay Roemer's patches to allow TCP as well as UDP. You
> will be able to use the binaries of MiNT and MintNet without having
> to compile anything (hopefully!). I'm not sure of the timescale
> for 1.11 though.

It should be Real Soon Now(tm), but before Atari releases a new
computer.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

2994. TCSH curser weirdness

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 14:15:16 UTC
From: selick@acs4.bu.edu
Message-ID: <2skphk$c0l@news.bu.edu>
Source record: 32361

I've been using tcsh on a unix machine for a while, so I'm familiar with its normal functionality. It seems however that on my 1040STe with mint 1.08, and the st52 termcap in /etc/termcap, the curser doesn't appear unless I run micro emacs, and then everything runs just fine, even after exiting emacs. Also, in the st52.ttp terminal program, I can't get the curser keys to work at all. I think these are separate problems.

Thanks,
Steve
selick@acs.bu.edu

2995. MiNT multitos compilation flag.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 16:39:10 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Jun2.164831.2956@inca.comlab.ox.ac.uk>
Source record: 32366

Articles in this newsgroup have mentioned the multitos flag (used when compiling mint) several times, including the articles on the release of mint 1.11 binaries.
What does it actually do?
I've got MultiTOS with mint v1.04 but the mint binary (presumably compiled with the multitos flag set) works fine with or without the multitos AES. Depending on MINT.INI contents I can boot into MultiTOS, tcsh or mintshell (low memory usage!).
The only thing I can think of is booting the non-multitasking AES with mint present, but that seems fairly useless to me anyway.

Karl Wilkinson.

2996. Re: HMODA4 serial port fix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 16:51:13 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sl2m1$f3c@mailer.fsu.edu>
Source record: 32368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Graeme Rutt (sabbath@cix.compulink.co.uk) wrote:
> >You simply cannot get more than 19200 baud _reliably_ on a stock ST/STE
> >without making hardware mods.
>
> This hardware mod was explained in a recent issue of ST Applications -
> people I know have done the (very simple) mod and are now running their
> modems at 38400.

I believe the instructions for that 38400 mod are on atari.archive in
Utilities/Tosfixes/38400.lzh. There are several such mods out there, and
they have different capabilities (and difficulties of installation).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

2997. Re: 'CAPSlock' LED indicator-

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 17:07:00 UTC
From: Stefan_Damerau@sl.maus.de
Message-ID: <199406021907.a2390@sl.maus.de>
Source record: 32208

In this newsgroup Robert Anisko wrote the following:
(at Fr., May 27th 94 - 6:12PM)

RA>I think Ledpanel only works in ST modes (all 3)...

and in any other except to Falcon High Color (and True Color of Graphics cards?). I have 1024*768 monochrome here working with LED Panel 2.7

Bye
Stef - If you want it: PGP key available

_____Important note follows_____
User of German MausNet
!!No Mail >16kB please!!

2998. Re: Internationalizing softwar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7631@pb2.maus.de>
Source record: 32204

At about twenty past eight, binder@rbg.informatik.th-darmstadt.de (Thomas Binder) wrote:

TB>the (extended) appl_getinfo. Best bet is to ask Martin Osieka about
TB>it (author of WINX). I dunno the address by heart, but I'm sure it can
TB>be found in the docs to WINX.

Martin_Osieka@of2.maus.de

Please _do not_ send mails in access of 16kb!

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

2999. Re: FAX/MODEM software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7633@pb2.maus.de>
Source record: 32205

At about five to two, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

RM>This may sound completely stupid but is it possibe to use a normal
RM>modem to send/receive faxes?
RM>
RM>I am using a falcon with a 2400 (or 4800) bps modem.

Your modem-chipset has to provide fax-support. AFAIK most 2400-style
modems
only work as *send*-fax-modems.

Try to enter the following AT-command from your terminal:

ati4

My modem responds like this:

--------------------------------cuthereplease-------------------------------
---
FM-144VBIS+/R1 V3.1r

MODEM CHIP : ROCKWELL RC144DP H-CODE

FAX CLASS 2
^^^^^^^^^^ this is the important one
--------------------------------cuthereplease-------------------------------
---

HTH!

RM>Rod

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3000. Re: DMA port on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 20:47:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406022247.a7632@pb2.maus.de>
Source record: 32206

At about twenty-five to nine, S_FITCH@open.ac.uk (Stephen Fitch) wrote:

SF>The drive I have is an old MFM or RLL style drive attached to Western
SF>Digital controller in an IBM PC clone. I just thinking if I could
SF>reuse the drive ? I'll need to go away and get more info on the drive
SF>I think.

You should try to get hold of an old Megafile-Controller. This controller handles all MFM/RLL drives with an ST-506 interface.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3001. Setting arbitrary screen size..?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 21:17:35 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <2sli9f$f6@news.CCIT.Arizona.EDU>
Source record: 32191

I'm wanting to draw things off-screen using VDI commands in an aribitarily-sized area, and then blit these to windows on screen. I can set the address where to draw off-screen using setscreen(), but I can't find where to set a different size (or at least width) for drawing commands. Is this possible without major system hacks?

-Thanks

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

3002. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-02 22:06:23 UTC
From: D.Corps@herts.ac.uk
Message-ID: <41e32dee57d3@sirius.herts.ac.uk>
Source record: 32367
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Richard Zidlicky...
|> >I shouldn't imagine an X port is very likely.

How about ZeST then?

Duncan.

--
**********************************************************************
* Duncan P. Corps \ EMail: D.Corps@herts.ac.uk *
* Student, Radio DJ, \ Address: 47-2 Coales Hall, Bishops Rise, *
* PWEI/ Utah Saints fan \ Hatfield, Hertfordshire AL10 9BT *
**********************************************************************
* Lyric from: "I Still Think Of You (Too Much To Swallow Part 2)" *
* Out on all formats on June 6th, 1994. Addresses valid until *
* July 1st, 1994. Disclaimer: "It wasn't me, I was at home" *
**********************************************************************
UTAH * I'm waiting for a reason like waiting for a train * UTAH
SAINTS * I'm waiting for reality to slap my face again * SAINTS
* Waiting for disaster to show me what to do *
UTAH * I'm feeling guilty now, and so I think of you * UTAH
SAINTS ************************************************** SAINTS
```

3003. 1040ST Floppy Swappy (Sorry...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 02:35:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2sm4t1$l76@news.delphi.com>
Source record: 32369

(Sorry, couldn't resist the light humor...) :)

Anyway...

I recently hacked my 1040ST's case to install a new floppy drive in it. The drive I bought appears to be a PC-type drive; this makes sense, considering the number of times I've seen this type of replacement scheme mentioned.

However, I got to thinking. In the PC world, there are dual 3.5" floppy drives that fit in a single half-height 3.5" drive casing. So, when the drive is installed in your PC, you get two 3.5" drives in a single bay.

Can this swap be successfully done to a 1040ST? There's a computer flea market near my house in a week or so and I'm sure I could get the drive at a good price. If I can get two internal floppies in my 1040ST, life would be good -- especially considering they'd be two DS/DD (or even DS/HD) drives.

Replies to mail would be appreciated.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3004. Re: Few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 03:40:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2sm8o2$fov@solva.ifi.uio.no>
Source record: 32370

In article <Cqq9JG.Gr6@cix.compulink.co.uk>, oddjob@cix.compulink.co.uk ("Stephen Walters") writes:

.....(SNIP).....

> 5. Does anybody do an interface that allows you use a MicroSoft type
> mouse, especially the ones with mini-din conx.

Is it possible to re-arrange the wires and change the connector and use it as a standard Atari mouse, instead of using special driver software for it?
Maybe even get 3 mouse buttons to use with UNIX?

Hallvard, Oslo, Norway

3005. Internal sounder circuit wanted- Piezo ceramic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 03:48:24 UTC
From: hallvart@ifi.uio.no
Message-ID: <2sm968$fpm@solva.ifi.uio.no>
Source record: 32371

I'm thinking about installing a piezo ceramic element inside my STE to provide sound (my Multisync II monitor doesn't have a built in speaker). There's not enough space inside my STE to accomodate a speaker 8even a very small one), as I'm going to install an internal 2.5" IDE hard disk inside the machine, so a piezo ceramic element woul be ideal. i know the sound quality wouldn't be the greatest, but all I need it for is the beeps, pings etc...

Does anyone have a driver circuit for a piezo ceramic element that can be adapted for the audio out of the machine (there is a pin in the 13 pin DIN video out connector for this).
Thanks.

Hallvard, Oslo, Norway

3006. Falcon memory configs. What's possible.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 03:54:44 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2sm9i4$njl@news.dmpe.CSIRO.AU>
Source record: 32378

Hmm. Now I know the Falcon requires even banks of ram, and acheives the following configs.
1 meg by 4*256k simms.
4 meg by 4*1meg simms.
14 meg by 4*4meg simms.
(it normally doesn't use simms, but bear with me.)

Now on my STe I can have 512k, 1 meg, 2 meg, etc.
Is it possible to have a bank with 1meg and 256k and 1 meg and 256k to give 2.5 megs of memory!?

What about it!? Is it possible!? I know 8 meg doesn't work (yet), as the two banks would have either a 4 meg simm in them each, or 4*1meg simms, which would not fit in ....

But would 10 meg (2 * (1 meg, 4 meg simms)) be possible!?

No doubt I am off on a tangent, but I don't see why the 'enhanced' mmu of the Falcon should eliminate what was working in the STe ...

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3007. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 03:59:21 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2sm9qp$njp@news.dmpe.CSIRO.AU>
Source record: 32379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>A) Is there any way to read Macintosh disks and files (simple plain vanilla
>> ASCII, I'm not _that_ optimistic) without buying Spectre ? BTW what is
>> Aladin ?
>what it was supposed to do. As for Aladin, it is the interface for GEnie.

Uhm, Aladin was the competition to Spectre for Mac Emulation until Spectre went
GCR. Never heard of it since ....

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3008. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 04:45:54 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2smci2$e2f@lyra.csx.cam.ac.uk>
Source record: 32372
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan <rgivan@cix.compulink.co.uk> wrote:
[somebody deleted the attributions...]
>>>|> FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>
>>some QDOS programs. However, it is not a QDOS port in that the underlying
>>operating system does many things in completely different ways. (e.g. the
>>job control block is somewhat different.)
>
>I didn't mean to imply that I thought SMS2 was a port of the QDOS OS. I
>meant 'implementation' in the sense that SMS2 implemented QDOS functions
>thus allowing some QDOS programs to run. In the same way that DR DOS
>implements MS DOS functions - but isn't actually a port.

Yes... The purpose of DRDOS is to mimic MSDOS as close as possible,
however, and presumably add some extra bits. Whereas SMS2 is (or so
we're told) supposed to be able, in time, to do quite a bit more than
QDOS.

(Compare SMS2 with SMSQ, which is a re-implementation of QDOS from
scratch which is supposed to be as close to QDOS as possible.)

Richard Kettlewell rjk1002@hermes.cam.ac.uk

3009. Re: Setting arbitrary screen size..?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 07:54:30 UTC
From: millert@undergrad
Message-ID: <2smnjm$mgo@mother.usf.edu>
Source record: 32376

Paul Harris (paul@vega.ame.arizona.edu) wrote:
: I'm wanting to draw things off-screen using VDI commands in an aribitarily-
: sized area, and then blit these to windows on screen. I can set the address
: where to draw off-screen using setscreen(), but I can't find where to set
: a different size (or at least width) for drawing commands. Is this possible
: without major system hacks?

: -Thanks

: ---

: -Paul Harris @ @
: paul@vega.ame.arizona.edu ___/

I suspect that you could create an MFDB that describes this larger area and
then draw to it, but I'm not sure how you would convince VDI to use the new
MFDB. If you have any success, let me know.

3010. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 08:14:51 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2smopr$3q8@percy.cs.bham.ac.uk>
Source record: 32197

cherborth@semprini.waterloo-rdp.on.ca writes:
>Under GEM, we have programs that call the window functions properly, we
>have things like the Desktop that jump straight into the ROMs (ever
>notice how it *always* uses that damn standard fileselector, even when
>you've got a real one loaded?), and ones that do other weird things.

Er, no, I haven't noticed... The MTOS Desktop calls Selectric very
nicely, thank you very much (eg for the Read .INF file option and Save
Desktop option).

As regards patching the AES, well, why couldn't WINX be extended to
change the look and feel of the window resource tree? Better still,
just leave hooks for other people to write new looks and feels (the
plural of 'look and feel', anyway :-)
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3011. Re: 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 09:02:16 UTC
From: cs93dlh@cen.ex.ac.uk
Message-ID: <CqtD3t.I1z@cen.ex.ac.uk>
Source record: 32199

In article <2dec7625@p10.secom.ct.se> stein.arne.jensen@p10.secom.ct.se (Stein Arne Jensen) writes:

> Is possible (in a simple way please!) to connect a second floppydisk to the
> Falcon? Atari forgot the port :-(

Okay, here is the method - be warned you will have to open your Falcon
and probably your second drive to...

Msg #16 / 1-25 Time: 02 Aug 93 08:50:50
From: Rich Tietjens
To : Daniel Hastings
Subj: Re: Compat.
---------[A.ATARI.FALCON]----------

In a message of 01 Aug 93 12:18:16, Daniel Hastings wrote:

DH> This is to give a Falcon a drive B port? Can you give us the details
DH> please?

Sure, it's idiotically simple. Decide where you want the cable to come out
of your case (I recommend the cartridge port, since it's already the right
shape). Get a ribbon cable of the proper length to connect to the drive
you want to add, plus the width of the Falcon and perhaps another 3 inches
for luck. Digikey sells a 34-pin male IDC crimp-on header (rather
expensive, IMHO, but hey, it'll do the job!) and you put that on the end of
the cable; then add a female header right next to it, and another at the
far end. Unplug your internal floppy, plug the new cable into the short on
in the Falcon, plug the next female connector into your internal, route the
cable, and plug the far end into your B: drive (change the jumper on that
one to make it drive 2 (or 1 if the numbering scheme starts with 0). Test
that it works, and put the case back on your bird.

It's not elegant, but it is simple.

-!- FIDOdoor+ 3.2.7 [IOSmail 0.89]
! Origin: State your business and leave! (51:2/10.0)

Or you can plug a scsi floppy into the scsi-ii port...

--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |

```
+-------------------------------------------------------------------------+
--
+-------------+-----------------------------------------------------------+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+-----------------------------------------------------------+
| it corrects my errors, but is likely to make errors of its own. |
+-------------------------------------------------------------------------+
```

3012. ST-RSVE Modification Instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 09:36:48 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-030694093648@ngalm099.gal.nt.com>
Source record: 32377

Hi
I got the RSVE mod instructions from umich.They are in German, & before I reach for the dictionary, I want to be sure that it works with TOS 1.04 (I saw TOS 1.06 in the text & something about Cookies).

So, can anybody confirm this, & maybe give a users impressions.

Thanks

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3013. Disk size in GFA Basic?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 10:25:25 UTC
From: mcssesw@dct.ac.uk
Message-ID: <1994Jun3.102525.1@dct.ac.uk>
Source record: 32198

Can anyone tell me how I can work out the total size of a disk using GFA Basic 3.6. I can find out how much space there is easily, but I need the total size. This can be accomplished in C and Pascal so there must be a way in Basic.

Thanks in advance.

| These are my views, not those of my computer. |*
--- *
****

3014. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 11:23:29 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jun3.112329.18752@unix.brighton.ac.uk>
Source record: 32240
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All the patches for 1.10...what patches? I have not heard of these. Anyone care to enlighten me lease....awww go on!

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3015. Re: Falcon memory configs. What's possible.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 11:41:15 UTC
From: steve-j@teleport.com
Message-ID: <2sn4sr$68s@elaine.teleport.com>
Source record: 32381

In article <2sm9i4$njl@news.dmpe.CSIRO.AU>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>Hmm. Now I know the Falcon requires even banks of ram, and acheives the
>following configs.
>1 meg by 4*256k simms.
>4 meg by 4*1meg simms.
>14 meg by 4*4meg simms.
>(it normally doesn't use simms, but bear with me.)
>
>Now on my STe I can have 512k, 1 meg, 2 meg, etc.
>Is it possible to have a bank with 1meg and 256k and 1 meg and 256k to give 2.5
>megs of memory!?

No, it won't work. Think of it this way... The reason it works on
the ST/STE is because it has 2 banks of 16-bit RAM -- the Falcon030
essentially has 1 bank of 32-bit RAM so ALL RAM chips in the Falcon030
HAVE to be the same size. The reason 8MB is a sort-of possibility is
because there ARE 2 megabit RAM chips out there -- just not many when
compared to 1 megabit and 4 megabit ones. Using the FalconWING SIMM
expansion, the Falcon030 can use a single 32-bit SIMM (one of those
72-pin jobbies!) instead of 4 8-bit SIMMs (like the other Falcon SIMM
expansion board(s).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3016. Re: 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 12:58:34 UTC
From: ti6tl@tick.ti6.tu-harburg.de
Message-ID: <2sn9dq$fah@rzsun02.rrz.uni-hamburg.de>
Source record: 32207

In article <CqtD3t.I1z@cen.ex.ac.uk> cs93dlh@cen.ex.ac.uk (D.L.Hastings)
writes:
> In article <2dec7625@p10.secom.ct.se> stein.arne.jensen@p10.secom.ct.se
(Stein Arne Jensen) writes:
>
> > Is possible (in a simple way please!) to connect a second floppydisk
to the
> > Falcon? Atari forgot the port :-(
>
> Okay, here is the method - be warned you will have to open your Falcon
> and probably your second drive to...
>
>

-
> Msg #16 / 1-25 Time: 02 Aug 93 08:50:50
> From: Rich Tietjens
> To : Daniel Hastings
> Subj: Re: Compat.
> ---------[A.ATARI.FALCON
]--
> In a message of 01 Aug 93 12:18:16, Daniel Hastings wrote:
>
> DH> This is to give a Falcon a drive B port? Can you give us the details
> DH> please?
>
> Sure, it's idiotically simple. Decide where you want the cable to come
out
> of your case (I recommend the cartridge port, since it's already the
right
> shape). Get a ribbon cable of the proper length to connect to the drive

> [Further Description deleted...]

If it would be that simple! Unfortunately, Atari didn t only "forget" to
build the port, but they also "forgot" to connect the DriveSelect1 signal!
So, if you build that cable and connect it to your second floppy, as
described in the original message, it won t work though! But there is a
way to generate a DriveSelect1 signal, thus "cheating" the OS. It was a
little hardware-hack described in the ST-Computer (a german ST magazin)
early this year, don t remember the exact issue now. I have build that
little "interface" by myself, but have had no time to test it so far. If
it works, I could post how to do it, if there is any interest. Also, I
could look up from which month the ST-Computer was (I think it was 2/94).

Greetings, Thomas

3017. Monitor Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 13:46:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2snc6v$da5@dux.dundee.ac.uk>
Source record: 32034

I have been offered a monitor (the specs are below). My problem is will
it allow me to display True Colour and/or 640/400 Hi-res mono on my
Falcon?

A little more on the monitor:(mostly from the tech. manual)

Type Mitsubishi 13V" high-resolution colour display monitor
Model C-3419/3419C
A.C voltage 240 or 110(tap changeable)
A.C. freq. 50 - 400 Hz
Power consumption 180VA
Termination 75ohm or high impedance (switch selection)
Connectors BNC all inputs
Sync-Composite sync of TTL level and negative going (active low)
Input levels 0.7 - 1.5Vp-p for R,G,B
1.0 - 5.0Vp-p for Sync
Scanning freq.
Vert freq. 40 - 70 Hz
Hor. freq. 15.5 - 24Khz (tap interchangeable) ** runs happily at **
** 27KHz...Dave **

Thanx inadvance.

Rod

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==

3018. FALCON CD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 13:51:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2snchj$da5@dux.dundee.ac.uk>
Source record: 32029

Is it worth investing in a CD ROM player for the FALCON? Is their any
software outthere?

Rod

--


```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==============================================================================
```

3019. XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 13:52:46 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2sncje$da5@dux.dundee.ac.uk>
Source record: 32035

Is there one for the FALCON, if so where from?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3020. Re: Few questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 15:48:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2snjcs$fm3@mailer.fsu.edu>
Source record: 32385

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:

> In article <Cqq9JG.Gr6@cix.compulink.co.uk>, oddjob@cix.compulink.co.uk ("Stephen Walters") writes:
> > > 5. Does anybody do an interface that allows you use a MicroSoft type
> > > mouse, especially the ones with mini-din conx.
>
> Is it possible to re-arrange the wires and change the connector and use it as a standard
> Atari mouse, instead of using special driver software for it?
> Maybe even get 3 mouse buttons to use with UNIX?

No, not with a serial mouse (most common on PCs nowadays). You can do it with a PC bus mouse, including the Microsoft version. Serial mice communicate with the machine in a totally different way than do bus mice (Atari and Amiga mice are such). You can take an Amiga mouse and switch a couple of wires to make it work on the ST. My understanding is that the wires have little plugs on them, so no cutting or soldering is required. There are also plenty of nifty ST mice available.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3021. Re: Speed up?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 16:36:37 UTC
From: woodford@esca.com
Message-ID: <1994Jun3.163637.8537@esca.com>
Source record: 32387

huveneer@math.ruu.nl (Richard Huveneers) writes:

>Several years ago I programmed the Atari 800 XL.
>For this computer it was possible to disable screendisplay alltogether (I
>don't remember which POKE that was), increasing computing speed with about
>20%.
>Is there a similar mechanism in the Atari ST?

Nope, no need for such a mechanism.

>I'm really interested in this, since my Atari is spending most of his time
>computing.

Uhm, isn't that why it's called a computer? ;-)

Steve

3022. Re: BASE 64

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 17:26:22 UTC
From: rover@nephilim.ON-Luebeck.DE
Message-ID: <H.eg.Wm9XFUHQ1zU@nephilim.ON-Luebeck.DE>
Source record: 32192

In <2sipca$vu@nasim.sta.sub.org>, Frank Bartels writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>> Help some one sent me a Text file some time back and I would like to read what
>> is in it..
>
>
>> But its encoded in BASE 64, how do I unencode this file...??
>
>base64 is similar to uuencode but it follows the MIME standard.
>uuencode has some disadvantages, which base64 has not.

Ok, so far so good.
But now, can you explain: Which is the technical way to decode BASE64?

I think, there may be a sort of algorithm to convert this text-bytes
back to binary. Text only uses 6 Bits of a byte, maybe I only have to
reconvert it in taking the first 6 Bits and refill it up to 8, then
the next 6 Bits and so on...?

Do you know it?

>Bye,
>Knarf

--
Ciao, Ralf. <rover@on-luebeck.de> <RALF_OVER@MAFIA.ZER>

||| Offenes Netz e.V. <info@on-luebeck.de>, 49-451-3909-777
||| Ralf Over, Tel.(priv.): +49-451-7063432
/ | \ "Wer auf Werbung verzichtet, um Geld zu sparen, handelt
ATARI wie jemand, der die Uhr anhaelt, um Zeit zu sparen."

3023. GCC-CPP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 18:47:33 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cqu479.Jzr@sdf.lonestar.org>
Source record: 32202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need someone to send me gcc-cpp version 2.5.8 for a 68K (no 020 code please). My version is corrupt and everytime I try to use BART to get a new copy, I have to get the entire 1+ MB archive and then it comes in with bad entries.

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

3024. Mega question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 19:59:46 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EFDSFJUQ@deluxe.textlitho.nl>
Source record: 32390

Hi,

I have a Mega4 (towercase, SM194 19" screen) and a Falcon.
I keep the Mega around for black&white graphic work but -
it obviously requires a standard Atari monitor for boot-up,
while I don't need it myself and I could use the extra space on my desk.
Is there a way to fool the mega into thinking there's a monitor
connected while there's none?

thanx,

Paul
--

3025. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-03 22:05:25 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CquDD2.Ct0@cix.compulink.co.uk>
Source record: 32193

In message <taylordCqn8L9.AwH@netcom.com>, taylord@netcom.com said:

>: I've just tried CoMa_202 with a MultiTech ZDX 19.2k data/14400
>: FAX modem on my Falcon and it sent a Fax O.K. (Sending stopped after
>: the line limit of the unregistered version was reached).
>: IMHO I too agree it's a very nice package.
>
>Wouldn't even workwith my Supra 144LC though. I have no idea why either.
Because the 144LC doesn't support Class 2 Fax which is what most fax
programs seem to expect. Does anyone have any info on how to send faxes
using only class 1 command?

Simon Robins (srobins@cix.compulink.co.uk)

3026. Re: 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 00:19:24 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <16FCA10FD5.SPERNA1@ua1vm.ua.edu>
Source record: 32142

In article <CqtD3t.I1z@cen.ex.ac.uk>
cs93dlh@cen.ex.ac.uk (D.L.Hastings) writes:

>
>Or you can plug a scsi floppy into the scsi-ii port...
>
Has anyone ever tried a SCSI floppy on an Atari? I need your
help! I am going to try to use one with a 1040ste and an ICD host
adapter. Any suggestions, guesses, etc. are most welcome.

Please help! Thanks...

Sam Perna, III
sperna1@ua1vm.ua.edu

3027. Re: Disk size in GFA Basic?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 00:30:11 UTC
From: andre@cix.compulink.co.uk
Message-ID: <CquK2B.LvC@cix.compulink.co.uk>
Source record: 32194

In <1994Jun3.102525.1@dct.ac.uk>, mcssesw@dct.ac.uk wrote:
> Can anyone tell me how I can work out the total size of a disk using
> GFA Basic 3.6. I can find out how much space there is easily, but
> I need the total size. This can be accomplished in C and Pascal so
> there must be a way in Basic.

Are you trying to work out free space as your end result? If so, simply use the DFREE command. If you really do need to know the total size, use the dfree() [GEMDOS 54] call. That will give you a pointer to four unsigned LONGs; number of free clusters, total number of clusters, bytes per sector and sectors per cluster. Multiply the last three figures together and you've got the total size in bytes.

Andre

+-----------------------------------+------------------------------+
Andre Willey	Cygnus Software Development
Email: andre@cix.compulink.co.uk	Sutton Coldfield -- England
or: ...{mcsun}!uknet!cix!andre	Tel: (UK/+44) 021 308 5251
+-----------------------------------+------------------------------+

3028. Re: Falcon memory configs. What's possible.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 00:33:12 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CquK7D.M1x@cix.compulink.co.uk>
Source record: 32195

In message <2sn4sr$68s@elaine.teleport.com>, steve-j@teleport.com said:
>==========
>compared to 1 megabit and 4 megabit ones. Using the FalconWING SIMM
>expansion, the Falcon030 can use a single 32-bit SIMM (one of those
>72-pin jobbies!) instead of 4 8-bit SIMMs (like the other Falcon SIMM
>expansion board(s).

I have the FalconWING expansion in my machine, but it does
not accept 72-pin SIMMS; it takes up to four 30-pin SIMMS.
Perhaps there is another variant of 'FalconWing' which can accept
a 72-pin SIMM, but my understanding is that there is only one
device available which can accept one 72-pin SIMM and I believe
it is made by a company called Marpet Developments.
I have 4MB 72-pin SIMMS I would like to use in my machine but
have been unsuccessfull in scourcing an adapter which will accept
four of these. My understanding is that the physical space required
inside the machine to accomodate four 72-pin SIMMS is not available,
but I would be very interested in hearing if such an adapter is
actually available?

Best Regards,
Brian

brobson@cix.compulink.co.uk

3029. Need help with SLM804

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 00:59:15 UTC
From: MBATES@HOLONET.NET
Message-ID: <CquLEu.CsF@iat.holonet.net>
Source record: 32212

Hello, I bought a used SLM804 and am curious what software I need to PRINT with it! (Obviously it came with none! :-) Any help would be appreciated!
-Marlin

This copy of Freddie 1.2 is being evaluated.

3030. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 03:16:22 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2sorm6$el@cxc1.cl.msu.edu>
Source record: 32196

boyd@hardy.math.fsu.edu (Mickey Boyd) writes:

>My contention is that
>if GEM were disk loaded, it would be easier to hack on bits and pieces of
>the look-and-feel. As it is, it does not appear to be easy to do this
>cleanly. Of course, it does load damn fast from ROM (which is a big pro).

Look on the bright side: it's also less susceptible to virus contamination
as compared to MS-DOS and System/Finder.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3031. Protracker MOD file format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 05:42:06 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sp47e$9ar@mailer.fsu.edu>
Source record: 32201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would some kind soul post or email me the format for Protracker sound modules,
or point me to an ftp site from which I can ftp it? I'm primarily interested
in where the name of the module and the names of the samples are stored.
Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3032. Re: Falcon memory configs. What's possible.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 06:43:42 UTC
From: steve-j@teleport.com
Message-ID: <2sp7qu$qh3@elaine.teleport.com>
Source record: 32200

In article <CquK7D.M1x@cix.compulink.co.uk>,
Brian Robson <brobson@cix.compulink.co.uk> wrote:
>
> I have the FalconWING expansion in my machine, but it does
>not accept 72-pin SIMMS; it takes up to four 30-pin SIMMS.
>Perhaps there is another variant of 'FalconWing' which can accept
>a 72-pin SIMM, but my understanding is that there is only one
>device available which can accept one 72-pin SIMM and I believe
>it is made by a company called Marpet Developments.

Ooops! You're right, I got it mixed up. The Marpet one is the
one that accepts single 32-bit SIMMs. The other ones (FalconWING
and one other one that I know of) use 4 8-bit SIMMs.

Sorry about the mix-up!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3033. Re: MIME

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 07:45:42 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <H.ekK.DXhapiMXmEk@elfhaven.ersys.edmonton.ab.ca>
Source record: 32125

In <2ss08j$l7d@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz writes:

[> Can some one e-mail Michel Forget.
[> His Internet address is not listed in his software...

Hello Roger,

My address _is_ in my software; all of it. You can find it in the
documentation, or the online help. Since I'm posting anyway, though,
I'll mention both of my addresses here:

ess@tibalt.supernet.ab.ca
mforget@elfhaven.ersys.edmonton.ab.ca

[> I would like to see if he could include MIME in a later
[> version of his 'ESSCD' program...

I have the source code, but have not had time to look at it. The
archive is huge, so I have been putting it off.

[> The source and program of the Atari port of MIME is at tu-berlin,
[> in the archivers directory, I did not see it on A.A...

Now THIS I did not know about; I will get the source code you mention
and see what the copyright status is. If it is still public domain,
I'll try to implement it for ESS-Code. If not, I'll have to work from
the (blech!) Unix source code. If I do incorporate MIME into ESS-Code,
I'll post an announcement here when I am ready to release the new
version.

[> Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
[> r.sheppard5@genie.geis.com
[>
[> GEnie - r.sheppard5

--
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()
() Michel Forget / Electric Storm Software () My cat stole my ()
() mforget@elfhaven.ersys.edmonton.ab.ca () opinions, and pawned ()
() ess@tibalt.supernet.ab.ca () them off for milk. ()
() ~ () ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ()

3034. Re: BASE 64

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 09:48:24 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EFEKCGVM1-UP@eslapion.sh.sub.de>
Source record: 32210

In <2sipca$vu@nasim.sta.sub.org> Frank Bartels wrote :

>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>> Help some one sent me a Text file some time back and I would like to read what
>> is in it..
>
>
>> But its encoded in BASE 64, how do I unencode this file...??
>
>base64 is similar to uuencode but it follows the MIME standard.
>uuencode has some disadvantages, which base64 has not.
>
>> I think it was to do with the system that runs on a Mac..??
>
>It has nothing to do with an OS or machine type, MIME is a system-wide
>standard. All you need is the ATARI port of munpack or a mailreader on
>a UNIX box that is able to handle MIME messages (elm, pine).

UPoint-'medium' for the Atari is able to decode BASE64 when loading messages ....
:-)

Stefan

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request

3035. Serial port speedup h/w mods wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 10:14:19 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <770724859snz@gw6hva.demon.co.uk>
Source record: 32203

Hi ...

I've been floating around various sites looking for the hardware mods for the serial ports on the ST - can I find them, no...

Somebody said they were on a.a.u.e in /pub/atari/utilities/Tosfixes in a file called 38400.lzh - they're not.

I just found the rsve_1.lzh file in the index on a.a.u.e but 15 mins later, it refuses access, pointing me at one of it's mirrors but after careful searching, this isn't on the mirrors (well I ain't found it).

All I want is a h/w details to make full use of HSMODA04, if someone has them, can they please e-mail them to me.

Thanks......
--
Martin - Sysop
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3036. Re: Serial port speedup h/w mods wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 16:09:29 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2sq8vp$6hq@mailer.fsu.edu>
Source record: 32211

Martin Vernon (martin@gw6hva.demon.co.uk) wrote:

> I've been floating around various sites looking for the hardware mods
> for the serial ports on the ST - can I find them, no...
>
> Somebody said they were on a.a.u.e in /pub/atari/utilities/Tosfixes in a
> file called 38400.lzh - they're not.

38400.lzh has been moved to the Utilities/Tosfixes directory. Here are
the files contained within:

Tosfixes: 3rd party fixes to atari mess ups

38400bps.lzh 10 Hardware mod improves RS232 throughput
fser096b.lzh 52 Fast serial hack, includes MegaSTE PAL fix information
fix_gdos.lzh 3 Fixes vdi handler error.
foldrxxx.arc 1 Fixes 40 folder problem
hsmoda04.lzh 89 Good serial port fix, ST's to Falcons, German/English
poolfix_cb.arc 6 Claus Brods pool fix
quicktos.lzh 3 Boot older versions of TOS from disk.
rsve_1.lzh 31 Instructions for a small board - very fast serial ports
serptch2.lzh 5 Fixes bug in TOS 2.02/3.01
sos_206.lzh 225 Some prgs to make 2.06 nicer
tos14fx2.lzh 2 A newer version of tos14fx5
tos14fx5.lzh 5 TOS14file with bugs fixed and xbra support. Go figure.
vdifx110.lzh 5 Fixes invalid handle error message with GDOS

> I just found the rsve_1.lzh file in the index on a.a.u.e but 15 mins
> later, it refuses access, pointing me at one of it's mirrors but after
> careful searching, this isn't on the mirrors (well I ain't found it).

This I don't understand. Do you mean you found the file with archie, but
could not get onto a.a.u.e? The site is very busy these days. Try ftping
late at night, or on weekends.

> All I want is a h/w details to make full use of HSMODA04, if someone has
> them, can they please e-mail them to me.

To get the most out of HSMODA04, I guess RSVE would be your best bet. They
were both done by the same person. I would love to have an RSVE board, but
I cannot read German, and I don't know where to buy one.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *

* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3037. Detecting Carrier from Desk Accessory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-04 16:23:18 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <J0ieNc1w165w@sys6626.bison.mb.ca>
Source record: 32213

Can anyone tell me how I could detect a modem carrier from a desk accessory?

Thanks.

3038. Re: Setting arbitrary screen size..?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 01:47:04 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <2sraqo$1ui@brachio.zrz.TU-Berlin.DE>
Source record: 32214

Paul Harris (paul@vega.ame.arizona.edu) wrote:
: I'm wanting to draw things off-screen using VDI commands in an aribitarily-
: sized area, and then blit these to windows on screen. I can set the address
: where to draw off-screen using setscreen(), but I can't find where to set
: a different size (or at least width) for drawing commands. Is this possible
: without major system hacks?

The only clean way is to use the MEMORY.SYS driver that comes with
Speedo-GDOS and Font-GDOS. It can be passed the width and height of the
desired area, but it can only draw in monochrome. I think it's described
in the Speedo documentation somewhere. I'm using this method to build
up the printer bitmaps for papyrus' own printer drivers (thogh papyrus
now also supports normal GDOS drivers), and it works fine.

Christian

/--\
Christian Nieber	Television: A medium.
email chris@buran.fb10.tu-berlin.de	So called because it is
R.O.M. Logicware, the Home of Papyrus	neither rare nor well done.
Raschdorffstr. 99, 13409 Berlin	
Tel. ++49/30/492 41 27, FAX 491 93 67	Ernie Kovacs

3039. Falcons for Sale?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 02:08:58 UTC
From: ab117@FreeNet.Carleton.CA
Message-ID: <CqwJAz.L5n@freenet.carleton.ca>
Source record: 32215

Hello. If anyone has a used Falcon they want to sell, I would be
interested. Please email me directly.

--
Yours Sincerely,
Luke LaFrance
ab117@freenet.carleton.ca
||||||||||||||||||||||||

3040. STalker STumbles?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 02:25:18 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2srd2e$58o@netnews.upenn.edu>
Source record: 32216

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 5 Jun 1994 02:18:27 GMT]

Use STalker 3.02--great program. Better than anything I've
played with on the Super Macs or the 486's. I just ordered (but have not
yet received) a U.S. Robotics 14,400 Sportster modem and found that

STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!!

There's a hole in between 9,600 and 19,200.

NOW what do I do?

Rob S. Rice
rrice@ccat.sas.upenn.edu

3041. AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 05:21:31 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1834@usdtsg.DaytonOH.NCR.COM>
Source record: 32217

Forgive me if this sounds like a simple question, but it's one that has stumped me a little bit. I would like to be booting up my hard drive with the AHDI version 6.061. Now the question: how do I do this since there's only the AHDI.PRG file in the archive? I tried removing my current driver (version 5.x I think) and reinstalling it, but yep 5.x returns.

If there any simple way for me to get my harddisk booting up with this (I assume) latest and greatest version? Just for the notes, I'm on a MSTe/TOS 2.06...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3042. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 06:10:45 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2srq95$t3c@darkstar.UCSC.EDU>
Source record: 32218

Just as a question, but what do people hate about the standard GEM file selector? I've tried others, but found that I was using the extra features next to nil of the time, and now stick with the standard TOS 4.0 one.

~Chris

3043. Cannon Flat Bed Scanner..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 07:44:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2srvos$l7d@golem.wcc.govt.nz>
Source record: 32219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** Cannon Scanner model 1X-30F ***

Well I have seen a cheap, $60us, Cannon Flat Bed Scanner
model 1X-30F.

Can this be used on a Atari..??

It look like its a SCSI device, has 2, 50 way printer type
connectors, one has a terminator fitted and there is a device
address switch..??

And what software would support this printer...??

Any help on this one..

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3044. MIME

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 07:52:51 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ss08j$l7d@golem.wcc.govt.nz>
Source record: 32220

Can some one e-mail Michel Forget.

His Internet address is not listed in his software...

I would like to see if he could include MIME in a later
version of his 'ESSCD' program...

So far I have been unable to get the MIME decoder (mpack_12) to work
with the 2 part file that I have..??

The source and program of the Atari port of MIME is at tu-berlin,
in the archivers directory, I did not see it on A.A...

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3045. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 08:44:51 UTC
From: steve-j@teleport.com
Message-ID: <2ss3a3$bh@kelly.teleport.com>
Source record: 32221

In article <2srq95$t3c@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>
>Just as a question, but what do people hate about the standard GEM file
>selector? I've tried others, but found that I was using the extra features
>next to nil of the time, and now stick with the standard TOS 4.0 one.

I don't really have a problem with GEM's standard file selector
(except in the old TOS versions), but I use Universal Item
Selector because it's so damn useful (e.g. handles all the
options like Rename, Delete, Move, Copy, Find, Format, Create
Folder, view/print (will view non-LF files fine, plus has hooks
to view pictures), plus even lets you set file attributes) --
it has an .ACC for calling it anytime you want, plus it handles
things a lot more efficiently (i.e. it's faster) than TOS. I
rarely, if ever, use the normal desktop options for these things.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3046. Re: AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 11:02:10 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun5.110210.5583@cen.ex.ac.uk>
Source record: 32222

In article <1834@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

> with the AHDI version 6.061. Now the question: how do I do this since there's
> only the AHDI.PRG file in the archive? I tried removing my current driver
> (version 5.x I think) and reinstalling it, but yep 5.x returns.

In the HINSTALL folder is a file called shdriver.raw. This is just ahdi.prg
renamed. All you need to do is delete shdriver.raw, copy the new ahdi.prg
into the folder and rename it to shdriver.raw. Now run HINSTALL and install
it on the drive of your choice.
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

3047. Gemulator -anyone _really_ tried it?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 11:23:05 UTC
From: marvi@Krille.Update.UU.SE
Message-ID: <2sscj8$1jh@Krille.Update.UU.SE>
Source record: 32223

Lots of articles have been posted on the Gemulator-subject, but little information on if, how and when it works.
This question goes to the ones that have tried it: Can I use the mainpart of my (serious) atari software on a 486DX-33 PC with a SVGA-monitor and internal modem?. What about the HD? And the parallell/serial/SCSI/xxx ports?

TIA Markus Haernvi

--
Markus H�rnvi	Student at Uppsala University,
Voice: +46-18-256097	Science of Religion, and at
marvi@krille.update.uu.se	Johannelund Theological
Sweden	Seminary

3048. Calamus SL and HP560C color printing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 17:24:18 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CqxpoK.y4@pacifier.rain.com>
Source record: 32225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had nothing but frustration trying to gain acceptable color print-out results with documents which contain imported graphics (TIFF,IMG OR GIF) from Calamus SL using my HP 560C (uses 550C drivers) printer. My set-up is: a Falcon with 4 megs ram, VGA monitor in 256 color mode. I know the prints can be ALOT better because I also use Image Copy 2 which provides excellent results - smooth dithering, with screen and print colors virtually the same with very little adjustments.

In Calamas GIF is the only format which will even print an image similar to the screen. I have tried adjusting the Color Seperater Control lines, the Linearity Control lines and the Raster Generator pixel relationships - which all make alterations to the images sometimes , but do not improve the print quality when compared to Image Copy results. The results are always off color with high or low contrast and a grainy image which looks closer to 8-bit then anything else. Also the screen image for an import is never as smoothly dithered in Calamus as it is in Image Copy. When using TIFF or IMG the printing consists of series of dithered bands . I know this only affects import images because when I print a document which contains a colored, pattern frame from the Raster Area Module , that particular frame(s) prints out as it looks on the screen.

Of course my hope is that I am doing something wrong , that Calamus which is considered to be a top-end DTP program, would give me some of the best printed results. Or is that my fear that the Graphic Import Modules and /or HP 550C drivers is one of Calamus SL's weaker areas.....Any help or comments would GREATLY be appreciated.

Michael Kelsey

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3049. Re: AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 17:31:30 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cqxq0I.6Jv@cix.compulink.co.uk>
Source record: 32227

In message <1834@usdtsg.DaytonOH.NCR.COM>, anisko@usdtsg.DaytonOH.NCR.COM said:

> Forgive me if this sounds like a simple question, but it's one that
>has stumped me a little bit. I would like to be booting up my hard drive
>with the AHDI version 6.061. Now the question: how do I do this since there's
>only the AHDI.PRG file in the archive? I tried removing my current driver
>(version 5.x I think) and reinstalling it, but yep 5.x returns.
>
> If there any simple way for me to get my harddisk booting up with this
>(I assume) latest and greatest version? Just for the notes, I'm
>on a MSTe/TOS 2.06...

Rename AHDI.PRG to SYSDRIVER.SYS and copy it to your boot drive
(probably C:). Do NOT run install after this.

Hope this does it. :-)

Simon Robins (srobins@cix.compulink.co.uk)

3050. How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 18:10:11 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9406051923.B9166-0100000@unix>
Source record: 32224

The header says it all, really.
There are lots of programs around which can be run as desk accessories,
or renamed to .PRG's and run from the desktop. How is this done?
I presume that to run an acc as a program I just have to remove the call
to menu_register(), open the window immediately instead of waiting for an
AC_OPEN message, and quit the program when the window is closed instead
of returning to the message loop. The thing is, how do I find out whether
I am being run as a program or an accessory?

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

3051. Re: AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 18:32:35 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.770841155@acp5>
Source record: 32226

anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:

> Forgive me if this sounds like a simple question, but it's one that
>has stumped me a little bit. I would like to be booting up my hard drive
>with the AHDI version 6.061. Now the question: how do I do this since there's
>only the AHDI.PRG file in the archive? I tried removing my current driver

You have to install the driver using the HINSTALL program. If you don't have
it and an older version of AHDI is already installed simply copy the newer
version of AHDI onto drive C and rename it to SHDRIVER.SYS. This is
basically the same HINSTALL would do, i.e. copying AHDI.PRG onto drive C
with the new name SHDRIVER.SYS.

****
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
* seimet@rhrk.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3052. Re: Damn this serial port!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 19:49:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406052149.a7742@pb2.maus.de>
Source record: 32233

At about ten to ten, taylord@netcom.com (Doug Taylor) wrote:

DT>I have the same problem. I knew a person who had his mega 2 to 57.6k
DT>throughput but I can't find him now! Mine operates fine at 19200 baud
DT>although somewhere/somehow you can utilize higher baudrates using
DT>HDMODA but I never got mine functioning properly. Not too well versed
DT>in German.

Oh guys come on!

I've written this before, but here it goes again:

There are definitely ENGLISH docs available for the HSMODA0x tools. The
English text is included in the German files, directly behind the German
part.

[Harun S. on, quote from 1_README.TXT]

--------------------------------cuthereplease-------------------------------
---

Note for the English reading people: The English version is appended on
the German, look for it!

Mausnetz: Harun Scheutzow @B
Internet: Harun_Scheutzow@b.maus.de
(Because of the limitations in the mausnet, PLEASE DON'T send mails
greater than 16kbyte)

--------------------------------cuthereplease-------------------------------
---
[Harun S. off, quote off]

/RTFM!/

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3053. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 21:42:22 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1837@usdtsg.DaytonOH.NCR.COM>
Source record: 32228

In article <2srq95$t3c@darkstar.UCSC.EDU> aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>Just as a question, but what do people hate about the standard GEM file
>selector? I've tried others, but found that I was using the extra features
>next to nil of the time, and now stick with the standard TOS 4.0 one.

I would say it's too limited *for my use*. As a basic file selector, it does what it's supposed to do (give a list of files to select from and a way to get to a different drive's worth of files), but I have found that some features of say UIS III or the built-in Geneva file selector (in particular, the "file manipulation" functions) are more than simply useful to me, they are necessary.

Here's a quick example: say I want to download files to my ramdisk (which is drive J:), mainly so there is negligible delay in writing to disk so my transfers gain a little overall speed (well, take a little less time). Well, my J: drive is only 1 meg, so when I hit that, I need to copy stuff over to my hard drive. It is nice just popping up the file selector, and moving everything over, and then continuing on with my transfers, without having to unload my current program, run some sort of copy program, and then load back my terminal program again (which is a hassle, and wastes more time)...

For me, the copy and move functions are the most important (and used on a daily basis), followed slightly by the rename and delete)...

Of course, these are not necessary to "select a file" but then necessary and convenient are two different subjects :-)

--
>>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>>| twice as big as it should be..."

3054. Re: AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-05 21:53:32 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1838@usdtsg.DaytonOH.NCR.COM>
Source record: 32229

In article <1994Jun5.110210.5583@cen.ex.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>In article <1834@usdtsg.DaytonOH.NCR.COM> anisko@usdtsg.DaytonOH.NCR.COM (Robert Anisko) writes:
>
>> with the AHDI version 6.061. Now the question: how do I do this since
>> there's only the AHDI.PRG file in the archive?

>In the HINSTALL folder is a file called shdriver.raw. This is just ahdi.prg
>renamed. All you need to do is delete shdriver.raw, copy the new ahdi.prg
>into the folder and rename it to shdriver.raw. Now run HINSTALL and install
>it on the drive of your choice.

Thanks for the reply. I did get a reply for a slightly quicker
method, which was simply to replace the shdriver.sys file on my
boot drive with a renamed ahdi.prg (renamed to shdriver.sys) directly.
Saves the step of using HINSTALL again, but I probably will stick a copy
in my HINSTALL directory in case I need to reformat or partition my
harddisk in the future...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3055. Thanks Everyone

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 00:39:30 UTC
From: ekl@sdf.lonestar.org
Message-ID: <Cqy9tv.8GK@sdf.lonestar.org>
Source record: 32234

I'd just like to say thanks to all the people that have sent me either
gcc-cpp.ttp or gcc.ttp. Without people like you on the net most of
us would have given up on computers a long time ago.

There are people that think Email is impersonal. They are wrong!
Without helpful people like you, there is no way I'd have GCC 2.5.8
working right now.

Thanks a million!!

--
==
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

3056. Re: ST-RSVE Modification Instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 03:06:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.7hk6QCXR1j_@albemuth.equinox.gen.nz>
Source record: 32231

gigxr01@nt.com (Gerry O'Rourke) writes:
> Hi
> I got the RSVE mod instructions from umich.They are in German, & before I
> reach for the dictionary, I want to be sure that it works with TOS 1.04 (I
> saw TOS 1.06 in the text & something about Cookies).
>
> So, can anybody confirm this, & maybe give a users impressions.

Also does anyone know of an English Translation??

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3057. AHDI 6.061 install?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 07:54:54 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <014267JCAQEQENMTLABW@ars.ath.forthnet.gr>
Source record: 32230

> Forgive me if this sounds like a simple question, but it's one that
> has stumped me a little bit. I would like to be booting up my hard
> with the AHDI version 6.061. Now the question: how do I do this
> since there's

Just rename the AHDI.PRG to SHDRIVER.SYS and it will work.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3058. Re: How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 08:15:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <2sulv4$2i5@chico.staf.phil.ruu.nl>
Source record: 32232

slh100@tower.york.ac.uk (Shawn Hargreaves) writes:

>The header says it all, really.
>There are lots of programs around which can be run as desk accessories,
>or renamed to .PRG's and run from the desktop. How is this done?
>I presume that to run an acc as a program I just have to remove the call
>to menu_register(), open the window immediately instead of waiting for an
>AC_OPEN message, and quit the program when the window is closed instead
>of returning to the message loop. The thing is, how do I find out whether
>I am being run as a program or an accessory?

You're right about the method being followed. The way to distinguish between
prg and acc is probably compiler dependent. Pure C's startup code initialises
a variable '_app' that's set to 1 if we're a prg, and to 0 if we're an acc. So
the resulting program framework looks something like:

```
int main( void )
{
extern int _app;

/* appl_int, initialise work_in, call v_opnvwk, etc */
if (!_app)
menu_id = menu_register(appl_id, " acc name");
else
graf_mouse(0, NULL);
/* load resource, etc */
if (!_app)
event_loop(menu_id);
else
gem_prg();
/* rsrc_free, v_clsvwk, appl_exit */
return 0;
}

void event_loop( int menu_id )
{ /* for ACC only */
int event, message[8], dummy;

while (1) {
event = event_multi( /* lots of parameters */ );
if (event & MU_MESAG) {
wind_update(BEG_MCTRL);
if (message[0] == AC_OPEN && message[4] == menu_id)
gem_prg();
wind_update(END_MCTRL);
}
```

```
}
}

void gem_prg( void )
{ /* the real stuff */
form_alert(1, "[1][ |Just a test][ OK ]");
}
```

Of course it all depends on the availability of a variable like '_app' -- I don't know your compiler (and don't even know which language you're using :-) so there's rather little I can say about that. Check your manual...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

3059. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 09:35:05 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <2suqk9$g61@cri.ens-lyon.fr>
Source record: 32235

In article t3c@darkstar.UCSC.EDU, aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>
>
>Just as a question, but what do people hate about the standard GEM file
>selector? I've tried others, but found that I was using the extra features
>next to nil of the time, and now stick with the standard TOS 4.0 one.
>
> ~Chris

With Selectric, selecting a file is faster: you can type the first characters of the file name and return; you can define default paths and extensions. You can select a drive by alt+letter. With the standard file selector, you can't directly select the drive Z for instance. Moreover, Selectric can display more files (so I never use the scroll bar).

I don't use the other features for now, but they could be very useful if one day I need them.

Vincent Lefevre

3060. RCS 2.9 : error?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 09:48:48 UTC
From: petep@info.isbiel.ch
Message-ID: <2surhq$3g8@vega.info.isbiel.ch>
Source record: 32236

i use the resource counstruction set distributed from atari (version 2.9)
for my own applications.

i changed now the name of a menu-entry and saved the new rsc file. cause the new
.h-file i recompiled my programm (with PureC) and started it. my application begins
to draw the menu, but suddenly it stops and the only thing i can do is rebooting.
i think it must be an error produced by the resource construction set. any idea
how i can fix this, or do i have to rewrite the hole .rsc?

3061. Re: MiNT v1.11 Coming Soon???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 09:51:42 UTC
From: reschke@uni-muenster.de
Message-ID: <2surje$1qik@obelix.uni-muenster.de>
Source record: 32237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article 17z@newcastle.ac.uk, njdc@newcastle.ac.uk (J.D.Coleman) writes:
> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> : Is that a version that will load the gem.sys AES?
>
> I imagine that the official version of 1.11 will load the gem.sys AES.
> If you want MiNT without the MultiTOS AES, you may need to compile your
> own version. I'm not sure if it will be possible to distribute several
> binaries of 1.11. Probably not - from Atari's point of view, isn't the
> main reason to update existing MultiTOS users?
>
> J
>
> --
> -- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
> -- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
> -- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
> -- Phone +44-91-222-8068 Fax +44-91-222-8765 | Be wery, wery careful Wabbit

??? Every recent version of MiNT is able to run the MultiTOS AES. Just specify
gem.sys as INIT job.

---
-------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
-------------------------------------------------
```

3062. Installation of finger/fingerd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 10:08:02 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2susi2$gm7@aiscube.AIS-Dortmund.DE>
Source record: 32238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Netter's

After i received a lot of mails on how to install the finger-tools, here
are the most important points to watch out for:

- do not try to start the fingerd in rc.net! it has to be started by
inetd. Look into "etc/inetd.conf" and read the MiNT-Net Documents.

- If your "finger" is not in /usr/bin, make a copy or a link, so that
/usr/bin/finger is existent. Otherwise your machine will not send out
any infos (fingerd calls "/usr/bin/finger")

- and PLEASE, PLEASE, don't send me more mails on what finger is, and
what it does, and how to use it ....

Believe me, threre are a lot of books, which describe daemons, tools
and basics of Internetworking.

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3063. detecting use of alternative RAM!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 10:32:09 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun6.103209.7664@cen.ex.ac.uk>
Source record: 32239

Is there any way to determine if a malloc'ed block of memory is in ST RAM
or TT-Alternative RAM? As DMA sound doesn't work from TT-RAM I need my
program to behave differently depending on where the buffers are.

Also is there any way to force malloc to get ST-RAM even if the 'malloc from
TT RAM' bit is set in the program header?

Answers on how to do this in TOS 4.0x would be infinitely preferred to new
calls in MultiTOS etc.
Thanx,
{{{ Dan }}}
--
+-------------+---+
| {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
+-------------+---+
| it corrects my errors, but is likely to make errors of its own. |
+---+

3064. Re: How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 10:57:25 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jun6.105725.13540@unix.brighton.ac.uk>
Source record: 32091

It depends on what compiler/language you are using. In Lattice there is a
different starup stub which you link with that has a couple of variables
which you can test to see if you are running as a PRg or ACC. .

Check your documentation...

Michael
--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3065. Re: detecting use of alternative RAM!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 11:26:25 UTC
From: reschke@uni-muenster.de
Message-ID: <2sv151$19ei@obelix.uni-muenster.de>
Source record: 32092

In article 7664@cen.ex.ac.uk, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
>
> Is there any way to determine if a malloc'ed block of memory is in ST RAM
> or TT-Alternative RAM? As DMA sound doesn't work from TT-RAM I need my
> program to behave differently depending on where the buffers are.

If it's below phystop, it's in ST-RAM.

>
> Also is there any way to force malloc to get ST-RAM even if the 'malloc from
> TT RAM' bit is set in the program header?
>

Use Mxalloc (don't have the docs here...).

> Answers on how to do this in TOS 4.0x would be infinitely preferred to new
> calls in MultiTOS etc.
> Thanx,
> {{{ Dan }}}
> --
> +-------------+---+
> | {{{ Dan }}} | My spellchecker is artificially intelligent. That means |
> +-------------+---+
> | it corrects my errors, but is likely to make errors of its own. |
> +---+

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3066. RSVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 13:33:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2sv8ji$5ks@golem.wcc.govt.nz>
Source record: 32094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have had a look at the High Speed option called RSVE..

What you are going to need is a GAL 16V8 and HC4040
and a Crystal Oscillator 1.8432 megs...

Note: not just a Xtal but a full Crystal Oscillator...

The main problem is to program the GAL...???

What this does is to replace the MFP 110,134, and 150 bps clocks,
with new faster clocks...

The thing is completely automatic, the GAL detects these speeds comming
from Timer 'D' and replaces them with the new faster clocks to the MFP...

So. 150 = 115200
134 = 57600
110 = 38400

There is also a Led to show when he new speeds are active, also
there is a small program to set up a Cookie, so that other programs
know that 110 bps does no = 110 bps but 38400, one such program
is Connect...

There is a mention to TOS 1.6, but I think that is to do with the
Cookie, if I remember correctly, the real Cookie was not implemented
till TOS 1.6, but I stand corrected on that one...

I hope this is of help, if not please e-mail me or post here...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3067. DB303 Patch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 13:42:08 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Jun6.104208.24651@dal1>
Source record: 32093

I've just put db303pat.zip into the New directory. It was posted to my local club board by a GEnie sysop; the message below was attached. I've implemented the patch myself.

```
======================================================================
This file patches Diamond Back 3 V3.00, 3.01,or 3.02 to V3.03
This fixes a problem with splitfiles being restored as hidden files on
a Falcon. The upgrade is recommended for all users because there are
other minor fixes included as well.
Sincerely yours,
Oregon Research
======================================================================
```

John Cordes
email: cordes@ac.dal.ca

3068. Re: How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 14:14:30 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <CqzBK6.8AH@watserv2.uwaterloo.ca>
Source record: 32095

In article <Pine.3.89.9406051923.B9166-0100000@unix>,
Shawn Hargreaves <slh100@tower.york.ac.uk> wrote:
(stuff deleted)
>of returning to the message loop. The thing is, how do I find out whether
>I am being run as a program or an accessory?

I can only help you if you're using Pure C. There is a global int called
_app, which is set to 0 if you're run as an .ACC, else it is 1.

>Shawn Hargreaves "God is real, unless declared as integer."
>slh100@tower.york.ac.uk --

--
Art Twarecki
atwareck@novice.uwaterloo.ca
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

3069. Updating GEM programming skills

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 15:21:01 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jun6.152101.6687@vax.sbu.ac.uk>
Source record: 32097

Ive recently rediscovered my old ST after a few years away from it. Id like to get back into programming, but things have changed a bit since I last used a compiler or assembler for GEM.
First up, is it still practical to develop on an ST with TOS 1.02? Im hearing about cookies and other things I dont know anything about - does my OS support these, or are they higher level things which are supported by the application?
How do I develop these smart new GEM interfaces Im seeing these days? I assume that pop up menus, moveable dialogs etc must come from libraries, as I get them on TOS 1.02. Are such libraries in English in the PD?

Thanks, Del

3070. URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 16:01:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2svh9i$h8q@dux.dundee.ac.uk>
Source record: 32030

I have just bought a Falcon (TOS 4.01), the only problem is that it crashes
all the time. here is just a short list:

The mouse pointer disappears.
The system hangs.
When running MARCEL (and occasionally something else)
an error such as 'Fatal Error... Must reset machine'
appears.
I get all allerts about memory violations every time.

I am using MTOS (MiNT) 1.10 (beta version), plus the following programs in the auto folder:
Selectric
GEMRAM
WINX
FS
JPEGD
FPATCH2
MACCEL (mouse accelerator)
AHDI

Can anyone help? Its driving me up the wall!!

Rod

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==

3071. CLI on FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 16:08:08 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2svhl8$h8q@dux.dundee.ac.uk>
Source record: 32033

Is their a CLI sytem for the FALCON?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3072. Stefan Damerau @ SL

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 16:40:00 UTC
From: Joerg_Vogedes@pb.maus.de
Message-ID: <199406061840.a22672@pb.maus.de>
Source record: 32126

Hallo Stefan,

Vielen Dank fï¿½r Deine Mail und das ï¿½bersetzen.
Es hat leider etwas lï¿½nger gedauert Dir zu antworten.
Bei der Installation des 'DVI 2.1' habe ich noch ein biï¿½chen probiert
und auf einmal ging es.
Durch weglassen des " \ " hinter dem Fontpfad und setzen der Toleranz
fï¿½r die Zeichensatzauswahl auf 100 %. (Promille) = 10% funktionierte
es dann.
Diese Kombination hatte ich wohl noch nicht versucht.

Du hast von einer neueren Version 'DVI 2.61' geschrieben,
wo kann ich diese bekommen?

Im Moment habe ich noch das Problem, daï¿½ wenn ich von der TEX- Shell
drucken will zwar die Richtigen Parameter wie Rï¿½nder ect. als
Parameterdatei
von `DVI` geladen werden, jedoch diese beim Druck und im Preview nicht
erscheinen.
Wenn ich nach dem automatischen ï¿½ffnen einer DVI Datei (durch drucken aus
der Tex Shell) diese sofort schlieï¿½e und durch erneutes manuelles ï¿½ffnen
wieder erscheinen lasse sind alle Rï¿½nder und Einstellungen in Funktion.
Vielleicht klappt es ja mit der neueren Version.

Tschues
Jï¿½rg

3073. Re: Calamus SL and HP560C color printing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 17:26:34 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2svm8a$h16@mother.usf.edu>
Source record: 32096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We've never had any problems with Calamus SL outputting color graphics (except once when printing to an HP Deskjet 500c with the wrong settings in the printer driver). Contact pdirect@delphi.com and ask him about it. He can help you with your problem.

3074. Re: Detecting Carrier from Desk Accessory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 17:30:32 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2svmfo$h16@mother.usf.edu>
Source record: 32098

John Perry (marco@sys6626.bison.mb.ca) wrote:
: Can anyone tell me how I could detect a modem carrier from a desk
: accessory?

: Thanks.

Same way you would from any other kind of program. Which chip are you trying
to get this information from? MFP (ST/e) or SCC (TT/Falcon)?

3075. Re: detecting use of alternative RAM!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 17:48:50 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CqzLHE.7HI@cix.compulink.co.uk>
Source record: 32102

In message <1994Jun6.103209.7664@cen.ex.ac.uk>, cs93dlh@dcs.exeter.ac.uk said:

>Also is there any way to force malloc to get ST-RAM even if the 'malloc from
>TT RAM' bit is set in the program header?

Yes, gemdos in TOS 2/3/4 has a call for this. Mxalloc(blocksize,mode)
Modes are:
0-ST RAM
1-TT RAM
2-ST RAM if available otherwise TT RAM
3-TT RAM if avaialble otherwise ST RAM

Ofir ogal@cix.compulink.co.uk

3076. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 18:48:31 UTC
From: ab164@yfn.ysu.edu
Message-ID: <2svr1v$sna@news.ysu.edu>
Source record: 32099

I guess it's like with a monk and sex! If
If you have never used UIS3.3 you don't miss it, but once you
experience it you can't do without it!
--
Tom Lamparty (ab164@yfn.ysu.edu)

3077. Re: How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 23:28:31 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Jun7.112831.1@csc.canterbury.ac.nz>
Source record: 32100

In article <Pine.3.89.9406051923.B9166-0100000@unix>, slh100@tower.york.ac.uk (Shawn Hargreaves) writes:
> The header says it all, really.
> There are lots of programs around which can be run as desk accessories,
> or renamed to .PRG's and run from the desktop. How is this done?
> I presume that to run an acc as a program I just have to remove the call
> to menu_register(), open the window immediately instead of waiting for an
> AC_OPEN message, and quit the program when the window is closed instead
> of returning to the message loop. The thing is, how do I find out whether
> I am being run as a program or an accessory?

As far as I can remember, (all my docs are at home) the method is compiler-dependent. I think some GEM libraries use the return value of appl_init(), but I'm not sure how. One of the 4 or so startup libraries I have for Heat-and-Serve C seems to check the stack pointer: if the value is meaningful, it is the previous program's stack (?) and it used a Pexec(0, ...) call, otherwise if it is NULL, the program has been run as an accessory.

This is all from memory, but I can mail you the startup code if you are interested. I assume it works just as well with MultiTOS.

--
__ +--------------------------------------+
/<o__n | Carey Evans |
<| .=== .... | NZ: evancw2@cosc.canterbury.ac.nz |
____ <| | | World: misc223@csc.canterbury.ac.nz |
/ __ \ <| | +--------------------------------------+
~~~~~~
~~~~~~

3078. Re: STalker STumbles?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-06 23:40:42 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EFHABJVG@ttgk.textlitho.nl>
Source record: 32023

In <2srd2e$58o@netnews.upenn.edu> Rob S. Rice wrote :

> Use STalker 3.02--great program. Better than anything I've
>played with on the Super Macs or the 486's. I just ordered (but have not
>yet received) a U.S. Robotics 14,400 Sportster modem and found that
>
>STALKER DOES NOT LIST 14,400 AS A MODEM SPEED SETTING!!!!!!!!!!!!!
>
>There's a hole in between 9,600 and 19,200.
>
> NOW what do I do?

Just set the speed to 19200, your modem will convert it automatically, when
using compression it will benefit from the higher speed as more bytes are
needed from the computer than 14400 bits per second....

Gert

--

-- --
Atari TT-Point
-- --

3079. Help needed with drive...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 00:53:11 UTC
From: twymer@cie-2.uoregon.edu
Message-ID: <2t0gdn$loa@pith.uoregon.edu>
Source record: 32101

Hello. I'm posting this message for a friend who's having trouble posting from his usual system.

A couple years back I was given a Future Systems Inc. GTS-100 disk drive without connector cables or power supply. It has been sitting around ever since, but now it turns out that I need it. I assume the cables I have now will suffice to hook the drive to my Atari, but I have no idea what kind of power supply it needs. The drive itself just has an identifying sticker and an FCC compliance sticker on the bottom, but no information about the drive itself.

Could anyone out there with documentation on this type of drive please tell me what kind of power supply I need to find for it? I have several sitting around here but I'm not about to just plug them in and see if they work. What I need to know is the voltage, amperage, and the polarity of the plug that goes in back.

Also, I read a message earlier about someone selling one of these drives, and he wrote that it was a double-sided/SINGLE-density drive. Would this be true, or was it just a typo? All my disks are double-sided/double-density and if this drive can't handle that, I don't want to waste any time or money on it. The person who gave this to me said it was DS/DD, I think, but that was a long time ago...

I just bought an upgraded 520 to replace my 1040, which died a couple months ago, but the drives with the 520 are both single-sided, so the computer is essentially unusable right now, even though I've verified that it's working just fine. So any information I can get would be much appreciated. Either posting or e-mail is fine.

Thanks for listening, and I hope someone can help...

--James
----
jamesl@efn.org

3080. Falcon in a tower docs.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 03:50:16 UTC
From: stu1222@alpha.wright.edu
Message-ID: <Cr0DBs.28H@mercury.wright.edu>
Source record: 32103

I need to get the text file on putting a Falcon in a tower. I looked in
the various ftp sights and was unable to find any relevant information.
If you know where to find it please email me the location.
BTW. I called Toad and they only had info on putting a falcon in a rack mount
(for musicians) and it only has one internal scsi bay.
Thanks for any help.
John Wagner

3081. Re: 2nd drive on a Falcon030 !?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 09:55:01 UTC
From: pagan@meiko.co.uk
Message-ID: <2t1g5l$io4@bart.meiko.com>
Source record: 32104

You could try a floptical drive. They cost lots but read optical disks &
1.44M/720k floppies (according to magazine ads). I have no experience
with them though, sorry.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

3082. Re: Falcon memory configs. What's possible

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 09:58:14 UTC
From: pagan@meiko.co.uk
Message-ID: <2t1gbm$io4@bart.meiko.com>
Source record: 32105

In article 68s@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
>
>[snip]
> Using the FalconWING SIMM
> expansion, the Falcon030 can use a single 32-bit SIMM (one of those
> 72-pin jobbies!) [snip].
>
Can you proffer (sp) any info on the FalconWing board (supplier, cost,
etc.)?

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

3083. Falcon serial speeds?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 10:01:01 UTC
From: pagan@meiko.co.uk
Message-ID: <2t1ggt$io4@bart.meiko.com>
Source record: 32106

Anyone know what sort of speed the Falcon can drive the serial port
at and if there are any utils that drive it at high speeds? Cheers.

---
* ^ ^ * Stephen Payne
* + + * pagan@meiko.co.uk
* '` * "When in darkness or in doubt,
* |____| * run in circles, scream and shout."
* * Disclaimer: I do not speak for Meiko...Only for gods

3084. SCSI Host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 10:20:17 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun7.102017.7789@cc.ruu.nl>
Source record: 32107

Hi,

I would like to know which SCSI host adapter is built in my Atari Mega STE 4.
You'll probably think, why does he want to know that?
Well, I also have an 386 emulator built in, and I would like to try out
wether I can run Linux on it or not. Linux needs to know what type of
host adapter I have.

I assume there is some common host adapter built in all Mega STE's.
I don't know if it is important, but I have a 245 Mb Maxtor harddisk.

Also, Linux requires that the SCSI adapter uses interrupts.
Is this enabled by default in my Mega STE?
(I sure hope my 386 emulator supports all this kind of stuff.)

Any help is welcome here,

thanks,

Richard.

3085. gzip problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 11:23:58 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2t1lce$6r4@clss3.bangor.ac.uk>
Source record: 32109

hello,

Has anyone experienced problems with gzip ? I'm using a 1Meg STe and can't seem to run gzip at all. Each time it is run it reports 'out of memory' ! I'm either running gzip.ttp from the desktop (no other memory resident programs) or gzip_xfs.ttp under MiNT v0.95 and a shell (sh.ttp/ash.ttp/ tcsh.ttp/ksh.ttp). Under none of these conditions does it run.

Most of the time under MiNT the shell reports 'file not found' but this seems to happen whenever there's not enough memory to run a process (all other programs (such as ps, etc.) produce a 'file not found' error from the shell when there's not enough memory to run them.) Typing './gzip_xfs.ttp' whilst in the /usr/bin directory produces the 'out of memory' error.

It was suggested that the UNIXMODE variable should be set to something like /rUcub but this has had no effect. It was also suggested that fixstk could possibly solve the problem but it seems that gzip's stack is set at zero already.

Has anyone got any ideas ? I'm going spare not being able to unpack all the gziped files I have lying around ! Of course I could gunzip them on a SUN and then zoo them up - but my zoo won't save file names longer than the 8.3 which is damned annoying ! The minix version of zoo at a.a.u.e doesn't run on my ST - error 'invalid word - expecting a)' or words to that effect !!

Thanks to anyone who can help me !!

Dylan
dbanarse@sees.bangor.ac.uk

3086. Re: Mega question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 12:18:02 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jm-tPUq.lmcclure@delphi.com>
Source record: 32108

In a message dated 6-3-94, Paul Tuijnman said:

"Is there a way to fool the mega into thinking there's a
monitor connected while there's none?"

Of the two standard monitors that connect directly to a Mega ST, the only one it "looks" for is the monochrome monitor (i.e., SM124 or equivalent). If it does not find one connected, it boots up as if you had a color monitor connected to it.

To fool it into thinking you have a monochrome monitor connected, you would need to bring the monochrome detect line on the monitor port low. The easiest way to do this is to connect it to the ground connection on the monitor port (thru a small value resistor, to be safe).

I know mono detect is on pin #4 of the video port, and ground is on #13, but I do not have a diagram showing the location of each pin.

3087. What is RSVE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 12:22:37 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2t1oqd$da0@infa.central.susx.ac.uk>
Source record: 32110

I think the subject header says it all.

Thanks in advance for any help.

Andy.

--
Ah! To be young and insane.
- The Dream Team

3088. Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 13:45:59 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406072029.AA00136@montp.cirad.fr>
Source record: 32111
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

```
CEO document contents:
Thanks a lot for ignoring :)
```

3089. ide on atari ste?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 16:30:20 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun7.163020.16345@unix.brighton.ac.uk>
Source record: 32112

Okay - I seem to remember that this was discussed a while back, but what was the outcome?

I have a 120Meg 2.5inch IDE harddisk, is there anyway that it can be used with a normal STe?
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

3090. Re: PD Fax Software???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7784@pb2.maus.de>
Source record: 32120

At about five past eleven, philipp_frank@tbx.berlinet.in-berlin.de
(Philipp
Frank) wrote:

PF>...and COMA is - as far as I know - the only Atari-FAX-Software
PF>for FAX-Class 2.0.

But it's not fully implemented and operational. Yet, that is.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3091. RE: PD Fax sw for Supra 144E

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 18:41:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199406072041.a7783@pb2.maus.de>
Source record: 32121

At about twenty-five to twelve, taylord@netcom.com (Doug Taylor) wrote:

DT>I've tried to use Coma202.app, hackfax.prg absolutely to no avail on
DT>my Supramodem 144E. Coma202 won't even dial, and hackfax won't
DT>function because I don't have a Zyxel.

AFAIK you need a *CLASS1* driver to send/receive faxes with a Supra modem.

Try to get *JuniorOffice* via FTP. A Class1 driver is included in this
package.

Hendrik

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3092. Re: Re^2: 1 = 0.99999999

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 19:23:00 UTC
From: Oliver_Bonten@bb.maus.de
Message-ID: <199406072123.a19592@bb.maus.de>
Source record: 32017

RP>Ausser in Z ! denn dort gilt bekanntlich: 1+1=0 ;) 2

Trotzdem gilt auch dort 1+1=2, es ist halt nur 2=0.

Hï¿½lsningar, ob

3093. Re: SCSI floppy controller on

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 21:47:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406072347.a18568@m4.maus.de>
Source record: 32016

```
>>Has anyone ever been successful using a TEAC FD-10 SCSI floppy
>>controller with an ICD host adapter and software? Please, anyone
>>even heard of an attempt.
>
>Sounds like it would be nice to have a working version of this system
>attached to a Falcon, what with having no Drive B:.............
```

Why not simply use a Floptical drive? They r/w DD and HD floppies, they're even cheaper than TEAC SCSI floppy drives, they definitely do work on Atari machines, and they can even do 21 MB on their proprietary type of floppy disk.

bye, Peter

3094. Re: Falcon serial speeds?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 22:14:33 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2t2rg9$pms@mother.usf.edu>
Source record: 32113

Stephen Payne (pagan@meiko.co.uk) wrote:
: Anyone know what sort of speed the Falcon can drive the serial port
: at and if there are any utils that drive it at high speeds? Cheers.

You can get it to do just about any speed you want if you know how to program a Z85c30 and you know the signals. I think the highest anything I've written will do is 230500 or something like that. I know the SCC will do that, but I don't know if the Falcon can really handle it... I've never tried.

3095. Re: ASM in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-07 23:41:22 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2t30j2$47o@marsupial.jpl.nasa.gov>
Source record: 32114

In article <2sjhlr$9ob@harry.lloyd.com>,
Howard Chu <howard@harry.lloyd.com> wrote:

```
>Anyway, while following the above model is rather a bass-ackward way of coding
>things, here's how you would do it:
>
>/* Take 3 input integers, add together, return the sum */
>
>int sum(int x, int y, int z) {
> register long retvalue __asm__("d0"); /* return value */
>
> asm("
> movel %1, d0
> addl %2, d0
> addl %3, d0"
> : "=r"(retvalue) /* outputs - any variables that are written */
> : "g"(x), "g"(y), "g"(z) /* inputs */
> : "d0" /* clobbered registers */
> );
> retvalue;
>}
```

(Of course, there was a bit of redundant info in the above example; you don't
need to specify d0 in as many places as I did:)

```
int sum(int x, int y, int z) {
register long retvalue __asm__("d0");

asm("
movel %1, %0
addl %2, %0
addl %3, %0"
: "=r"(retvalue)
: "g"(x), "g"(y), "g"(z)
); /* clobber info is redundant */
retvalue;
}
```

or mebbe, cheating a bit since we know that all we care about is returning
the value in d0:

```
int sum(int x, int y, int z) {
asm("
movel %0, d0
addl %1, d0
addl %2, d0"
: /* nothing written into */
```

```
: "g"(x), "g"(y), "g"(z) /* same inputs */
); /* no clobber info */
}
```

But the first example illustrates all the features...

--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

3096. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 00:17:34 UTC
From: zeus@myth.demon.co.uk
Message-ID: <771034654snz@myth.demon.co.uk>
Source record: 32117
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

> CEO document contents:
> Thanks a lot for ignoring :)

It's quite alright, I was ignoring it anyway.

3097. Re: SCSI Host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 00:54:47 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2t34sn$egm@mailer.fsu.edu>
Source record: 32115

Richard Huveneers (huveneer@math.ruu.nl) wrote:
> I would like to know which SCSI host adapter is built in my Atari Mega STE 4.

It is an Atari host adaptor, which only works in the MegaSTE (by default,
anyway).

> You'll probably think, why does he want to know that?
> Well, I also have an 386 emulator built in, and I would like to try out
> wether I can run Linux on it or not. Linux needs to know what type of
> host adapter I have.

Linux wants to know what kind of SCSI controller card you have. The host
adaptor concept is unique to STs (at least in this context), and is a totally
different beast. Unfortunately, there is really not an answer to the SCSI
controller question, as the ASCI stuff (Atari's version of SCSI, and that
which the host adaptor translates to and from SCSI) is built into the
motherboard. Experimentation is probably the only way to find out. Note
that PCs don't have built in SCSI (in general), which is why Linux needs
to ask. There are some pretty screwed up PC SCSI controller cards out there.

> I assume there is some common host adapter built in all Mega STE's.
> I don't know if it is important, but I have a 245 Mb Maxtor harddisk.
>
> Also, Linux requires that the SCSI adapter uses interrupts.
> Is this enabled by default in my Mega STE?
> (I sure hope my 386 emulator supports all this kind of stuff.)

Hmmm, no clue. I think it is really likely that Linux is not going to
work via emulation, at least not without some major hacking.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3098. Re: What is RSVE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 00:58:39 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2t353v$egm@mailer.fsu.edu>
Source record: 32116

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
> I think the subject header says it all.

RSVE is described (in German) in the file rsve_1.lzh on atari.archive.umich.edu in Utilities/Tosfixes. Basically, it is a small board (trace negatives and instructions included in the above file) and a small program that allow one to have much faster serial communications than the stock 19200 baud available on standard ST/MegaST/STE computers. MegaSTE/TT/Falcon can already go pretty fast, though it is possible that RSVE would do something for these as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3099. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 04:35:46 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2t3hr2$c8o@scapa.cs.ualberta.ca>
Source record: 32118
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

zeus@myth.demon.co.uk (Mike Cowgill) writes:

>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>> CEO document contents:
>> Thanks a lot for ignoring :)

> It's quite alright, I was ignoring it anyway.

me too. ;)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3100. PLEASE READ: Request for Submissions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 05:48:31 UTC
From: news@uncc.edu
Message-ID: <2t3m3f$lbe@unccsun.uncc.edu>
Source record: 32119
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Thankyou you very much for taking the time to read this.

Hi, I am interested in starting a list of Atari programming information sources. This list will include information on books, magazines, fanzines, technical documents, Special Interest Group newsletters, on-line tutorials, ftp sites, Email mailing lists, telnet services, and anything else dealing with programming on the Atari. I'm looking for sources of programming on anything from programming GEM to programming the MIDI port to programming the DSP in the Falcon and even programming on the Atari 800 if available. I also wish to make a comprehensive listing of hopefully all magazines published to date that deal with Atari, even if the magazine is not published anymore, but if back issues are still available I'd like to hear about it. Also if you use the Atari to program alot, I would like to know about books,etc. that you find useful in your programming, even if they aren't written for the Atari. I would like to get contributions that contain info on any Atari from the Atari 400 to the Jaguar to the MEDUSA040. Basically this list will include any and everything (hopefully) ever written about the Atari (tech stuff on the Atari 2600 will also be gladly taken). Please read below on how to make submissions.

My reason for starting this list is simple I have owned an Atari 130XE for over 9 years now and want to move up to a Falcon or beyond. I've been searching for sources of programming on the bigger and smaller Ataris for awhile now and have found hardly nothing. And no one I know of locally has even heard of the Atari so I'm hoping this list will help people, like myself, who have not been very successful in finding information sources for the Atari. I plan to put all the info I receive on all major Atari ftp sites, newsgroups and any mailing list(s) around, and will keep it updated to the best of my ability. Below is sort of an outline of how I would like submissions to be sent. Thanks again for all your help and I will do my best to make this list the best.

Submission Info::
For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,

i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.

Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

P.S. Sorry for all grammar mistakes and spellings errors and also
for the long post. (It's about 2 in the morn here)

-*- ATARI siting: atari is listed in the dictionary file -*-
-*- of IBM's Qedit Advanced v3.0 -*-

3101. Beginning Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 08:29:34 UTC
From: news@uncc.edu
Message-ID: <2t3vhe$o3g@unccsun.uncc.edu>
Source record: 32122

I'm interested in really digging into MiNT/UNIX. I've got a Falcon4/80 and would possibly like to install some sort of file system under Mint...I'm also looking into a SLIP connection. Any advice? Right now I'm using Lattice C 5.6/Devpac 3.1 for program development...Does GNU offer me any significant advantages?

And finally, just how portable is code between UNIX and MiNT?

Thanks,
Russ
ralunsfo@unccsun.uncc.edu

3102. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 08:32:10 UTC
From: jeroen@wsinis12.info.win.tue.nl
Message-ID: <2t3vma$2q7@wsinis12.info.win.tue.nl>
Source record: 32123
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>> CEO document contents:
>>> Thanks a lot for ignoring :)

>> It's quite alright, I was ignoring it anyway.

>me too. ;)

And so was I

3103. Looking for 386 emulator for MSTE4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 09:38:09 UTC
From: chan_c@cs.uwa.oz.au
Message-ID: <chan_c.771068289@kultarr>
Source record: 32124

Hello everyone,

I have a some queries. I am interested in getting an IBM emulator
for my Mega 4 STE. Is there any around? The only ones I can find are
286 emulators (AT Speed C16) I remember from somewhere that there
was a 386 emulator produced by (Vortex?) once. Are they still around
and if so where can I get some information on it.

If anyone has any idea of what they are charging for it and their
address (mail and e-mail) I would really appreaciate it if you can
let me know.

Or anyone who knows about it and have used it maybe you could
share some info on it with me. Things like :

Runs Windows ok?
Dos 6.2?
Reads the HD ok?
Serial/parallel ports useable?
monitor emulation modes? (cga/vga/svga?)
what if I have a NOVA graphics card?

etc ...

Thanks in advance
Gary Chan
chan_c@kultarr.uwa.edu.au
chanck@tartarus.uwa.edu.au

3104. FITTING UPGRADES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 09:57:28 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2t44m8$6r8@dux.dundee.ac.uk>
Source record: 32032

This may sound silly...

Can someone email me how to replace the TOS chip in a FALCON, not the actual removing of the chip, but what screws to take out the bottom of the case and what the chip has written on it, so I dont remove the wrong one.

Rod

--


```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3105. MODEMS etc on DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 10:06:19 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2t456r$6r8@dux.dundee.ac.uk>
Source record: 32031

IS there anything actually available for DSP, I have heard of JPEG/MPEG stuff, FMV, FAXES, Modems. Incidently all this came from the FALCON sales literature. I dont believe ALL of what it says but surely there must be something.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3106. Re: The look of GEM ...

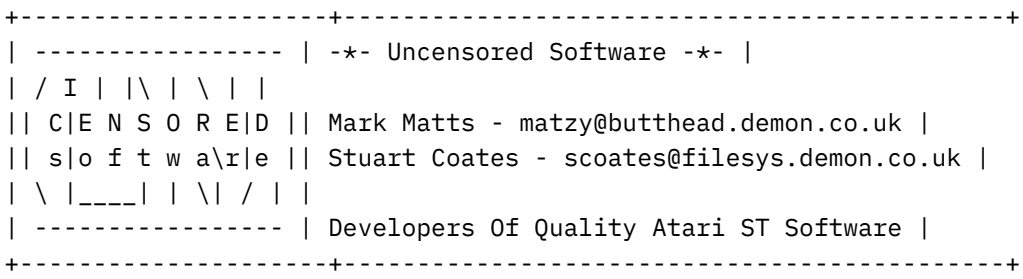
Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 11:33:18 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <771075198snz@butthead.demon.co.uk>
Source record: 31991

In article <2svr1v$sna@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:

> I guess it's like with a monk and sex! If
> If you have never used UIS3.3 you don't miss it, but once you
> experience it you can't do without it!

Well put Tom.. I have tried all kinds of file selector replacements,
but UIS3 always comes out on top.. Any ideas what is happening with its
further development though?

--
Mark Matts (matzy@butthead.demon.co.uk)


-*- Uncensored Software -*-
Mark Matts - matzy@butthead.demon.co.uk
Stuart Coates - scoates@filesys.demon.co.uk
Developers Of Quality Atari ST Software

3107. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 13:06:51 UTC
From: cs_d637@king.ac.uk
Message-ID: <2t4fpb$455@mercury.king.ac.uk>
Source record: 32127
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Jeroen Rik van Zutphen (jeroen@wsinis12.info.win.tue.nl) wrote:
: cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

: >zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >>> CEO document contents:
: >>> Thanks a lot for ignoring :)

: >> It's quite alright, I was ignoring it anyway.

: >me too. ;)

: And so was I

Consider it ignored.

3108. MinixFS: write failure

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 13:35:28 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2t4hf0$4d8@coli-gate.coli.uni-sb.de>
Source record: 32128

Hi,
since I have a large news spool directory on a minix partition, the
following error occours more and more often:
% touch <newfile>
touch: <newfile>: write failure

The program xsystem tells me that there are 10463 files present in 152
directories.

What's the problem? I thought the limit was 65535 files per partition?

Benni

--
Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

3109. Printer driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 13:49:41 UTC
From: gltrw@mail.bris.ac.uk
Message-ID: <Cr2zqt.5qq@info.bris.ac.uk>
Source record: 32129

Does anyone have a printer driver for the Epsom stylus 300 inkjet printer.
I have written one for 1st Word, but would like one for Degas Elite,
Canvas and a few other programs.

Thanks in advance

Toni

++
This is the end | From | This space is left
of the message | | intentionally
there is no more | T.R.Woodward@Bristol.ac.uk | blank.
... so stop | |
reading. | |
++

3110. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 14:03:30 UTC
From: rjk1002@hermes.cam.ac.uk
Message-ID: <2t4j3i$lvp@lyra.csx.cam.ac.uk>
Source record: 32130
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Paul Neve <cs_d637@king.ac.uk> wrote:
>Jeroen Rik van Zutphen (jeroen@wsinis12.info.win.tue.nl) wrote:
>: cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>
>: >zeus@myth.demon.co.uk (Mike Cowgill) writes:
>
>: >>Bales_N@CIRAD.fr writes:
>
>: >>> CEO document contents:
>: >>> Thanks a lot for ignoring :)
>
>: >> It's quite alright, I was ignoring it anyway.
>
>: >me too. ;)
>
>: And so was I
>
>Consider it ignored.

Not only am I ignoring the original posts, I'm ignoring the followups
as well.

3111. Re: How do I combine .ACC/.PRG?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 14:27:27 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771085647@Paddington>
Source record: 32131

misc223@csc.canterbury.ac.nz writes:
>> The header says it all, really.
>> There are lots of programs around which can be run as desk accessories,
>> or renamed to .PRG's and run from the desktop. How is this done?
>> I presume that to run an acc as a program I just have to remove the call
>> to menu_register(), open the window immediately instead of waiting for an
>> AC_OPEN message, and quit the program when the window is closed instead
>> of returning to the message loop. The thing is, how do I find out whether
>> I am being run as a program or an accessory?

In Lattice C their is a variable set up if you set auto-detecting software on. The variable is int _xmode and will be one of the following depending on the way it is run:
1 GEM program
2 TOS program
3 GEM DA
4 Auto folder program

This is listed in the manual in the Startup Stubs at the back of the book.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

3112. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 15:00:51 UTC
From: mr30800@labs1.cc.etf.hr
Message-ID: <2t4mf3$ir0@labs2.etf.hr>
Source record: 32134
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Stuart David A (cs93294@assn030.cs.ualberta.ca) wrote:
: zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >> CEO document contents:
: >> Thanks a lot for ignoring :)

: > It's quite alright, I was ignoring it anyway.

: me too. ;)

: --
: |\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
: | L A T E R D U D E S | ||| DAVE the atari fanatic..... |
: |<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____________________________|

...funny! It doesn't seem they're ignoring it!!
marko.rukonic@etf.hr

3113. Re: SCSI Host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 15:10:16 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cr33H5.KvG@hpbbrd.bbn.hp.com>
Source record: 32139

Richard Huveneers (huveneer@math.ruu.nl) wrote:
> Also, Linux requires that the SCSI adapter uses interrupts.
> Is this enabled by default in my Mega STE?
> (I sure hope my 386 emulator supports all this kind of stuff.)

I doubt it. Linux is probably using the PC SCSI hardware
directly without intervention of the PC BIOS. I never heard that
PC emulators would support such stuff. Someone please correct me
if I'm wrong.

The host adapters used in the Mega STE differ fundamentally
from host adapters used in PCs. A "host adapter" in Atari-lingo
is a gadget that translates ACSI (=DMA) bus requests to a SCSI disk
drive. This means that you don't have a full SCSI bus, but only
a very limited one, without all the neat SCSI stuff such as
disconnect/reconnect protocols, arbitration and whatnot.

PC SCSI host adapters, together with their driver software, usually
implement the full SCSI protocol. They are much more like the
TT's or Falcon's SCSI hardware. Linux probably counts on a host
adapter delivering the full SCSI protocol.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

3114. WANTED: Low level formatter for SCSI HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 15:18:46 UTC
From: v892307@hillenius.si.hhs.nl
Message-ID: <Cr33vA.6y1@si.hhs.nl>
Source record: 32133

Hi,

I recently purchased a (2nd hand) Quantum 40 Mb. SCSI HD that has
been low level formatted on a PC :-(

The problem is that a normal formatter (like ICDFMT) always does
a Mode Sense & Inquiry to get info like number of heads and cylinders.
This info is probably trashed so I can't format this drive. The formatter
says there are no SCSI devices on the bus, while other utils say there is.

I'm now looking for a formatter that asks the user for the parameters and
does a Mode Select so I can format the drive. I'm trying to write one on
my own, but the only problem is that I haven't got a detailed description of
some of the SCSI-commands, in particular a command to set the following:
- Number of heads
- Number of cylinders
- Numbers of cylinders that need reduced write current
- Numbers of cylinders that need precomp.
- Location of the parking zone
etc.

From my other (working) Quantum drive I only can read the number of bytes
per sector (=512; doesn't surprice me for a bit) with the Mode Sense command.
How do you read and set the other parameters?

Thanks!

Ronald
--
==============================+===
Ronald Baljeu | Your computer account is overdrawn.
E-Mail: v892307@si.hhs.nl | Please reauthorize.
==============================+===

3115. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 15:30:47 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cr34FC.4qy@bbc.co.uk>
Source record: 32132

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: As regards patching the AES, well, why couldn't WINX be extended to
: change the look and feel of the window resource tree? Better still,
: just leave hooks for other people to write new looks and feels (the
: plural of 'look and feel', anyway :-)

That would be the most ideal solution, but I think that the corner drag larger type approach (like in Windows and OpenWindows) would be difficult do. But I'm no expert! Would a fully modular AES be feasible?

-David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

3116. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 18:07:51 UTC
From: pdemaio@draper.com
Message-ID: <pdemaio.194.000D21E0@draper.com>
Source record: 32135
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>Subject: Re: Test: please ignore
>Date: 8 Jun 1994 10:32:10 +0200

>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>>> CEO document contents:
>>>> Thanks a lot for ignoring :)

>>> It's quite alright, I was ignoring it anyway.

>>me too. ;)

>And so was I

I still am.

PDeMaio

Is that a light at the end of the tunnel or just an oncoming train?

3117. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 19:44:55 UTC
From: u3g12@cc.keele.ac.uk
Message-ID: <2t573n$2gj@gabriel.keele.ac.uk>
Source record: 32136
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

PDeMaio (pdemaio@draper.com) wrote:
: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
: >Subject: Re: Test: please ignore
: >Date: 8 Jun 1994 10:32:10 +0200

: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

: >>>> CEO document contents:
: >>>> Thanks a lot for ignoring :)

: >>> It's quite alright, I was ignoring it anyway.

: >>me too. ;)

: >And so was I

: I still am.

: PDeMaio

: Is that a light at the end of the tunnel or just an oncoming train?

I would like to say that those who are ignoring this post have my 100%
support, and further more, my admiration for doing such a noble and
worthwhile thing.

--
Muhhk.

3118. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 21:18:27 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2t5cj3$bv0@scapa.cs.ualberta.ca>
Source record: 32137
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

u3g12@cc.keele.ac.uk (Muhhk) writes:

>PDeMaio (pdemaio@draper.com) wrote:
>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>: >Subject: Re: Test: please ignore
>: >Date: 8 Jun 1994 10:32:10 +0200

>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>: >>>> CEO document contents:
>: >>>> Thanks a lot for ignoring :)

>: >>> It's quite alright, I was ignoring it anyway.

>: >>me too. ;)

>: >And so was I

>: I still am.

>: PDeMaio

>: Is that a light at the end of the tunnel or just an oncoming train?

>I would like to say that those who are ignoring this post have my 100%
>support, and further more, my admiration for doing such a noble and
>worthwhile thing.

Thank you! Yes! I beleive we have reached a new plateau of conversation
level in this newsgroup!! ;)

BTW, I have completely ignored your followup to this post, and am
forwarding it to many other people so they can ignore it too. :):):)

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3119. TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 22:18:37 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Cr3nB2.ADB@ecf.toronto.edu>
Source record: 32138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The subject more or less says it...
I'm looking for any ethernet card (and the software of course!) that can connect my TT up to a Mac ethernet network...
Is there such a product? Is it even possible?!

Why I want it:
I need to send Calamus files to a Fiery Xerox 5775 colour laser copier, which is hooked up to a Mac network. Since I can't directly send my Calamus files to the Fiery (Can I? If anyone has any info in a possible driver for Calamus, or anything, please respond!!!) I want to send them to a Mac in Tiff format, so I can convert and send to the Fiery. Problem is, I can't use the serial port on the TT because it's too slow (some of my files are 40megs and up) so Ethernet is my only solution.

Also, does anyone know if DMC Germany has an email address? I'd like to ask them if Calamus has any drivers to directly send to the Fiery Xerox 5775.

If anyone can help me out on this, I'd be eternally in their debt!!
Many TIA!
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3120. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 23:44:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2t5l51$kia@mailer.fsu.edu>
Source record: 32140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

AL RASHID SHAHIR (alrashi@ecf.toronto.edu) wrote:
> The subject more or less says it...
> I'm looking for any ethernet card (and the software of course!) that can
> connect my TT up to a Mac ethernet network...
> Is there such a product? Is it even possible?!

There are some German Ethernet cards for TTs. I know they are quite expensive, but they do (or did) exist. I seem to remember a price tag approaching $1000 (this could be totally bogus, like I'm remembering it in D-marks or something, though with today's rates...). Also, there would still be the problem of talking to the printer using the EtherTalk protocol.

> Why I want it:
> I need to send Calamus files to a Fiery Xerox 5775 colour laser copier,
> which is hooked up to a Mac network. Since I can't directly send my
> Calamus files to the Fiery (Can I? If anyone has any info in a possible
> driver for Calamus, or anything, please respond!!!) I want to send them
> to a Mac in Tiff format, so I can convert and send to the Fiery. Problem
> is, I can't use the serial port on the TT because it's too slow (some of
> my files are 40megs and up) so Ethernet is my only solution.

Actually, there is at least one other nice solution. You would need:

1 or 2 Syquest drives
Spectre 128/GCR, or perhaps the program MacSee, or perhaps Dos Mounter :-)

Ok, Syquest drives are removable platter hard disks. There are 5.25" drives (44mb, 88mb, possibly larger) and 3.5" drives (105mb, 270mb). Access speed is quite fast (feels like a fixed hard disk). With your TT, you could probably just plug a single drive into it, transfer your file (see below), unplug the drive, stick it on a Mac, and print directly from the Syquest. With two drives, you just carry the cartridge over to the Mac unit and print away. This would be significantly faster than downloading 40mb over a 10mbit/sec Ethernet (even if you had to hike a bit to get to the printer).

One way to write an ST file to a Mac filesystem (on a Syquest) is to use the Spectre 128 or Spectre GCR Mac emulator. All you would really need is the Transverter program, which is included with the above (and might be available separately, or even PD). You would not have to actually emulate a Mac to do this (though you would have to use an old-style MFS filesystem, no big deal for transfers). If you actually emulate a Mac, you would still use Transverter, but could write the file to an HFS partition (which is the normal Mac partition type nowadays). Another way is to use the program MacSee, which I believe allows you to read/write directly to a Mac HFS filesystem while in native ST/TT mode. An early version of this program, called MacRead, is

available from atari.archive.umich.edu (and some info about MacSee is included, I think).

MacSee should be available from Toad Computers, and other places. I don't have direct experience with the product. I do use a Spectre GCR a fair amount on my MegaSTE, and it works very well indeed. Version 3.1 of the software is supposed to be coming soon, which should greatly improve TT support (I think it will work with 3.0, but some desireable features are unavailable).

Yet another possibility would be to use Dos Mounter or other PC mounting utility on a Mac, and write to the Syquest cartridge in native ST mode, depending upon it being a PC compatible format. I think the ICD software formats Syquest cartridges in a PC compatible way. I cannot verify this, but perhaps someone else on the net could. A call to ICD would probably clear it up.

Now, the bare drive for a 44mb Syquest costs about $290 or so, an external Mac unit about $320. For the 105mb 3.5" unit, the bare drive is around $460, an external close to $500. The cartridges for both of these cost the same: ~$60 (all prices in US dollars, recent guestimates)! So, if the TT Ethernet stuff is as expensive as I remember it to be, you could probably get some nifty removable platter drives for about the same price, with much more general utility. The addition of an external ICD Link host adaptor would add another $100, though I suspect you could just plug it directly into the SCSI port on a TT.

I personally own two 44mb drives, and they are great! I have one at home, one at work. I can bring home stuff in 44mb chunks, and keep ongoing Mac work on the cartridge. There are drivers available for PC, Mac, Amiga, Suns, etc. The 105mb drives are even nicer. They spin up significantly faster (about 5-8 seconds, verses ~15 for the 44mb units), read/write faster (the 44mb units go at around 28ms), and the cartridges are quite small (about the size of three 3.5" floppies stacked together). Any Mac peripheral catalog will have these units (they are very popular in the Mac world, not so much in the PC, which is just recently getting reasonable SCSI). Also, Computer Shopper would be a good source.

Lots of folks are upgrading to the 105mb units, so the 44mb ones should not be hard to find on the used market. I bought both of mine, and all my cartridges used, and have not had a problem.

Hope that helps, feel free to email questions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3121. Re: MIME

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-08 23:46:31 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2t5l8n$p67@nasim.sta.sub.org>
Source record: 31994

Michel Forget (mforget@elfhaven.ersys.edmonton.ab.ca) wrote:
> In <2ss08j$l7d@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz writes:

> [> I would like to see if he could include MIME in a later
> [> version of his 'ESSCD' program...

> I have the source code, but have not had time to look at it. The
> archive is huge, so I have been putting it off.

There is no need for the whole metamail stuff. I assume you mean
something like this:

-rw-r--r-- 1 knarf admin 330454 Feb 28 20:54 contrib-2.4.tar.gz
-rw-r--r-- 1 knarf admin 141392 Mar 3 20:18 mm24.tgz

But all you need to integrate into your application would be the
mpack- and munpack stuff from one of those archives:

-rw-r--r-- 1 knarf admin 41161 Jun 7 18:21 mpack-1.4-pc.zip
-rw-r--r-- 1 knarf admin 96251 Jun 7 18:20 mpack-1.4-src.tar.gz

... which are quite smaller. ;)

mpack/README:

[...]
Legalese:

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purpose. It is provided "as is" without express or implied warranty.
[...]

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.sta.sub.org | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3122. Re: TT Hard drive problem!! (Help!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 00:27:59 UTC
From: alrashi@ecf.toronto.edu
Message-ID: <Cr3tAq.FCy@ecf.toronto.edu>
Source record: 31992

Like the subject says, I'm in dire need of help concerning the health of
my hard drive!!
Okay..some info first:
The drive is a Quantum Pro-drive ELS, SCSI-1, 80 meg harddrive.
The drive is partitioned with BGM partitions.

The problem started a while back when a friend of mine was trying to save
onto the drive and got a "Output device not receiving file" message.
He tried to fix it using Diamond Edge, but inadvertently he _might_ have
deleted out the entire partition. Whatever it is, no files show up in the
partition anymore...leading me to believe that the FAT is probably screwed up.
Now, nothing can even read the partition!! And yes, I tried fixing it with
Diamond Edge, but it couldn't access the drive.

My problem:
How in the heck do I fix this??!? I ported the drive over to my Pc-compatible
(which happens to have a really nice auto-config scsi card) and _did_
manage to find out that data still exists on the drive... I need to know how
to get it!! Incredibly valuable data files exist on the drive!! (argh!)
Anybody out there have any ideas? Can any software (ala Norton Utilities) out
there solve this problem? Is there anything I could use on the Pc-compatible
platform that could _understand_ BGM partitions and fix this problem?

If anyone has _any_ suggestions, please respond _please_!
Manymanymany TIA.
AcEzE /.^J
--
********** WHO AM I, YOU SAY? ********** "If time is money, (c)
********** Shahir Al Rashid *aka* AcEzE ********** we're all in debt!" - Me
***** Alrashi@ecf.toronto.edu *** GO RIN NO SHO ***** ----------
* This message brought to you by the Bollocks Bros. * No Fate But What We Make

3123. MegaSTE crashes!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 04:42:00 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771128886.2@mettav.royle>
Source record: 32012

It was none other than Lars-Erik Osterud that wrote on 26 May 94 that ,
LO> too, but I suspect my AT-ONCE 386 PC-card. It plugged in to the
LO> 68000 socket but the connection is poor and there is no way to get
LO> the card "pushed" down into the socket. Anyone out there with some
LO> ideas ?

I had a problem with my memory plug in due to the fact that some of the pin's
went in the wrong side of the prongs so werent held as tight as they could be.

Spose you could alway's solder the thing in place <argh>

////
Graham Irvine
grin.mettav.royle.org

3124. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 04:47:14 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771128886.3@mettav.royle>
Source record: 32013

It was none other than Mickey Boyd that wrote on 27 May 94 that ,
MB> So, some Overscan users want to comment? Does anyone have one
MB> working on a MegaSTE?

Isn't there a software only solution for the STE that increases the horizontal resolution ?

Sorry I am a sad FM user so cannot give the exact name or comment.

MHYG
Graham

3125. PD Fax sw for Supra 144E

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 04:59:58 UTC
From: Graham.Irvine@mettav.royle.org
Message-ID: <771128886.4@mettav.royle>
Source record: 32014

It was none other than Doug Taylor that wrote on 30 May 94 that ,
DT> I've tried to use Coma202.app, hackfax.prg absolutely to no avail on
DT> my Supramodem 144E. Coma202 won't even dial, and hackfax won't
DT> function because I don't have a Zyxel.
DT>
DT> Any ideas anyone?

BinkleyTerm or Semper using the external BTFAX driver work's but that's receive only. For reliable sending (and receiving) you really need to be looking at StraightFax2 which support's The Supra very comprehensively (CallerID,Silent Answer etc).

Graham Irvine
grin.mettav.royle.org

3126. Atari ST/STE stuff CHEAP! :)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 05:40:31 UTC
From: jorge@mercury.sfsu.edu
Message-ID: <2t6a0f$qp3@news.csus.edu>
Source record: 31993

Great Atari ST games & stuff for sale!

GAMES:
For $5/each game:
Arena, Deep Space, Barbarian, Obliterator, Terrorpods,
Mr. Heli, Forgotten Worlds.

For $15/game
Wrath of the Demon, Awesome, Wanderer 3-D.

Compilations:
"World Beaters"--Outrun, Gauntlet II, 1943, Street Fighter-- $20
"Sega Master Mix"--Super Wonder Boy, Turbo Outrun,
Crack Down, ThunderBlade, Dynamite Dux---------- $20
"Triad II"--Menace, Tetris, Baal---------- $15
"Triad III"--Speedball, Blood Money, Rocket Ranger---------- $15

EMULATORS:
Spectre GCR (MacROMS includes) v.3 ----------$199

FLOPPY DRIVE:
Future Systems' double density GTS-100 3.5" drive with LED
track indicator----------$90

MISCELLANEOUS ST STUFFS:
Mega ST keyboard ----------$15
Atari Mouse----------$20
OMNISWITCH (connects the ST/STE to any Multi-sync monitor)---$20
ULTIMATE RIPPER: this cart lets U break into any program,
disassemble, freeze any screen pix, etc! U'll love it!-------$40

BACK-UP your copy protected games with:
TURBO BLITZ (software & cable)----------$15
SYNCHRO EXPRESS (software, parallel port cart & cable)-------$30

buyer pays shipping

Interested? please contact jorge@mercury.sfsu.edu

3127. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 07:15:09 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406091400.AA00118@montp.cirad.fr>
Source record: 31995
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

CEO file contents:

OH MY GOD ! WHAT HAVE I DONE !!!

Thanks guys, I was feeling a bit ignored recently... :)

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3128. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 07:18:10 UTC
From: howard@harry.lloyd.com
Message-ID: <2t6fni$1uu@harry.lloyd.com>
Source record: 31996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On the topic of Syquest drives, you'll notice (in recent issues of Computer Shooper, anyway) that the 88MB drives and platters are actually cheaper than the 44MB units. I guess 44MB units aren't being made any more. (Small loss, the 88MB units can read the old platters, and are faster anyway...)

I haven't really had time to form much opinion on the new 3.5" 105 MB units...

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3129. Re: Looking for 386 emulator for MSTE4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 07:38:36 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun9.073836.29895@cc.ruu.nl>
Source record: 31999

In article 771068289@kultarr, chan_c@cs.uwa.oz.au (Chiew CHAN) writes:
> Hello everyone,
>
> I have a some queries. I am interested in getting an IBM emulator
> for my Mega 4 STE. Is there any around? The only ones I can find are
> 286 emulators (AT Speed C16) I remember from somewhere that there
> was a 386 emulator produced by (Vortex?) once.

You are right. I bought it two or three years ago. It is called ATonce-386sx.
I can't imagine it is not sold anymore.

> Are they still around
> and if so where can I get some information on it.
>
> If anyone has any idea of what they are charging for it and their
> address (mail and e-mail) I would really appreaciate it if you can
> let me know.
>
> Or anyone who knows about it and have used it maybe you could
> share some info on it with me. Things like :
>
> Runs Windows ok?

Windows 3.1 runs fine. Perhaps a bit slow.

> Dos 6.2?

Yep. Runs fine too. The only problem I experience is when using DoubleSpace, I can
only access DOS partitions C and D. I just don't use DoubleSpace.

> Reads the HD ok?

Yep. As long as you keep your partitions smaller then 32Mb.

> Serial/parallel ports useable?

Yep. Never experienced any problem with my printer (LPT1) or Portfolio (COM1).
By the way, your Atari mouse becomes a Microsoft compatible mouse.
I have it configured on COM2.

> monitor emulation modes? (cga/vga/svga?)

Yep. Yep. No.
Available emulation modes:
On a monochrome monitor: cga/ega/vga/hercules/olivetti
On a color monitor: cga
How do you ever want to emulate svga on a 640x400 monitor?

> what if I have a NOVA graphics card?
>
I don't know anything about graphics cards. Sorry.

> etc ...
>
Perhaps interesting: QEMM386 and EMM386 work.

Hope this helps,

Richard.

3130. Re: Stefan Damerau @ SL

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 08:13:12 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2t6iuoINNbof@tom.rz.uni-passau.de>
Source record: 32000

In article <199406061840.a22672@pb.maus.de> Joerg_Vogedes@pb.maus.de (Joerg Vogedes) writes:
[Lots of German text deleted]

I guess this should have been a private mail, as it does not fit into the MAUSnetz article scheme mainly consisting of 90% articles with nothing more than 'ROTFL', 'Find ich auch!' ['That's also my opinion!'] in them.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3131. Re: Beginning Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 08:32:00 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jun9.083200.13149@tiggertoo.earth.ox.ac.uk>
Source record: 32004

In article <2t3vhe$o3g@unccsun.uncc.edu>, <news@uncc.edu> wrote:
>
>I'm interested in really digging into MiNT/UNIX. I've got a Falcon4/80 and
>would possibly like to install some sort of file system under Mint...I'm
>also looking into a SLIP connection. Any advice? Right now I'm using
>Lattice C 5.6/Devpac 3.1 for program development...Does GNU offer me any
>significant advantages?

Well, your hardware is up to it, though it would probably be even better if
you had more memory. (What! 4MB not enough! :-))

What you'll have to do is partition your drive into at least two partitions,
one for TOS and the other for the Minix filesystem. If you wait for MiNT
1.11 you'll be able to merely download and install all the utilities needed
to get both a compiler set-up and a full SLIP internet connection using
MiNTNet, 0.4{1,2} has TCP support now and various utilities are currently
being ported, I believe telnet, ftp etc. are already.

GCC has the advantage of being the main development compiler for the MiNT
libraries and software. There is limited support for Pure C and very limited
support for Sozobon C, but that's it.

>And finally, just how portable is code between UNIX and MiNT?

Using GCC and the MiNT libs code is very easily ported between Unix and
MiNT, the only real hurdle is the lack of a non-blocking fork(). The
libraries lean towards the BSD camp rather than the AT&T/USL System V camp.

>Thanks,
>Russ
>ralunsfo@unccsun.uncc.edu

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3132. Re: MinixFS: write failure

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 08:54:06 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jun9105406@issan.informatik.uni-dortmund.de>
Source record: 32001

In article <2t4hf0$4d8@coli-gate.coli.uni-sb.de>, benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

|> Hi,
|> since I have a large news spool directory on a minix partition, the
|> following error occours more and more often:
|> % touch <newfile>
|> touch: <newfile>: write failure

|> The program xsystem tells me that there are 10463 files present in 152
|> directories.

|> What's the problem? I thought the limit was 65535 files per partition?

How many i-nodes are free? On initializing the filesystem a fixed region of the disk is reserved for the i-nodes, and you need one for every file or directory. Normally one i-node per 3KB is allocated, it looks like you have a 30MB partition.

--
+--+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3133. Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 09:29:51 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2t6nef$sc5@clss3.bangor.ac.uk>
Source record: 32002

I'm finding it a little difficult transferring large msa files (such as some of the PD demos) to my ST. The problem is that they won't fit onto a standard DOS 720K disk - my ST only has a DS DD drive. Compressing the files doesn't usually have much effect at all.

I'm sure there must be people out there who have been in the same situation.... how do you get around the problem ??

Cheers for any help !

Dylan
---
dbanarse@sees.bangor.ac.uk

3134. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 09:49:56 UTC
From: Gerald.Huber@geographie.uni-regensburg.de
Message-ID: <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Source record: 31997
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>Subject: Re: Test: please ignore
>Date: 8 Jun 1994 21:18:27 GMT

>u3g12@cc.keele.ac.uk (Muhhk) writes:

>>PDeMaio (pdemaio@draper.com) wrote:
>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>: >Subject: Re: Test: please ignore
>>: >Date: 8 Jun 1994 10:32:10 +0200

>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>: >>>> CEO document contents:
>>: >>>> Thanks a lot for ignoring :)

>>: >>> It's quite alright, I was ignoring it anyway.

>>: >>me too. ;)

>>: >And so was I

>>: I still am.

>>: PDeMaio

>>: Is that a light at the end of the tunnel or just an oncoming train?

>>I would like to say that those who are ignoring this post have my 100%
>>support, and further more, my admiration for doing such a noble and
>>worthwhile thing.

>Thank you! Yes! I beleive we have reached a new plateau of conversation
>level in this newsgroup!! ;)

>BTW, I have completely ignored your followup to this post, and am
>forwarding it to many other people so they can ignore it too. :):):)

I disagree strongly !!! ;-E
Therefore I will from now on simply ignore this thread !!!!!!!!!!

That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Greetings: Gerald Huber

3135. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 09:56:36 UTC
From: Gerald.Huber@geographie.uni-regensburg.de
Message-ID: <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>
Source record: 31998
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>Subject: Re: Test: please ignore
>Date: Thu, 9 Jun 1994 09:49:56

>In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David
A) writes:
>>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>Subject: Re: Test: please ignore
>>Date: 8 Jun 1994 21:18:27 GMT

>>u3g12@cc.keele.ac.uk (Muhhk) writes:

>>>PDeMaio (pdemaio@draper.com) wrote:
>>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>>: >Subject: Re: Test: please ignore
>>>: >Date: 8 Jun 1994 10:32:10 +0200

>>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:

>>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

>>>: >>>> CEO document contents:
>>>: >>>> Thanks a lot for ignoring :)

>>>: >>> It's quite alright, I was ignoring it anyway.

>>>: >>me too. ;)

>>>: >And so was I

>>>: I still am.

>>>: PDeMaio

>>>: Is that a light at the end of the tunnel or just an oncoming train?

>>>I would like to say that those who are ignoring this post have my 100%
>>>support, and further more, my admiration for doing such a noble and
>>>worthwhile thing.

>>Thank you! Yes! I beleive we have reached a new plateau of conversation
>>level in this newsgroup!! ;)

>>BTW, I have completely ignored your followup to this post, and am
>>forwarding it to many other people so they can ignore it too. :):):)

>I disagree strongly !!! ;-E
>Therefore I will from now on simply ignore this thread !!!!!!!!!!
>That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Ooops! I just dicovered that this message was an error.
So please ignore.

Greetings: Gerald Huber

3136. Linux for Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 11:14:57 UTC
From: michrm@central.susx.ac.uk
Message-ID: <2t6tjh$3ha@infa.central.susx.ac.uk>
Source record: 32003

I remember that someone here posted saying that a version of Linux was available for the Falcon (I think it was on a german ftp site). Can anyone help me...I would like to have a play with it over my long summer holiday.

Thankyou

Michael

3137. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 11:21:54 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <771160914snz@bgserv.demon.co.uk>
Source record: 32005
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair,alt.flame

```
OK...byee thread!
--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator
```

3138. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 12:10:28 UTC
From: proche@imag.fr
Message-ID: <2t70rk$3l6@isis.imag.fr>
Source record: 32006
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
|> >Subject: Re: Test: please ignore
|> >Date: Thu, 9 Jun 1994 09:49:56
|>
|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
|> >>Subject: Re: Test: please ignore
|> >>Date: 8 Jun 1994 21:18:27 GMT
|>
|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|>
|> >>>PDeMaio (pdemaio@draper.com) wrote:
|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
|> >>>: >Subject: Re: Test: please ignore
|> >>>: >Date: 8 Jun 1994 10:32:10 +0200
|>
|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|>
|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|>
|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|>
|> >>>: >>>> CEO document contents:
|> >>>: >>>> Thanks a lot for ignoring :)
|>
|> >>>: >>> It's quite alright, I was ignoring it anyway.
|>
|> >>>: >>me too. ;)
|>
|> >>>: >And so was I
|>
|> >>>: I still am.
|>
|> >>>: PDeMaio
|>
|> >>>: Is that a light at the end of the tunnel or just an oncoming train?

```
|>
|> >>>I would like to say that those who are ignoring this post have my 100%
|> >>>support, and further more, my admiration for doing such a noble and
|> >>>worthwhile thing.
|>
|> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> >>level in this newsgroup!! ;)
|>
|> >>BTW, I have completely ignored your followup to this post, and am
|> >>forwarding it to many other people so they can ignore it too. :):):)
|>
|> >I disagree strongly !!! ;-E
|> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
|> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
|>
|> Ooops! I just dicovered that this message was an error.
|> So please ignore.
|>
```

Hi great ignorers !
I am really honoured to ignore this posting. It was a pleasure.
What about a new newsgroup comp.sys.atari.ignore ?

--

Pascal Roche Laboratoire de Genie Informatique
BP 53
Tel:76-51-46-00 poste 33-42 38041 Grenoble Cedex 9

3139. GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 12:13:50 UTC
From: ceebsm@cscd4c14.caledonia.hw.ac.uk
Message-ID: <Cr4pz3.CJA@cee.hw.ac.uk>
Source record: 32007

I'm not sure if this is the best group to post in but it's worth
a try. What I want to do is access ENV variables from GFA Basic 3.5e

I would like to have a variable called GFASOURCE which is the folder
in which GFA files are held. This would be accessed by a program I
am currently writing. If anyone can tell me how to do this then
either mail me direct at the address below or post a reply here.

Cheers

Barry
--
-- Barry S. Munro ----------------------------------

-- InterNet: ceebsm@clust.hw.ac.uk --
-- ceebsm@caledonia.hw.ac.uk --
-- ceebsm@cee.hw.ac.uk --
-- 11 Station Court, Leven, Fife KY8 4RR, Scotland --
---==---

3140. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 13:42:22 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EFJODHUS@deluxe.textlitho.nl>
Source record: 32015

In <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald Huber wrote :

>In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>Subject: Re: Test: please ignore
>>Date: 8 Jun 1994 21:18:27 GMT
>
>>u3g12@cc.keele.ac.uk (Muhhk) writes:
>
>>>PDeMaio (pdemaio@draper.com) wrote:
>>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>>: >Subject: Re: Test: please ignore
>>>: >Date: 8 Jun 1994 10:32:10 +0200
>
>>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>
>>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>
>>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>
>>>: >>>> CEO document contents:
>>>: >>>> Thanks a lot for ignoring :)
>
>>>: >>> It's quite alright, I was ignoring it anyway.
>
>>>: >>me too. ;)
>
>>>: >And so was I
>
>>>: I still am.
>
>>>: PDeMaio
>
>>>: Is that a light at the end of the tunnel or just an oncoming train?
>
>>>I would like to say that those who are ignoring this post have my 100%
>>>support, and further more, my admiration for doing such a noble and
>>>worthwhile thing.
>
>>Thank you! Yes! I beleive we have reached a new plateau of conversation
>>level in this newsgroup!! ;)

>
>>BTW, I have completely ignored your followup to this post, and am
>>forwarding it to many other people so they can ignore it too. :):):)
>
>I disagree strongly !!! ;-E
>Therefore I will from now on simply ignore this thread !!!!!!!!!!
>That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

THEN suddenly the POLICE arrive on the scene:
'Come on people, move it on, nothing special to ignore here!'
--

3141. Re:Printer Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 14:15:45 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2t786h$2v7@dunlop.cs.strath.ac.uk>
Source record: 32009

Sorry to deflect the topic slightly already but ...

How do you go about writing a printer driver ?

Is it best to get a book on the topic ?

How long would it take roughly and is it that difficult ?

Thanks and sorry I don't have a printer driver for the Epson
stylus 300 inkjet printer.

Ronnie
---
rgibson@cs.strath.ac.uk

3142. Re: SCSI Host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 14:53:14 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.771173594@apanix.apana.org.au>
Source record: 32022

huveneer@math.ruu.nl (Richard Huveneers) writes:

>I would like to know which SCSI host adapter is built in my Atari Mega STE 4.
>You'll probably think, why does he want to know that?
>Well, I also have an 386 emulator built in, and I would like to try out
>wether I can run Linux on it or not. Linux needs to know what type of
>host adapter I have.

I don't want to be rude, but forget it. Right here, right now, unless
you plan on rewriting _huge_ chunks of the innards of that none-too-
-pleasant operating system.

The 386 emulator is designed to run DOS, and maybe Windows.
Interface to the disk is _probably_ handled by a set of custom
BIOS routines, which understand the ST hardware.

Linux won't.

>Richard.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

3143. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 15:03:12 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <2t7avg$mtp@lyra.csx.cam.ac.uk>
Source record: 32010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

howard@harry.lloyd.com (Howard Chu) writes:

>On the topic of Syquest drives, you'll notice (in recent issues of Computer
>Shooper, anyway) that the 88MB drives and platters are actually cheaper than
>the 44MB units. I guess 44MB units aren't being made any more. (Small loss,
>the 88MB units can read the old platters, and are faster anyway...)

>I haven't really had time to form much opinion on the new 3.5" 105 MB units...

At work we have a 3.5" optical drive on one of our PC's. 128mb and
rewritable as well. The speed isn't too quick, maybe a bit faster than a
floppy.
I wouldn't mind one myself but I bet they are rather expensive!!!
(I think the disks are 50 pounds each, no idea about the drive)

>--
>Howard Chu, Sr. Systems Engineer Lloyd Internetworking
>howard@lloyd.com 3031 Alhambra Drive
>(916) 676-1147 - voice Suite 102
>(916) 676-3442 - fax Cameron Park, CA 95682

Phil
[E-mail pd@mole.bio.cam.ac.uk]

3144. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 15:07:35 UTC
From: boisso_s@epita.fr
Message-ID: <2t7b7n$3me@boson.epita.fr>
Source record: 32008

In article <Cr4pz3.CJA@cee.hw.ac.uk>, ceebsm@cscd4c14.caledonia.hw.ac.uk (Barry Scott Munro) writes:
>I'm not sure if this is the best group to post in but it's worth
>a try. What I want to do is access ENV variables from GFA Basic 3.5e

You will have to do it by yourself..
You can find a pointer to the environement memory area in BASEPAGE + (4 * 11)

```
.---. .-----------
/ \ __ / ------
/ / \(`')/ ----- ATARI Falcon030
-////// ' \/ ` --- ----------------------------------------------------
//// / // : : --- Nucleus |-|\/|) ~ boisso_s@epita.fr
```

3145. Re: Re:Printer Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 15:32:11 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2t7clr$1b0t@info2.rus.uni-stuttgart.de>
Source record: 32011

In <2t786h$2v7@dunlop.cs.strath.ac.uk> rgibson@cs.strath.ac.uk writes:

> Sorry to deflect the topic slightly already but ...
>
> How do you go about writing a printer driver ?
There is no answer until you tell us for which system you need a printer
driver.
GDOS, SpeedoGDOS or a driver for a specific program?
> Ronnie
> ------
> rgibson@cs.strath.ac.uk
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3146. Re: Linux for Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 15:58:36 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EFJQDGZE@dksoft.ping.dk>
Source record: 32177

In <2t6tjh$3ha@infa.central.susx.ac.uk> Michael May wrote :

>I remember that someone here posted saying that a version of Linux was
>available for the Falcon (I think it was on a german ftp site). Can anyone
>help me...I would like to have a play with it over my long summer holiday.
>
Me to.. I got a few messages telling me where i could get it, but no
matter how many times i try these sites i get an unknow address.

please let me know if you find anything Michael.

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

3147. Re: SCSI Host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 16:01:24 UTC
From: kim@dksoft.ping.dk
Message-ID: <Up-EFJQDGZH@dksoft.ping.dk>
Source record: 32176

In <1994Jun7.102017.7789@cc.ruu.nl> Richard Huveneers wrote :

>Hi,
>
>I would like to know which SCSI host adapter is built in my Atari Mega STE 4.
>You'll probably think, why does he want to know that?
>Well, I also have an 386 emulator built in, and I would like to try out
>wether I can run Linux on it or not. Linux needs to know what type of
>host adapter I have.

I don't think the MegaSTE is born with a scsi adaptor. A few friends
of mine had to add this to their machines. But it was some Atari kit
they bought which suits the MegaSTE.

Btw.. Where did you get linux from.. I'm searching it as well ??

Greets
Kim

--
-- --
DK-Soft, the danish adventure of atari information
-- --

3148. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 19:40:44 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771190844snz@nest.demon.co.uk>
Source record: 32019

In article <2t6nef$sc5@clss3.bangor.ac.uk>
dbanarse@sees.bangor.ac.uk "D S Banarse" writes:

> I'm finding it a little difficult transferring large msa files (such as
> some of the PD demos) to my ST. The problem is that they won't fit onto
> a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
> the files doesn't usually have much effect at all.

Try using the Splitter program by Stu Coates. It can take files of any
size and split them into smaller chunks, ready for transfer onto floppy
to then transfer over to the other machine. It's available for the PC as
well so you can even copy across platforms.

--
==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3149. hard disk adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 20:40:34 UTC
From: John.Price@231-370.dswhq.omahug.org
Message-ID: <232_9406101645@dswhq.omahug.org>
Source record: 32082

does anybody have an address where I can get a hard drive adapter for an atari st?(520 st w/.5meg)
thanks!

3150. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 20:53:04 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771195184snz@nest.demon.co.uk>
Source record: 32027

In article <2t7b7n$3me@boson.epita.fr>
boisso_s@epita.fr "Stephane Boisson (Nucleus" writes:

>
> .---. .-----------
> / \ __ / ------
> / / \(`')/ ----- ATARI Falcon030
> -////// ' \/ ` --- --
> //// / // : : --- Nucleus |-|\/|) ~ boisso_s@epita.fr

Borrowed my mail.sig I see.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3151. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-09 21:27:07 UTC
From: dan@blender.demon.co.uk
Message-ID: <dan.03em@blender.demon.co.uk>
Source record: 32018
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

proche@imag.fr (Pascal Roche) wrote:
> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
> |> >Subject: Re: Test: please ignore
> |> >Date: Thu, 9 Jun 1994 09:49:56
> |>
> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
> |> >>Subject: Re: Test: please ignore
> |> >>Date: 8 Jun 1994 21:18:27 GMT
> |>
> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
> |>
> |> >>>PDeMaio (pdemaio@draper.com) wrote:
> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
> |> >>>: >Subject: Re: Test: please ignore
> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
> |>
> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
> |>
> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
> |>
> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
> |>
> |> >>>: >>>> CEO document contents:
> |> >>>: >>>> Thanks a lot for ignoring :)
> |>
> |> >>>: >>> It's quite alright, I was ignoring it anyway.
> |>
> |> >>>: >>me too. ;)
> |>
> |> >>>: >And so was I
> |>
> |> >>>: I still am.
> |>
> |> >>>: PDeMaio
> |>

> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
> |>
> |> >>>I would like to say that those who are ignoring this post have my 100%
> |> >>>support, and further more, my admiration for doing such a noble and
> |> >>>worthwhile thing.
> |>
> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
> |> >>level in this newsgroup!! ;)
> |>
> |> >>BTW, I have completely ignored your followup to this post, and am
> |> >>forwarding it to many other people so they can ignore it too. :):):)
> |>
> |> >I disagree strongly !!! ;-E
> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
> |>
> |> Ooops! I just dicovered that this message was an error.
> |> So please ignore.
> |>

> Hi great ignorers !
> I am really honoured to ignore this posting. It was a pleasure.
> What about a new newsgroup comp.sys.atari.ignore ?

I'm happy to tell you it's already here, and it's called comp.sys.atari.*.

Umm. Sorry. Ignore that one.

Dan.

3152. Re: SM124 borders

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 00:14:39 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1848@usdtsg.DaytonOH.NCR.COM>
Source record: 32171

In article <771128886.3@mettav.royle> Graham.Irvine@mettav.royle.org (Graham Irvine) writes:
>It was none other than Mickey Boyd that wrote on 27 May 94 that ,
> MB> So, some Overscan users want to comment? Does anyone have one
> MB> working on a MegaSTE?
>
>Isn't there a software only solution for the STE that increases the horizontal
>resolution ?

I dunno about horizontal, but the program DOUBLE2 allows any STe user to double the *vertical* resolution, so that you could have (onscreen at one time) 320x400x16, 640x400x4, 640x800x2 (corresponding to ST Low, Medium, and Hi). Unfortunately, it does this by INTERLACING which, to say the least, is wicked to the eyes, particularly if you're trying to read text...

It will also do double-horizontal resolution without interlace, but then you have to scroll the screen to see it all...

The other option is MonSTEr, which will let you double the horizontal and vertical resolutions (effectively quadruplizing the screen), but this as well means you have to scroll the screen up and down, left and right to see the whole thing. The nice thing about this is that you could say see Nethack in full 16 colors on a plain ol STe in 640x400 mode, etc...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3153. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 00:37:36 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <2t8ckg$558@unicorn.ccc.nottingham.ac.uk>
Source record: 32021

In article <2t6nef$sc5@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>I'm finding it a little difficult transferring large msa files (such as
>some of the PD demos) to my ST. The problem is that they won't fit onto
>a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
>the files doesn't usually have much effect at all.
>

One way to do it is to uuencode the file, then split it using a text editor into reasonable sized chunks. Then you simply recombine them with an editor on your ST, assuming you have either enough memory, or a hard drive..

The uuencoded file will end up larger than the original compressed file, but that's life..

Keith.

--
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

3154. Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 02:05:45 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2t8hpp$nqg@netnews.upenn.edu>
Source record: 32020

Dear Atari Creatures:

What we have here...is a failure to communicate.

I'm logging onto a 7/8bit University telnet system (run on Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the fixes from HSMODEM04 installed, even though I'm only running set at 19,200 baud, 8bit, no parits, one stop bit.

No matter what I have tried, DOWNLOADING from my telnetted accounts here, I invariably--I mean absolutely every time--get errors EVERY 4096 bytes--starting at byte 4096--with Z-Modem. My transfers have slowed to around 510cps as a result. My transfers TO Penn, however, have gone like lightning--102% efficiency, over 1200cps. V.42bis on both ends. Go figure.

I've changed every variable I could think of or someone could suggest, except logging onto another system--everything's either disconnected or busy. I've played with the flow control, tried logging in at 9600 baud, and used standard Kermit, Z-Modem, and X-Modem. Everything but Z-Modem gives me no errors at all, but at best a 535cps transfer rate.

I have used the U.S. Robotics template setting, AT&F1, which made no difference whatsoever. Where I come from, if you can reproduce an error every time, that means there's a bug in the woodwork somewhere. Both mail.sas and ccat.sas have given me this problem, and I've use rlogin, telnet, and the tn3270 protocols to reproduce it. I thought that perhaps it was the STe's serial port buffer--but every 4K incoming? And the error message reads "NAK received from remote host." Every 4k. At least I can transfer the big files in, but not out. Not at anything better than 10-20% of capacity.

HEEEEEEELLLLLLLLLPPPPPPP!!!!

Rob S. Rice

3155. Re: Beginning Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 08:50:02 UTC
From: djs@jet.uk
Message-ID: <1994Jun10.085002.20367@jet.uk>
Source record: 32038

In <1994Jun9.083200.13149@tiggertoo.earth.ox.ac.uk> steve@earth.ox.ac.uk (Stephen Usher) writes:

>In article <2t3vhe$o3g@unccsun.uncc.edu>, <news@uncc.edu> wrote:
>>... Right now I'm using
>>Lattice C 5.6/Devpac 3.1 for program development...Does GNU offer me any
>>significant advantages?

>GCC has the advantage of being the main development compiler for the MiNT
>libraries and software. There is limited support for Pure C and very limited
>support for Sozobon C, but that's it.
I compiled MiNT 1.04, 1.08 and 1.09 with Lattice C with no problems. I had to frig up a proper makefile (I don't use the Lattice .PRJ stuff), but it all compiled cleanly and works.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3156. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 08:54:35 UTC
From: djs@jet.uk
Message-ID: <1994Jun10.085435.20467@jet.uk>
Source record: 32039

In <2t6nef$sc5@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>I'm finding it a little difficult transferring large msa files (such as
>some of the PD demos) to my ST. The problem is that they won't fit onto
>a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
>the files doesn't usually have much effect at all.
You didn't say what you are transferring *from*, I'll assume Unix:

I used to get around this by transferring large files to tape (I get my
stuff on a Unix system, so use tar to copy it to tape), and then read
the tape on the ST (GNU tar). However, I do not have a version of tar that
works on the Falcon, so...

The last time I had to copy a file too large for one diskette, I split it
using the Unix utility split(1). Then it was just a case of using cat(1)
on the ST to rejoin the parts.
--
David Stevenson, JET Joint Undertaking +44 235 465028, djs@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3157. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 10:27:31 UTC
From: alex@par.univie.ac.at
Message-ID: <2t9f6j$ddo@infosrv.edvz.univie.ac.at>
Source record: 32024
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair,alt.flame

In article <771160914snz@bgserv.demon.co.uk>, briang@bgserv.demon.co.uk ("briang) writes:
|> OK...byee thread!
|> --

Sorry Brian, but I have ignored this message too!

alex.

PS. Isn't it great to have such a great thread in all those
groups? (tip: take a look at the cross-references :-))

3158. Genlocks?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 12:06:57 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2t9l11$ncp@infa.central.susx.ac.uk>
Source record: 32025
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone recommend a (cheap) genlock for my 4M STE (Tos 1.62). I would like the software to be able to be upgraded (so possibly modular). I would also like to be able to control graphics in real time if possible (eg moving a circle around the screen by moving the mouse).

Or better yet, if anyone has a very cheap genlock for sale that I can get started on, then I could be interested in buying. But it must be compatible with UK configurations (240V and PAL tv).

Thanks in advance.

Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

3159. dBMan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 12:31:39 UTC
From: nelson@PPD.Kodak.COM
Message-ID: <1994Jun10.123139.29519@kodak.rdcs.kodak.com>
Source record: 32026

I have a copy of dBMan version 5.30 NI which, after running rather well over the past 2 years has developed some quirks - most notably the "type" function call:

i.e. print type (srch("M",key)>0) prints an L for logical,
print type (100) prints an N for numeric, etc.

stopped working. I reloaded the complete package from my backups, then from the distribution disks and it still doesn't work.

Would anyone have any ideas why this would all of the sudden stop working? Would anyone know the latest version # for dBMan?

Bruce Nelson
--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5108

3160. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 14:33:28 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2t9tjo$19d8@ina.zfn.uni-bremen.de>
Source record: 32028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
:> >B) I found a shop selling use 32bit 1Mb SIMMs for cheap. At the moment I have a
:> > 520STE with 1Mb (4 x 256Kb SIMMs). Can I use these 32bit SIMMS to get
:> > 2.5Mb ? (they are about 20$ each) I know you can use 8 or 9 bits, but what
:> > about 32bits ?

They are 256*32, so there's no way to get it working. You could expand a
520 ST to 1MB, though...

:> You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
:> bit must have the inputs terminated to 0v or +v, so just connect pins
:> 28,29 and 30 together....pin 30 is +v....

Nonsense, you don't need to pull them up. They can be left open. No problem.

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

3161. Falcon graphics mode

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 15:11:48 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Jun10.151148.101@isle.waterloo-rdp.on.ca>
Source record: 32151

I am writing a specialized FLC player for a video production project of mine and would like to do it in ST-Low mode, with overscan, 256 colours (for the sake of a borderless video, and the fact that the FLC format which I can readily render to is 256 colour only). I need to know how the memory is laid out and the exact resolution I should be rendering for (I am aware that the visible range varies from monitor to monitor, but I do need to the know the bitmap size in pixels for the sake of the renderer).

A reply here with this subject or private email replies are fine.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3162. Re: SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 15:20:46 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Jun10.152046.181@isle.waterloo-rdp.on.ca>
Source record: 32152

Robert Demming was heard to say:

> I have connected my SVGA monitor (50-100 Hz vertical and 3 horizontal
> scan frequenties) to my ST in hi-res. Just wire the mono-out from your st
> to red, green and blue in on your SVGA monitor and connect the mono detect to
> ground. Of course you must connect h-sync and v-sync too.

AFAIK that can be dangerous. The mono-out signal is TTL (ie: near 5 volt) and
the RGB lines to a VGA/Multisync expect 0-1volt variable. Now if you set up
a voltage divider to cut the 5 volt down to 1 volt (say a 1k and a 3.9k
resistor (I don't recall now if 3.9 is a standard value) before feeding it to
the RGB lines you should be okay. (Of course, a good monitor should have
protected inputs anyways and it sounds like yours does).

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3163. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 15:47:33 UTC
From: doyler@unix1.tcd.ie
Message-ID: <doyler.771263253@unix1.tcd.ie>
Source record: 32036
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In <2t70rk$3l6@isis.imag.fr> proche@imag.fr (Pascal Roche) writes:

>In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>|> >Subject: Re: Test: please ignore
>|> >Date: Thu, 9 Jun 1994 09:49:56
>|>
>|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>|> >>Subject: Re: Test: please ignore
>|> >>Date: 8 Jun 1994 21:18:27 GMT
>|>
>|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>|>
>|> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>|> >>>: >Subject: Re: Test: please ignore
>|> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>|>
>|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|>
>|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>|>
>|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>|>
>|> >>>: >>>> CEO document contents:
>|> >>>: >>>> Thanks a lot for ignoring :)
>|>
>|> >>>: >>> It's quite alright, I was ignoring it anyway.
>|>
>|> >>>: >>me too. ;)
>|>
>|> >>>: >And so was I
>|>
>|> >>>: I still am.
>|>
>|> >>>: PDeMaio

>|>
>|> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>|>
>|> >>>I would like to say that those who are ignoring this post have my 100%
>|> >>>support, and further more, my admiration for doing such a noble and
>|> >>>worthwhile thing.
>|>
>|> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> >>level in this newsgroup!! ;)
>|>
>|> >>BTW, I have completely ignored your followup to this post, and am
>|> >>forwarding it to many other people so they can ignore it too. :):):)
>|>
>|> >I disagree strongly !!! ;-E
>|> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>|> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>|>
>|> Ooops! I just dicovered that this message was an error.
>|> So please ignore.
>|>

>Hi great ignorers !
>I am really honoured to ignore this posting. It was a pleasure.
>What about a new newsgroup comp.sys.atari.ignore ?

>--
>--
>Pascal Roche Laboratoire de Genie Informatique
> BP 53
>Tel:76-51-46-00 poste 33-42 38041 Grenoble Cedex 9
>--

Hmm, an ignorant cascade, or a cascade of ignorance???
--
--------------- Robert Doyle, 1st year (JF) Computer Science ---------------
----------------- Trinity College Dublin, Rep. of Ireland. -----------------
--------------------------- doyler@unix1.tcd.ie ---------------------------
----- Ayrton Senna RIP, 21-3-1960 - 1-5-1994 ... You were the greatest -----

3164. Speedbridge (was IDE in Atari STe)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 16:20:43 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Jun10.162043.26633@unix.brighton.ac.uk>
Source record: 32148

Thank you for the people who have responded to my request concerning
putting a 2.5inch IDE hard disk into a normal Atari STe (TOS 1.62) -
any more help on this would be appreciated.

Some people have mentioned something about a board called a speedbridge -
does anyone know anything about this?

Also - it seems that i need TOS 2.06 - why would this be?
--

-*Stephen Ticehurst*- INTERNET - st39@unix.bton.ac.uk
/\/\/\

3165. FALCON Comms

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 17:19:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2ta7ba$6c1@dux.dundee.ac.uk>
Source record: 32037

How do I get the Falcon to actually accept a modem, I habe set up connect
as required but the system still wont dial out.

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

3166. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 19:02:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tadch$ehu@mailer.fsu.edu>
Source record: 32179
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howard Chu (howard@harry.lloyd.com) wrote:
> On the topic of Syquest drives, you'll notice (in recent issues of Computer
> Shooper, anyway) that the 88MB drives and platters are actually cheaper than
> the 44MB units. I guess 44MB units aren't being made any more. (Small loss,
> the 88MB units can read the old platters, and are faster anyway...)

My latest Computer Shopper has $98 for 88mb carts, verses $69 for both the 44mb and 3.5" 105mb ones. The 88mb bare drive is $259, and a combo 44/88/200mb 5.25" drive is $409. It does appear that the 44mb drives are no longer available new (though all the Mac catalogs still have external 44mb units for sale, lots of stock I guess). All this is from the Dirt Cheap Drives ad (gotta love that name).

Older 88mb drives could only read the 44mb cartridges. The newer units can read and write them. The 200mb drive can read and write all three (apparently Syquest wised up about this). It appears that all their new drives are completely backward-compatible with older cartridges of the correct size. I'd really like to try and reformat one of my 44mb cartridges to 200mb (probably wouldn't work due to inadequate media density, but it would be _really_ nice if it did :-).

Also, I noticed that another poster mentioned that he/she has a 3.5" optical drive on a PC, and that it is very slow. Note that all the Syquest stuff is standard magnetic media aluminum platter etc. etc., and they all run quite fast (certainly faster than floptical/cheap optical stuff that is currently available). Access speeds run between 13-20ms on all current Syquests (the 44mb units run at around 25-28, if I remember correctly). In other words, they feel like regular fixed disks. The only real annoyance is the spin-up times on the 5.25" units, but that is easy to get used to. The 3.5" units spin up really fast (smaller diameter platters = speed, I guess).

Anyway, the moral of the story is: Syquests are cool (IMHO).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3167. Hard Drive help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 19:13:41 UTC
From: fuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <2tae15$hf0@solaris.cc.vt.edu>
Source record: 32040

I recently purchased a SCSI 45MB Seagate (ST157) for my 4MB MSTe (Tos 2.5). Since the Computer came with the Hard Disk kits installed, it was really a simple matter of plugging the thing in, inserting my copy of Atari's Hard Disk Driver (Ver. 5) and booting up. The problem I'm having is that I can't get the computer to recognize the hard drive.

Here's what happens if I boot up:

1) Without a disk in the drive

Need to hit return to get the computer to boot from ROM. Desktop comes up in ST-Low with ONLY the trashcan icon. The computer does not recognize either the floppy or the hard drive

2) With a boot up disk with ahdi.prg in the AUTO folder.

When the driver displays it's stuff on the screen reports that ACSI 0 is *not* bootloaded. Computer boots with standard 2 drive + trashcan desktop. HDX.PRG (when I run it) does not recognize a device at Unit 0.

(Special Note: This happens whether I boot up with or without other TSRs in the AUTO folder. I usually boot with a couple serial patches, a serial buffer expander, and Quick STe 3)

I've made sure that the adhi.prg DOES support SCSI and I've tested the drive itself in another computer to make sure that it recognizes it so nothing appears to be wrong with the drive itself. There are *no* jumpers on the drive so parity is not enabled and the thing's set to Unit 0.

Through the process or elimination, I've pretty much come to the conclusion that the problem lies in either:

1) The Hard Disk Controller

2) The computer itself

Can anyone with similar problems verify my reasoning here or tell me what *might* be the problem? I've not been able to get this drive to work for the past month and am finding this *very* frustrating! Thanks in advance!

--
Chris Fuhrman | Association for Computing Machinery
fuhrman@cray-ymp.acm.stuorg.vt.edu | Virginia Tech

3168. Re: CLI on FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 19:54:42 UTC
From: walra%moacs11@nl.net
Message-ID: <szm&vjqxwxm@moacs11>
Source record: 32141

In <2svhl8$h8q@dux.dundee.ac.uk>, Rod McCall wrote:

> Is their a CLI sytem for the FALCON?

Mupfel, included in the Gemini2 package, runs most Bourne scripts.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

3169. Re: Hard Drive help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 21:10:19 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2takrr$qjk@mailer.fsu.edu>
Source record: 32182

Chris Fuhrman (fuhrman@cray-ymp.acm.stuorg.vt.edu) wrote:
> I've made sure that the adhi.prg DOES support SCSI and I've tested the
> drive itself in another computer to make sure that it recognizes it so
> nothing appears to be wrong with the drive itself. There are *no*
> jumpers on the drive so parity is not enabled and the thing's set to Unit 0.

If it has no jumpers, my guess would be that parity is enabled, not disabled.
That is a guess, however. A call to Seagate would probably clear this up.
Their number is probably listed in the 1-800 number directory (1-800-555-1212).

> Through the process or elimination, I've pretty much come to the
> conclusion that the problem lies in either:
>
> 1) The Hard Disk Controller
>
> 2) The computer itself

Some early STE computers had major DMA problems, but I am not sure if any
of the MegaSTEs did. Mine is a fairly early model that has been upgraded
to TOS 2.06, and I have no problems. I do not use the internal Atari
host adaptor, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3170. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 21:31:47 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tam43$hk9@mother.usf.edu>
Source record: 32143

Mark Matts (matzy@butthead.demon.co.uk) wrote:
: In article <2svr1v$sna@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:

: > I guess it's like with a monk and sex! If
: > If you have never used UIS3.3 you don't miss it, but once you
: > experience it you can't do without it!

: Well put Tom.. I have tried all kinds of file selector replacements,
: but UIS3 always comes out on top.. Any ideas what is happening with its
: further development though?

Pity it doesn't work on the Falcon. I really liked it.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

3171. Re: 1 = 0.99999999

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 21:41:07 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2tamlj$hk9@mother.usf.edu>
Source record: 32144

Oliver Bonten (Oliver_Bonten@bb.maus.de) wrote:
: RP>Ausser in Z ! denn dort gilt bekanntlich: 1+1=0 ;) 2

: Trotzdem gilt auch dort 1+1=2, es ist halt nur 2=0.

: H lsningar, ob

We're having trouble translating this. What does it mean?
Wir koennen dass nicht uebersetzen. Wass bedeutet das Unsinn?

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

3172. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 23:28:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tasvj$8lu@golem.wcc.govt.nz>
Source record: 32146

In article <2t6nef$sc5@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>I'm finding it a little difficult transferring large msa files (such as
>some of the PD demos) to my ST. The problem is that they won't fit onto
>a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
>the files doesn't usually have much effect at all.
>
>Dylan
>-------------------------
>dbanarse@sees.bangor.ac.uk

Use the Later MSA 2.32, this will format the disk for you....

A lot of people don't use the 720k format, some use 82 tracks and some use
11 sectors and 82 tracks, this gives over 900k......

Some drives don't like 82 tracks and some drives don't like
11 sectors, drives that run slower than 300rpm can use 11 sectors...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3173. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 23:36:10 UTC
From: benni@phil15.uni-sb.de
Message-ID: <2tatda$258@coli-gate.coli.uni-sb.de>
Source record: 32145
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <dan.03em@blender.demon.co.uk>,
Daniel Cannon <dan@blender.demon.co.uk> wrote:
>proche@imag.fr (Pascal Roche) wrote:
>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>> |> >Subject: Re: Test: please ignore
>> |> >Date: Thu, 9 Jun 1994 09:49:56
>> |>
>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>> |> >>Subject: Re: Test: please ignore
>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>> |>
>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>> |>
>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl>
jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>> |> >>>: >Subject: Re: Test: please ignore
>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>> |>
>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>> |>
>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>> |>
>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>> |>
>> |> >>>: >>>> CEO document contents:
>> |> >>>: >>>> Thanks a lot for ignoring :)
>> |>
>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>> |>
>> |> >>>: >>me too. ;)
>> |>
>> |> >>>: >And so was I
>> |>
>> |> >>>: I still am.
>> |>

>> |> >>>: PDeMaio
>> |>
>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
>> |>
>> |> >>>I would like to say that those who are ignoring this post have my 100%
>> |> >>>support, and further more, my admiration for doing such a noble and
>> |> >>>worthwhile thing.
>> |>
>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>> |> >>level in this newsgroup!! ;)
>> |>
>> |> >>BTW, I have completely ignored your followup to this post, and am
>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>> |>
>> |> >I disagree strongly !!! ;-E
>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>> |>
>> |> Ooops! I just dicovered that this message was an error.
>> |> So please ignore.
>> |>
>
>> Hi great ignorers !
>> I am really honoured to ignore this posting. It was a pleasure.
>> What about a new newsgroup comp.sys.atari.ignore ?
>
>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>
>Umm. Sorry. Ignore that one.

You wrote something?...

--
Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

3174. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-10 23:56:52 UTC
From: andre@cix.compulink.co.uk
Message-ID: <Cr7H6s.7Iw@cix.compulink.co.uk>
Source record: 32153

In <2t7b7n$3me@boson.epita.fr>, boisso_s@epita.fr wrote:
> In article <Cr4pz3.CJA@cee.hw.ac.uk>,
> ceebsm@cscd4c14.caledonia.hw.ac.uk (Barry Scott Munro) writes:
> > I'm not sure if this is the best group to post in but it's worth
> > a try. What I want to do is access ENV variables from GFA Basic
> > 3.5e
>
> You will have to do it by yourself..
> You can find a pointer to the environement memory area in
> BASEPAGE + (4 * 11)

Or why not just use the SHEL_ENVRN() call, as that's what it's for?

~SHEL_ENVRN(addr%,"ENVVAR=")

will return the address of an environment variable that starts with the
text "ENVVAR=". Since env vars are null terminated, you can read the
string itself with:

env$=CHAR(addr%)

(addr% will be zero if the requested env var does not exist)

Andre

+-----------------------------------+------------------------------+
Andre Willey	Cygnus Software Development
Email: andre@cix.compulink.co.uk	Sutton Coldfield -- England
or: ...{mcsun}!uknet!cix!andre	Tel: (UK/+44) 021 308 5251
+-----------------------------------+------------------------------+

3175. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 00:08:30 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EFLBADUU@deluxe.textlitho.nl>
Source record: 32159

In <2tam43$hk9@mother.usf.edu> Timothy Miller wrote :

>Mark Matts (matzy@butthead.demon.co.uk) wrote:
>: In article <2svr1v$sna@news.ysu.edu> ab164@yfn.ysu.edu "tom lamparty" writes:
>
>: > I guess it's like with a monk and sex! If
>: > If you have never used UIS3.3 you don't miss it, but once you
>: > experience it you can't do without it!
>
>: Well put Tom.. I have tried all kinds of file selector replacements,
>: but UIS3 always comes out on top.. Any ideas what is happening with its
>: further development though?
>
>Pity it doesn't work on the Falcon. I really liked it.
>
Strange - I have a copy that works fine on my beast.. :/

Paul
--

3176. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 00:16:55 UTC
From: aspect@cats.ucsc.edu
Message-ID: <2tavpn$p6@darkstar.UCSC.EDU>
Source record: 32147
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

>In article <dan.03em@blender.demon.co.uk>,
>Daniel Cannon <dan@blender.demon.co.uk> wrote:
>>proche@imag.fr (Pascal Roche) wrote:
>>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>>> |> >Subject: Re: Test: please ignore
>>> |> >Date: Thu, 9 Jun 1994 09:49:56
>>> |>
>>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca
(Stuart David A) writes:
>>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>>> |> >>Subject: Re: Test: please ignore
>>> |> >>Date: 8 Jun 1994 21:18:27 GMT
>>> |>
>>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>>> |>
>>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl>
jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
>>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>>> |> >>>: >Subject: Re: Test: please ignore
>>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
>>> |>
>>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>>> |>
>>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>>> |>
>>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
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>>> |> >>>: >>>> CEO document contents:
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>>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
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>>> |> >>>: >>me too. ;)
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>>> |>
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>>> |> >>BTW, I have completely ignored your followup to this post, and am
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>>> Hi great ignorers !
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>>> What about a new newsgroup comp.sys.atari.ignore ?
>>
>>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>>
>>Umm. Sorry. Ignore that one.

>You wrote something?...

I'm so glad I killed this thread when it first appeared. I've automatically
ignored all of these posts. In fact, I'm not even reading this as I write it.
Modern technology is so wonderful...

~Chris
>--
>Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
>Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

3177. Re: hard disk adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 00:44:44 UTC
From: Ted.Miller@crypt.dswhq.omahug.org
Message-ID: <233_9406101930@dswhq.omahug.org>
Source record: 32081

In a message of <09 Jun 94 14:40:34>, John Price (1:231/370.0) writes:

JP> does anybody have an address where I can get a hard drive adapter for
JP> an atari st?(520 st w/.5meg)

Systems For Tomorrow
11034 East 40 Highway
Independence, MO 64055
United States

voice phone: +1-816-353-1221
order line: 1-800-875-4943
fax: +1-816-252-3611

They can set you up with everything you need. Drop them a line or give them a
call.

3178. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 01:25:30 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771297930@Paddington>
Source record: 32150
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:

>In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

>>In article <dan.03em@blender.demon.co.uk>,
>>Daniel Cannon <dan@blender.demon.co.uk> wrote:
>>>proche@imag.fr (Pascal Roche) wrote:
>>>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
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>>>> |> >>>: >Subject: Re: Test: please ignore
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>>>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
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>>>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
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>>>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
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>>>> |> >>>: >>me too. ;)
>>>> |> >
>>>> |> >>>: >And so was I

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>>>> |> >>>: I still am.
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>>>> |> >>>: PDeMaio
>>>> |>
>>>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
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>>>> |> >>>support, and further more, my admiration for doing such a noble and
>>>> |> >>>worthwhile thing.
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>>>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
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>>>> |> Ooops! I just dicovered that this message was an error.
>>>> |> So please ignore.
>>>> |>
>>>
>>>> Hi great ignorers !
>>>> I am really honoured to ignore this posting. It was a pleasure.
>>>> What about a new newsgroup comp.sys.atari.ignore ?
>>>
>>>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>>>
>>>Umm. Sorry. Ignore that one.

>>You wrote something?...

>I'm so glad I killed this thread when it first appeared. I've automatically
>ignored all of these posts. In fact, I'm not even reading this as I write it.
>Modern technology is so wonderful...

> ~Chris
>>--
>>Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
>>Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

Sorry, can everyone repeat the above as I ignored it, and I enjoyed it so
much that I want to ignore it again.

I just had to add my own contribution to this wonderful thread,but if you
don't like it then you have my permission to ignore,and pass it on so
your friends can too.

But if you ignore it on a regular basis then can you please send me the relatively small amount of 10 pounds. Quality ignores like this are often far more expensive, so it's quite a bargin!

:-)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3179. Serial CPX

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 01:30:02 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <199406110129.VAA11491@bottom.magnus.acs.ohio-state.edu>
Source record: 32149
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mr. Roman Hodek

I have a copy of the FSER96B. I would like to try this product out.
If it works I will pay the shareware fee. I have just purchased a new
ZyXEL, U-1496E Plus and would like to use all of its power.

Are there are any English docs available? I if so please, Email them
to me. If not could you have someone outline the setup for a TT030,
with TOS 3.06, and the before mentioned modem.

Raymond Collins	Atari TT030 4/4 Meg ST/TT RAM
rcollins@magnus.acs.ohio-state.edu	245HD, Via ZyXEL 19,200 bps
or Collins.197@osu.edu	Die Hard Atari Fan since 1984

3180. Re: URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 02:56:03 UTC
From: wilsont@rahul.net
Message-ID: <Cr7pHF.Bz5@rahul.net>
Source record: 32154

In <2svh9i$h8q@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have just bought a Falcon (TOS 4.01), the only problem is that it crashes
>all the time. here is just a short list:

> The mouse pointer disappears.
> The system hangs.
> When running MARCEL (and occasionally something else)
> an error such as 'Fatal Error... Must reset machine'
> appears.
> I get all allerts about memory violations every time.

>I am using MTOS (MiNT) 1.10 (beta version), plus the following programs in the auto
folder:
> Selectric
> GEMRAM
> WINX
yeesh, these don't work with MTOS at all.

FS
i've had problems with this one too.

> JPEGD
> FPATCH2
> MACCEL (mouse accelerator)
> AHDI
>

when in doubt, clear out the auto folder.

--
Timothy Wilson --- wilsont@rahul.net --- Sillicon Valley
Atari Explorer Online: Internet Editor --- GEnie: AEO.8
>Dark Oak Software<-~+Entertainment and Applications programming in C
^^^^^^^^^^^^^^^^^^+~->TOS, Unix, MS-DOS, and Jaguar.

3181. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 05:46:59 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbj4j$jt4@mother.usf.edu>
Source record: 32155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Also keep in mind that files can be compressed to fit on the Syquest drive if what you are transporting exceeds the capacity of the drive.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

3182. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 05:55:31 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbjkj$jt4@mother.usf.edu>
Source record: 32156
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:

: In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:

: >In article <dan.03em@blender.demon.co.uk>,
: >Daniel Cannon <dan@blender.demon.co.uk> wrote:
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: >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
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: >>> |> >>>: >Subject: Re: Test: please ignore
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: >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
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: >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
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: >>> |> >>>: >>>> CEO document contents:
: >>> |> >>>: >>>> Thanks a lot for ignoring :)
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: >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
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: >>> |> >>>: >>me too. ;)
: >>> |>

: >>> |> >>>: >And so was I
: >>> |>
: >>> |> >>>: I still am.
: >>> |>
: >>> |> >>>: PDeMaio
: >>> |>
: >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
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: >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
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: >>> What about a new newsgroup comp.sys.atari.ignore ?
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: >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
: >>
: >>Umm. Sorry. Ignore that one.

: >You wrote something?...

: I'm so glad I killed this thread when it first appeared. I've automatically
: ignored all of these posts. In fact, I'm not even reading this as I write it.
: Modern technology is so wonderful...

: ~Chris
: >--
: >Benjamin Lorenz, Brunnenweg 33, D-66133 Saarbruecken
: >Phone: +49 681 815702, E-mail: lorenz@dfki.uni-sb.de

Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.

--

Don't ever use any software that uses Ctrl-A for Select-All
Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?

Timothy Miller

3183. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 06:00:22 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbjtm$jt4@mother.usf.edu>
Source record: 32157

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <2t6nef$sc5@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
: >I'm finding it a little difficult transferring large msa files (such as
: >some of the PD demos) to my ST. The problem is that they won't fit onto
: >a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
: >the files doesn't usually have much effect at all.
: >
: >Dylan
: >-------------------------
: >dbanarse@sees.bangor.ac.uk

: Use the Later MSA 2.32, this will format the disk for you....

: A lot of people don't use the 720k format, some use 82 tracks and some use
: 11 sectors and 82 tracks, this gives over 900k......

: Some drives don't like 82 tracks and some drives don't like
: 11 sectors, drives that run slower than 300rpm can use 11 sectors...

Hey, wasn't there some program for the ST what would COMPRESS disks, was more reliable than MSA, and didn't require you to swap disks for every track that was decoded?

Wasn't it Jampacker or something like that? It's been a long time.

--

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Don't ever use any software that uses Shift-Backspace to delete a line.
Unusual tagline, isn't it?
Timothy Miller

3184. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 06:07:12 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tbkag$jt4@mother.usf.edu>
Source record: 32158

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: Dear Atari Creatures:

: What we have here...is a failure to communicate.

: I'm logging onto a 7/8bit University telnet system (run on
: Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics
: 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the
: fixes from HSMODEM04 installed, even though I'm only running set at
: 19,200 baud, 8bit, no parits, one stop bit.

: No matter what I have tried, DOWNLOADING from my telnetted
: accounts here, I invariably--I mean absolutely every time--get errors
: EVERY 4096 bytes--starting at byte 4096--with Z-Modem. My transfers
: have slowed to around 510cps as a result. My transfers TO Penn,
: however, have gone like lightning--102% efficiency, over 1200cps.
: V.42bis on both ends. Go figure.

: I've changed every variable I could think of or someone could
: suggest, except logging onto another system--everything's either
: disconnected or busy. I've played with the flow control, tried
: logging in at 9600 baud, and used standard Kermit, Z-Modem, and
: X-Modem. Everything but Z-Modem gives me no errors at all, but at
: best a 535cps transfer rate.

: I have used the U.S. Robotics template setting, AT&F1, which made
: no difference whatsoever. Where I come from, if you can reproduce an
: error every time, that means there's a bug in the woodwork somewhere.
: Both mail.sas and ccat.sas have given me this problem, and I've use
: rlogin, telnet, and the tn3270 protocols to reproduce it. I thought that
: perhaps it was the STe's serial port buffer--but every 4K incoming? And
: the error message reads "NAK received from remote host." Every 4k. At
: least I can transfer the big files in, but not out. Not at anything
: better than 10-20% of capacity.

: HEEEEEEELLLLLLLLLLPPPPPPP!!!!
:
: Rob S. Rice

It is possible that some connection along the way is catching something coming
from either side and screwing up. Using rlogin (which isn't supposed to
filter any characters), if I login to one machine, then rlogin to another and
download a file, the transfers become unreliable. On occation, large
transfers will screw up royally at about the same place each time, and I have
not tracked down the problem.

The solution for me is to rlogin directly from the modem bank to the machine I want to download from.

--

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Unusual tagline, isn't it?
Timothy Miller

3185. Patches4Spectre on a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 09:50:58 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <NJ3qNc1w165w@tsoft.net>
Source record: 32168

Howdy...I recall a posting quite awhile ago that detailed the modifications required to make the Spectre work with the TT. I don't recall if the mods were for the GCR only, or both the GCR and 128.

Also, does the Spectre understand the TT's 19" monitor ?

Oh, whatever happened to the infamous Spectre 3.1x update that was in the Real Soon Now hall-of-flame ? Was it ever released ? WHat were the actual features ?

All my sudden interest due to getting an 8MB TT...

Was Unix System 5/Release 3.x ever released for the TT ? 'Tis a shame there's no Ethernet port on this; Seems to have eveything but the kitchen sink built in...

Thanks,
-Russel (Unwitting owner of a 32MHz TT w/8MB RAM...what the hell do I do with it ?!)

==========
Primary addr: bbs.ruscal@tsoft.net (UUCP apple.com!tsoft!bbs.ruscal)
Tsoft Public Access Unix, Mt. View, CA 415/428-0190
Secondary addr: ruscal@west.darkside.com (Home of Waffle BBS Software)

"The last run of Twinkies was 1978; If you want'm fresh, wait'l 1996."

3186. 2nd IDE on F030 ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 12:19:38 UTC
From: anderss@edb.tih.no
Message-ID: <2tca4q$1m1@astfgl.edb.tih.no>
Source record: 32160

Is it possible to connect an 2nd IDE HD on an F030 ??
I`ve bought an tower case and it has plenty of free room inside.

A. Reiten

3187. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 13:36:25 UTC
From: bzfrosen@vispars1.zib-berlin.de
Message-ID: <2tcekp$s9d@newsserv.zib-berlin.de>
Source record: 32161
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
|> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
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|> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
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|> : >In article <dan.03em@blender.demon.co.uk>,
|> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
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|> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
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|> : >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
|> : >>> |>
|> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|> : >>> |>
|> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
|> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
|> : >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
|> : >>> |> >>>: >Subject: Re: Test: please ignore
|> : >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
|> : >>> |>
|> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> : >>> |>
|> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|> : >>> |>
|> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|> : >>> |>
|> : >>> |> >>>: >>>> CEO document contents:
|> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
|> : >>> |>

```
|> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
|> : >>> |>
|> : >>> |> >>>: >>me too. ;)
|> : >>> |>
|> : >>> |> >>>: >And so was I
|> : >>> |>
|> : >>> |> >>>: I still am.
|> : >>> |>
|> : >>> |> >>>: PDeMaio
|> : >>> |>
|> : >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
|> : >>> |>
|> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
|> : >>> |> >>>support, and further more, my admiration for doing such a noble and
|> : >>> |> >>>worthwhile thing.
|> : >>> |>
|> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> : >>> |> >>level in this newsgroup!! ;)
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|> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
|> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
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|> : >>> |> >I disagree strongly !!! ;-E
|> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
|> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
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|> : >>> |> Ooops! I just dicovered that this message was an error.
|> : >>> |> So please ignore.
|> : >>> |>
|> : >>
|> : >>> Hi great ignorers !
|> : >>> I am really honoured to ignore this posting. It was a pleasure.
|> : >>> What about a new newsgroup comp.sys.atari.ignore ?
|> : >>
|> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
|> : >>
|> : >>Umm. Sorry. Ignore that one.
|>
|> : >You wrote something?...
|>
|> : I'm so glad I killed this thread when it first appeared. I've automatically
|> : ignored all of these posts. In fact, I'm not even reading this as I write it.
|> : Modern technology is so wonderful...
|>
|> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
|>
Please forward this article to all people you know, so they can ignore it as
well... Or, maybe, ignore this comment!
```

3188. Re: FALCON CD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 14:28:06 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771344886snz@nest.demon.co.uk>
Source record: 32173

In article <2snchj$da5@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> Is it worth investing in a CD ROM player for the FALCON? Is their any
> software outthere?

Definately, there are at least 5 Atari specific Atari CD's around and of
course you can access the wealth of CD's with GIF/WAV files on them, plus
being able to play an audio CD into the Falcon's sound ports, and remix
it live it very nice.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

3189. Re: URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 14:30:02 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771345002snz@nest.demon.co.uk>
Source record: 32174

In article <2svh9i$h8q@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk "Rod McCall" writes:

> When running MARCEL (and occasionally something else)
> an error such as 'Fatal Error... Must reset machine'
> appears.
> I get all allerts about memory violations every time.

Just grab a copy of FolderFix and set it to, say 100, and then your
problems are over, as this will fix the memory violations.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3190. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 15:12:49 UTC
From: bensmith@teleport.com
Message-ID: <2tck9h$en7@kelly.teleport.com>
Source record: 32183

In <2t6nef$sc5@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

>I'm finding it a little difficult transferring large msa files (such as
>some of the PD demos) to my ST. The problem is that they won't fit onto
>a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
>the files doesn't usually have much effect at all.

>I'm sure there must be people out there who have been in the same
>situation.... how do you get around the problem ??

>Cheers for any help !

>Dylan
>-------------------------
>dbanarse@sees.bangor.ac.uk

Did you try extending your format past 800K. E-Mail your reply if you wan't
me to see it and respond.

My InterNet address is: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3191. /dev/audio for Atari/MiNT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 15:25:16 UTC
From: bfaust@sulaco.physik.Uni-Osnabrueck.DE
Message-ID: <2tcl0s$ev@deimos.rz.Uni-Osnabrueck.DE>
Source record: 32164

Hello!

Has anyone written a sun compatible /dev/audio device driver for MiNT?

3192. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 15:40:44 UTC
From: dbj100@sgi10.york.ac.uk
Message-ID: <2tclts$lbe@castle.york.ac.uk>
Source record: 32163
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tcekp$s9d@newsserv.zib-berlin.de>, bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
|> In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
|> |> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
|> |>
|> |> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
|> |>
|> |> : >In article <dan.03em@blender.demon.co.uk>,
|> |> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
|> |> : >>proche@imag.fr (Pascal Roche) wrote:
|> |> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> |> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
|> |> : >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
|> |> : >>> |> >Subject: Re: Test: please ignore
|> |> : >>> |> >Date: Thu, 9 Jun 1994 09:49:56
|> |> : >>> |>
|> |> : >>> |> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> |> : >>> |> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
|> |> : >>> |> >>Subject: Re: Test: please ignore
|> |> : >>> |> >>Date: 8 Jun 1994 21:18:27 GMT
|> |> : >>> |>
|> |> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
|> |> : >>> |>
|> |> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
|> |> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
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|> |> : >>> |> >>>: >Subject: Re: Test: please ignore
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|> |> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
|> |> : >>> |>
|> |> : >>> |> >>>: >>>> CEO document contents:

```
|> |> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
|> |> : >>> |>
|> |> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
|> |> : >>> |>
|> |> : >>> |> >>>: >>me too. ;)
|> |> : >>> |>
|> |> : >>> |> >>>: >And so was I
|> |> : >>> |>
|> |> : >>> |> >>>: I still am.
|> |> : >>> |>
|> |> : >>> |> >>>: PDeMaio
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|> |> : >>> |> >>>: Is that a light at the end of the tunnel or just an oncoming train?
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|> |> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
|> |> : >>> |> >>>support, and further more, my admiration for doing such a noble and
|> |> : >>> |> >>>worthwhile thing.
|> |> : >>> |>
|> |> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
|> |> : >>> |> >>level in this newsgroup!! ;)
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|> |> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
|> |> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
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|> |> : >>> |> >I disagree strongly !!! ;-E
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|> |> : >>> |> Ooops! I just dicovered that this message was an error.
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|> |> : >>> Hi great ignorers !
|> |> : >>> I am really honoured to ignore this posting. It was a pleasure.
|> |> : >>> What about a new newsgroup comp.sys.atari.ignore ?
|> |> : >>
|> |> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
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|> |> : >>Umm. Sorry. Ignore that one.
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|> |> : >You wrote something?...
|> |>
|> |> : I'm so glad I killed this thread when it first appeared. I've automatically
|> |> : ignored all of these posts. In fact, I'm not even reading this as I write it.
|> |> : Modern technology is so wonderful...
|> |>
|> |> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
|> |>
|> Please forward this article to all people you know, so they can ignore it as
|> well... Or, maybe, ignore this comment!
```

I would just like all subscribers to know that I am ignoring this thread as well:
you need have no fears !

Dominic

3193. Re: AES v4.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 15:53:02 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ueqEdQ7Fcc2@semprini.waterloo-rdp.on.ca>
Source record: 32186
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1994Jun2.000505.11405@beaver.cs.washington.edu>, Stuart Denman writes:
> Is AES version 4.1 available yet for MultiTOS? Iconifiers, toolbars, and
> Speedo Fonts in dialogs are supposed to be the major features...

No, but it's been in beta testing for almost a year now.

AFAIK, MultiTOS still ships with MiNT 1.04 (1.10 is current, and will be
replaced by 1.11 in the next couple of weeks) and AES 4.0.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3194. Re: FALCON CD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 16:01:26 UTC
From: BRARDA@vxclia.cern.ch
Message-ID: <BRARDA-110694170126@128.141.55.216>
Source record: 32162

In article <2snchj$da5@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> Is it worth investing in a CD ROM player for the FALCON? Is their any
> software outthere?
>
> Rod
>
>
> --
>
For all the informations about cd-roms on atari, you can download the faq from :
micros.hensa.ac.uk under the name : micros/atari/tos/n/n150.

Loic BRARDA ATARI-CDROM FAQ maintainer

3195. Re: 1 = 0.99999999

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 16:04:38 UTC
From: Koos_Kuil
Message-ID: <2df9e0dd@f397.n282.z2.fidonet>
Source record: 32189

In a message of <Fri 10 Jun 94 23:41>, Timothy Miller (2:281/202.0) writes:

TM> -- Don't ever use any software that uses Ctrl-A for Select-All

Why not? The E key for select all?

TM> Don't ever use any software that uses Shift-Backspace to delete a line.

Ctrl-Y is much better, what do you think of some wordstar codes like Ctrl-K..
in text editors?

Greetings,
Koos

--- JetMail 0.99beta8
* Origin: Willie's Atari STe/TT BBS, 05978-18087 ABC/V32B (2:282/397)

3196. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 16:56:09 UTC
From: MoodyBoy <awh3@aber.ac.uk>
Message-ID: <1994Jun11.165609.23491@aber.ac.uk>
Source record: 32166
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

In article <2tclts$lbe@castle.york.ac.uk>,
Arginine <dbj100@tower.york.ac.uk> wrote:
>In article <2tcekp$s9d@newsserv.zib-berlin.de>, bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
>|> In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu (Timothy Miller) writes:
>|> |> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
>|> |>
>|> |> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (Benjamin Lorenz) writes:
>|> |>
>|> |> : >In article <dan.03em@blender.demon.co.uk>,
>|> |> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
>|> |> : >>proche@imag.fr (Pascal Roche) wrote:
>|> |> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>, Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> |> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de> Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
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>|> |> : >>> |> >Subject: Re: Test: please ignore
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>|> |> : >>> |> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
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>|> |> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> |> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen) writes:
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>|> |> : >>> |> >>>: >Subject: Re: Test: please ignore
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>|> |> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:

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>|> |> : >>> |> >>>: >>>> CEO document contents:
>|> |> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
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>|> |> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
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>|> |> : >>> |> >>>: >>me too. ;)
>|> |> : >>> |>
>|> |> : >>> |> >>>: >And so was I
>|> |> : >>> |>
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>|> |> : >>> |>
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>|> |> : >>> |> >>>worthwhile thing.
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>|> |> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> |> : >>> |> >>level in this newsgroup!! ;)
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>|> |> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
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>|> |> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
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>|> |> : >>> |> Ooops! I just dicovered that this message was an error.
>|> |> : >>> |> So please ignore.
>|> |> : >>> |>
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>|> |> : >>> What about a new newsgroup comp.sys.atari.ignore ?
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>|> |> : >>I'm happy to tell you it's already here, and it's called comp.sys.atari.*.
>|> |> : >>
>|> |> : >>Umm. Sorry. Ignore that one.
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>|> |> : >You wrote something?...
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>|> |> : I'm so glad I killed this thread when it first appeared. I've automatically
>|> |> : ignored all of these posts. In fact, I'm not even reading this as I write it.
>|> |> : Modern technology is so wonderful...
>|> |>
>|> |> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
>|> |>

>|> Please forward this article to all people you know, so they can ignore it as
>|> well... Or, maybe, ignore this comment!
>
>I would just like all subscribers to know that I am ignoring this thread as well:
>you need have no fears !
>
>Dominic
>

I forgot what it is I'm supposed to be ignoring.
I don't suppose the original sender wants to repost his message
so I can ignore it properly?

--
+-------------+---------------------------------+------------------------------+
The Moodyboy | awh3@aber.ac.uk | Be Young, Be Free, Be Moody
June 1994 | Anthony W.J. Hassall | Be Kwik or be Dead
+-------------+---------------------------------+------------------------------+

3197. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 17:34:13 UTC
From: vsn@ic.ac.uk
Message-ID: <1994Jun11.173414.9972@cc.ic.ac.uk>
Source record: 32165
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.sinclair

bzfrosen@vispars1.zib-berlin.de (Bernhard Rosenkranzer) writes:
>|>
>Please forward this article to all people you know, so they can ignore it as
>well... Or, maybe, ignore this comment!

C'mon people, knock it off. Or take it to alt.cascade.

--
Vartan

3198. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 18:14:26 UTC
From: jornm@oslonett.no
Message-ID: <2tcuu2$8gj@hasle.oslonett.no>
Source record: 32167

```
dbj100@sgi10.york.ac.uk writes:
> In article <2tcekp$s9d@newsserv.zib-berlin.de>, bzfrosen@vispars1.zib-ber
> |> In article <2tbjkj$jt4@mother.usf.edu>, millert@undergrad.csee.usf.edu
> |> |> Christopher Taylor Oates (aspect@cats.ucsc.edu) wrote:
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> |> |> : In <2tatda$258@coli-gate.coli.uni-sb.de> benni@phil15.uni-sb.de (
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> |> |> : >In article <dan.03em@blender.demon.co.uk>,
> |> |> : >Daniel Cannon <dan@blender.demon.co.uk> wrote:
> |> |> : >>proche@imag.fr (Pascal Roche) wrote:
> |> |> : >>> In article <Gerald.Huber.103.0009F174@geographie.uni-regensbu
> |> |> : >>> |> In article <Gerald.Huber.102.0009D500@geographie.uni-regen
> |> |> : >>> |> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald H
> |> |> : >>> |> >Subject: Re: Test: please ignore
> |> |> : >>> |> >Date: Thu, 9 Jun 1994 09:49:56
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> |> |> : >>> |> >>>PDeMaio (pdemaio@draper.com) wrote:
> |> |> : >>> |> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jero
> |> |> : >>> |> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik va
> |> |> : >>> |> >>>: >Subject: Re: Test: please ignore
> |> |> : >>> |> >>>: >Date: 8 Jun 1994 10:32:10 +0200
> |> |> : >>> |>
> |> |> : >>> |> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writ
> |> |> : >>> |>
> |> |> : >>> |> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
> |> |> : >>> |>
> |> |> : >>> |> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bal
> |> |> : >>> |>
> |> |> : >>> |> >>>: >>>> CEO document contents:
> |> |> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
> |> |> : >>> |>
> |> |> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
> |> |> : >>> |>
> |> |> : >>> |> >>>: >>me too. ;)
> |> |> : >>> |>
> |> |> : >>> |> >>>: >And so was I
> |> |> : >>> |>
```

> |> |> : >>> |> >>>: I still am.
> |> |> : >>> |>
> |> |> : >>> |> >>>: PDeMaio
> |> |> : >>> |>
> |> |> : >>> |> >>>: Is that a light at the end of the tunnel or just an o
> |> |> : >>> |>
> |> |> : >>> |> >>>I would like to say that those who are ignoring this po
> |> |> : >>> |> >>>support, and further more, my admiration for doing such
> |> |> : >>> |> >>>worthwhile thing.
> |> |> : >>> |>
> |> |> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau
> |> |> : >>> |> >>level in this newsgroup!! ;)
> |> |> : >>> |>
> |> |> : >>> |> >>BTW, I have completely ignored your followup to this pos
> |> |> : >>> |> >>forwarding it to many other people so they can ignore it
> |> |> : >>> |>
> |> |> : >>> |> >I disagree strongly !!! ;-E
> |> |> : >>> |> >Therefore I will from now on simply ignore this thread !!
> |> |> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!
> |> |> : >>> |>
> |> |> : >>> |> Ooops! I just dicovered that this message was an error.
> |> |> : >>> |> So please ignore.
> |> |> : >>> |>
> |> |> : >>
> |> |> : >>> Hi great ignorers !
> |> |> : >>> I am really honoured to ignore this posting. It was a pleasur
> |> |> : >>> What about a new newsgroup comp.sys.atari.ignore ?
> |> |> : >>
> |> |> : >>I'm happy to tell you it's already here, and it's called comp.s
> |> |> : >>
> |> |> : >>Umm. Sorry. Ignore that one.
> |> |>
> |> |> : >You wrote something?...
> |> |>
> |> |> : I'm so glad I killed this thread when it first appeared. I've au
> |> |> : ignored all of these posts. In fact, I'm not even reading this a
> |> |> : Modern technology is so wonderful...
> |> |>
> |> |> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ign
> |> |>
> |> Please forward this article to all people you know, so they can ignore
> |> well... Or, maybe, ignore this comment!
>
> I would just like all subscribers to know that I am ignoring this thread
> you need have no fears !
>
Hm, am I ignorant or what? I have NOT been ignoring all the above. In fact
reading it all have given me so much that my whole view upon life and it's
mysterious ways have been enlightend. Reading it has influenced my mind so
much that I'm considering to take up Hinduism as religion in my next life!

I therefore strongly advise you ignorant ignorers to reconsider your ignorance, and read all the above with an open mind and seek the deeper meaning of it all. Then maybe you'll all get a present from Santa at X-mas even if you've not been nice in your previous lifes!

The enlightened!

3199. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 19:08:38 UTC
From: pischke@ecf.toronto.edu
Message-ID: <Cr8yIF.1DI@ecf.toronto.edu>
Source record: 32169
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

```
>|> : >>> |> >>>: >>>> CEO document contents:
>|> : >>> |> >>>: >>>> Thanks a lot for ignoring :)
>|> : >>> |> >>>: >>> It's quite alright, I was ignoring it anyway.
>|> : >>> |> >>>: >>me too. ;)
>|> : >>> |> >>>: >And so was I
>|> : >>> |> >>>: I still am.
>|> : >>> |> >>>I would like to say that those who are ignoring this post have my 100%
>|> : >>> |> >>>support, and further more, my admiration for doing such a noble and
>|> : >>> |> >>>worthwhile thing.
>|> : >>> |> >>Thank you! Yes! I beleive we have reached a new plateau of conversation
>|> : >>> |> >>level in this newsgroup!! ;)
>|> : >>> |> >>BTW, I have completely ignored your followup to this post, and am
>|> : >>> |> >>forwarding it to many other people so they can ignore it too. :):):)
>|> : >>> |> >I disagree strongly !!! ;-E
>|> : >>> |> >Therefore I will from now on simply ignore this thread !!!!!!!!!!
>|> : >>> |> >That's what you get from it !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>|> : >>> |> Ooops! I just dicovered that this message was an error.
>|> : >>> |> So please ignore.
>|> : >>> Hi great ignorers !
>|> : >>> I am really honoured to ignore this posting. It was a pleasure.
>|> : >>Umm. Sorry. Ignore that one.
>|> : >You wrote something?...
>|> : I'm so glad I killed this thread when it first appeared. I've automatically
>|> : ignored all of these posts. In fact, I'm not even reading this as I write it.
>|> : Modern technology is so wonderful...
>|> Oh, Jeez... this is getting totally out of hand. OOPS, sorry. Ignore that.
>|>
>Please forward this article to all people you know, so they can ignore it as
>well... Or, maybe, ignore this comment!

And you people call Peter Sinclair-Day stupid.

--
David "Crazy Elec" Pischke (pischke@ecf.toronto.edu)
___ _____ "Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance."
```

3200. Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 19:31:54 UTC
From: irf1001@cus.cam.ac.uk
Message-ID: <2td3fa$mct@lyra.csx.cam.ac.uk>
Source record: 32170

Does anyone have any experience of using multisync monitors, other than the famous NEC II, on an ST?

I'm considering building a switchbox for a "Walters" multisync, in an attempt to hook it to a 1040 STFM, but I'd rather know first if this is a doomed exercise...

Thanks

- Ian Furlonger

3201. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 19:41:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94162.154121STIRRE31@MAINE.MAINE.EDU>
Source record: 32172

In the regular ST group, someone has stated that they know someone interested in porting ST Xformer to the Falcon. The author, Derek of Branch Always Software, said that this job should be easy. If you want to see this happen, post something in support of this.
-scott tirrell

3202. Re: Gemulator -anyone _really_ tried it?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 20:26:00 UTC
From: icarus@fiero.uucp
Message-ID: <5QeIASpRQbB@fiero.uucp>
Source record: 32070

marvi@Krille.Update.UU.SE meinte am 05.06.94 um 13:23
zum Thema "Gemulator -anyone _really_ tried it?":

> Lots of articles have been posted on the Gemulator-subject, but little
> information on if, how and when it works. This question goes to the ones
> that have tried it:

> Can I use the mainpart of my (serious) atari
> software on a 486DX-33 PC with a SVGA-monitor and internal modem?.
I only use PD-sofware. This software works great and fast. I've got a
486DX-40 also with a SVGA-monitor but with an external modem.
> What about the HD? And the parallell/serial/SCSI/xxx ports?
You can only use a 32mb partition. If you don't have one, the
gemulator makes a virtual one, no problem. You can attach a printer,
again no problem. The serial interface is a little bit more
problematic. I've had problems using my modem with a speed greater
than 9600bps. The gemulator only uses com1 or com2 for emulating (no
other comports are useable)

You can't use a network and you can use only 4 partitions alltogether.
You will have problems with any hardware for the ST. IMHO the
Midiport doesn't work either.

If you use only serious software the following doesn't apply to you.
One problem of the gemulator seems to be that it doesn't support a
joystick.
>
> TIA Markus Haernvi

greetings to sweden from germany.

Michael

Seven: ICARUS@WORKSHOP.seven.sub.org Fido : Michael Vogel@2:2437/453.2
SHN : Michael Vogel@8:4930/101.2 Usenet: icarus@aball.han.de
* Origin: God is real, unless declared integer
CrossPoint v3.02

3203. Changing the BIOS font size

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-11 23:21:26 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.3.89.9406120029.A6996-0100000@unix>
Source record: 32175

I am working on some code for a text editor, which at the moment uses Bconout(2) for screen output. I have seen a lot of Emacs editors which use small fonts on an ST high rez screen: how is this done? I would like to be able to set the font size, and also have some reliable way of finding out screen width and height (in characters) whatever the graphics mode. I know how to do both these with the VDI, but this is too slow and will not run under Toswin.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

3204. GSZRZ Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 03:39:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2te02e$krk@golem.wcc.govt.nz>
Source record: 32178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As I use Flash 1.6 most of the time, I need a shell
that supports GSZRZ 3-4xx.. (Zmodem)

I can use Flash 1.6 to dnload files, but not to upload them,
no file selector support..

So were can I find a shell for this..??

For some reason or another my STORM no longer works, could be ASspeed,
NVDI or HSMOD4, I have yet to find out, all files seem to get corrupted,
the same happends to C-Kermit, plus I can't get C-Kermit to upload at all..

This is why I wan't to stick with some thing that I know works...

Flash 1.6 with GSZRZ....

Thanks......

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3205. Mint Mail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 05:31:02 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <Cr9rBr.769@darkside.osrhe.edu>
Source record: 32180

Can anyone tell me who the Mint Mail server is? Also where it is
archived?
Thanks,
Bill Hallman <bh@okcforum.osrhe.edu>

3206. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 07:44:15 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <771407055snz@bgserv.demon.co.uk>
Source record: 32181
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

Please have pity on dialup users who pay phone bills? This has
surely gone on long enough!

BG

--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

3207. Re: 2nd IDE on F030 ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 08:47:48 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.771410868@acp5>
Source record: 32187

anderss@edb.tih.no (Anders Skar) writes:

>Is it possible to connect an 2nd IDE HD on an F030 ??
>I`ve bought an tower case and it has plenty of free room inside.

It is but AHDI doesn't support a second IDE drive. You need HuSHI or
HDDRIVER in this case (both German products).

```
**************************************
* Uwe Seimet *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

3208. J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 12:43:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tevt6$odi@golem.wcc.govt.nz>
Source record: 32184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** HELP ****

I am still trying to install J_OFFICE on my 'D' drive.

I know about changing the ACC to a PRG and holding the ^ Key Down,
but what path am I selecting...??

The same with J-OFFICE.PRG, its asks for 2 Paths of what.??

I just keep getting a dialog box with some thing about a Module..!!

Gee when are we going to get English versions of this software..

The same with COMA, NO ENGLISH DOC's = NO MONEY...

I can't even read what I am asked to send for COMA..??

Zuerst die Gebhren:
Vollversion CoMa ohne Handbuch DM 89,-
Vollversion CoMa mit Handbuch DM 99,-
Vollversion CoMa, nicht EU-Staat DM 109,-
Vollversion CoMa und Voice mit Handbuch DM 149,-
Vollversion CoMa und Voice mit HB, nicht EU-Staat DM 159,-
Upgrade CoMa auf Voice DM 50,-
Upgrade CoMa auf Voice, nicht EU-Staat DM 60,-

PLEASE PLEASEwhat does this meen..??

Looks more like a shopping list to me....

But I don't intend to sent any FEE with out English DOC's..

Please you German authors, please wake up and write English doc's for your
programs, that is if you meen to sell them..??

Does any one know when there will be a Demo version of Strait Fax II..??

I would like to try before I buy...

Seems like that is the only decent English Fax Program there is for the
Atari..??

Can any one Help..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3209. Re: Test: please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 16:04:22 UTC
From: avg@cwi.nl
Message-ID: <CrAKnB.83n@cwi.nl>
Source record: 32185
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.sinclair

proche@imag.fr (Pascal Roche) writes:

>In article <Gerald.Huber.103.0009F174@geographie.uni-regensburg.de>,
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> In article <Gerald.Huber.102.0009D500@geographie.uni-regensburg.de>
Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber) writes:
>|> >From: Gerald.Huber@geographie.uni-regensburg.de (Gerald Huber)
>|> >In article <2t5cj3$bv0@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart
David A) writes:
>|> >>From: cs93294@assn030.cs.ualberta.ca (Stuart David A)
>|> >>u3g12@cc.keele.ac.uk (Muhhk) writes:
>|> >>>PDeMaio (pdemaio@draper.com) wrote:
>|> >>>: In article <2t3vma$2q7@wsinis12.info.win.tue.nl> jeroen@wsinis12.info.win.tue.nl
(Jeroen Rik van Zutphen) writes:
>|> >>>: >From: jeroen@wsinis12.info.win.tue.nl (Jeroen Rik van Zutphen)
>|> >>>: >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>|> >>>: >>zeus@myth.demon.co.uk (Mike Cowgill) writes:
>|> >>>: >>>In article <9406072029.AA00136@montp.cirad.fr> Bales_N@CIRAD.fr writes:
>|> >>>: >>>> CEO document contents:
>|> >>>: >>>> Thanks a lot for ignoring :)

>Hi great ignorers !
>I am really honoured to ignore this posting. It was a pleasure.
>What about a new newsgroup comp.sys.atari.ignore ?

I'd insist that it become a MODERATED group. How else can we be sure
that we really ignore one eachother? Problem remains: how can the
moderator check and ignore the posts at the same time?

--
Annius V. Groenink | E-mail: avg@cwi.nl | Private & ZFC:
CWI, Kruislaan 413 | Room: M233 | P.O. Box 12079
1098 SJ Amsterdam | Ext: 4077 | NL 1100 AB Amsterdam
Netherland | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

3210. GEMini CD and GCC - environmental variables

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 20:54:50 UTC
From: selick@acs4.bu.edu
Message-ID: <2tfsmq$ecj@news.bu.edu>
Source record: 32188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody out there have GCC running on their GEMini CD-rom disc from Walnut Creek software? If so, could you send me your setup file with the environmental variables all set up? Also, var's for anything on the disc would be helpful. What drive do most people put the cd on? I'm on drive P at the moment, and TCSH doesn't recognize it.

Thanks,
Steve
selick@acs.bu.edu
ak479@yfn.ysu.edu
steven.selick@ccol.org

3211. Re: J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-12 21:49:18 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <Up-EFMWBGUV@deluxe.textlitho.nl>
Source record: 32041
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2tevt6$odi@golem.wcc.govt.nz> Roger Sheppard. wrote :

>**** HELP ****
>
>I am still trying to install J_OFFICE on my 'D' drive.
>
>I know about changing the ACC to a PRG and holding the ^ Key Down,
>but what path am I selecting...??

If I remember well you should select the 'System' folder.>

>The same with J-OFFICE.PRG, its asks for 2 Paths of what.??
>
Hum, dunno, must check myself.

>I just keep getting a dialog box with some thing about a Module..!!
>
>
>Gee when are we going to get English versions of this software..
>
>
>
>The same with COMA, NO ENGLISH DOC's = NO MONEY...
>
>I can't even read what I am asked to send for COMA..??
>
>
> Zuerst die Gebhren:

= First let's talk $$$:

> Vollversion CoMa ohne Handbuch DM 89,-

= Full version without manual

> Vollversion CoMa mit Handbuch DM 99,-

with manual

> Vollversion CoMa, nicht EU-Staat DM 109,-

non European state?

> Vollversion CoMa und Voice mit Handbuch DM 149,-

um..

> Vollversion CoMa und Voice mit HB, nicht EU-Staat DM 159,-

Coma with Voice (what's HB?)

> Upgrade CoMa auf Voice DM 50,-

auf=to

> Upgrade CoMa auf Voice, nicht EU-Staat DM 60,-
>
>
>
>PLEASE PLEASEwhat does this meen..??
>
>
>Looks more like a shopping list to me....
>
It is.

>But I don't intend to sent any FEE with out English DOC's..
>
>Please you German authors, please wake up and write English doc's for your
>programs, that is if you meen to sell them..??

yeah, they have sharp minds but tend to a somewhat secluded view of the
world.. :)
I just translated some other comms prg. RSC's into English and I wouldn't
mind doing some more..

>Seems like that is the only decent English Fax Program there is for the
>Atari..??
>
I have Qfax Pro running on my Mega and it's perfect. I also had a look
at Straight Fax on a Falcon and it's even better. TeleOffice sucks IMHO.

>Can any one Help..??
>
Probably. send me an e-mail.

Paul

--

3212. Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 00:22:55 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun13.002255.21921@bradford.ac.uk>
Source record: 32190

A friend has just come into ownership of one of these and I can't seem to
get it to work with my ancient hard-drive software. They only let me
format up to 16 megs a partition, is this actually a maximum? or is it
just the limitations of the software? The drive is 105 megs.
There are a set of 8 jumper switches near the i/o connections of the
drive, will these have any significance to anything and if so what?
Does anyone have the correct settings for these?
I've got the details for the drive such as the write comp and stuff, but I
still can't get it to work :(.
Does anyone know anything about these things, and if so can someone help me?
I'd really appreciate it.
Oh btw the host adaptor is a berkeley micro-systems bms-100 if anyone's
ever heard of one of these.
I know I haven't ;). Apart from mine that is.

Thanks for any help anyone can provide,

Paul
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

3213. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 05:40:08 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tgrfo$3vv@mother.usf.edu>
Source record: 32042

STIRRE31@MAINE.MAINE.EDU wrote:
: In the regular ST group, someone has stated that they know someone
: interested in porting ST Xformer to the Falcon. The author, Derek
: of Branch Always Software, said that this job should be easy. If
: you want to see this happen, post something in support of this.
: -scott tirrell

I'm interested, but I'd also like to be able to talk to the programmer to make
bug reports and suggestions.

3214. Re: J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 06:19:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tgtqe$m5l@mailer.fsu.edu>
Source record: 32043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
> Does any one know when there will be a Demo version of Strait Fax II..??
>
> I would like to try before I buy...
>
> Seems like that is the only decent English Fax Program there is for the
> Atari..??

I have heard nothing but rave reviews for Straight FAX. It is reputed to
be very nice indeed. That said, I have not seen a demo version either.
I'll call Toad tomorrow and see if one exists (and if they'll send it to me).
If they do, I'll stick it on atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3215. Music Compression

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 06:26:08 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CrBoJK.80s@sdf.lonestar.org>
Source record: 32063

Lately, I've had this idea about a simple way to create sine wave for output with DMA sound. The basic formula is :

```
buffer[index] = sin ((hz * index)/(2*PI)) * amp;
```

This assumes that index is a loop counter and buffer is sufficiently large to hold the entire wave, which is found by taking the sample rate and dividing it by "hz", which is the frequency of sound you want to create. Amp is the amplitude, up to 127, since the equation is for signed.

Now, the beauty of this is that with table driven math you can do it fast, and you only keep 1 sine wave in memory. To play the wave to any desired length, you use the MFP and DMA Sound in event count and repeat mode (respectively). This allows you to use very small amount of data, meaning you can do mixing and such in real-time and more complicated things to the sound since you are dealing with a very low volume of data.

The problem arrises that you are restricted to integer divisions of the sample rate for your playback frequency. Hmm .. that isn't what I meant. Your frequency of sound is gonna be sample rate / bytes, where bytes is the number of bytes per sound wave, which was worked out above.

You can't get most of the frequencies you need to the degree of resolution required by the human ear (+/- 3 Hz) High C on the piano is 4186Hz. Go ahead, do the division. You can only get 4172Hz, which is alot flat. This doesn't even count harmonics/overtones, which I HAD wanted in the original idea of 1 wave being repeated. The fact is that you can't do it this way. You have to calculate how long you want the sound to last and then calculate the wave across the whole blockof bytes. Otherwise you won't get any accuracy of pitch, this can require 10s of thousands of bytes of data. You can cut this down to a few thousand bytes by using a combination of techniques, basically you store 21 waves, instead of just 1, and work the math from there. 21 waves is almost sufficient, but at low notes it results in TONS of repeated data, which is what I wanted to get rid of in the first place.

Now, is there something that I'm missing? I need a way to solve the problem. I've been thinking about using dual block sizes and storing 1 wave in 2 different size blocks which would alternate repeat. its weird, and I haven't worked out the math yet. I justed wanted to know if anyone has any magical cure for this. The idea of 1 wave being repeated by teh hardware to cut down on data is just wonderful, but only for low notes :-(

CYA

~.

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

3216. Re: Linux for Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 07:20:32 UTC
From: Martin.Maisey@p7.f101.n2501.z2.fidonet.org
Message-ID: <09f_9406140509@embassy.com>
Source record: 32084

Hi Michael, you wrote to All on 09 Jun 94

MM> I remember that someone here posted saying that a version of Linux
MM> was available for the Falcon (I think it was on a german ftp site).
MM> Can anyone help me...I would like to have a play with it over my long
MM> summer holiday.

I can't help you out with an ftp site, but I do know that last night something advertising itself as Linux ST came over one the file echoes on a local NeST/Fidonet board. Find yourself a local board and see whether they've got it. If not, it is certainly available for d/l at STandard BBS (0394 271550).

The description says it requires GNU C + the Minix filesystem. It's also only 800K long, so I don't know whether it's the genuine article.

ATB,

Martin
--
|Fidonet: Martin Maisey 2:2501/101.7
|Internet: Martin.Maisey@p7.f101.n2501.z2.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

3217. Re: URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 07:56:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2th3ej$2nt@percy.cs.bham.ac.uk>
Source record: 32044

dbrewood@nest.demon.co.uk writes:
>In article <2svh9i$h8q@dux.dundee.ac.uk>
> rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
>
>> When running MARCEL (and occasionally something else)
>> an error such as 'Fatal Error... Must reset machine'
>> appears.
>> I get all allerts about memory violations every time.
>
>Just grab a copy of FolderFix and set it to, say 100, and then your
>problems are over, as this will fix the memory violations.

Not if you are running MiNT, as the dynamic memory handling in MiNT is
completely different to the GEMDOS version. FOLDRxxx is only a fix for
the GEMDOS dynamic memory routines.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3218. PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 08:37:35 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-130694094232@nod.eng.umu.se>
Source record: 32045

Since there seems to exist Speedo Fonts in the Public Domain, I assume that there is also, at least, one font editor/font conversion program that is able to write Bitstream/Speedo format fonts. It would please me immensely if anyone on the net could supply me with info on this, hypothetical, font editor -- for any platform.

Thanks on beforehand!

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

3219. Re: FALCON CD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 08:41:53 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2th64h$4qi@bognor.barclays.co.uk>
Source record: 32046

In article <2snchj$da5@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> Is it worth investing in a CD ROM player for the FALCON? Is their any
I'd say go for it. System Solutions do a very nice Apple CD300 based package that works well. There are several ST specific titles and plenty more with data files such as text, samples, graphics that you can access.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3220. Re: CLI on FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 08:43:10 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2th66u$4qi@bognor.barclays.co.uk>
Source record: 32047

Take your pick, with MiNT running or not you have a huge choice. You can either use an all in one solution or a pure shell like a bourne or Korn shell and then add utilities, man pagers or whatever as you need. Check out a MinT FTP site for an idea as to just how much is available.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3221. Re: MODEMS etc on DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 08:44:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2th68l$4qi@bognor.barclays.co.uk>
Source record: 32048

There are few voice mail systems either in development or out there now. These turn your Falcon into an upmarket sort of telephone answering machine.

```
--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3222. Re: FALCON Comms

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 08:45:16 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2th6as$4qi@bognor.barclays.co.uk>
Source record: 32049

In article <2ta7ba$6c1@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> How do I get the Falcon to actually accept a modem, I habe set up connect
|> as required but the system still wont dial out.
Odd, I installed Connect and it worked fine first time, ditto just about every comms package I have tried. Connect makes better use of the Falcons higher speeds and graphics though. It does work for sure so persevere!

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3223. Re: Re:Printer Driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 09:00:10 UTC
From: rgibson@cs.strath.ac.uk
Message-ID: <2th76q$ehk@dunlop.cs.strath.ac.uk>
Source record: 32050

In <2t7clr$1b0t@info2.rus.uni-stuttgart.de>, CASTAN@cip.physik.uni-stuttgart.de writes:

>In <2t786h$2v7@dunlop.cs.strath.ac.uk> rgibson@cs.strath.ac.uk writes:
>
>> Sorry to deflect the topic slightly already but ...
>>
>> How do you go about writing a printer driver ?

>There is no answer until you tell us for which system you need a printer
>driver.
>GDOS, SpeedoGDOS or a driver for a specific program?

>> Ronnie
>> ------
>> rgibson@cs.strath.ac.uk

>Gerd

Specifically, I was wanting to write a Cannon BJ10sx driver for a music score writing program like Final Score or ScoreST but I think their drivers may be sort of unchangeable.

Ronnie

3224. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 09:50:31 UTC
From: error@stack.urc.tue.nl
Message-ID: <2tha57$14l@tuegate.tue.nl>
Source record: 32051

<STIRRE31@MAINE.MAINE.EDU> writes:

>In the regular ST group, someone has stated that they know someone
>interested in porting ST Xformer to the Falcon. The author, Derek
>of Branch Always Software, said that this job should be easy. If
>you want to see this happen, post something in support of this.

It's Darek BTW, but YES! Lets see the Xformer on the Falcon. Maybe with
the extra memory on a falcon it is even possible to emulate a MARS 8 ;-)

I've seen the source on a local BBS, but never downloaded it, so I am
not sure how much work is involved.

Erlend.
--

3225. Change Volume in Realtime

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 10:29:04 UTC
From: petep@info.isbiel.ch
Message-ID: <2thd86$nvm@vega.info.isbiel.ch>
Source record: 32053
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

for a program on atari's falcon030 i need a possabilty to change the volume
of each track in realtime and merge 1-8 stereo tracks together.

the tracks are aranged as followed in a buffer (example for the use of 2 stereo Tracks):

1.Sample 1.Track Left (1 Word)
1.Sample 1.Track Right
1.Sample 2.Track Left (1 Word)
1.Sample 2.Track Right
2.Sample 1.Track Left
:
:
n.Sample 2.Track Right

Does someone hove done this allready and could give me a hint, or do you now some
special algorithms?

please e-mail my at petep@info.isbiel.ch

3226. Re: Monitor Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 10:55:06 UTC
From: steve-j@teleport.com
Message-ID: <2thdua$9qt@elaine.teleport.com>
Source record: 32054

In article <2snc6v$da5@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>I have been offered a monitor (the specs are below). My problem is will
>it allow me to display True Colour and/or 640/400 Hi-res mono on my
>Falcon?
>
>
>Type Mitsubishi 13V" high-resolution colour display monitor
>Model C-3419/3419C
>A.C voltage 240 or 110(tap changeable)
>A.C. freq. 50 - 400 Hz
>Power consumption 180VA
>Termination 75ohm or high impedance (switch selection)
>Connectors BNC all inputs
>Sync-Composite sync of TTL level and negative going (active low)
>Input levels 0.7 - 1.5Vp-p for R,G,B
> 1.0 - 5.0Vp-p for Sync
>Scanning freq.
> Vert freq. 40 - 70 Hz
> Hor. freq. 15.5 - 24Khz (tap interchangeable) ** runs happily at **
> ** 27KHz...Dave **

Well, yes and no! The scanning frequencies support the Falcon's
TV/RGB modes (15.75kHz horizontal/50Hz vertical), so it could do
both True Color and monochrome at 640x400, but INTERLACED. The
Falcon only supports up to 640x200 or 320x480 in True Color in
non-interlaced modes and ST mono requires a monitor with a
horizontal scan rate of 31.5kHz and a vertical scan rate of 72Hz.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3227. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 10:57:42 UTC
From: steve-j@teleport.com
Message-ID: <2the36$9sq@elaine.teleport.com>
Source record: 32055

In article <2sncje$da5@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Is there one for the FALCON, if so where from?

Nope. ST XFORMER is an 800/XL/XE emulator, but it doesn't
run on the Falcon030. However, it's a PD program and some
people are about to get ahold of the source code to see if
they can make a Falcon version of it.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3228. Re: Transferring large msa files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 11:07:14 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2thel2$47h@clss3.bangor.ac.uk>
Source record: 32056

Benjamin Smith (bensmith@teleport.com) wrote:
: In <2t6nef$sc5@clss3.bangor.ac.uk> dbanarse@sees.bangor.ac.uk (D S Banarse) writes:

: >I'm finding it a little difficult transferring large msa files (such as
: >some of the PD demos) to my ST. The problem is that they won't fit onto
: >a standard DOS 720K disk - my ST only has a DS DD drive. Compressing
: >the files doesn't usually have much effect at all.

: Did you try extending your format past 800K.

The PC's here cannot read/write disks other than 720K. (except for 1.4MB
disks but I don't own a HD DD...)

Cheers for everyone's help though !!
I didn't realise that I could use split to cut a file into smaller chunks
and then cat to reassemble !!

It works a treat :-)

Dylan
---
dbanarse@sees.bangor.ac.uk

3229. MiNT mail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 11:30:55 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Jun13.113056.3369@bay.cc.kcl.ac.uk>
Source record: 32052

```
The MiNT mailing list is archived at:

phl{i,e}m.ph.kcl.ac.uk:~ftp/pub/MiNT/lists/...

I will be in the USA for the next 3 weeks, so there will be no update
from what it currently stands at during that period. However under
normal circumstances it is updated nightly.

To subscribe to the list, you need to send email to the address:

mint-request@terminator.rs.itd.umich.edu.

It's human-administered so be nice :-)

ATB,
Simon.
--

_____________________________________________________________________
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3230. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 12:53:16 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2thkrs$7ug@percy.cs.bham.ac.uk>
Source record: 32058

johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
>Since there seems to exist Speedo Fonts in the Public Domain, I assume that
>there is also, at least, one font editor/font conversion program that is
>able to write Bitstream/Speedo format fonts. It would please me immensely
>if anyone on the net could supply me with info on this, hypothetical, font
>editor -- for any platform.

There are Speedo fonts supplied with X Windows. However, there are
different ways to encode ('encrypt') a Speedo font, and Retail Speedo
engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
font.

You may want to look at the X11 sources to try to figure out the
PD format.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3231. Atari Hardware Specs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 12:59:15 UTC
From: amh15@cus.cam.ac.uk
Message-ID: <2thl73$c4m@lyra.csx.cam.ac.uk>
Source record: 32057

Does anyone know where I can get data sheets or similar, preferably via ftp,
on atari hardware components, particularly the WD1772 disc controller?

Alan


```
------------------------------------------------------------
| | amh15@cus.cam.ac.uk --- Work Tel: +44 223 337493 |
| Alan | Fax: +44 223 337706 --- Home Tel: +44 223 244595 |
| Hart | Microelectronics Research Centre, Cavendish Lab, |
| | Madingley Road, Cambridge, ENGLAND. CB3 0HE |
------------------------------------------------------------
```

3232. Epson Stylus GDOS driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 13:08:40 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CrC76G.8nt@bbc.co.uk>
Source record: 32059

I've asked this question before ...Is there a GDOS/ FontGDOS printer driver
for the Epson Stylus. Someone said that they were developping one but I
still can't find one. Can anyone help?

-David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

3233. Re: Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 13:33:01 UTC
From: ral@iglou.com
Message-ID: <1994Jun13.133301.9025@iglou.com>
Source record: 32060

> [1]Reply to: Paul Booth
>
> SEAGATE ST225 HELP. PLEASEEEE
>A friend has just come into ownership of one of these and I can't seem to
>get it to work with my ancient hard-drive software. They only let me
>format up to 16 megs a partition, is this actually a maximum? or is it
>just the limitations of the software? The drive is 105 megs.

If you have a Seagate ST225, then you only have a 20 meg HD. Where did
you get the figure of 105 megs?

3234. Mono monitor switch question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 13:40:38 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2thnkm$mkp@infa.central.susx.ac.uk>
Source record: 32061

I have an SM124 high res mono monitor and a tv. I keep the tv ariel plugged in all the time because the computer automatically detects if the monitor is plugged in and uses it if it is (as you all know!). What I want to do is keep the monitor plugged in all the time, but use a switch (SPST) to turn the monitor detection on and off.
How do I do this as I have not got a pin out of the monitor connector.

Thanks for any help.

--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

3235. Sound sampling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 14:04:13 UTC
From: marc@v2.rl.ac.uk
Message-ID: <2thp0t$28vp@unixfe.rl.ac.uk>
Source record: 32062

Anyone know how I can use my ST as a simple sound recorder/muck-about'er/play'er??

I've got a really, really, REALLY old 1040STFM and a 520STM - the 1040 would be the machine I would use, but I just want to be able to plug in a sound source, record it (within the limits of the memory, obviously) and muck around with it; reverse it, possibly add effects and then play it back out.

Best solutions would be ideas as to how I could physically connect a source; would I need an A/D converter?

I could probably tap into the audio out pin of the monitor socket for output, but I remember that getting the correct pattern for the plug was a problem. Is this still a major problem?

Also software: is there some that I can get cheaply (ie. FTP sites) or some that you can recommend in the shops?

Thanks in advance.

Marcio.Pindretti, ace.driver to Royalty

94% of statistics are misleading

3236. Re: Sound sampling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 14:28:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2thqeo$4qi@bognor.barclays.co.uk>
Source record: 32064

Why not just go and buy one of the many different sound sampler cartridges?
The cheaper ones in the UK are around 35-50GBP or less (especially at shows where
they are often sold at 20GBP).

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3237. New Atari-related WWW page open!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 14:49:17 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jun13104918@wpi.WPI.EDU>
Source record: 32065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've finally got my little WWW page up and going. I have a small
Atari page, too...

Look for the BOAST programs, the latest BOAST news, and some other
Atari links.

<http://www.wpi.edu:8080/~lancer/atari.html>

.s.

3238. Re: Mono monitor switch question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 14:49:29 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.771518821@krynn>
Source record: 32066

andrewc@cogs.susx.ac.uk (Andrew Collington) writes:

>I have an SM124 high res mono monitor and a tv. I keep the tv ariel plugged
>in all the time because the computer automatically detects if the monitor is
>plugged in and uses it if it is (as you all know!). What I want to do is keep
>the monitor plugged in all the time, but use a switch (SPST) to turn the
>monitor detection on and off.
>How do I do this as I have not got a pin out of the monitor connector.

On this computer I just cut that conection on the plug in the computer and
glued a switch in the hole under the computer there you plug in the mouse.
There you wont switch it by accidence. ;) Works fine.

/Jocke
--
Shine on You crazy Diamond and make sure you Keep Talking
after all, we're only ordinary men...
/|\ Joakim Nordlander jonord@solace.mh.se

3239. CPU CASE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 15:14:35 UTC
From: stu1222@alpha.wright.edu
Message-ID: <CrCD0B.4tJ@mercury.wright.edu>
Source record: 32067

I have been trying to information on putting a falcon in a tower... So far I have no response and no luck in browsing in every ftp site that has anything to do with such a project. Anyhow I was wondering if any one has any information on putting any St in a pc case/tower. My primary concern is going to the new power supply. Any help will be appreciated.
Thanks J. Wagner

3240. Re: PD Fax sw for Supra 144E

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 15:22:32 UTC
From: donaldp@scowpat
Message-ID: <1994Jun13.152232.29500@sco.com>
Source record: 32068

Hendrik Mylius (Hendrik_Mylius@pb2.maus.de) wrote:

: AFAIK you need a *CLASS1* driver to send/receive faxes with a Supra modem.

: Try to get *JuniorOffice* via FTP. A Class1 driver is included in this
: package.

My German is not too good, but all the documentation with JuniorOffice
seemed to suggest that I needed a class 2 modem. The version I have is
dated 2.3.1994, but maybe there is a newer version. If not, could you
please tell me if it will work with a USRobotics Sportster.

Thanks,
Donald

3241. Re: Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 15:39:30 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun13.153930.23864@bradford.ac.uk>
Source record: 32069

ral@iglou.com wrote:
: > [1]Reply to: Paul Booth
: >
: > SEAGATE ST225 HELP. PLEASEEEE
: >A friend has just come into ownership of one of these and I can't seem to
: >get it to work with my ancient hard-drive software. They only let me
: >format up to 16 megs a partition, is this actually a maximum? or is it
: >just the limitations of the software? The drive is 105 megs.

: If you have a Seagate ST225, then you only have a 20 meg HD. Where did
: you get the figure of 105 megs?

To be quite honest, that's what he told me it was when I was trying to get
it going. But then again, I'm gullible. Are you sure about this?
--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

3242. Re: GSZRZ Shell

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 16:55:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ti31d$d6g@mailer.fsu.edu>
Source record: 32074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

> For some reason or another my STORM no longer works, could be ASspeed,
> NVDI or HSMOD4, I have yet to find out, all files seem to get corrupted,

Too bad. I know you are wildly enthusiastic about this program. What is
ASspeed, BTW?

> This is why I wan't to stick with some thing that I know works...
>
> Flash 1.6 with GSZRZ....

How about Connect with GSZRZ and Selectric, which should allow you to do
multiple file uploads with no problems? Connect has built in support for
GSZRZ, in addition to its excellent internal Zmodem. It also works perfectly
with NVDI and HSMODA04. Be sure to get version 2.46, and the update for
the Zmodem stuff. They both exist on atari.archive. Another alternative
would be Uniterm, which can support GSZRZ with a minimal set of macros.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3243. Re: Seagate ST225 Help. Pleaseeee

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 17:49:59 UTC
From: bjgrier@bnr.ca
Message-ID: <CrCK7H.9xI@nrtpa22.bnr.ca>
Source record: 32073

In article <1994Jun13.153930.23864@bradford.ac.uk>, P.A.Booth@bradford.ac.uk (Paul Booth) writes:
|> ral@iglou.com wrote:
|> : > [1]Reply to: Paul Booth
|> : >
|> : > SEAGATE ST225 HELP. PLEASEEEE
|> : >A friend has just come into ownership of one of these and I can't seem to
|> : >get it to work with my ancient hard-drive software. They only let me
|> : >format up to 16 megs a partition, is this actually a maximum? or is it
|> : >just the limitations of the software? The drive is 105 megs.
|>
|> : If you have a Seagate ST225, then you only have a 20 meg HD. Where did
|> : you get the figure of 105 megs?
|>
|> To be quite honest, that's what he told me it was when I was trying to get
|> it going. But then again, I'm gullible. Are you sure about this?
|> --

I used to own one and it sure is only 20 meg, actually I think it formatted to a liitle more than 20 meg. Heck just make two partitions and be done with it.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an Amiga. However I have |
| Research Triangle Park, NC | real work to do. So please get lost! |
|____________________________________|_____________________________________|
```

3244. Re: Linux for Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 18:18:27 UTC
From: uk63@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ti7tj$7h6@nz12.rz.uni-karlsruhe.de>
Source record: 32071

Michael May (michrm@central.susx.ac.uk) wrote:
: I remember that someone here posted saying that a version of Linux was
: available for the Falcon (I think it was on a german ftp site). Can anyone
: help me...I would like to have a play with it over my long summer holiday.

Hi.
Thre is a Linux-version for Falcon avaiable on ftp.uni-mainz.de in the
directory pub/Linux/680x0/atari called ata_lx02.lzh.

3245. Re: URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 18:26:20 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771531980snz@nest.demon.co.uk>
Source record: 32075

In article <2th3ej$2nt@percy.cs.bham.ac.uk>
C.J.Ridd@cs.bham.ac.uk "Chris Ridd" writes:

> Not if you are running MiNT, as the dynamic memory handling in MiNT is
> completely different to the GEMDOS version. FOLDRxxx is only a fix for
> the GEMDOS dynamic memory routines.

Cheers Chris I was not aware of that, how do we get round things when using
MTOS then? I assume that there is a solution?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3246. Re: J_OFFICE (FAX)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 18:37:04 UTC
From: philipp_frank@tbx.berlinet.in-berlin.de
Message-ID: <a797b3ee.4a00.315d@m-point.tbx.berlinet.in-berlin.de>
Source record: 31961

Hello,

SHEPPARD_R wrote on 12.06.94 at 12:43 :

> I can't even read what I am asked to send for COMA..??
>
> Vollversion CoMa ohne Handbuch DM 89,-
registred version, no (printed) Manual

> Vollversion CoMa mit Handbuch DM 99,-
reg. Coma + printed Manual

> Vollversion CoMa, nicht EU-Staat DM 109,-
reg. Coma, not EU-Country (where EU means European Union)

> Vollversion CoMa und Voice mit Handbuch DM 149,-
reg. Coma + Voice + Manual

> Vollversion CoMa und Voice mit HB, nicht EU-Staat DM 159,-
reg. Coma + Voice + Manual, not EU-Country

> Upgrade CoMa auf Voice DM 50,-
> Upgrade CoMa auf Voice, nicht EU-Staat DM 60,-
>
>
>
> PLEASE PLEASEwhat does this meen..??

Greetings Philipp

PS : I don't know if there are non-german manuals aviable.

--
// M-POINT /// Noch 206774576 Sekunden bis zum naechsten Jahrtausend // (pf)
--
// THE_DOT V2.14Beta Regist. //

3247. Re: Re: Re^2: 1 = 0.99999999

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 20:34:06 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Jun13133406@hpbbrn.bbn.hp.com>
Source record: 32072

Timothy> Oliver Bonten (Oliver_Bonten@bb.maus.de) wrote:
Timothy> : RP>Ausser in Z ! denn dort gilt bekanntlich: 1+1=0 ;) 2

Timothy> : Trotzdem gilt auch dort 1+1=2, es ist halt nur 2=0.

Timothy> : H�lsningar, ob

Timothy> We're having trouble translating this. What does it mean?
Timothy> Wir koennen dass nicht uebersetzen. Wass bedeutet das Unsinn?

I guess they're talking about arithmetic in GF(2), i.e., modulo 2.
But it's still silly :-)

Bye,
Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049
---------------------------------+---
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3248. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 21:26:32 UTC
From: fnjah@aurora.alaska.edu
Message-ID: <1994Jun13.132632.1@aurora.alaska.edu>
Source record: 32076

I think it would be great to have the 8-bit emulator for the Falcon. I've kinda missed it ever since I got my Falcon.

3249. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 22:18:58 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <771535318.0@mettav.royle>
Source record: 32080

On 08 Jun 94 at 11:33:18 (Mark Matts) wrote the following:

>> I guess it's like with a monk and sex! If
>> If you have never used UIS3.3 you don't miss it, but once you
>> experience it you can't do without it!
>
> Well put Tom.. I have tried all kinds of file selector replacements,
> but UIS3 always comes out on top.. Any ideas what is happening with
> its further development though?

But there is the one remaining question.

Have you tried all kinds of sex? ;-)

-Paul-

--
~=~=~=

3250. Re: Double Q: 32bit SIMMs and Mac disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 22:55:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EFNXCGWJ@ttgk.textlitho.nl>
Source record: 31986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2t9tjo$19d8@ina.zfn.uni-bremen.de> Mark-Oliver Wolter wrote :
>:> You need 8 bit SIMMS, or mod the STE to use 9 bit SIMMS, the unused 9th
>:> bit must have the inputs terminated to 0v or +v, so just connect pins
>:> 28,29 and 30 together....pin 30 is +v....
>
>Nonsense, you don't need to pull them up. They can be left open. No problem.

They just burn out (hopefully unnoticed) but they can take the other chips
with them in their graves... Please pull up ! When connecting a high
impendance scope onto these not connected terminals you can see what
happens. Try pointing with your finger toward the pins.... The input swings
up and down with the frequency of the mains..
The unconnected chips can become quite hot when left floating...

greetings,
Gert

--

-- --
Atari TT-Point
-- --

3251. Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-13 22:57:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tio7t$iof@mailer.fsu.edu>
Source record: 32085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just had a friend download the latest greatest ICD software from Genie.
It is version 6.4.3. This is the non-Pro level stuff. I mention this
because it is often unclear what the latest version is. I'm hoping that
I will be able to work something out with ICD such that atari.archive
will be the official ftp site for ICD software updates.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3252. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 00:15:02 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994Jun14.001502.5941@news.uit.no>
Source record: 32079

In article <2the36$9sq@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>Nope. ST XFORMER is an 800/XL/XE emulator, but it doesn't
>run on the Falcon030. However, it's a PD program and some
>people are about to get ahold of the source code to see if
>they can make a Falcon version of it.

I have source for anybody interested.

> | Steve Johnson | "People will always be tempted to wipe |
--
/// borgen@stud.cs.uit.no (B�rge N�st)	Amiga 4000/040 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

3253. Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 01:12:51 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tj06j$6r5@netnews.upenn.edu>
Source record: 32077

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 10 Jun 1994 02:04:13 GMT]

Dear Atari Creatures:

What we have here...is a failure to communicate.

I'm logging onto a 7/8bit University telnet system (run on Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the fixes from HSMODEM04 installed, even though I'm only running set at 19,200 baud, 8bit, no parits, one stop bit.

No matter what I have tried, DOWNLOADING from my telnetted accounts here, I invariably--I mean absolutely every time--get errors EVERY 4096 bytes--starting at byte 4096--with Z-Modem. My transfers have slowed to around 510cps as a result. My transfers TO Penn, however, have gone like lightning--102% efficiency, over 1200cps. V.42bis on both ends. Go figure.

I've changed every variable I could think of or someone could suggest, except logging onto another system--everything's either disconnected or busy. I've played with the flow control, tried logging in at 9600 baud, and used standard Kermit, Z-Modem, and X-Modem. Everything but Z-Modem gives me no errors at all, but at best a 535cps transfer rate.

I have used the U.S. Robotics template setting, AT&F1, which made no difference whatsoever. Where I come from, if you can reproduce an error every time, that means there's a bug in the woodwork somewhere. Both mail.sas and ccat.sas have given me this problem, and I've use rlogin, telnet, and the tn3270 protocols to reproduce it. I thought that perhaps it was the STe's serial port buffer--but every 4K incoming? And the error message reads "NAK received from remote host." Every 4k. At least I can transfer the big files in, but not out. Not at anything better than 10-20% of capacity.

HEEEEEEELLLLLLLLLPPPPPPP!!!!

Rob S. Rice

3254. Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 01:13:41 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tj085$6r5@netnews.upenn.edu>
Source record: 32078

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 10 Jun 1994 02:04:13 GMT]

Dear Atari Creatures:

What we have here...is a failure to communicate.

I'm logging onto a 7/8bit University telnet system (run on Telebyte modems) with my Mega 4 STE, my BRAND NEW U.S. Robotics 14,400 Sportster V.42bis Fax Modem, and STalker v.3.02. I have the fixes from HSMODEM04 installed, even though I'm only running set at 19,200 baud, 8bit, no parits, one stop bit.

No matter what I have tried, DOWNLOADING from my telnetted accounts here, I invariably--I mean absolutely every time--get errors EVERY 4096 bytes--starting at byte 4096--with Z-Modem. My transfers have slowed to around 510cps as a result. My transfers TO Penn, however, have gone like lightning--102% efficiency, over 1200cps. V.42bis on both ends. Go figure.

I've changed every variable I could think of or someone could suggest, except logging onto another system--everything's either disconnected or busy. I've played with the flow control, tried logging in at 9600 baud, and used standard Kermit, Z-Modem, and X-Modem. Everything but Z-Modem gives me no errors at all, but at best a 535cps transfer rate.

I have used the U.S. Robotics template setting, AT&F1, which made no difference whatsoever. Where I come from, if you can reproduce an error every time, that means there's a bug in the woodwork somewhere. Both mail.sas and ccat.sas have given me this problem, and I've use rlogin, telnet, and the tn3270 protocols to reproduce it. I thought that perhaps it was the STe's serial port buffer--but every 4K incoming? And the error message reads "NAK received from remote host." Every 4k. At least I can transfer the big files in, but not out. Not at anything better than 10-20% of capacity.

HEEEEEEELLLLLLLLLPPPPPPP!!!!

Rob S. Rice

3255. Qu: Dynabuster's extra joysticks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 09:00:02 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2tjrii$b4e@clss3.bangor.ac.uk>
Source record: 32086

Does anyone know how to go about building the joystick adapter for
dynabuster to allow up to six people to play ?
Or where I'd be able to find the information ?

Also, has _anyone_ managed to use gzip on a 1Meg STe ??

Cheers,
Dylan
---
dbanarse@sees.bangor.ac.uk

3256. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 09:02:40 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2tjrng$10nu@info2.rus.uni-stuttgart.de>
Source record: 32087

Hi all,

In <2thkrs$7ug@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

[...]
> There are Speedo fonts supplied with X Windows. However, there are
> different ways to encode ('encrypt') a Speedo font, and Retail Speedo
> engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
> font.
>
> You may want to look at the X11 sources to try to figure out the
> PD format.
An easier way is to use Speedo 4.2. It uses the X Fonts without any
problems.

> --Chris
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart
From: OSCAR::CASTAN "Gerd Castan" 14-JUN-1994 10:58:21.88
To: mx%"C.J.Ridd@cs.bham.ac.uk"
CC: castan
Subj: Re: PD Speedo Fonts?

Hi all,

In <2thkrs$7ug@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

[...]
> There are Speedo fonts supplied with X Windows. However, there are
> different ways to encode ('encrypt') a Speedo font, and Retail Speedo
> engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
> font.
>
> You may want to look at the X11 sources to try to figure out the
> PD format.
An easier way is to use Speedo 4.2. It uses the X Fonts without any
problems.

> --Chris
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3257. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 09:29:38 UTC
From: steve-j@teleport.com
Message-ID: <2tjta2$9bp@elaine.teleport.com>
Source record: 31950

In article <johan.nordlander-130694094232@nod.eng.umu.se>,
Johan Nordlander <johan.nordlander@engelska.umu.se> wrote:
>Since there seems to exist Speedo Fonts in the Public Domain, I assume that
>there is also, at least, one font editor/font conversion program that is
>able to write Bitstream/Speedo format fonts. It would please me immensely
>if anyone on the net could supply me with info on this, hypothetical, font
>editor -- for any platform.

There are no PD Speedo fonts. Also, there is no publicly available
(PD/freeware/shareware OR commercial) Speedo font editor or font
converter (not for the ST anyway -- I've HEARD there may be one
for IBM clones). Bitstream is the SOLE source of all currently
available Speedo fonts (even the ones that come with SpeedoGDOS,
Windows 6.x for DOS, and any available font packages are provided
by Bitstream). They normally sell EACH TYPEFACE for $39US each!!!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3258. Re: URGENT: Falcon is going belly up!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 09:29:43 UTC
From: donaldp@scowpat
Message-ID: <1994Jun14.092943.8615@sco.com>
Source record: 32088

Chris, are you saying that when I run MiNT, I do not need
FOLDRxxx in my auto folder? Does this also apply to
POOLFIX?

Thanks,
Donald

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: dbrewood@nest.demon.co.uk writes:
: >In article <2svh9i$h8q@dux.dundee.ac.uk>
: > rmccall@mcs.dundee.ac.uk "Rod McCall" writes:
: >
: >> When running MARCEL (and occasionally something else)
: >> an error such as 'Fatal Error... Must reset machine'
: >> appears.
: >> I get all allerts about memory violations every time.
: >
: >Just grab a copy of FolderFix and set it to, say 100, and then your
: >problems are over, as this will fix the memory violations.

: Not if you are running MiNT, as the dynamic memory handling in MiNT is
: completely different to the GEMDOS version. FOLDRxxx is only a fix for
: the GEMDOS dynamic memory routines.

3259. Re: FALCON Comms

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 10:02:43 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.100243.11203@jet.uk>
Source record: 32089

In <2ta7ba$6c1@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>How do I get the Falcon to actually accept a modem, I habe set up connect
>as required but the system still wont dial out.
Does the Falcon successfully talk to the modem at all? I bought a modem
on Saturday, plugged it in and it worked first time. All I had to do
was use the CPX to set the baud rate etc to match the modem defaults
(19200, 8 bit, 1 stop, no parity). The comms software defaulted to
pulse dialling (which works but is slow), so I fixed it up to use tone
dialling.

To get started, I used Uniterm v2.0, as that was the only terminal software
I had. It only works properly in ST High mode. But that got me
far enough to download CixComm, which works rather better, and Connect, which
I haven't tried out yet.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3260. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 10:03:50 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.100350.11293@jet.uk>
Source record: 32090

In <2tam43$hk9@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Mark Matts (matzy@butthead.demon.co.uk) wrote:
>: Well put Tom.. I have tried all kinds of file selector replacements,
>: but UIS3 always comes out on top.. Any ideas what is happening with its
>: further development though?

>Pity it doesn't work on the Falcon. I really liked it.
Strange; it works just fine on my Falcon.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3261. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 10:59:22 UTC
From: reschke@uni-muenster.de
Message-ID: <2tk2ia$1bv0@obelix.uni-muenster.de>
Source record: 31941

In article 7ug@percy.cs.bham.ac.uk, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
> >Since there seems to exist Speedo Fonts in the Public Domain, I assume that
> >there is also, at least, one font editor/font conversion program that is
> >able to write Bitstream/Speedo format fonts. It would please me immensely
> >if anyone on the net could supply me with info on this, hypothetical, font
> >editor -- for any platform.
>
> There are Speedo fonts supplied with X Windows. However, there are
> different ways to encode ('encrypt') a Speedo font, and Retail Speedo
> engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
> font.

Speedo 4.2 *does* read the fonts shipped with X11.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3262. Ship Unship Program..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 11:48:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tk5dk$hne@golem.wcc.govt.nz>
Source record: 31942

Hi does any one know of a Ship/Park-- Unship/Unpark
Hard Drive ACC....

It must have the Unship/Unpark option and its better if
its a ACC....

All screen modes...

Can any one help on this...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3263. Re: Ship Unship Program..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 12:08:41 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2tk6k9$4qi@bognor.barclays.co.uk>
Source record: 31943

Why do you need it as an ACC? You only need to park heads on a) old drives that don't self park and b) when the machine is going to be moved. Even with b) if it's just moving about the room, you don't need to bother. Surely the park that comes with ICD stuff as a .prg would do?

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3264. Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 12:58:48 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-140694140523@nod.eng.umu.se>
Source record: 31944

I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver installed. The problem I have is that I cannot access more than the first session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is not multisession compatible. Am I wrong?

If anyone could advice me on how to solve this problem, I would be very grateful.

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

3265. SIMMs for Falcon: Two questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 13:12:50 UTC
From: djs@jet.uk
Message-ID: <1994Jun14.131250.11818@jet.uk>
Source record: 31945

1. Boards such as the FalconWING take standard 30 pin SIMMS, right? What speed does the memory have to be?

2. Are there any boards which take 72 pin Mac-type SIMMs, eg a single 16MB simm?

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3266. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 15:52:54 UTC
From: michal@gortel.phys.ualberta.ca
Message-ID: <1994Jun14.155254.6043@kakwa.ucs.ualberta.ca>
Source record: 31946

Rob S. Rice (rrice@netnews.upenn.edu) wrote:
: Dear Atari Creatures:

: What we have here...is a failure to communicate.

: I'm logging onto a 7/8bit University telnet system ...

In a somewhat similar setting as yours zmodem does not work for me
at all. This protocol is just too stupid to survive an abuse
from network relays, repeaters and terminal servers. It will work
great on clean direct connections.

In such circumstances I am using kermit, which works without problems.
The secret is that you need, on both ends, some modern kermit; something
like 5A(188) or 189 with windows and big block sizes. Windowing protocol
is less critical, but big blocks (and CRC) are. You have to set both
sides properly. Defaults are for extremely noisy connections via
switchboard which was just flooded. How far you can push parameters -
it is up to you to check. On most networks like yours 'set parity=space'
is a proper thing to do.

With 14400 connection (but faster modem<->computer link) I am getting
throughput in order of 1600-1800 cps. It very much depends to what
you are talking to, though. The other side may be a bottleneck.

Michal

P.S. It would be nice to have your e-mail address in a news header,
so 'reply' would work. If that is impossible, then at least in your
signature. rrice@netnews.upenn.edu does not work too well.

3267. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 16:08:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2tkkm9$5p0@percy.cs.bham.ac.uk>
Source record: 31947

CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>
>Hi all,
>
>In <2thkrs$7ug@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>
>[...]
>> There are Speedo fonts supplied with X Windows. However, there are
>> different ways to encode ('encrypt') a Speedo font, and Retail Speedo
>> engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
>> font.
>>
>> You may want to look at the X11 sources to try to figure out the
>> PD format.
>An easier way is to use Speedo 4.2. It uses the X Fonts without any
>problems.
>
>> --Chris
>Gerd
>
>CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
>Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart
>From: OSCAR::CASTAN "Gerd Castan" 14-JUN-1994 10:58:21.88
>To: mx%"C.J.Ridd@cs.bham.ac.uk"
>CC: castan
>Subj: Re: PD Speedo Fonts?
>
>
>Hi all,
>
>In <2thkrs$7ug@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>
>[...]
>> There are Speedo fonts supplied with X Windows. However, there are
>> different ways to encode ('encrypt') a Speedo font, and Retail Speedo
>> engines (SpeedoGDOS, WordPerfect for DOS) will not read a PD Speedo
>> font.
>>
>> You may want to look at the X11 sources to try to figure out the
>> PD format.
>An easier way is to use Speedo 4.2. It uses the X Fonts without any
>problems.
>

That's good; but it seems that hell might freeze over before Atari get around to releasing this update to Speedo. (You could replace 'Speedo' with 'TOS' or 'MultiTOS' in that sentence, of course...)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3268. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 16:19:26 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <2tklae$o6p@info2.rus.uni-stuttgart.de>
Source record: 31948

In <2tkkm9$5p0@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:

> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
[...]
> >An easier way is to use Speedo 4.2. It uses the X Fonts without any
> >problems.
> >
>
> That's good; but it seems that hell might freeze over before Atari get
> around to releasing this update to Speedo. (You could replace 'Speedo'
> with 'TOS' or 'MultiTOS' in that sentence, of course...)
It *IS* released since january this year. You can get it from R.O.M. in
Berlin. This is the official version from Atari.

The problem is COMPO. They refuse to distribute the actual version.
Speedo 4.2 is much better than 4.0 and 4.1.
Nobody knows, why COMPO is ('nt) doing this.

> --Chris
Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3269. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 16:54:05 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tknbd$57d@netnews.upenn.edu>
Source record: 31949

Michal Jaegermann (michal@gortel.phys.ualberta.ca) wrote:

: : What we have here...is a failure to communicate.

: : I'm logging onto a 7/8bit University telnet system ...

: In a somewhat similar setting as yours zmodem does not work for me
: at all. This protocol is just too stupid to survive an abuse
: from network relays, repeaters and terminal servers. It will work
: great on clean direct connections.

I'm now going as fast as 1500 cps into Penn, and now up to about
the same out on smaller files with Z-Modem... It is a very good idea to
reduce the window size of your transfers with the command sz -w 16384
<file name>. The program recovers from bad blocks a bit quicker that way.

: In such circumstances I am using kermit, which works without problems.
: The secret is that you need, on both ends, some modern kermit; something
: like 5A(188) or 189 with windows and big block sizes. Windowing protocol
: is less critical, but big blocks (and CRC) are.

I did pull Kermit C.159 off of Michigan and got around 400-500
this way. Probably again, because the errors I get are generated by
overflows (?) of my file transfer buffer, now set up to 50K from its
previous 4K.

You have to set both
: sides properly. Defaults are for extremely noisy connections via
: switchboard which was just flooded. How far you can push parameters -
: it is up to you to check. On most networks like yours 'set parity=space'
: is a proper thing to do.

Here I don't follow you. Network defaults are 7-bit, Even, which
you can change to 8-bit, None. Is there a flag I can set with sz?

: With 14400 connection (but faster modem<->computer link) I am getting
: throughput in order of 1600-1800 cps. It very much depends to what
: you are talking to, though. The other side may be a bottleneck.

Again, Penn seems to be sending faster than the STe can chew--I
guess. And I do save to a ramdisk...

: Michal

: P.S. It would be nice to have your e-mail address in a news header,
: so 'reply' would work. If that is impossible, then at least in your
: signature. rrice@netnews.upenn.edu does not work too well.

Oops! Forget one lousy signature and I start getting answers...

Thanks for the information--

rrice@ccat.sas.upenn.edu

3270. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 17:33:59 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2tkpm7$pq3@csugrad.cs.vt.edu>
Source record: 31951

Steve Johnson (steve-j@teleport.com) wrote:

: There are no PD Speedo fonts. Also, there is no publicly available
: (PD/freeware/shareware OR commercial) Speedo font editor or font
: converter (not for the ST anyway -- I've HEARD there may be one
: for IBM clones). Bitstream is the SOLE source of all currently
: available Speedo fonts (even the ones that come with SpeedoGDOS,
: Windows 6.x for DOS, and any available font packages are provided
: by Bitstream). They normally sell EACH TYPEFACE for $39US each!!!

You can get a Speedo Font pack from TOAD containing 50 fonts like
that for about $35 US.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3271. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 17:53:10 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2tkqq6INN17o3@rs1.rrz.Uni-Koeln.DE>
Source record: 31953

Andre Willey (andre@cix.compulink.co.uk) wrote:

: Or why not just use the SHEL_ENVRN() call, as that's what it's for?
:
: ~SHEL_ENVRN(addr%,"ENVVAR=")
:
: will return the address of an environment variable that starts with the
: text "ENVVAR=". Since env vars are null terminated, you can read the
: string itself with:
:
: env$=CHAR(addr%)

That ought to be "env$=CHAR{addr%}"

: (addr% will be zero if the requested env var does not exist)

So, remember to check that addr% is non-zero, else you'll see a
few nice bombs...

I just commented some things I noted immediately, I have not checked
if this method for accessing the environment actually works.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3272. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-14 17:56:49 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2364.2DFDEF61@dhhalden.no>
Source record: 31952

In article <2tjta2$9bp@elaine.teleport.com> steve-j@teleport.com (Steve Johnson) writes:
>
>There are no PD Speedo fonts. Also, there is no publicly available
>(PD/freeware/shareware OR commercial) Speedo font editor or font
>converter (not for the ST anyway -- I've HEARD there may be one
>for IBM clones). Bitstream is the SOLE source of all currently
>available Speedo fonts (even the ones that come with SpeedoGDOS,
>Windows 6.x for DOS, and any available font packages are provided
>by Bitstream). They normally sell EACH TYPEFACE for $39US each!!!

A few PD Speedo's from an old PC CD-ROM were posted to some of the archives
a few weeks back. X-Windows comes with a few fonts - not exactly released
as PD, but donated anyway. They work - I'm using them with Speedo 4.2
(which, as have been said before, is readily available in Europe from R.O.M.
Software or serious dealers). Bitstream might be the sole *producer* of
Speedo fonts if that's what you mean by source. I believe Compo have a lot
of typefaces available which aren't stock items at regular Bitstream dealers.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

3273. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 02:31:40 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tlp6c$hbo@mother.usf.edu>
Source record: 31955

Ah, yes... there is another problem. Some terminal programs do not take high speed port rates into account and do not create a large enough input buffer. If the program is too slow to handle that (and it almost always IS), then the input buffer in your computer will overrun and you'll have problems. Get a DA or tell your terminal program to change the input buffer size... at last 8k, I would say, although I always use a 20k buffer.

3274. Data in/out of DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 02:36:16 UTC
From: zieg0008@gold.tc.umn.edu
Message-ID: <zieg0008.771647776@gold>
Source record: 31954

What would be the best way to get data in and out of the DSP fast without wasting too much time on the 68030 and DSP side? To set it up as an interupt or try to do it in one lump transfer?

Thanks

--
No .sig available

3275. 3/486 emulators for the Falcon yet!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 03:44:34 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2tltf2$hoc@news.dmpe.CSIRO.AU>
Source record: 31966

Have the 486 emulators for the Falcon arrived yet!? I heard that Compo had finished the 486 version, but I cannot find any info yet. I have to get a PC soon, and rather would like to stick a card into my falcon instead of buying a dos box. I may have to buy a 386 ememulator for my ST if things keep going this way ....

Regards,

Karl.
--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3276. Second Post looking for Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 03:53:28 UTC
From: root@uncc.edu
Message-ID: <2tltvo$2rf@ws223.uncc.edu>
Source record: 31956
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari.2600

Email address incorrect, correct one is: jonewby@unccsun.uncc.edu

Hello and thankyou for reading this post.

As stated in my previous and very long :(post I am desperately seeking
Atari magazine sources, Programming books, technical documents, etc.
anything to do with programming the Atari. I will accept information
concerning any Atari computer or video game system both new and old. I
plan to compile a listing (sort of a FAQ) and post it here for all to
see and will keep it up dated as long as I get new things to add to it.
Please email in the following (or any suitable) format:

For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,
i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.
With ftp sites please send anything that is not covered in
the FAQ or clearly specified as having programming info.
Thankyou very much.
Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

3277. Falcon compilers...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 06:06:08 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tm5og$fte@scapa.cs.ualberta.ca>
Source record: 31957

Anyone out there know of a good C compiler for my falcon?

Do I need falcon specific compilers?

Dave

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

3278. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 06:39:48 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771662388snz@nest.demon.co.uk>
Source record: 31987

In article <johan.nordlander-140694140523@nod.eng.umu.se>
johan.nordlander@engelska.umu.se "Johan Nordlander" writes:

> I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver
> installed. The problem I have is that I cannot access more than the first
> session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is
> not multisession compatible. Am I wrong?

John I use the Apple CD-300 with MetaDos 2.3 and have no problems at all in
processing multi-session Kodak Photo-CD's, the drive autodetects the
multi-session usage and works perfectly, sound like you have a faulty drive.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3279. Good Disassembler..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 06:58:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tm8rj$r1d@golem.wcc.govt.nz>
Source record: 31958

*** DISASSEMBLER ***

Can any one give me a name and a site for a good Disassembler..

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3280. Re: Ship Unship Program..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 07:19:23 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2tma1r$r1d@golem.wcc.govt.nz>
Source record: 31960

In article <2tk6k9$4qi@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>Why do you need it as an ACC? You only need to park heads on a) old drives that
>don't self park and b) when the machine is going to be moved. Even with b) if
>it's just moving about the room, you don't need to bother. Surely the park that
>comes with ICD stuff as a .prg would do?

Now I have got you, you did not read my Brain waves, did you..???

I have seen this request many many times on GEnie in the ICD RTC..

If you have a Mega ST with a Built in Hard Drive, it runs all the Time,
so when you are using the disk drive to play games, etc, you hard drive
is running..

With the Help of Claus Brod, the Ship/Park command, you can use it to
park and unpark your hard drive, you need to turn on bit zero
in the 4th byte the block number byte, counting from zero,
this will cause the drive to unpark and spin up...

I have all ready tested this with the ICD SCSI command Util that I found
on GEnie..

I have been told that James the Butler can do this, but I think will end up
doing my own ACC or PRG, it only has to run on the Floppy..

I could just place a park program in the Auto folder of a Floppy...

Food for thought...

Any one interested in this project..??

For those that are into DMA devices, the ICD SCSI Util looks great, supports
internal SCSI...

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3281. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 07:47:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2tmbmd$glo@percy.cs.bham.ac.uk>
Source record: 31959

CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>In <2tkkm9$5p0@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk writes:
>
>> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:
>[...]
>> >An easier way is to use Speedo 4.2. It uses the X Fonts without any
>> >problems.
>> >
>>
>> That's good; but it seems that hell might freeze over before Atari get
>> around to releasing this update to Speedo. (You could replace 'Speedo'
>> with 'TOS' or 'MultiTOS' in that sentence, of course...)
>It *IS* released since january this year. You can get it from R.O.M. in
>Berlin. This is the official version from Atari.
>
>The problem is COMPO. They refuse to distribute the actual version.
>Speedo 4.2 is much better than 4.0 and 4.1.
>Nobody knows, why COMPO is ('nt) doing this.

And in the UK it is distributed by HiSoft, and HiSoft have not
announced a new release.

It appears there is some curious inconsistency in Atari Europe's
handling of SpeedoGDOS... :-(

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3282. Re: SVGA Monitor and Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 08:00:35 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Jun15.080035.20795@htsa.aha.nl>
Source record: 31977

In article <1994Jun10.152046.181@isle.waterloo-rdp.on.ca>,
Kevin Tessner <ktessner@isle.waterloo-rdp.on.ca> wrote:
>Robert Demming was heard to say:
>
>> I have connected my SVGA monitor (50-100 Hz vertical and 3 horizontal
>> scan frequenties) to my ST in hi-res. Just wire the mono-out from your st
>> to red, green and blue in on your SVGA monitor and connect the mono detect to
>> ground. Of course you must connect h-sync and v-sync too.
>
>AFAIK that can be dangerous. The mono-out signal is TTL (ie: near 5 volt) and
>the RGB lines to a VGA/Multisync expect 0-1volt variable. Now if you set up
>a voltage divider to cut the 5 volt down to 1 volt (say a 1k and a 3.9k
>resistor (I don't recall now if 3.9 is a standard value) before feeding it to
>the RGB lines you should be okay. (Of course, a good monitor should have
>protected inputs anyways and it sounds like yours does).
>

No. According to 'Het complete Atari ST boek' (Dutch translation of 'Das
Atari Profi Buch') the voltage levels are:

Monochrome signal is 1 Vss over 75 Ohm thus 0 V is black and 1 V is white.
RGB signal is 1 Vss + 0.5 Vdc over 75 Ohm thus 0.5 V is lowest intensity
and 1.5 V is highest intensity.

Only the h-sync and v-sync signals are on TTL levels.

See you,

Robert Demming. (robertde@htsa.aha.nl)

3283. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 08:23:27 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-150694093213@nod.eng.umu.se>
Source record: 31962

In article <2tjta2$9bp@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) wrote:

>
> There are no PD Speedo fonts. Also, there is no publicly available
> (PD/freeware/shareware OR commercial) Speedo font editor or font
> converter (not for the ST anyway -- I've HEARD there may be one
> for IBM clones). Bitstream is the SOLE source of all currently
> available Speedo fonts (even the ones that come with SpeedoGDOS,
> Windows 6.x for DOS, and any available font packages are provided
> by Bitstream). They normally sell EACH TYPEFACE for $39US each!!!
>
>
> --
> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

If there aren't any PD Speedo font, how come you can such creatures in at at least one FTP-site that I know of?

However, I think you are right! But where did those fonts come from?

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

3284. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 09:00:24 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.66.00090205@pz-oekosys.uni-kiel.d400.de>
Source record: 31963

In article <johan.nordlander-140694140523@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
>I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver
>installed. The problem I have is that I cannot access more than the first
>session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is
>not multisession compatible. Am I wrong?
Is the CD-300 the same as the so called Power-CD?

I bought this CD some weeks ago and almost everything runs fine using the mint-driver. But I haven't been able to install Metados 2.3 to use the CD under single-tos. Has anybody installed Metados 2.3 on a Falcon? (Together with a Power-CD from Apple.)

Is anywhere a (SW or PD) Programm available to play audio-cd's?

Many greetings,
Christian

****
* Christian Mittendorf Phone: +49 - (0)431 - 338838 *
* Manrade 41 eMail: christian_mittendorf@ki.maus.de *
* 24106 Kiel - Germany chris-m@pz-oekosys.uni-kiel.d400.de *
****

3285. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 09:25:18 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun15.092518.14424@cen.ex.ac.uk>
Source record: 31964

In article <2tk2ia$1bv0@obelix.uni-muenster.de> reschke@uni-muenster.de (Julian Reschke) writes:

> Speedo 4.2 *does* read the fonts shipped with X11.

Is there an easy way to upgrade to from 4.1 to 4.2?
I got 4.1 installed on the HD I got with my Falcon, but I didn't get any
installation disks.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 (SOB!) |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

3286. tech info on falcon IDE drive required

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 09:36:25 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun15.093625.15279@cen.ex.ac.uk>
Source record: 31967

Hi, I am in the process of selling the 2.5" IDE drive that came with my Falcon to a PC owner. In order to correctly attach the drive to his system, we need some technical data on it.

Can someone please tell me what 'type' of drive it is? The PC CMOS set up requires a numerical type for the drive.

Also, can someone give me a description of the pins in the 44 pin cable?
Thanx,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 (SOB!) |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

3287. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 09:53:05 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2tmj21$i1j@aggedor.rmit.EDU.AU>
Source record: 31968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ian Mackereth (ianm@lsupoz.apana.org.au) wrote:
: Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: : I'm hoping that I will be able to work something out with ICD such that
: : atari.archive will be the official ftp site for ICD software updates.

: On behalf of all of us out here in the non-USA world, I wish you every
: success in this long overdue endeavor!

Allow me to echo Ian's good wishes. Its nice to see someone with a
non-usa focus for once.

: --
: Ian Mackereth | His .sig bore this strange device:
: ianm@lsupoz.apana.org.au |
: or Fido 3:712/520 | "Excelsior!"

--

Rob. (roba@nutmeg.ntu.edu.au)

3288. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 09:57:51 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2tmjav$sde@lsupoz.apana.org.au>
Source record: 31965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: I'm hoping that I will be able to work something out with ICD such that
: atari.archive will be the official ftp site for ICD software updates.

On behalf of all of us out here in the non-USA world, I wish you every
success in this long overdue endeavor!

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

3289. Re: Hard Drive help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 10:31:08 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2tml9c$r32@nasim.sta.sub.org>
Source record: 31984

Chris Fuhrman (fuhrman@cray-ymp.acm.stuorg.vt.edu) wrote:

> Can anyone with similar problems verify my reasoning here or tell
> me what *might* be the problem? I've not been able to get this drive to
> work for the past month and am finding this *very* frustrating! Thanks
> in advance!

Did you remove the terminators from the drive? You have to, even if it
sounds crazy.

You always will get the message "Not bootloaded" if you start AHDI from
floppy. AHDI will only bootload if it gets started automatically as
c:\shdriver.sys. Use HINSTALL to install AHDI permanently on the
drive.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3290. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 10:35:03 UTC
From: knarf@nasim.sta.sub.org
Message-ID: <2tmlgn$r37@nasim.sta.sub.org>
Source record: 31985

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> CASTAN@cip.physik.uni-stuttgart.de (Gerd Castan) writes:

> >An easier way is to use Speedo 4.2. It uses the X Fonts without any
> >problems.

> That's good; but it seems that hell might freeze over before Atari get
> around to releasing this update to Speedo. (You could replace 'Speedo'
> with 'TOS' or 'MultiTOS' in that sentence, of course...)

SpeedoGDOS 4.2 *is* released, and it works fine with the Speedo fonts
from the X11R5/R6 release.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3291. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 10:40:36 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <2tmlr4$q83@sheoak.ucnv.edu.au>
Source record: 31971

>STIRRE31@MAINE.MAINE.EDU wrote:
>: In the regular ST group, someone has stated that they know someone
>: interested in porting ST Xformer to the Falcon. The author, Derek
>: of Branch Always Software, said that this job should be easy. If
>: you want to see this happen, post something in support of this.
>: -scott tirrell

I'd like to see this...

Jared

--
'Come on everybody....Let's do the hustle.

3292. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 11:16:35 UTC
From: BRARDA@VXCLIA.CERN.CH
Message-ID: <BRARDA-150694131449@128.141.55.215>
Source record: 31969

In article <chris-m.66.00090205@pz-oekosys.uni-kiel.d400.de>,
chris-m@pz-oekosys.uni-kiel.d400.de wrote:

> Has anybody installed Metados 2.3 on a Falcon? (Together
> with a Power-CD from Apple.)
>
> Is anywhere a (SW or PD) Programm available to play audio-cd's?
>
> Many greetings,
> Christian

You can download my ATARI CD-ROM FAQ from micros.hensa.ac.uk under
micros/atari/tos/n/n150.

I will repost it soon.

Loic

3293. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 11:30:47 UTC
From: ceebsm@cscd4c3.caledonia.hw.ac.uk
Message-ID: <CrFrzC.KuA@cee.hw.ac.uk>
Source record: 31972

In article <2tkqq6INN17o3@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

> Andre Willey (andre@cix.compulink.co.uk) wrote:
>
> : Or why not just use the SHEL_ENVRN() call, as that's what it's for?
> :
> : ~SHEL_ENVRN(addr%,"ENVVAR=")
> :
> : will return the address of an environment variable that starts with the
> : text "ENVVAR=". Since env vars are null terminated, you can read the
> : string itself with:
> :
> : env$=CHAR(addr%)
>
> That ought to be "env$=CHAR{addr%}"

Correct! :)

> : (addr% will be zero if the requested env var does not exist)

> So, remember to check that addr% is non-zero, else you'll see a
> few nice bombs...

Correct too...luckly I have Neoload installed to save me!! :)

> I just commented some things I noted immediately, I have not checked
> if this method for accessing the environment actually works.

Well using the original posting and a bit of general knowledge I managed
to get it working from both the interpreter and from a compiled program.
The posting which poked BASEPAGE only works from compiled programs I
think! ??

>Greetinx, Jan

Cheers!

Barry
--
--- Barry S. Munro -----------------------------------

--- InterNet: ceebsm@clust.hw.ac.uk ---
--- ceebsm@caledonia.hw.ac.uk ---
--- ceebsm@cee.hw.ac.uk ---
--- 11 Station Court, Leven, Fife KY8 4RR, Scotland ---
----===----

3294. Re: Monitor Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 11:49:02 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <2tmpre$4gq@hpsystem1.informatik.tu-muenchen.de>
Source record: 31970

In article <2thdua$9qt@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2snc6v$da5@dux.dundee.ac.uk>,
|> Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
|> >I have been offered a monitor (the specs are below). My problem is will
|> >it allow me to display True Colour and/or 640/400 Hi-res mono on my
|> >Scanning freq.
|> > Vert freq. 40 - 70 Hz
|> > Hor. freq. 15.5 - 24Khz (tap interchangeable) ** runs happily at **
|> > ** 27KHz...Dave **

|> Well, yes and no! The scanning frequencies support the Falcon's
|> TV/RGB modes (15.75kHz horizontal/50Hz vertical), so it could do
|> both True Color and monochrome at 640x400, but INTERLACED. The
|> Falcon only supports up to 640x200 or 320x480 in True Color in
|> non-interlaced modes and ST mono requires a monitor with a
|> horizontal scan rate of 31.5kHz and a vertical scan rate of 72Hz.

NOT ONLY. With a resolution-expansion (S-Blaster or BlowUP030) you can get
640*480 at 23kHz and a vert.freq. near 60Hz (dont remember exact value, data
for BlowUP030 Hard II)

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

3295. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 12:41:22 UTC
From: vctec@westminster.ac.uk
Message-ID: <CrFv55.71C@westminster.ac.uk>
Source record: 31973

BRARDA@VXCLIA.CERN.CH wrote:
: In article <chris-m.66.00090205@pz-oekosys.uni-kiel.d400.de>,
: chris-m@pz-oekosys.uni-kiel.d400.de wrote:

: > Is anywhere a (SW or PD) Programm available to play audio-cd's?

: You can download my ATARI CD-ROM FAQ from micros.hensa.ac.uk under
: micros/atari/tos/n/n150.

The audio player may be found at this site, too...called CDPLAY
micros/atari/tos/n/n046/*.*

Hope this helps.

Danny

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3296. Atari Linux Compilations

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 13:18:49 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1994Jun15.131849.14821@unix.brighton.ac.uk>
Source record: 31975

I have the sources for the Atari Falcon030 Linux port but I cannot for get them to compile. I have Gcc 2.5.8 and libs pl44 plus minix as stated that you need.

I changed the .mup files to something my tcsh could read and started the thing to make a linux image. After adjusting various little problems \ to / it came to building the image from the .o files made and I got reams of undefined procedure calls. I *was* using the corect gcc-ld and the only way to fix them all was to un-hash all the lines in the shell scripts which were hased out.

When I did this the thing ran through fine and I got the linux image. But when I tried to build the bootstrap I got another problem. A line in it indexed a field which did not exist! the line was something like base = p->page I think.

Anyone else have any luck with this...I am gonna mail the author once I get his address dug up but any help now would be great.

Michael

--
"Barrier's Crumble, Empire's Fall, The Karmadrome's Inside Us All!" - PWEI
*** Michael May (mm68@uk.ac.bton.unix) expressing his own views only! ****

3297. Re: Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 14:01:52 UTC
From: eliot@ircam.fr
Message-ID: <eliot.771688912@ftp.ircam.fr>
Source record: 31976

In <2td3fa$mct@lyra.csx.cam.ac.uk> irf1001@cus.cam.ac.uk (I.R. Furlonger) writes:

>Does anyone have any experience of using multisync monitors, other than
>the famous NEC II, on an ST?

>I'm considering building a switchbox for a "Walters" multisync, in an attempt
>to hook it to a 1040 STFM, but I'd rather know first if this is a doomed
>exercise...

>Thanks

>- Ian Furlonger

I have a Taxan Multisync which is supposedly compatible with a NEC Multisync,
although which model I don't know. It happily works with my Archimedes
machine, but resolutely refuses to work with my Atari STE :(.

So my answer to your question is "I don't know, but it could well be".

Has anyone succeeded in getting a Taxan multisync to sync to an STE?
--
Eliot Miranda email: eliot@ircam.fr
IRCAM, 1 Place Igor Stravinsky Tel: +33 1 4478 4096
75004, Paris, France Fax: +33 1 4277 2947

3298. Re: Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 14:25:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2tn317$ako@mailer.fsu.edu>
Source record: 31978

Eliot Miranda;C202 (eliot@ircam.fr) wrote:
> In <2td3fa$mct@lyra.csx.cam.ac.uk> irf1001@cus.cam.ac.uk (I.R. Furlonger) writes:
>
> >Does anyone have any experience of using multisync monitors, other than
> >the famous NEC II, on an ST?
>
> >I'm considering building a switchbox for a "Walters" multisync, in an attempt
> >to hook it to a 1040 STFM, but I'd rather know first if this is a doomed
> >exercise...
>
> I have a Taxan Multisync which is supposedly compatible with a NEC Multisync,
> although which model I don't know. It happily works with my Archimedes
> machine, but resolutely refuses to work with my Atari STE :(.

My understanding is that to get a Multisync to work on an ST/STE/TT, it has
to be able to sync to the three rates required by low, med, and high res.
It appears that many Multisync monitors in PC land are really "several-syncs",
and can only sync to a handful of common values reliably (of which the
needed ST ones are absent). I believe there is a textfile on atari.archive
which describes how to build the proper Multisync box, and also has a list of
monitors that work. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3299. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 15:25:13 UTC
From: boisso_s@epita.fr
Message-ID: <2tn6gp$3t3@boson.epita.fr>
Source record: 31974

In article <CrFrzC.KuA@cee.hw.ac.uk>, ceebsm@cscd4c3.caledonia.hw.ac.uk (Barry Scott Munro) writes:
>Well using the original posting and a bit of general knowledge I managed
>to get it working from both the interpreter and from a compiled program.
>The posting which poked BASEPAGE only works from compiled programs I
>think! ??

I don't see any reason why BASEPAGE peeking could only work with the compiled version. SHEL_ENVRN might work the same way internaly (I guess)..
But I may be wrong, it's such a long time since I did something in GFA-Basic.

--
Stephane Boisson
boisso_s@epita.fr (EPITA)

3300. Re: dBMan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 15:58:28 UTC
From: aa789@cleveland.Freenet.Edu
Message-ID: <2tn8f4$vq@usenet.INS.CWRU.Edu>
Source record: 31980

In a previous article, nelson@PPD.Kodak.COM (Bruce D. Nelson 67890)) says:

>I have a copy of dBMan version 5.30 NI which, after running rather well
>over the past 2 years has developed some quirks - most notably the
>"type" function call:

It turned out that the config.dbm file got munged and I was running
in Dbase compatibility mode where simple variable names don't work.

Thanks to all who responded.

Bruce Nelson

3301. C++

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 16:18:20 UTC
From: millert@undergrad.csee.usf.edu
Message-ID: <2tn9kc$lto@mother.usf.edu>
Source record: 31981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The first C++ "compilers" were actually converter programmers that translated C++ code into obfuscated C code that would then be fed into a regular C compiler. I need such a beast for my Atari. I need something that will only do the translation but will not turn regular code compatible with my compiler into something incompatible.

I know there are such programs, because they were the first of their kind and I've seen people discussing them before. Where can I get one of these converters? Doesn't one of the Gnu programs do just what I'm asking for? I'd prefer C source to the converter so I can turn it into a resident program I can use with Lattice C.

Thanks.

3302. -- Advice Wanted --

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 16:31:30 UTC
From: cir_tlw@vax1.utulsa.edu
Message-ID: <1994Jun15.103130.1@vax1.utulsa.edu>
Source record: 31979

I am posting this for Rhonda Cooper (BIOL_RFC@VAX1.UTULSA.EDU).

******

Can anyone recommend a good shareware or freeware modem program for
Atart 1040 ST? I am also interested in acquiring a small used HD. Will
I need special software to use a HD? If so ,what are good programs?
Thanks.
BIOL_RFC@vax1.utulsa.edu

*****

3303. "Hum" in my Falcon audio in!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 16:32:55 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <2tnafn$el5@scapa.cs.ualberta.ca>
Source record: 31982

Well, the subject about says it all... I've purchased a ground loop isolator and plugged it in between the out of the device and the in on the falcon, but I still get some hum when I try to sample.

Can anyone help me with this?

How'm I supposed to set this up- I tried to use the outs from the back of my CD player but the output was too loud for the falcon and I wound up getting distortion.. so then I tried using the headphone jack on a low volume setting with the ground loop isolator in between..

I hope I didn't damage anything, but how can I tell?

--
|\o/\o/\o/\o/ \o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

3304. Re: Spool Hand, Luke

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 17:20:37 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2tnd95$glp@netnews.upenn.edu>
Source record: 31983

Timothy Miller (millert@undergrad.csee.usf.edu) wrote:
: Ah, yes... there is another problem. Some terminal programs do not take high
: speed port rates into account and do not create a large enough input buffer.
: If the program is too slow to handle that (and it almost always IS), then the
: input buffer in your computer will overrun and you'll have problems. Get a DA
: or tell your terminal program to change the input buffer size... at last 8k, I
: would say, although I always use a 20k buffer.

I am now running at around 1700 cps. out with a 50K buffer. I
could wish that STalker could send a "wait a moment" command instead of a
bad checksum, or something that could recover from one faster. As the
Gribnifs suggested, though, I am now using "sz -w16398" for my
transfers--the smaller window size seems to make the error messages less
damming.

Rob S. Rice
rrice@ccat.sas.upenn.edu

3305. Re: GFA Basic question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 23:19:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EFPXDBVU@ttgk.textlitho.nl>
Source record: 31904

In <2tn6gp$3t3@boson.epita.fr> Stephane Boisson (Nucleus) wrote :

Speaking of GfA Basic, has anyone tried Ergo Pro ?
It is supposed to be GFA compatible and a lot faster.
I'm specifically interested in the fact if it works with/under MultiTOS.

Gert

--

-- --
Atari TT-Point
-- --

3306. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-15 23:21:24 UTC
From: gbernath@oucsace.cs.ohiou.edu
Message-ID: <CrGovo.3rx@oucsace.cs.ohiou.edu>
Source record: 31989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>I just had a friend download the latest greatest ICD software from Genie.
>It is version 6.4.3. This is the non-Pro level stuff. I mention this
>because it is often unclear what the latest version is.

I just received version 6.5.5 of ICDBOOT, along with the other
non-pro utilities, direct from ICD via the post office. It
would appear ICD is a bit slow in sending updates to Genie.

--
Greg Bernath gbernath@oucsace.cs.ohiou.edu

3307. Re: Latest ICD 6.4.3 software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 05:19:40 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2tondc$f3u@golem.wcc.govt.nz>
Source record: 31988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
] : I'm hoping that I will be able to work something out with ICD such that
] : atari.archive will be the official ftp site for ICD software updates.
]
] On behalf of all of us out here in the non-USA world, I wish you every
] success in this long overdue endeavor!

Hear Hear! It's not very great customer "Support" as-is, FTP access would certainly make things easier!

3308. Re: Data in/out of DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 07:54:18 UTC
From: seiler@eueh50.tuwien.ac.at
Message-ID: <SEILER.94Jun16095418@eueh50.tuwien.ac.at>
Source record: 31713

>What would be the best way to get data in and out of the DSP fast without
>wasting too much time on the 68030 and DSP side? To set it up as an
>interupt or try to do it in one lump transfer?

It depends on how much data you want to transfer, and which type of data.
If you don't have to transfer much data, you could use the Sound-DMA to transfer
the data. (max. 8x50kHzx16Bit) This won't take any 68030 time, you just
have to install an interrupt on the DSP.
The Problem is, if it's some critical data, you would have to program some
synchronisation and checks.

The other way is to transfer it via Host port. On the 68030 it's definitely
faster to send it in one big transfer instead of using interrupts.
The Interrupt overhead is quite big on the 68030.
On the DSP-Side you can use the fast interrupt routines, the overhead is very
small.

Gerhard Seiler

3309. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 08:14:18 UTC
From: robertde@htsa.aha.nl
Message-ID: <1994Jun16.081418.19271@htsa.aha.nl>
Source record: 31896

In article <1994Jun15.092518.14424@cen.ex.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <2tk2ia$1bv0@obelix.uni-muenster.de> reschke@uni-muenster.de (Julian Reschke)
writes:
>
>> Speedo 4.2 *does* read the fonts shipped with X11.
>
>Is there an easy way to upgrade to from 4.1 to 4.2?
>I got 4.1 installed on the HD I got with my Falcon, but I didn't get any
>installation disks.
>
By the way, in the dutch magazine Atari ST Nieuws, Compo advertised with
Speedo gdos 5. It was able to use Type I fonts (or something) and another
sort of fonts.

Robert Demming (robertde@htsa.aha.nl)

3310. Re: Ship Unship Program..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 08:21:59 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CrHDwo.DJ0@hpbbrd.bbn.hp.com>
Source record: 31926

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> Hi does any one know of a Ship/Park-- Unship/Unpark
> Hard Drive ACC....

Thinking about it, I might have such a beast on my hard disk at home.
I never used it much, wrote it for a friend long time ago. It is an
ACC, parks all hard disks when called for the first time, unparks
them when called afterwards.

It doesn't solve your problem with communicating the status of the
drive to the hard disk driver, though.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

3311. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 09:08:44 UTC
From: evgaster@hvsae01.ns-nl.att.com
Message-ID: <CrHG2L.CHD@nntpa.cb.att.com>
Source record: 31990

In the june/july issue of the Dutch magazine 'ATARI ST Nieuws' on page 2
there is an advert from:

COMPO Software
Maastrichterlaan 1
6291 EK Vaals
The Netherlands

phone +31 4454 63888
fax +31 4454 66477

They say they have worked together with Atari to bring about version 5.0
of SpeedoGDOS. New is the possibility to use vectorfonts in Type I and
TrueType format. These formats are a standard on other platforms. There
are some new printer driver for printers such as HP 510 and Laserjet 4.
There is a new manual.

They offer a complete package with 22 fonts for fl. 149 ($ 1 = fl 2) or
an upgrade from 4.x with 8 new fonts for fl. 79. They also offer a
'Gold' and an 'Office' font package with each a 100 Speedo fonts from
Bistream for fl. 119 per package.

Thought you all would like to now.

Ed

3312. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 09:22:25 UTC
From: steve-j@teleport.com
Message-ID: <2tp5kh$rfa@kelly.teleport.com>
Source record: 31891

In article <2tkkm9$5p0@percy.cs.bham.ac.uk>,
Chris Ridd <C.J.Ridd@cs.bham.ac.uk> wrote:

>>An easier way is to use Speedo 4.2. It uses the X Fonts without any
>>problems.
>>
>
>That's good; but it seems that hell might freeze over before Atari get
>around to releasing this update to Speedo. (You could replace 'Speedo'
>with 'TOS' or 'MultiTOS' in that sentence, of course...)

SpeedoGDOS 4.2 has already been released. It's a $20 upgrade,
I believe, available via COMPO (in the U.S.) and has been
included in currently shipped whole SpeedoGDOS packages.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3313. Re: SIMMs for Falcon: Two questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 09:27:17 UTC
From: steve-j@teleport.com
Message-ID: <2tp5tl$rhn@kelly.teleport.com>
Source record: 31892

In article <1994Jun14.131250.11818@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>1. Boards such as the FalconWING take standard 30 pin SIMMS, right? What
> speed does the memory have to be?
>
>2. Are there any boards which take 72 pin Mac-type SIMMs, eg a
> single 16MB simm?

Yes, FalconWING and RAMGizmo take standard 30-pin SIMMs -- I
believe 80ns is sufficient. There are 2 72-pin SIMM boards,
one from Wizztronics and one from Marpet (Industries???).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3314. Re: Falcon compilers...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 10:24:49 UTC
From: djs@jet.uk
Message-ID: <1994Jun16.102449.23728@jet.uk>
Source record: 31893

In <2tm5og$fte@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>Anyone out there know of a good C compiler for my falcon?
Lattice C and GNU gcc are the main choices. I use the former. The latter seems to be a more advanced compiler, but is very resource-hungry.

>Do I need falcon specific compilers?
No. Lattice C will generate 68000 or 68030 code; this is controlled via a command line switch (or via the options dialog if using the GUI shell. GNU can generate 68030 code. There are a few versions about that do not support 68000.

Lattice C is available from HiSoft (Europe) or Oregon (North America). It comes with a batch of manuals that are shite. GNU gcc is free, but comes with no Atari-specific library (etc) manuals.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3315. Re: What is RSVE?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 10:28:17 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2tp9g1$n1c@RW320B49.rz.fhtw-berlin.de>
Source record: 31894

RSVE is a small piece of hardware for MODEM1 (the only serial interface of ST, MegaST, STE) which needs only 4 wires for internal connection. It converts serial speeds: 110->38400, 134->57600, 150->115200.

I read here only randomly.

Greetings, HS

3316. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 10:58:18 UTC
From: gunnarh@dhhalden.no
Message-ID: <gunnarh.2370.771764298@dhhalden.no>
Source record: 31895

In article <CrHG2L.CHD@nntpa.cb.att.com> evgaster@hvsae01.ns-nl.att.com (0440400-gasteren e.m. van(hv4404)hv-91) writes:
>From: evgaster@hvsae01.ns-nl.att.com (0440400-gasteren e.m. van(hv4404)hv-91)
>In the june/july issue of the Dutch magazine 'ATARI ST Nieuws' on page 2
>there is an advert from:
>
> COMPO Software
> fax +31 4454 66477

[I clipped a bit of the address]

>They say they have worked together with Atari to bring about version 5.0
>of SpeedoGDOS. New is the possibility to use vectorfonts in Type I and
>TrueType format. These formats are a standard on other platforms. There
>are some new printer driver for printers such as HP 510 and Laserjet 4.
>There is a new manual.

IF they have added Type1 and TrueType support to Speedo I'm stunned! This is what we've been waiting for all along. It'll be both easier and cheaper to get fonts for the platform as Type1 and TrueType fonts are more readlily available and more exist as Freeware/Shareware. Lots of CD-ROM discs are available - the latest one being the Bitstream disc with all the fonts from the CorelDRAW bundle + a few more for $50 retail, even chaper on the streets. Whoa!

>They offer a complete package with 22 fonts for fl. 149 ($ 1 = fl 2) or
>an upgrade from 4.x with 8 new fonts for fl. 79. They also offer a
>'Gold' and an 'Office' font package with each a 100 Speedo fonts from
>Bistream for fl. 119 per package.

100 fonts for $60 isn't too bad either!

>Thought you all would like to now.

You bet! Thanks for sharing the news!

3317. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 11:26:04 UTC
From: matzy@butthead.demon.co.uk
Message-ID: <771765964snz@butthead.demon.co.uk>
Source record: 31765

In article <771535318.0@mettav.royle>
Paul.Civati@mettav.royle.org "Paul Civati" writes:

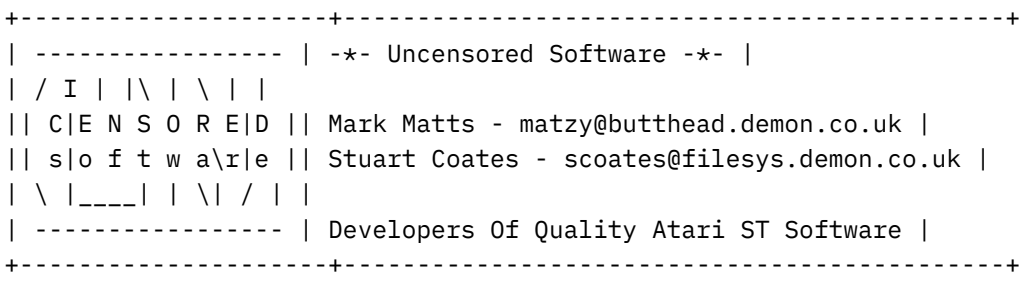
> >> I guess it's like with a monk and sex! If
> >> If you have never used UIS3.3 you don't miss it, but once you
> >> experience it you can't do without it!
> >
> > Well put Tom.. I have tried all kinds of file selector replacements,
> > but UIS3 always comes out on top.. Any ideas what is happening with
> > its further development though?
>
> But there is the one remaining question.
>
> Have you tried all kinds of sex? ;-)

ermm, I refuse to answer that question on the grounds that it may
turn you on!.. :-)

> .... Programming is like sex, one mistake and you support it for life.

Or you could just release the source code!

Regards

--
Mark Matts (matzy@butthead.demon.co.uk)

-*- Uncensored Software -*-
Mark Matts - matzy@butthead.demon.co.uk
Stuart Coates - scoates@filesys.demon.co.uk
Developers Of Quality Atari ST Software

3318. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 11:49:00 UTC
From: reschke@uni-muenster.de
Message-ID: <2tpe7c$1lh6@obelix.uni-muenster.de>
Source record: 31916

In article 140694140523@nod.eng.umu.se, johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
> I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver
> installed. The problem I have is that I cannot access more than the first
> session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is
> not multisession compatible. Am I wrong?
>
> If anyone could advice me on how to solve this problem, I would be very
> grateful.

You will need a third party BOS driver that knows about Multisession drives.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3319. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 11:51:31 UTC
From: reschke@uni-muenster.de
Message-ID: <2tpec3$1lh6@obelix.uni-muenster.de>
Source record: 31917

In article 00090205@pz-oekosys.uni-kiel.d400.de, chris-m@pz-oekosys.uni-kiel.d400.de writes:
> In article <johan.nordlander-140694140523@nod.eng.umu.se> johan.nordlander@engelska.umu.se (Johan Nordlander) writes:
> >I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver
> >installed. The problem I have is that I cannot access more than the first
> >session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is
> >not multisession compatible. Am I wrong?
> Is the CD-300 the same as the so called Power-CD?
>
> I bought this CD some weeks ago and almost everything runs fine using the
> mint-driver. But I haven't been able to install Metados 2.3 to use the CD
> under single-tos. Has anybody installed Metados 2.3 on a Falcon? (Together
> with a Power-CD from Apple.)
>
> Is anywhere a (SW or PD) Programm available to play audio-cd's?
>
> Many greetings,
> Christian

Atari's BOS driver does not support Falcon SCSI (look into the README file).
You'll need a third party driver for that.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3320. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 11:53:48 UTC
From: reschke@uni-muenster.de
Message-ID: <2tpegc$1lh6@obelix.uni-muenster.de>
Source record: 31918

In article 771662388snz@nest.demon.co.uk, dbrewood@nest.demon.co.uk (Daron Brewood) writes:
> In article <johan.nordlander-140694140523@nod.eng.umu.se>
> johan.nordlander@engelska.umu.se "Johan Nordlander" writes:
>
> > I've got an Apple CD-300 connected to my TT and the Metados 2.3 driver
> > installed. The problem I have is that I cannot access more than the first
> > session of pictures on my Photo-CD's. To me it seems that Metados 2.3 is
> > not multisession compatible. Am I wrong?
>
> John I use the Apple CD-300 with MetaDos 2.3 and have no problems at all in
> processing multi-session Kodak Photo-CD's, the drive autodetects the
> multi-session usage and works perfectly, sound like you have a faulty drive.

Wrong. I know for sure that CDARGEN has no multisession support, and the drive will *not* do that himself (how could it). I guess that you are using a different BOS driver.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3321. Disassemblers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 12:31:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2tpgmk$id2@golem.wcc.govt.nz>
Source record: 31897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, !

HELP !!!!!

I have not had any feed back about Disassemlers, are there any out
there that sort of work..??

I have had a look at about 3 from the net, one crashed, the other did not work
to well, in fact it was rubish, and another that looks like
a Mercedes Benz, is all in German...

< Desert Drain 1.41 68000 Disassembler >

Come on you chaps, I think most of the world speeks English...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3322. STacy, 1040 STf and STuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 13:25:06 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2tpjri$k7k@charm.magnus.acs.ohio-state.edu>
Source record: 31898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari STacy $1,750.00
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
old, good for only 27
minutes of power, but
they function great as
a power backup as they
kick in immediately if
the AC goes off.
Padded carry case

Atari Mega STe external $120.00
keyboard

Atari 1040 STf $125.00
New World II SIMM
memory upgrade board
2.5 or 4 Meg (SIMMS
not included, works
with original memory)
Parallel printer cable

5 bay tower case $155.00
200W power supply
20 Meg Conner HD
AdSCSI Plus ST

Atari PS3000 monitor $260.00
12" color
Built in DS/DD floppy
Only ~1000 built

Atari SF354 floppy drive $12.00
External, SS/DD
Lacks circuit board

ZOOM VFX V.32bis modem $145.00
External
14.4k baud data/fax
RS232-C cable
```

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $50.00

TOTAL: $2,632.00

Buy it all: $2,400.00 (Toad price for all: $3,075.00)

Feel free to negotiate.

Prices do NOT include shipping (U.S. only, please). The modem,
monitor and keyboard will not be shipped until after the STacy has been
purchased. If you are interested in those items, get a friend to buy
the STacy for you. Tell them it's an advance on the Christmas presents
they'll be getting you over the next several years.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3323. Re: XE Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 13:48:50 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-160694154823@bransen.mac.phil.ruu.nl>
Source record: 31899

I would like one, but only if porting games to the Falcon can be done easy

Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.

Mail to: Joost.vanderleij@phil.ruu.nl

3324. AES drawing question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 13:51:29 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jun16.135130.6841@vax.sbu.ac.uk>
Source record: 31902

If I want to draw an AES object using objc_draw, and part of that object is off the side of the screen, do I need to set the clipping or is the AES smart enough to sort this out itself?

Del

3325. Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 13:54:31 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Jun16.135431.6843@vax.sbu.ac.uk>
Source record: 31903

I see a lot of modern programs underline a single char in their buttons to indicate a keyboard short cut. I checked Textstyle and found it uses a fearsome PROG_DEF - is there an easier way?

Del

3326. Re: PD Speedo Fonts?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 14:03:08 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-160694151259@nod.eng.umu.se>
Source record: 31900

In article <CrHG2L.CHD@nntpa.cb.att.com>, evgaster@hvsae01.ns-nl.att.com (0440400-gasteren e.m. van(hv4404)hv-91) wrote:

>
> They say they have worked together with Atari to bring about version 5.0
> of SpeedoGDOS. New is the possibility to use vectorfonts in Type I and
> TrueType format. These formats are a standard on other platforms. There
> are some new printer driver for printers such as HP 510 and Laserjet 4.
> There is a new manual.

Was there any info on when (if?) this upgrade are to be released? With TT and Type 1 support, who needs Bitstream!

Johan Nordlander
Department of English
University of Umea
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

3327. Crazy Notion for higher resolutions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 15:36:06 UTC
From: dehall@iastate.edu
Message-ID: <dehall.771780966@vincent2.iastate.edu>
Source record: 31901

Hi all,

Recently I began thinking that it might be possible to get higher resolution video modes out of a ST by substituting the standard h-sync and v-sync with my own sync signals. Normally this wouldn't work, but I the overscan modification makes changes which I thought might make higher sync signals feasible.

Can anyone tell me if this idea has any merit?

Thanks,
Aaron Burghardt
dehall@iastate.edu

--
Aaron Burghardt
dehall@iastate.edu

3328. Re: FITTING UPGRADES

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 18:26:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406162026.a19686@m4.maus.de>
Source record: 31931

>Can someone email me how to replace the TOS chip in a FALCON, not the
>actual removing of the chip, but what screws to take out the bottom of
>the case and what the chip has written on it, so I dont remove the wrong
>one.

Where is it?
* Remove seven screws in square holes on the bottom. One most certainly is
covered by the warranty label.
* Remove top cover.
* Remove screws from upper shielding.
* Unplug speaker while removing upper shielding.
* Remove RAM board.
* And there it is - in a square PLCC socket: The TOS ROM chip.

Cautions:
* Don't even think of removing the chip without the matching tool - the
socket is surface mounted and WILL BREAK APART very easily!
* When putting the RAM board back into place, make sure you got it in the
proper position.
* Don't forget to connect the speaker.

bye, Peter

3329. Re: Hard Drive help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 18:36:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406162036.a19687@m4.maus.de>
Source record: 31932

>> I've made sure that the adhi.prg DOES support SCSI and I've tested the
>> drive itself in another computer to make sure that it recognizes it so
>> nothing appears to be wrong with the drive itself. There are *no* >
>jumpers on the drive so parity is not enabled and the thing's set to
>Unit 0.
> If it has no jumpers, my guess would be that parity is enabled, not
>disabled. That is a guess, however. A call to Seagate would probably
>clear this up.

Guessed wrong. The Seagate 157N has a "Parity Enable" jumper. If it's not
there, there's no parity checking.

>Some early STE computers had major DMA problems, but I am not sure if
>any of the MegaSTEs did. Mine is a fairly early model that has been
>upgraded to TOS 2.06, and I have no problems. I do not use the internal
>Atari host adaptor, though.

We're talking Mega STE here, they never had these problems, since they all
are DMA No. C398739-001(A) equipped. Early 1040STE did have DMA problems.

bye, Peter

3330. GFA basic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 23:13:55 UTC
From: jimh3@icebox.iceonline.com
Message-ID: <CrIJ0G.Is3@iceonline.com>
Source record: 31908

Can anyone tell me if there are any ftp sites and forums dealing with GFA basic programming? I've got 3 programs almost completed now, each has a bug I can't seem to figure out on my own.

3331. modem progs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 23:21:28 UTC
From: jimh3@icebox.iceonline.com
Message-ID: <CrIJD1.Iuu@iceonline.com>
Source record: 31907

I use freezedried terminal, and it works excellently as well as being really 'easy on the eyes'. It's on all of the local atari bbss around here as FZDZterm, or something like that, so I imagaine you will be able to find it where you are no prob. If not, let me know (jimh3@icebox.iceonline.com) and let me know how to send you a copy (I'm real new to the internet)

3332. How to connect a 17" color monitor for TT-HIGH

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-16 23:40:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EFQXFCVE@ttgk.textlitho.nl>
Source record: 31906

I recently got hold of a 17" color monitor which can handle anything from 30 kHz upto ??? and I was wondering how to connect this beauty to the TT in mono mode. I now use a VGA monitor for the VGA resolutions and a Viking 21" mono beast for TT-High and they take up a lot of space...

Problem is that the output in TT-High is ECL logic and not the normal 75 ohm RGB output. Can I just connect the 'mono out -' to ground and the 'mono out +' to the input of a color channel ? according to the Atari Profibuch the monochrome output is a 'differential' driver but it doesn't mention what kind of load impendance it can handle.

The monitor is a 'Tulip 17" color display' with 5 BNC connectors on the back (R G B H V). With a Trident VGA card in a PC I pushed it as far as 1280x1024 non interlaced with 16 colors, so 1280x960 should work, the monitor adjusts automatically for any given resolution (tested 320x200 upto 1280x1024)

Gert

--

-- --
Atari TT-Point
-- --

3333. C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 01:17:34 UTC
From: charles@eskimo.com
Message-ID: <Crloxn.DC9@eskimo.com>
Source record: 31935

Up until now I haven't utilized GEM in any of my C programming on the ST. I now want to call to file selector in a program. I'm using Heat and Serve 1.40 and using Gemfast. I'm calling the fselexinput function thusly:

```
rizz=fselexinput(char *path, char *file, &button, char *path);
```

When I compile I get a message from JAS saying there is an undefined symbol in myprog.o file someting like :_fselexi. In the past that has happened when the function hasn't been declared. I am #including the gemfast.h file in my source and I am including the aesfast.a library on the command line to cc.ttp.

Incidentally, looking at the gemfast.h file, there is no declaration of fselexinput() or fselminput, neither are they shown in the function quick reference in the gemfast.doc file. They are, however, in the body of the doc file, starting on page 45.
I'm using Tos 1.2.
What's wrong?

3334. Re: Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 04:20:00 UTC
From: steve-j@teleport.com
Message-ID: <2tr89g$plr@elaine.teleport.com>
Source record: 31905

In article <2tn317$ako@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>Eliot Miranda;C202 (eliot@ircam.fr) wrote:

>My understanding is that to get a Multisync to work on an ST/STE/TT, it has
>to be able to sync to the three rates required by low, med, and high res.
>It appears that many Multisync monitors in PC land are really "several-syncs",
>and can only sync to a handful of common values reliably (of which the
>needed ST ones are absent). I believe there is a textfile on atari.archive
>which describes how to build the proper Multisync box, and also has a list of
>monitors that work. Hope that helps.

There are only 2 sets of scan/sync rates for ST low, medium,
and hi resolutions:

ST low & medium - 15.75kHz horizontal/50-60Hz vertical
ST high - 31.5kHz horizontal/72Hz vertical

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3335. DROP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 05:24:16 UTC
From: RUDI.JEMMISON@mettav.royle.org
Message-ID: <771819672.6@mettav.royle>
Source record: 31922

[No readable article body recovered]

3336. Re: Disassemblers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 06:39:54 UTC
From: roba@nutmeg.ntu.edu.au
Message-ID: <2trgfq$mbb@aggedor.rmit.EDU.AU>
Source record: 31909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Hi, !

: HELP !!!!!

: I have not had any feed back about Disassemlers, are there any out
: there that sort of work..??

: I have had a look at about 3 from the net, one crashed, the other did not work
: to well, in fact it was rubish, and another that looks like
: a Mercedes Benz, is all in German...

: < Desert Drain 1.41 68000 Disassembler >

: Come on you chaps, I think most of the world speeks English...

Yar evin if they karnt spel it 2 gud eh?

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

--

Rob. (roba@nutmeg.ntu.edu.au)

3337. Re: Disassemblers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 06:42:06 UTC
From: ki@cs.tu-berlin.de
Message-ID: <2trgju$h3f@news.cs.tu-berlin.de>
Source record: 31910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2tpgmk$id2@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>I have not had any feed back about Disassemlers, are there any out
>there that sort of work..??

I use EasyRider, a very good 68030/68881 Disassembler with GEM-Support.
EasyRider is mainly a Re-Assembler - you can diassemble all kinds of
programs, ROM, Cardriges and Bootsectors. EasyRiders allows to import
the symbol table of the programm, or you can assign your own labels.
Even tricky stuff like using an adress register as global pointer to
all bss data (megamax c did that) are handled by EasyRider.
The user interface and manuals (of the version i have) are in german.
EasyRider costs about 250 DM (i think), the autor is Andreas Borchert.

An older Disassembler i know of is Detective, you could not change the
labels. I dont think that Detective is still sold (it was from an
UK company).

You can also disasselbe with TempleMon or PeaceBug, but you dont
get label information - but global symbols are supported with
the SYMBOL driver from Robert Federle. TempleMon (2.02) and
PeaceBug (1.21) are ShareWare, you should find them on some
FTP servers.

Greetings, Karsten

3338. Re: How to connect a 17" color monitor for TT-HIGH

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 07:15:54 UTC
From: jonal@dhhalden.no
Message-ID: <jonal.2380.771837354@dhhalden.no>
Source record: 31911

Somewhere in time gert@ttgk.textlitho.nl (Gert van der Knokke) wrote:

>I recently got hold of a 17" color monitor which can handle anything from
>30 kHz upto ??? and I was wondering how to connect this beauty to the TT in
>mono mode. I now use a VGA monitor for the VGA resolutions and a Viking 21"
>mono beast for TT-High and they take up a lot of space...

Hard & Soft has a little box which makes it possible to get the TT mono mode on multisyncs. Your monitor need to support a certain frequency, though. I don't have this info handy, but I believe their address should be easy to find.

Jon

3339. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 07:50:47 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2trkkn$opn@percy.cs.bham.ac.uk>
Source record: 31912

fountad@vax.sbu.ac.uk writes:
>I see a lot of modern programs underline a single char in their buttons
>to indicate a keyboard short cut. I checked Textstyle and found it uses a
>fearsome PROG_DEF - is there an easier way?
>

You get them for free if you install the Let 'em Fly package in your
/AUTO. Otherwise, you must use PROG_DEFs. It isn't too hard, honest!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3340. Mintnet/ MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 07:55:42 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun17.075542.9537@cc.ruu.nl>
Source record: 31913

I have a problem installing the net-042 package.
My configuration when I started yesterday evening was:

Mega STe, mint 1.10 (unpatched), minixFS 0.60 pl 10 (binary distrib. from a.a.u.e.)

I have not experienced any problem with this configuration.

Ok, so I wanted to install net-042.
I read I had to patch mint 1.10 in order for the socket driver to work.
So I patched mint, recompiled and installed it. No problem.
The socket device driver started up nicely. Guess this means I patched mint right.

My problem is that my Atari hangs after some disk accessing.
If I recall right, patching mint was needed to prevent such behaviour.
Before patching mint, minixFS 06 pl 10 worked fine, and after patching it hangs!

The only sensible explanation I can think of, is that the binary distribution of
minixFS 0.6 pl 10 on a.a.u.e assumes mint is NOT patched.

Is this true?
Any help is really appreciated here.
Thanks.

Richard.

3341. Seikosha printer driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 09:13:46 UTC
From: Ruediger.Busch@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Jun17.091744.21390@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 31914

Hello !
Is there anybody out there who has a driver for Seikosha SL-80 AI
which works with TEMPUS WORD ?

Please post it or send it to me.

Ruediger

E-Mail
ruediger.busch@informatik.uni-oldenburg.de

Thanx a lot.

3342. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 09:17:21 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.771844641@Paddington>
Source record: 31915

fountad@vax.sbu.ac.uk writes:

>I see a lot of modern programs underline a single char in their buttons
>to indicate a keyboard short cut. I checked Textstyle and found it uses a
>fearsome PROG_DEF - is there an easier way?

Try putting a string field underneath the letter you want to use, i.e. create a string with the _ character and place it over the letter. Voila.

--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

3343. Re: Hard Drive help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 14:13:10 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2tsb1m$qje@csugrad.cs.vt.edu>
Source record: 31919

The problem has been fixed!!! It turns out that I had the SCSI
cable on backwards (Doh!).

Thanks for everyone who responded and a BIG thank you goes to
Brian Haythorn and Scott Selick for having the patience to put up with me.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3344. Re: GFA basic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 14:47:09 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.771864429@Scorrier>
Source record: 31920

jimh3@icebox.iceonline.com (Jim Harrington) writes:

>Can anyone tell me if there are any ftp sites and forums dealing with GFA
>basic programming? I've got 3 programs almost completed now, each has a bug I
>can't seem to figure out on my own.

Mono BBS (here at City Uni) has a GFA Programming forum.
Plus lots of people on comp.sys.atari.st will be glad to help (me included!).

I like GFA Basic lots, it's my main language. I may be able to help, mail
me...

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3345. MinixFS 0.60/Mint 1.10 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 17:05:58 UTC
From: dclemans@sherlock
Message-ID: <2tsl5m$2so@hpcan240.mentorg.com>
Source record: 31921

Last night I tried to do some work in a MinixFS 0.60 filesystem, running
under Mint 1.10. (Consisting of deleting a large number of files, creating
a large number of other files (by unpacking a number of tar files),
and modifying others). Following that I tried some compilations.

Then I rebooted the system (a 4mb TT) this morning. After the reboot it
looks like the old directory structure of the filesystem reappeared,
which meant that the data in the filesystem was royally screwed up.
(A multi-megabyte directory tree that I had deleted was back, and
a number of new directory trees that I had created were gone, etc.)

Does anybody have any idea what happened?

Thanks,
dgc

3346. Re: TT -> MAC (Ethernet) (HELP!!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 21:47:50 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <771889670snz@gw6hva.demon.co.uk>
Source record: 31924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cr3nB2.ADB@ecf.toronto.edu>
alrashi@ecf.toronto.edu "AL RASHID SHAHIR" writes:

In article <Cr3nB2.ADB@ecf.toronto.edu> you write:
> The subject more or less says it...
> I'm looking for any ethernet card (and the software of course!) that can
> connect my TT up to a Mac ethernet network...
> Is there such a product? Is it even possible?!

Not directly but with a little harwdware extras it can be done. You'll
need :-

ftp.tu-clausthal.de:/pub/Atari/Telecom/tcpip/tuw-tcp.*

This archive shows the schematic for a cartridge-port to pocket ethernet
adapter (as used on the PC's). The software and drivers are there for
the REIBL (German Ethernet card) and the D-Link DE-600 pocket ethernet
card.

I can't vouch for the compatibility with the TT but I don't think it
should be a problem to adapt it.

It's well worth looking, since there PC parallel port, pocket ethernet
cards are very cheap (by comparison) and it makes the whole thing VERY
attractive indeed (I'm heading this way too).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3347. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-17 22:13:30 UTC
From: walra%moacs11@nl.net
Message-ID: <mjvdq0f86lk@moacs11>
Source record: 31923

In article 140694140523@nod.eng.umu.se, johan.nordlander@engelska.umu.se (Johan Nordlander) wrote:

> To me it seems that Metados 2.3 is not multisession compatible.
> Am I wrong?

The problem is CDARGEN.BOS that comes with the Atari Metados package. HS-CDROM.BOS, included in the CD-Tools package (payware, distributed by Hard & Soft), does support multisession drives.

CDARGEN.BOS is a nasty peace of software anyway. It used to crash regularly on my TT with a Toshiba XM-4101.

Regards,
Waldi (walra%moacs11@nl.net)
--
Real programmers don't program in anything
less portable than a grade 2 pencil.

3348. ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 00:48:44 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <771900524snz@gw6hva.demon.co.uk>
Source record: 31925

Hi ...

I'm looking at putting a 4Mb ram card into my old Mega-1 (2.5 at the moment).

This machine was a non-standard in terms of memory as they used 514256's instead of the 514000's in the Mega 2 and 4. In this configuration, the memory is addressed in both banks, with RAS0/CAS0/L/H dealing with 512Kb in bank 0 and RAS1/CAS0/L/H in bank 1.

This means that I have to derive some additional select lines to further map in the additional 3 512Kb blocks of memory per bank, to take it up to the full 4Mb.

Now before I go re-inventing the wheel, has anyone already done this, or is there a doc or something that I can ftp somewhere. It's not a difficult job but it is tedious, especially if it has already been done before.

Alternately, if you have a schematic for a machine that has 4Mb using 514256's, I'd like a copy of it (costs re-imbursed). I don't need the whole thing, just the segment detailing the MMU and and additional address decoding logic that's being used to the 256x4 ram's.

Cheers for now, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3349. Utopos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 02:32:04 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <2ttmb4$8l9@golem.wcc.govt.nz>
Source record: 31927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Is there any way I can contact the author(s) of "Utopos" via the net,
(aka "Aggression"). Or, failling that, does anyone know if a later
version of Utopos exists than what I have, being v1.53.

(There's no point me sending money for an upgrade if there isn't one!)

3350. Re: AES drawing question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 03:10:38 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ttoje$9ec@mother.usf.edu>
Source record: 31928

fountad@vax.sbu.ac.uk wrote:
: If I want to draw an AES object using objc_draw, and part of that object
: is off the side of the screen, do I need to set the clipping or is the AES
: smart enough to sort this out itself?

: Del

Be save. Clip it. Remember, the AES uses the physical workstation, so you
can't use vs_clip... you have to use the x, y, w, h, passed to objc_draw.

3351. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 03:11:24 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ttoks$9ec@mother.usf.edu>
Source record: 31929

fountad@vax.sbu.ac.uk wrote:
: I see a lot of modern programs underline a single char in their buttons
: to indicate a keyboard short cut. I checked Textstyle and found it uses a
: fearsome PROG_DEF - is there an easier way?

: Del

Draw the dialog, use the VDI to draw the underlines in the right place, and
then do the rest.

3352. Re: Metados 2.3 and Multisession PCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 09:34:22 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <771932062snz@nest.demon.co.uk>
Source record: 31936

In article <2tpegc$1lh6@obelix.uni-muenster.de>
reschke@uni-muenster.de "Julian Reschke" writes:

> Wrong. I know for sure that CDARGEN has no multisession support, and the drive
> will *not* do that himself (how could it). I guess that you are using a
> different
> BOS driver.

No, the drive itself is multi-session, and will work even with Extendos which
does not have a multi-session driver. The CD-300 automatically reads the
later FAT tables on the CD and adjusts accordingly.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3353. Re: Crazy Notion for higher resolutions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 09:51:09 UTC
From: howard@harry.lloyd.com
Message-ID: <2tug2d$14n@harry.lloyd.com>
Source record: 31930

In article <dehall.771780966@vincent2.iastate.edu>,
A.D. <dehall@iastate.edu> wrote:
>Hi all,
>
>Recently I began thinking that it might be possible to get higher resolution
>video modes out of a ST by substituting the standard h-sync and v-sync with
>my own sync signals. Normally this wouldn't work, but I the overscan
>modification makes changes which I thought might make higher sync signals
>feasible.
>
>Can anyone tell me if this idea has any merit?

Hm. The overscan mod keeps the display enable signal active for a longer time, allowing you to draw more pixels on the screen using the normal sync rates. I would think that even though you increased the sync rates, you couldn't get significantly higher resolutions than overscanning allows, because the video hardware is still DMAing pixel data at the same old rate. To get higher resolutions you would need to increase both the h-sync rate and the pixel clock.

The above is not a definite answer, just my conclusion from 2 minutes thought...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3354. Very cheap TT hi-res monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 16:30:08 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <Up-EFSRBAVC@harold.ukmail.NET>
Source record: 31934

Just to reiterate a posting made by Dennis Armstrong (dba@jet.uk) a couple of weeks ago, anyone interested in a dirt cheap TT high-resolution monochrome monitor could do far worse than get hold of a Princeton LM-301 from

Bull Electrical
250 Portland Road,
HOVE
BN3 5QT
UK

Tel. (0273) 203500

The total price was a little over 32 UK pounds(!), including delivery. I got mine a few days ago and am very pleased with the result. The monitor is capable of around 1600x1200 but with a few internal tweaks, the 1280x960 TT-high image can be stretched to fill nearly the whole screen.

The only warning I'd give is that, since the screen is 35cm (14 inches) corner to corner, you need to have pretty good eyesight (or a nice set of fonts a la SpeedGDOS).

This also gives me a chance to thank the guys at System Solutions/Atari Workshop in Windsor for taking the trouble to sort out a cable for me (I'm a walking disaster area when let loose with a soldering iron). I'm certain the cabling info Dennis posted helped a great deal.

If you do decide to get this monitor, make sure you stress that you want an LM-301. First time round, they sent me an LM-300 (sort of mini A4 aspect ratio) by mistake :-(

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

3355. >IFF and MOD sourcecodes wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 16:49:40 UTC
From: cgc193@ecs.soton.ac.uk
Message-ID: <2tv8j4$hla@gauguin.ecs.soton.ac.uk>
Source record: 31933

Hi all,
This is the first time I've ever posted anything, so I hope I'm doing this right (please excuse me if I'm not).

I am currently in need of a sourcecode (ASSEMBLY) which loads and displays IFF pictures and animations saved with "VERT WORD" compression (which is specific to the ST). If anyone knows where I can get one, please tell me.
Also, I would like to know if anybody knows of an extremely fast tracker sourcecode that plays MODS on the ST, and leaves some processor time free. I heard that TCB tracker MODS only take 30 percent processor time to play on a standard ST (not STE). Is this true?. If so, could I convert normal AMIGA MODS to play through this routine?

I have AUDIO SCULPTURE, which is a tracker program that also loads TCB tracker MODS, and I used it to save a TCB MOD to AMIGA MOD format. However, when I tried to play this through one of the plethora of AMIGA MOD players (Noisetracker), the speed was all wrong. This led me to conclude that TCB tracker uses its own timing routines. If there is a converter between the two MOD formats, would it take care of this timing difference?

I have also noticed that the OVERLANDERS (demo group) use their own module playing routine in all their demos, that leaves enough processor time for them to shift around huge sprites, etc ... Is this routine available anywhere, and would I be able to play normal AMIGA MODS through it?.

Finally, does anybody have the precise file format of normal AMIGA MODS?

If you know the answers to any of my questions, don't hesitate to reply, I await any replies eagerly.

BAS of AEON 1994

3356. C programming: calling the file selector, again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 18:35:09 UTC
From: charles@eskimo.com
Message-ID: <CrLtt6.6Ar@eskimo.com>
Source record: 31855

Up until now I haven't utilized GEM in any of my C programming on the ST. I now want to call to file selector in a program. I'm using Heat and Serve 1.40 and using Gemfast. I'm calling the fselexinput function thusly:

```
rizz=fselexinput(char *path, char *file, &button, char *path);
```

When I compile I get a message from JAS saying there is an undefined symbol in myprog.o file someting like: _fselexi. In the past that has happened when the function hasn't been declared. I am #including the gemfast.h file in my source and I am including the aesfast.a library on the command line to cc.ttp.

Incidentally, looking at the gemfast.h file, there is no declaration of fselexinput() or fselminput, neither are they shown in the function quick reference in the gemfast.doc file. They are, however, in the body of the doc file, starting on page 45.

I'm using Tos 1.2.

What's wrong?

3357. Re: UFSL - poor under MultiTOS.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 18:35:14 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e062d8c168b@elfhaven.ersys.edmonton.ab.ca>
Source record: 31776

warwick@cs.uq.oz.au (Warwick Allison) wrote:

[WA>I tried out the Universal Font SeLector recently uploaded, but found that
[WA>it was abysmally slow under MultiTOS - clicks on the font names were very
[WA>slow, and I had to hold the button down for 1/4 second or so to get it
[WA>to respond.
[WA>
[WA>As for the look of UFSL - YUCK! All that white-space! And there is no way
[WA>to type in a point size for Speedo fonts and have it update the preview area.
[WA>
[WA>How many programs use this? Of course, the TSR could always be fixed and
[WA>any program using it would benefit immediately.
[WA>
[WA>email of author?

Warwick, there is a 'better' font selector availably that is compatible with
UFSL. It is by Holger Weets, and the filename is FONTSEL.PRG (the name of
the archive should be nearly the same). It allows you to set the size
of the font manually, if I recall correctly, and it is MUCH smaller than
the UFSL. In fact, it ALSO looked easier to implement... :) You will
have to use archie to find it, though, as I do not recall exactly where
I got it. Try ftp.cs.tu-berlin.de (maybe) or ftp.tu-clausthal.de (not
quite as likely).

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
ess@tibalt.supernet.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 A0 6E 02 71 85

3358. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 18:36:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e062d8c1747@elfhaven.ersys.edmonton.ab.ca>
Source record: 31777

cc103@city.ac.uk (Norman S L) wrote:

[NSL>fountad@vax.sbu.ac.uk writes:
[NSL>
[NSL>>I see a lot of modern programs underline a single char in their buttons
[NSL>>to indicate a keyboard short cut. I checked Textstyle and found it uses a
[NSL>>fearsome PROG_DEF - is there an easier way?
[NSL>
[NSL>Try putting a string field underneath the letter you want to use, i.e. create a string with the _ character and place it over the letter. Voila.

Does this seriously work? If it does, I'm going to feel _really_ stupid.
I spent about two hours trying to work out a way to get this done and
finally settled on using a user-defined object.

How does it look?

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
ess@tibalt.supernet.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 A0 6E 02 71 85

3359. Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-18 21:50:45 UTC
From: bign@eskimo.com
Message-ID: <CrM4oM.DoI@eskimo.com>
Source record: 31854

I have a faulty (noisy) ST277N-1 scsi drive that I would like to replace with a larger (quiet) drive. Since I have a ST with TOS 1.02 (soon to be 1.04) and an ICD AdSCSI Plus ST adapter, what am I looking for in todays drive market (prefer Seagate)?

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

3360. Doll Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 00:55:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u0521$i2r@golem.wcc.govt.nz>
Source record: 31937

I have seen a Demo (mono?) of a music box doll,
does any one know where I can get a copy..

Looks like it was done by the same teem that did the Snow Man thing..

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3361. Re: Doll Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 01:58:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u08ou$p8d@mailer.fsu.edu>
Source record: 31938

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> I have seen a Demo (mono?) of a music box doll,
> does any one know where I can get a copy..
>
> Looks like it was done by the same teem that did the Snow Man thing..

Is this the full disk one where the 3D doll spins (and is really really old)?
I dimly remember seeing such a thing (I think it was color only , but the
animation was in greyscale). I'll have a look around and see if I can find
what I am talking about.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3362. modem progs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 07:39:24 UTC
From: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com
Message-ID: <c59_9406190056@wmeonlin.sacbbx.com>
Source record: 31857

In message #60, jimh3@icebox.iceonline.co writes:

> I use freezedried terminal, and it works excellently as well as being
> 'easy on the eyes'. It's on all of the local atari bbss around here as
> FZDZterm, or something like that, so I imagaine you will be able to find
> where you are no prob. If not, let me know (jimh3@icebox.iceonline.com)
> let me know how to send you a copy (I'm real new to the internet)

The main problem with FzDsTerm is it has alot of bugs and is also a
memory hog. :(

Also, Arron Hopkins jipped alot of people who registered... :(
--
: Fidonet: Steve Goldfein 1:203/1657 .. speaking for only myself.
: Internet: Steve.Goldfein@mindkeep.wmeonlin.sacbbx.com

3363. .avi and .gl animation viewers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 09:40:42 UTC
From: taylord@netcom.com
Message-ID: <taylordCrn1Ju.HpH@netcom.com>
Source record: 31939

Hi.

Is there an .avi or a .gl view for the ST?

Doug

3364. Re: .avi and .gl animation viewers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 12:10:28 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <772027828snz@nest.demon.co.uk>
Source record: 31940

In article <taylordCrn1Ju.HpH@netcom.com>
taylord@netcom.com "Doug Taylor" writes:

> Is there an .avi or a .gl view for the ST?

If you can locate one Doug let me know, as I've been after one for ages.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
================================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
================================================================================
```

3365. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 15:16:39 UTC
From: alanh@Primenet.Com
Message-ID: <CrnH3r.Epo@primenet.com>
Source record: 31844

charles@eskimo.com (Charles Christensen) writes:

>Up until now I haven't utilized GEM in any of my C programming on the
>ST. I now want to call to file selector in a program. I'm using Heat
>and Serve 1.40 and using Gemfast. I'm calling the fselexinput
>function thusly:

> rizz=fselexinput(char *path, char *file, &button, char *path);

>When I compile I get a message from JAS saying there is an undefined
>symbol in myprog.o file someting like :_fselexi. In the past that has
>happened when the function hasn't been declared. I am #including the
>gemfast.h file in my source and I am including the aesfast.a library
>on the command line to cc.ttp.

Try fsel_exinput(). Note the underscore.
^
--
/
/ * / Alan Hamilton
* * alanh@primenet.com

--
/
/ * / Alan Hamilton
* * alanh@primenet.com

3366. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 17:59:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7oiIXNZmvI2@semprini.waterloo-rdp.on.ca>
Source record: 31846

In <2trkkn$opn@percy.cs.bham.ac.uk>, Chris Ridd writes:
> fountad@vax.sbu.ac.uk writes:
> >I see a lot of modern programs underline a single char in their buttons
> >to indicate a keyboard short cut. I checked Textstyle and found it uses a
> >fearsome PROG_DEF - is there an easier way?
> >
>
> You get them for free if you install the Let 'em Fly package in your
> /AUTO. Otherwise, you must use PROG_DEFs. It isn't too hard, honest!

Personally, I find this to be one of the most grotesque "features" of
the MS Windows and OS/2 graphical interfaces... I suppose it's nice for
someone that for some reason or another can't use a mouse (or for those
people just stupid enough to use a GUI without a pointer), but it makes
the interface cluttered and ugly.

IMHO it should be something that can be turned on or off globally like
the Mac's EasyAccess INIT does (it also makes things easier for people
that can't use mice; there's no-one stupid enough to use a Mac without a
mouse, since they're shipped with them, unlike some PCs).

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3367. SIMMS on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 19:40:15 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Jun19.194015.673@bradford.ac.uk>
Source record: 31841

Ok, I'm seriously thinking of upgrading the memory in my 1040STE to
something like a 4mb model.
Just a few questions before I take the plunge as it were ;).
I'd appreciate any help on these.

1) I've heard that ST's can use PC simms since they just ignore the 9th bit
on the simm, is this right?

2) What is the max/min speed of the Simms needed to work in an ST?
If the speed of the simm is greater than the speed the ST can access
it, will they still work?

3) Will ST simms work in a Macintosh, and vice versa?
(a macintosh plus to be more precise; they have 30 pin simm sockets in
them)

4) Are there any problems with the power supply and having 4 megs installed?
I've heard someone say that they had problems when they'd put 4 1 meg
simms in and his power supply just gave up the ghost on him.....can anyone
disprove/confirm this?

That's about it I think ;).

Thanks in advance for any help,

Paul.

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

3368. PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 20:40:52 UTC
From: ebcjoan@ebc.ericsson.se
Message-ID: <2u2agk$ih8@erinews.ericsson.se>
Source record: 31842

Hi, I'm searching for a software PC 386 emulator for Falcon.
Does anyone know if there it's exists and where i can find one?

****
Johan Andersson Stockholm
****

3369. PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 20:50:26 UTC
From: ebcjoan@ebc.ericsson.se
Message-ID: <2u2b2i$ih8@erinews.ericsson.se>
Source record: 31843

Hi, I'm searching for a software PC 386 emulator for Falcon.
Does anyone know if there it's exists and where i can find one?

****
Johan Andersson Stockholm
****

3370. Re: SIMMS on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-19 22:38:40 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.772065520@Victoria>
Source record: 31845

P.A.Booth@bradford.ac.uk (Paul Booth) writes:

>Ok, I'm seriously thinking of upgrading the memory in my 1040STE to
>something like a 4mb model.
>Just a few questions before I take the plunge as it were ;).
>I'd appreciate any help on these.

>1) I've heard that ST's can use PC simms since they just ignore the 9th bit
> on the simm, is this right?

Yes, you can use either 8 or 9 bit SIMMS.

>2) What is the max/min speed of the Simms needed to work in an ST?
> If the speed of the simm is greater than the speed the ST can access
> it, will they still work?

The ST accesses memory at 150ns under 2meg, and at 120ns for 2 or four
meg (don't ask me why!). Use SIMMS faster than 120ns - if you use (say)
50ns SIMMS the ST still accesses them at 120ns, so anything under 120ns
is fine.

>3) Will ST simms work in a Macintosh, and vice versa?
> (a macintosh plus to be more precise; they have 30 pin simm sockets in
> them)

Not sure - if they are standard SIMMS then yes.

>4) Are there any problems with the power supply and having 4 megs installed?
> I've heard someone say that they had problems when they'd put 4 1 meg
> simms in and his power supply just gave up the ghost on him.....can anyone
> disprove/confirm this?

The power requirements are pretty small, the power supply should be able
to cope without problems. (my power supply died when I had two meg in -
nothing to do with the amount of memory, the ST power supplies are hardly
the most reliable components of the computing world... :-))

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3371. UFSL - poor under MultiTOS.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 01:38:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <2u2rv6$1j5@uqcspe.cs.uq.oz.au>
Source record: 31847

I tried out the Universal Font SeLector recently uploaded, but found that
it was abysmally slow under MultiTOS - clicks on the font names were very
slow, and I had to hold the button down for 1/4 second or so to get it
to respond.

As for the look of UFSL - YUCK! All that white-space! And there is no way
to type in a point size for Speedo fonts and have it update the preview area.

How many programs use this? Of course, the TSR could always be fixed and
any program using it would benefit immediately.

email of author?

--
Warwick
_-_|\ warwick@cs.uq.oz.au |||||| GEM++ = C++ GEM library
/ * <- Computer Science Department, |||||| GEM++ is Free Software
_.-._/ University of Queensland, _// || _ C++ is the FUTURE
v Brisbane, Australia. |_/ || _| Use GNU C++ = FREE

3372. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 01:48:10 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <772094846.1@mettav.royle>
Source record: 31853

On 17 Jun 94 at 01:17:34 (Charles Christensen) wrote the following:

> rizz=fselexinput(char *path, char *file, &button, char *path);
>
> When I compile I get a message from JAS saying there is an undefined
> symbol in myprog.o file someting like :_fselexi. In the past that has
> happened when the function hasn't been declared. I am #including the
> gemfast.h file in my source and I am including the aesfast.a library
> on the command line to cc.ttp.

Try making that fsel_exinput() instead of fselexinput()

Note the underscore, if you use other GEM AES stuff you might also need to link in vdifast.a as well sometimes, IIRC I had to once when I didn't think I needed to, perhaps some of Ian's GemFast routines use the VDI.

> Incidentally, looking at the gemfast.h file, there is no declaration
> of fselexinput() or fselminput, neither are they shown in the
> function quick reference in the gemfast.doc file. They are, however,
> in the body of the doc file, starting on page 45.

You're right I don't think they're defined in the GEMFAST.H anywhere, probably because HSC's function checking (for want of a better term) doesn't check on their existance, but the compiler will still find them.

-Paul-

--
~=~=~=

3373. Re: MinixFS 0.60/Mint 1.10 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 02:26:48 UTC
From: dclemans@sherlock
Message-ID: <2u2up8$n2i@hpcan240.mentorg.com>
Source record: 31848

I figured out what happened; I got hit by the bug in one of the timeout
patches for Mint 1.10, which caused Mint to not update directories on disk.
The bug is mentioned in the readme files that go with MintNet net-042.

dgc

Dave Clemans (dclemans@sherlock) wrote:
: Last night I tried to do some work in a MinixFS 0.60 filesystem, running
: under Mint 1.10. (Consisting of deleting a large number of files, creating
: a large number of other files (by unpacking a number of tar files),
: and modifying others). Following that I tried some compilations.

: Then I rebooted the system (a 4mb TT) this morning. After the reboot it
: looks like the old directory structure of the filesystem reappeared,
: which meant that the data in the filesystem was royally screwed up.
: (A multi-megabyte directory tree that I had deleted was back, and
: a number of new directory trees that I had created were gone, etc.)

: Does anybody have any idea what happened?

: Thanks,
: dgc

3374. Re: Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 03:29:24 UTC
From: stu1222@alpha.wright.edu
Message-ID: <CroF10.Axx@mercury.wright.edu>
Source record: 31849

[No readable article body recovered]

3375. Re: "Hum" in my Falcon audio in!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 03:34:52 UTC
From: stu1222@alpha.wright.edu
Message-ID: <CroFA4.B5C@mercury.wright.edu>
Source record: 31850

[No readable article body recovered]

3376. Calling Brainstorm DSP JPEG decoder?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 03:58:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <1994Jun20.035800.18915@beaver.cs.washington.edu>
Source record: 31851

How do you call the Brainstore DSP JPEG decoder from within your own programs?
Code would be helpful. GEMView does this quite nicely.

3377. Re: ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 05:23:29 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u394h$1go@golem.wcc.govt.nz>
Source record: 31852

In article <771900524snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>Hi ...
>
>I'm looking at putting a 4Mb ram card into my old Mega-1 (2.5 at the
>moment).
>
>This machine was a non-standard in terms of memory as they used 514256's
>instead of the 514000's in the Mega 2 and 4. In this configuration, the
>memory is addressed in both banks, with RAS0/CAS0/L/H dealing with 512Kb
>in bank 0 and RAS1/CAS0/L/H in bank 1.
>
>This means that I have to derive some additional select lines to further
>map in the additional 3 512Kb blocks of memory per bank, to take it up
>to the full 4Mb.

There is nothing special about the Mega ST1 Memory, its just the same as the Mega ST2/4, it just uses 4 bit wide RAMS, instead of 1 bit ones...

Just remove the Rams and replace with 4*1 meg SIMMS, its that simple, that is if you are into soldering and the such like....

>Martin Vernon, Supavision

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3378. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 08:37:14 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <2u3kfq$og8@rs18.hrz.th-darmstadt.de>
Source record: 31856

Hi!

In article <CrIoxn.DC9@eskimo.com>, charles@eskimo.com (Charles Christensen) writes:
> [...]
> rizz=fselexinput(char *path, char *file, &button, char *path);
>
> When I compile I get a message from JAS saying there is an undefined
> symbol in myprog.o file someting like :_fselexi. In the past that has
> happened when the function hasn't been declared. I am #including the
> gemfast.h file in my source and I am including the aesfast.a library
> on the command line to cc.ttp.
> [...]
> What's wrong?
The functions are called fsel_exinput and fsel_input (mind the underscore!).
Then it should work.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"It all seems so stupid, it
Hauptstrasse 43b	makes me want to give up,
61169 Friedberg	but why should I give up,
Germany	when it all seems so
Email: binder@rbg.informatik.th-darmstadt.de	stupid?" M. L. Gore
Auf frischer Tat ertappt - Dunkelheit bei Einbruch verhaftet!
\--/

3379. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 11:01:04 UTC
From: steve-j@teleport.com
Message-ID: <2u3stg$pjf@elaine.teleport.com>
Source record: 31858

In article <2u2b2i$ih8@erinews.ericsson.se>,
Johan Andersson <ebcjoan@ebc.ericsson.se> wrote:

>Hi, I'm searching for a software PC 386 emulator for Falcon.
>Does anyone know if there it's exists and where i can find one?

No, there's not even a software 8086 or 80286 emulator for
the Falcon. For the Falcon030, there's only the Falcon Speed
286 board and should soon be a 486 version.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3380. Re: Calling Brainstorm DSP JPEG decoder?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 11:02:56 UTC
From: steve-j@teleport.com
Message-ID: <2u3t10$ple@elaine.teleport.com>
Source record: 31859

In article <1994Jun20.035800.18915@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:

>How do you call the Brainstore DSP JPEG decoder from within your own programs?
>Code would be helpful. GEMView does this quite nicely.

I believe Atari/Brainstorm only gives this info to registered
Falcon developers.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3381. Re: SIMMs for Falcon: Two questions

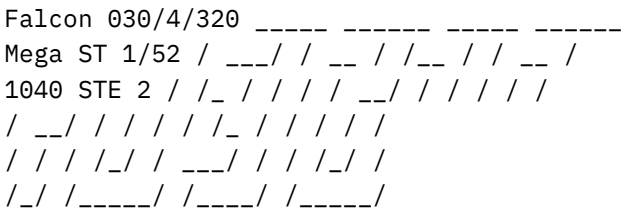
Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 11:50:17 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2u3vpp$6g1@rs18.hrz.th-darmstadt.de>
Source record: 31860

> >1. Boards such as the FalconWING take standard 30 pin SIMMS, right? What
> > speed does the memory have to be?
> >
> >2. Are there any boards which take 72 pin Mac-type SIMMs, eg a
> > single 16MB simm?
>
> Yes, FalconWING and RAMGizmo take standard 30-pin SIMMs -- I
> believe 80ns is sufficient. There are 2 72-pin SIMM boards,
> one from Wizztronics and one from Marpet (Industries???).

Do you have some more information about these ? I'd like
to know if you can plug ONE 8 MB PS/2 SIM into it.

Alex

Alexander Graham Informatik TH-Darmstadt



3382. CDK --> CVG ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 13:03:26 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2u442u$3dm@infa.central.susx.ac.uk>
Source record: 31861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to turn my Calaums documents, or rather pages of documents into
Calamus CVG files?

--
Andrew Collington @ Sussex University, Falmer.

Ah! To be young and insane.
- The Dream Team -

3383. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 13:56:53 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.772120613@Luxulyan>
Source record: 31862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

andrewc@cogs.susx.ac.uk (Andrew Collington) writes:

>Is it possible to turn my Calaums documents, or rather pages of documents into
>Calamus CVG files?

I think you should be able to do this with the Bridge module (Calamus SL, not
1.09).

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

3384. Re: GFA basic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 15:48:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun20.154854.12208@boojum.lanl.gov>
Source record: 31863

jimh3@icebox.iceonline.com (Jim Harrington) writes:

>Can anyone tell me if there are any ftp sites and forums dealing with GFA
>basic programming? I've got 3 programs almost completed now, each has a bug I
>can't seem to figure out on my own.

If you can narrow the problems down, then post your questions here (or send
me email). There are quite a few GFA users on the net who would be more than
willing to help out, I'm sure.

Good luck!

-Hutch- @ Fair Dinkum Tech

3385. Mega STe DMA/ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 16:43:28 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Jun20.164328.654@isle.waterloo-rdp.on.ca>
Source record: 31871

I wonder if anyone has seen this before...

I just picked up a Mega STe, in questionable condition (no power supply, no ram, no rom) I moved the roms from my TEC board to it, and plugged in two simms, and wired up a power supply (only +5v, and +12v at the moment) Everything works happily, except hooking up a hard drive to the DMA/ACSI port on the back.. Won't talk at all! Is there some jumper or something to tell it to use the external port (there is no internal host adapter) or does it need -5v/-12v to operate? (Can't see this one) Or is the DMA broken in some way... Floppy works fine...

E-mail to drichard@isle.waterloo-rdp.on.ca, or just post here, I read fairly often... Thanx a lot!!

3386. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 16:48:49 UTC
From: charles@eskimo.com
Message-ID: <CrpG1I.6wp@eskimo.com>
Source record: 31865

```
In article <CrnH3r.Epo@primenet.com>, Alan Hamilton <alanh@Primenet.Com> wrote:
>
> Try fsel_exinput(). Note the underscore.
> ^

Thank you, thank you, Alan, Thomas and Paul. It now compiles ok but
bombs out. (3 bombs.) Here it is, in all it's glory:

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <gemfast.h>

int main()
{
static char path[128], file[128], prompt[128];
static int exitbutton, rizz;

strcpy(path, "A:\\*.*");
strcpy(file, "filename.ext");
strcpy(prompt, "What is reality?");
printf("path=%s\nfile=%s\nprompt=%s\n",path,file,prompt);
rizz=fsel_exinput(path, file, &exitbutton, prompt);
printf("You have selected the %s file\n", file);

return 0;
}

Anyone know why?

And why wasn't the underscore in the docs? Is that a GEM convention
that I need to be aware of? I can see that this would be easier with a
good GEM referenece.

And incidentally, sorry about the repeat message. It hadn't propogated
in two days and my local provider was being upgraded so I figured it
didn't make it out.
```

3387. 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 16:52:32 UTC
From: raz@MCS.COM
Message-ID: <2u4hgg$b1b@Venus.mcs.com>
Source record: 31864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with disks and I know I have seen some response related to this
so here goes:

I have a 1040ST at home and a 486 at the office. The computer at the office
has a much faster modem, so I download the ST programs from the Unix computer
I link up to. I then unarchive (ZIP, LZH, ZOO, ARC, etc.) the programs and
copy them onto an IBM formatted disk. I am starting to have problems with a
few of my disks. Suddenly, *every* time the disk has to be accessed, the
machine gives me a warning "Disk retry fail - If it is a hard drive, check
connections. Floppy, then insert disk, etc." If I take out the disk and then
put it back, making sure I get a definite click on the internal ST drive,
then the machine is able to read the disk....until the next time the disk
is accessed.

Questions:

1. I am using 3M preformatted disks. I am pretty sure I formatted them on
the IBM anyway, but not positive. Is this having an effect ? I have heard
that preformatted disks have serial #s of 0, is this a problem?

I used Norton Disk editor at work and I compared an MSDOS formatted disk
to a disk I formatted with ps2form (from Diskutils in atari.archive). Here
are the differences:

PS2FORM (on ST) MSDOS 5.0 (on IBM)

OEM ID IBM.. MSDOS5.0
Extended Boot Record
Signature 00 Hex 29 Hex
Serial # 0 173938138
LABEL .....1.... NO NAME
System ID (weird chars) FAT 12

These are the differences between the two Boot Records. Should I change
the Serial # to a large number? Does the ST have problems with seeing
two disks with the same serial # in sequence ? How does this cause my problem?

Eventually, the drive can no longer access the disks. Should I get unformatted
disks ? Is ps2form a good program to format disks for the ST and IBM ? Or,
should I just format them at the office?

Help!!!

Anupam Razdan
raz@mcs.com

3388. Sozobon C 2.0 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 17:06:12 UTC
From: raz@MCS.COM
Message-ID: <2u4ia4$bre@Venus.mcs.com>
Source record: 31866

I just downloaded Sozobon C 2.0 and I have a few problems with it.

I wrote a simple Hello, World! type program and when I ran it under gulam, I typed "cc hello.c" and I got an error: "Couldn't find hcc.ttp" This is even though *all* the files were on a floppy w/o folders, *and* I changed the LIB, PATH, TEMP, TMP, INCLUDE environmental variables from gulam.

Can someone tell me what I am doing wrong ? Additionally, I would like to know how someone runs this program on a 1040ST with just the internal floppy? Do you use a ramdrive with an autocopy to copy the files to the ramdrive ? What files do you copy to the ramdrive? What is your directory structure and what do your command lines look like?

Thanks for any help you can give.

Anupam Razdan
raz@mcs.com

3389. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 17:39:50 UTC
From: pcxkrm@unicorn.nott.ac.uk
Message-ID: <2u4k96$cqv@unicorn.ccc.nottingham.ac.uk>
Source record: 31867

In article <CrpG1I.6wp@eskimo.com> charles@eskimo.com (Charles Christensen) writes:
>In article <CrnH3r.Epo@primenet.com>, Alan Hamilton <alanh@Primenet.Com> wrote:
>>
>> Try fsel_exinput(). Note the underscore.
>> ^
>
>Thank you, thank you, Alan, Thomas and Paul. It now compiles ok but
>bombs out. (3 bombs.) Here it is, in all it's glory:
>
>
>
>Anyone know why?

Hmm.. I'm sure someone will correct me if I am wrong, but isn't it the
case that fsel_exinput is only implemented in TOS versions 1.6 and
above? (or maybe 1.4 and above..) - In your previous message I think
you mentioned you were using TOS 1.2.

Fsel_input should work though..

Keith.

--
~~~~~~
"Mummy was an asteroid, Daddy was | Keith Marshall
a small, non-stick kitchen utensil..." | pcxkrm@unicorn.nott.ac.uk
~~~~~~

3390. Re: Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 17:47:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.AIGTIILPOyQ@semprini.waterloo-rdp.on.ca>
Source record: 31889

In <CrM4oM.DoI@eskimo.com>, Todd Hogarth writes:
> I have a faulty (noisy) ST277N-1 scsi drive that I would like to replace
> with a larger (quiet) drive. Since I have a ST with TOS 1.02 (soon to be
> 1.04) and an ICD AdSCSI Plus ST adapter, what am I looking for in todays
> drive market (prefer Seagate)?

I have an 85M Seagate and it drives me up the wall. It's noisy, and
it's unreliable (just could be my system; it worked fine at SCSI ID 0,
but acts flakey at any other ID).

I like Maxtor and Conner drives... they're fast, they're fairly quiet,
and they're reliable.

A lot of people also like Quantum drives... I think they're noisy
though, especially when seeking. I've got two (got 'em for $60 each,
not bad for 52M disks) and I've never had any problems with them.

My other disk (yes, I have four attached to my ST) is a Rodime; fast,
quiet, never a problem... naturally, the company went out of business a
few years ago... ;-)

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3391. Re: SIMMS on an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 17:55:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u4l75$kss@mailer.fsu.edu>
Source record: 31868

Paul Booth (P.A.Booth@bradford.ac.uk) wrote:

> Ok, I'm seriously thinking of upgrading the memory in my 1040STE to
> something like a 4mb model.
> Just a few questions before I take the plunge as it were ;).
> I'd appreciate any help on these.
>
> 1) I've heard that ST's can use PC simms since they just ignore the 9th bit
> on the simm, is this right?

I am currently using a mixture of 1X8 and 1X9 SIMMs in my MegaSTE, so I
believe this is correct.

> 2) What is the max/min speed of the Simms needed to work in an ST?
> If the speed of the simm is greater than the speed the ST can access
> it, will they still work?

I think 150ns is as slow as you can go. 120's will definitely work. I don't
think it matters if the memory is much faster (in fact, some of my memory
is quite fast, and it works perfectly).

> 3) Will ST simms work in a Macintosh, and vice versa?
> (a macintosh plus to be more precise; they have 30 pin simm sockets in
> them)

It depends on what SIMMs you have in the ST(E). However, the reverse is
true (Mac Plus memory works in ST(E)s), if that answers your question.

> 4) Are there any problems with the power supply and having 4 megs installed?
> I've heard someone say that they had problems when they'd put 4 1 meg
> simms in and his power supply just gave up the ghost on him.....can anyone
> disprove/confirm this?

I have heard of problems like this, but they usually relate to the installation
of a 3rd party memory board.

Oh, some STEs require SIPPs, not SIMMs. There are SIMM->SIPP adaptors
available, though they might end up making the SIMMs sit up too high. Hope
that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3392. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 18:10:48 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e062ebc104a6@elfhaven.ersys.edmonton.ab.ca>
Source record: 31775

charles@eskimo.com (Charles Christensen) wrote:

[CC>Several people mentioned that fsex_exinput isn't supported in Tos
[CC>1.2. That's right, but Gemfast's lib includes emulation for earlier
[CC>version's of Tos.

Not exactly; the fsel_exinput() function of GEMFAST does not emulate
the new file selector. The function that does that is the full-blown
one (the name is escaping me at the moment) - fsl_dialog()? It is
something along those lines.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
ess@tibalt.supernet.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 A0 6E 02 71 85

3393. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 18:42:23 UTC
From: cc103@city.ac.uk
Message-ID: <cc103.772137743@Paddington>
Source record: 31869

pcxkrm@unicorn.nott.ac.uk (K.R.Marshall) writes:

>In article <CrpG1I.6wp@eskimo.com> charles@eskimo.com (Charles Christensen) writes:
>>In article <CrnH3r.Epo@primenet.com>, Alan Hamilton <alanh@Primenet.Com> wrote:
>>>
>>> Try fsel_exinput(). Note the underscore.
>>> ^
>>
>>Thank you, thank you, Alan, Thomas and Paul. It now compiles ok but
>>bombs out. (3 bombs.) Here it is, in all it's glory:
>>
>>
>>
>>Anyone know why?

>Hmm.. I'm sure someone will correct me if I am wrong, but isn't it the
>case that fsel_exinput is only implemented in TOS versions 1.6 and
>above? (or maybe 1.4 and above..) - In your previous message I think
>you mentioned you were using TOS 1.2.

>Fsel_input should work though..

If you are using Lattice C it doesn't matter, it will put an extra box over the top of the fileselector if using a lower version of the ROMS
--
Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Life is a lemon and I want my Money Back

3394. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 19:27:43 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2u4qjfINN1o51@rs1.rrz.Uni-Koeln.DE>
Source record: 31872

Charles Christensen (charles@eskimo.com) wrote:

```
: Thank you, thank you, Alan, Thomas and Paul. It now compiles ok but
: bombs out. (3 bombs.) Here it is, in all it's glory:
:
:
: #include <stdio.h>
: #include <stdlib.h>
: #include <string.h>
: #include <gemfast.h>
:
: int main()
: {
: static char path[128], file[128], prompt[128];
: static int exitbutton, rizz;
:
: strcpy(path, "A:\\*.*");
: strcpy(file, "filename.ext");
: strcpy(prompt, "What is reality?");
: printf("path=%s\nfile=%s\nprompt=%s\n",path,file,prompt);
: rizz=fsel_exinput(path, file, &exitbutton, prompt);
: printf("You have selected the %s file\n", file);
:
: return 0;
: }
```

: Anyone know why?

As a more or less educated guess, the problem may be that you don't call appl_init() before calling fsel_exinput(). It is necessary that you make your application known to the AES before you can use the AES routines (other than appl_init(), of course).

: And why wasn't the underscore in the docs? Is that a GEM convention
: that I need to be aware of? I can see that this would be easier with a
: good GEM referenece.

No, there's no convention whatsowver that requires you to add any underscores to function names by guessing. It's a typo in the docs that you have. A good GEM reference is certainly a very handy thing to have when it comes to GEM hacking :-) . Other than that, remember that you can always check the header files (gemfast.h in this case) if you're uncertain about the exact name of a function.

Greetinx, Jan
--

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3395. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 19:37:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2u4r5v$rd3@mother.usf.edu>
Source record: 31870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
: Is it possible to turn my Calaums documents, or rather pages of documents into
: Calamus CVG files?

Talk to pdirect@delphi.com. He's a Calamus guru.

3396. CD-ROM questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 20:16:08 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <Up-EFUVFAUZ@harold.ukmail.NET>
Source record: 31874

Until I got my CD-ROM drive today, I'd rather ignored any discussions about the devices. But now I have a question or two, if anyone could find the time or inclination to asnwer them...

Bearing in mind I've got an Apple CD300 plugged into my TT's SCSI port...

1) Is the MiNT XFS driver freely available (I'm running Extendos at present, but it isn't entirely MultiTOS friendly)

2) Is there a player for audio disks? (I'm sure the asnwer must be yes, but I can't recall any details)

Lacking FTP access, I can't easily go delving into other machines. So if possible, please suggest mail-servers that might have appropriate files.

Thanks

Steve

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

3397. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 20:27:50 UTC
From: hallvart@ifi.uio.no
Message-ID: <2u4u46$4br@solva.ifi.uio.no>
Source record: 31873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Lots' of stuff about pre-formatted MS-DOS disks...

Yes!! Pre-formatted MS-DOS disks on an Atari ST will cause problems
because of the serial numbers that seem to be the same. I bought a pack of pre
formatted MS-DOS disks once (because they only had those and they cost the same
as the usual un-fomratted disks), and checked the serial numbers- which were all
the same!
There are utility programs that change the serial numbers of disks without erasing any
data on them.
Look up in the usual FTP sites and look under "utilities" or "disk" or something.
I **think** one of them is called "Uneekit" or something.

Hallvard, Oslo, Norway

3398. Re: C programming: calling the file selector, again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 21:47:56 UTC
From: tom@basil.icce.rug.nl
Message-ID: <Crptvx.35E@basil.icce.rug.nl>
Source record: 31875

```
In article <CrLtt6.6Ar@eskimo.com> charles@eskimo.com (Charles Christensen)
writes:
> Up until now I haven't utilized GEM in any of my C programming on the
> ST. I now want to call to file selector in a program. I'm using Heat
> and Serve 1.40 and using Gemfast. I'm calling the fselexinput
> function thusly:
>
> rizz=fselexinput(char *path, char *file, &button, char *path);
>
Various people suggested to add an underscore, as in:
fsel_exinput()
That will probably cure the linker problem. However there is still another
problem:
>
> I'm using Tos 1.2.
>

As far as I remember, fsel_exinput was introduced in Tos 1.4.
So you have to check the Tos version (AES version actually) to see if
fsel_exinput is available:

/* This is compiler-dependent; here, _global is the global array of the
AES parameter block. */
#define GEM_VERSION (_global[0])

#define FSEL_EXINPUT_AVAILABLE (GEM_VERSION >= 0x130)

char *
FileSelector(prompt, buf)
const char *prompt;
char *buf;
{
char base_name[FILESIZE];
/* initialize base_name...*/

if (FSEL_EXINPUT_AVAILABLE) {
fsel_exinput(buf, base_name, &valid, header);
}
else {
fsel_input(buf, base_name, &valid);
}
/* Build complete filename from buf and base_name in buf... */
return buf;
}

Hope this helps...
```

--
__/__/__/__/ Tom Hageman (tom@basil.icce.rug.nl) [NeXTMail accepted]
__/ __/_/
__/__/__/ "...to baldly go where no one has gone before."
__/ _/_/ -- star trek TNG

3399. -english- docs for Junior_office

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-20 23:51:45 UTC
From: taylord@netcom.com
Message-ID: <taylordCrpzMB.HAs@netcom.com>
Source record: 31876

Hi .

Anyone know of any docs in english for junior office? I've tried to use coma 2.02 althought I never got it to recieve correctly, and I'm rather shy to buying $100 STraightfax software that I haven't even seen a demo of yet.

Thanks

Doug

3400. Re: Doll Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 01:00:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u5e3g$bn3@golem.wcc.govt.nz>
Source record: 31877

In article <2u08ou$p8d@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>> I have seen a Demo (mono?) of a music box doll,
>> does any one know where I can get a copy..
>>
>> Looks like it was done by the same teem that did the Snow Man thing..
>
>Is this the full disk one where the 3D doll spins (and is really really old)?
>I dimly remember seeing such a thing (I think it was color only , but the
>animation was in greyscale). I'll have a look around and see if I can find
>what I am talking about.

Yes I think this is the same thing..

There was a Shop that sold Ataries, it was on there hard disk, but that was
many years ago...

Does any one else no about this Demo...!!!!

>* Mickey Boyd *

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3401. STacy for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 02:33:29 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2u5jhp$9dh@charm.magnus.acs.ohio-state.edu>
Source record: 31878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer $ make an offer $
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
Padded carry case

Atari Mega STe external $100.00
keyboard

Atari PS3000 monitor $200.00
12" color
Built in DS/DD floppy
Only ~1000 built

Atari SF354 floppy drive $12.00
External, SS/DD
Lacks circuit board

ZOOM VFX V.32bis modem $75.00
External
14.4k baud data/fax
RS232-C cable

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $35.00

All prices are, of course, negotiable.

Prices do NOT include shipping (U.S. only, please). The modem,
monitor and keyboard will not be shipped (but I will still take offers
to buy) until after the STacy has been purchased. If you are interested
in those items, get a friend to buy the STacy for you. Tell them it's
an advance on the Christmas presents they'll be getting you over the
next several years.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3402. Is GEM a ball and chain?? (Why is my code so slow?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 05:03:04 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <2u5sa8$d8k@geraldo.cc.utexas.edu>
Source record: 31879

Hi,

Is it possible that a given piece of C code runs dramatically slower under GEM than in a regular ttp program. I tested a piece of code in a small ttp program and it performed adequately. When I put that same code (with no changes!) into a larger GEM program, performance took a nose-dive.

The code that seems to be causing the problem just copies sections of one file to another (one character at a time), using fgetc and fputc.

```
while (count--) {
ch = fgetc(InFile);
fputc(ch, OutFile);
}
```

It now appears to take 5-10 times longer than it took in the plain ttp program. I had planned to change this code to use fread/fwrite at a later date, but I am baffled by this performance hit. Can anyone explain this??

Thanks,

-Tim Gallivan
timg@landau.ph.utexas.edu
http://godel.ph.utexas.edu/Members/timg/welcome.html

3403. Are ICD in trouble..!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 07:54:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2u66b8$fms@golem.wcc.govt.nz>
Source record: 31880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are ICD closing down...??

Well there is NO SUPPORT on GEnie and from message here there BBS is down..

From some of the resent messages posted on there RTC on GEnie,
people are taking them to Court..!!!

This sort of behaviour is reminiscence of a company with
big financial problems and soon to close its doors...

They don't answer the phone or e-mail or faxes and there BBS is down..!!!

So can some one that realy knows, Please put us right..

And if they do know, can they tell ICD to pull its finger out, and Support
Atari, GEnie and there BBS, (with V32bis Modems)....

And Please post a statement to these facts good or bad...!!

Fed up user...!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3404. Help on interrupt-programming needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 08:18:19 UTC
From: forg@cent.gud.siemens.co.at
Message-ID: <1994Jun21.081819.10668@siemens.co.at>
Source record: 31881

--

****
Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
Siemens AG Austria phone: (+43-1) 601 71 - 6326
Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
A-1100 Wien
****

3405. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 09:32:34 UTC
From: djs@jet.uk
Message-ID: <1994Jun21.093234.17374@jet.uk>
Source record: 31882

In <H.eg.7oiIXNZmvI2@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <2trkkn$opn@percy.cs.bham.ac.uk>, Chris Ridd writes:
>> fountad@vax.sbu.ac.uk writes:
>> >I see a lot of modern programs underline a single char in their buttons...

>Personally, I find this to be one of the most grotesque "features" of
>the MS Windows and OS/2 graphical interfaces... I suppose it's nice for
>someone that for some reason or another can't use a mouse (or for those
>people just stupid enough to use a GUI without a pointer), but it makes
>the interface cluttered and ugly.
This is bollocks. For many people, in many situations, it is easier to
use the keyboard than the mouse. For instance, if I want to minimise
the window I am typing into now, I could either take my eyes off of the screen
and my hands off of the keyboard to locate the mouse, then find the minimise
icon and press it, then move my hands back to the keyboard to continue
working. Or, I could just hit ALT-F9.

I definitely appreciate being able to use both the keyboard and mouse.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3406. Re: Calling Brainstorm DSP JPEG decoder?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 09:38:55 UTC
From: djs@jet.uk
Message-ID: <1994Jun21.093855.17511@jet.uk>
Source record: 31883

In <1994Jun20.035800.18915@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

>How do you call the Brainstore DSP JPEG decoder from within your own programs?
You pay Brainstorm money, and thenthey tell you how.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3407. How can I redirect the printer output into a file ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 10:16:39 UTC
From: slump@urix4.uni-muenster.de
Message-ID: <2u6em7$1g1t@obelix.uni-muenster.de>
Source record: 31885

I want to redirect the printer output into a file.
Can anybody tell me how to do this on a Atari 1040 ST ??

Thank you!

Christian Slump

slump@uni-muenster.de

3408. Re: Help on interrupt-programming needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 10:31:00 UTC
From: donderer@Informatik.TU-Muenchen.DE
Message-ID: <2u6fh4$2ms@hpsystem1.informatik.tu-muenchen.de>
Source record: 31884

What exactly do you want to know ?
Do you want to know how to make a little prog run via interrupt?
Or do you want some specific info ?

cu.,

Guenther (donderer@informatik.tu-muenchen.de)

3409. Re: How can I redirect the printer output into a file ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 12:20:36 UTC
From: hjv@phil.ruu.nl
Message-ID: <2u6luk$cbg@chico.staf.phil.ruu.nl>
Source record: 31886

slump@urix4.uni-muenster.de (Christian Slump) writes:

>I want to redirect the printer output into a file.

Take a look at Gemdos functions 69 and 70, Fdup() and Fforce(). They should
solve the problem.
Something along the lines of:

```
int file;
file = Fopen(...); /* check return value */
Fforce(3, file);
```

Of the top of my head...

--
Hendrik Jan Veenstra (hjv@phil.ruu.nl) Dept. of Philosophy
University of Utrecht The Netherlands

This message was passed by value

3410. Re: Mintnet/ MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 12:30:57 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2u6mi1$6nh@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 31745

In <1994Jun17.075542.9537@cc.ruu.nl> huveneer@math.ruu.nl (Richard Huveneers) writes:

>I have a problem installing the net-042 package.
>My configuration when I started yesterday evening was:

>Mega STe, mint 1.10 (unpatched), minixFS 0.60 pl 10 (binary distrib. from a.a.u.e.)

>I have not experienced any problem with this configuration.

>Ok, so I wanted to install net-042.
>I read I had to patch mint 1.10 in order for the socket driver to work.
>So I patched mint, recompiled and installed it. No problem.
>The socket device driver started up nicely. Guess this means I patched mint right.

>My problem is that my Atari hangs after some disk accessing.
>If I recall right, patching mint was needed to prevent such behaviour.
>Before patching mint, minixFS 06 pl 10 worked fine, and after patching it hangs!

What does 'hang' mean, system crash or reboot needed?

Note that the unpatched Mint 1.10 is full of bugs. Best get

ftp.inf.tu-dresden.de:/pub/atari/Mint/Kernel/mint-1.10-1.10h3-diffs.gz

These is a unified MegaPatch against clean Mint 1.10. This includes the
patches needed for Mint-Net to work and fixes some ugly bugs. Try this
and tell me whether or not this cured the problem.

Kay.

3411. Re: MinixFS 0.60/Mint 1.10 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 12:34:31 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <2u6mon$6qa@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 31746

In <2u2up8$n2i@hpcan240.mentorg.com> dclemans@sherlock (Dave Clemans) writes:

>I figured out what happened; I got hit by the bug in one of the timeout
>patches for Mint 1.10, which caused Mint to not update directories on disk.
>The bug is mentioned in the readme files that go with MintNet net-042.

If you have patched your Mint 1.10 using the patches that came with
MintNet versions < 0.42 you SHOULD REALLY get MintNet 0.42 and re-
compile Mint using the patches in the net-042.tgz archive.

There is a very, very bad bug in older patches (from 0.30 or 0.40 or 0.41).

Kay.

3412. Re: Are ICD in trouble..!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 15:05:54 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2u6vki$6u6@irz401.inf.tu-dresden.de>
Source record: 31887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2u66b8$fms@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>Well there is NO SUPPORT on GEnie and from message here there BBS is down..
^^^^^
their... Same errors as a few days ago :-)

Matthias

3413. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 16:52:47 UTC
From: charles@eskimo.com
Message-ID: <CrrAwC.2s1@eskimo.com>
Source record: 31890

In article <2u4qjfINN1o51@rs1.rrz.uni-koeln.de>,
Jan T. Kim <a1624091@athena.rrz.uni-koeln.de> wrote:
>
>As a more or less educated guess, the problem may be that you don't
>call appl_init() before calling fsel_exinput(). It is necessary that
>you make your application known to the AES before you can use the
>AES routines (other than appl_init(), of course).
>

That was it. Thanks much! I appreciate the time that you and the
others have taken to answer what for you are such elementary questions.

Several people mentioned that fsex_exinput isn't supported in Tos
1.2. That's right, but Gemfast's lib includes emulation for earlier
version's of Tos.

3414. CD ROM Extendos / MultiTOS clarification

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 17:35:12 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <Up-EFVTCAUX@harold.ukmail.NET>
Source record: 31742

Just in case my earlier post didn't get past my news software, here's a clarification of what I said yesterday, when I hinted that Extendos was not entirely MultiTOS compatible:

I found that if I moved Extendos in my AUTO folder so that it was executed *before* MiNT, everything worked flawlessly.

Sorry for the confusion (and possibly the double post).

Steve

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

3415. screen hardcopy on HP laser

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 18:15:51 UTC
From: minidis@urz.unibas.ch
Message-ID: <1994Jun21.181551.43847@yogi>
Source record: 31741

top a hardcopy on my new HP laserjet 4l. but' will i need a printing accessor<
for this?
alexaner. i only got ascii shit (oops,
sorry) on the printout. what do i have to dothe other day i wanted to print from the deskz

3416. Where can I get the Atari Compendium?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 18:37:46 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <N010Nc1w165w@charon.engga.uwo.ca>
Source record: 31888

Does anyone know of a public- or university-library system where I might find the Atari Compendium, by Scott Sanders?

Thanks for any leads. -Jerry-

3417. handling CICONS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 20:36:32 UTC
From: jbeeghly@u.washington.edu
Message-ID: <2u7j0g$5fa@news.u.washington.edu>
Source record: 31743

OK, I'm kind of diving in deep here..... I'm been programming GEM in C
for uite a white now, and I've done some mwork with BITBLK structures,
but I'm having some trouble with CICON's and would appreciate the help.

I have created a 16-color icon (via Interface) and I'm trying to access
the image's data from within my program.

I have typed in the CICON and the CICONBLK structures (as defined in the
compendium on p.6.21). If I undertand the compendium correctly, then
each CICONBLK contains 8 different icons...

```
colors
-------------------------
mono SELECTED mono UNSELECTED
4 SELECTED 4 UN
16 SELECTED 16 UN
256 SELECTED 256 UN
```

and if I understand the compendium correctly, to access the different
images, you need to cycle through the CICON link list.

In my program, I have the following:

```
OBJECT *form;
CICON *point;

rsrc_gaddr(0, FORMID, &form);

.
.
.
.
point = ((CICONBLK *)form[IMAGENUM].ob_spec)->mainlist;

if(point->next_res != NULL) /* If there is another image */
{
point = point->next_res;
}
else
{
v_gtext(handle, 100, 100, "No can do ");
}
```

well, when I run my program, the "no can do" string is outputed. I
figure either
1) I'm doing something wrong here.
2) Only the 16 color icon is in my structure.

The reason why I think there are other images, is that I looked at the pixel data for the image, and it isn't what I expected.

I'd appreciate any help anyone could give me......

Jeff

3418. DSP SSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 20:41:00 UTC
From: fredrik.noring@space.ct.se
Message-ID: <2e076036@space.ct.se>
Source record: 31750

Does anybody know how to connect the DSP SSI to DMA, with handshake enabled? Especially how to set up, send and receive with the DSP.

3419. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-21 20:54:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2u7k18$5dk@mailer.fsu.edu>
Source record: 31744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anupam Razdan (raz@MCS.COM) wrote:
>
> Eventually, the drive can no longer access the disks. Should I get unformatted
> disks ? Is ps2form a good program to format disks for the ST and IBM ? Or,
> should I just format them at the office?

I have used disks formatted with ps2form on all kinds of different machines,
and they have never failed me. I'm not sure if it does a random serial
number, but my guess is that it does (as I have not had problems, even
when using a bunch of ps2form disks sequentially on PC, ST, Mac, Sun, etc.).
So, my suggestion would be to format a bunch of disks with ps2form and
use them for your file transfers. I have a batch of disks for which I
foolishly used permanent labels (which are now totally inaccurate), so they
now have MSDOS written on them in big red letters, and are my "transfer"
disks :-). I formatted them with ps2form, and have been using them for a
long time now.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3420. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 00:27:02 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2u80gm$6h9@mother.usf.edu>
Source record: 31747

Steve Johnson (steve-j@teleport.com) wrote:
: In article <2u2b2i$ih8@erinews.ericsson.se>,
: Johan Andersson <ebcjoan@ebc.ericsson.se> wrote:

: >Hi, I'm searching for a software PC 386 emulator for Falcon.
: >Does anyone know if there it's exists and where i can find one?

: No, there's not even a software 8086 or 80286 emulator for
: the Falcon. For the Falcon030, there's only the Falcon Speed
: 286 board and should soon be a 486 version.

Why do you say that there isn't, but there is an 80286 emulator for the
Falcon?

3421. GFA Basic 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 03:42:59 UTC
From: jimh3@icebox.iceonline.com
Message-ID: <Crs4tu.HDo@iceonline.com>
Source record: 31748

Thanks to Jan, Ben & John for answering my question.

One of the problems I am having with a particular program is that it launches in med rez, and at various points in the prog. I switch it to low rez for graphic reasons.
Apart from the fact that I have to fence the mouse in once it switches it works just great - that is, when I use Warp 9. When I run it without W9 all the colors above color 4 go white, rather than accepting the setcolor commands.
I am wondering what Warp 9 does that allows the full 16 color low rez pallette and if I can incorporate that into my program. Or if there is a better rez change procedure I can use that lets me use all the colors and maybe even adjusts the screen size to the proper 320 pixels and back.

jimh3@icebox.iceonline.com

3422. Info about Interrupt needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 05:59:20 UTC
From: forg@cent.gud.siemens.co.at
Message-ID: <1994Jun22.055920.627@siemens.co.at>
Source record: 31749

Hi,

I am sorry I posted yesterday an article to this newgroup but it was allready
empty (some error occured during the posting at my side...).

I want to write a program which calls automatically a routine when
the receiving buffer of the serial interface is full. I thought this
problem could be solved with an interrupt.

I found a BIOS or XBIOS routine which could do the main job of this
problem, but until now I was not successful.

I want to use the programming language C.

Any help or pointer etc. would be very appreciated.

Gerald

--

****
Gerald Forthuber e-mail: forg@cent.gud.siemens.co.at
Siemens AG Austria phone: (+43-1) 601 71 - 6326
Gudrunstrasse 11 FAX: (+43-1) 601 71 - 6399
A-1100 Wien
****

3423. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 09:59:20 UTC
From: steve-j@teleport.com
Message-ID: <2u921o$ije@kelly.teleport.com>
Source record: 31751

In article <2u80gm$6h9@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:

>: >Hi, I'm searching for a software PC 386 emulator for Falcon.
>: >Does anyone know if there it's exists and where i can find one?

>: No, there's not even a software 8086 or 80286 emulator for
>: the Falcon. For the Falcon030, there's only the Falcon Speed
>: 286 board and should soon be a 486 version.

>Why do you say that there isn't, but there is an 80286 emulator for the
>Falcon?

Because he asked if there was a SOFTWARE emulator, which there
isn't, but there IS a 286-based HARDWARE emulator.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3424. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 11:06:26 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2u95vi$rg2@bognor.barclays.co.uk>
Source record: 31752

```
In article <2u921o$ije@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson)
|> >: No, there's not even a software 8086 or 80286 emulator for
|> >: the Falcon. For the Falcon030, there's only the Falcon Speed
|> >: 286 board and should soon be a 486 version.
|>
|>
|> >Why do you say that there isn't, but there is an 80286 emulator for the
|> >Falcon?
|>
|>
|> Because he asked if there was a SOFTWARE emulator, which there
|> isn't, but there IS a 286-based HARDWARE emulator.
Well, there *is* a software based 286 emulator but it will never be
released unfortunately - Insignias SoftPC effort.
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3425. Have awk/sort been ported to mint/tos?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 11:14:17 UTC
From: dave.buss@studorg.uio.no
Message-ID: <2u96e9$8b5@hermod.uio.no>
Source record: 31753

I've been checking out at atari.archive.umich.edu, no match. Could anyone
please tell me where to dig? or just source code would be grand.

C.
Thanks a lot!

3426. Newbie to Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 12:18:29 UTC
From: mattk@netcom.com
Message-ID: <mattkCrssut.Hyy@netcom.com>
Source record: 31755

Hi all...

I just installed the Mint distribution kit and got it working fine within my system. I ahve a few questions...

One is why can't I have any other desk accessories installed with Toswin...any time I do that...it crashes. (note: I am running Mint with Gem primary)

Second is how does one wade through the upgrade path? I've seen lots of things on the ftp that appear to be upgrades. There are later versions of gcc. Where does one start? SHould I bother?

I realize I'm asking too many questions that are difficult to answer but I'd appreciate any assistance...

Matt

3427. Re: UFSL - poor under MultiTOS.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 12:37:35 UTC
From: error@stack.urc.tue.nl
Message-ID: <2u9baf$h9i@tuegate.tue.nl>
Source record: 31756

warwick@cs.uq.oz.au (Warwick Allison) writes:

>I tried out the Universal Font SeLector recently uploaded, but found that
>it was abysmally slow under MultiTOS - clicks on the font names were very
>slow, and I had to hold the button down for 1/4 second or so to get it
>to respond.

It isn't slow under single tasking TOS. Maybe it is a conflict with a
mouse accelerator. I had such problems once too.

>As for the look of UFSL - YUCK! All that white-space! And there is no way
>to type in a point size for Speedo fonts and have it update the preview area.

I like the look. It is very clean. But of course you can always write a
better font selector and sell it. I especially would like one that knows
about font families (or can be told about font families). The interface
is defined so go for it. If you can do better I'd love to see it.

>How many programs use this? Of course, the TSR could always be fixed and
>any program using it would benefit immediately.

I only have ST-Guide which uses it. I'd expect that more programs will
follow now the UFSL has been uploaded to ftp-sites (I ouploaded it to
atari.archive and ftp.cs.ruu.nl)

>email of author?

It was in the docs, but I think you need to add @...maus.de to the end.

Erlend.
--

3428. Re: DSP SSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 12:57:47 UTC
From: boisso_s@epita.fr
Message-ID: <2u9cgb$e1h@boson.epita.fr>
Source record: 31754

In article <2e076036@space.ct.se>, fredrik.noring@space.ct.se (Fredrik Noring) writes:
> Does anybody know how to connect the DSP SSI to DMA, with handshake
>enabled? Especially how to set up, send and receive with the DSP.

All I remember is that the DSP has to be in slave mode, the matrix takes care
of almost all setting..
If you're interrested in more information email me so I will get more info!

Stephane.

```
%!
/l{rlineto}def/c{rcurveto}def/s{scale}def/m{moveto}def 22 25 s 14 14 translate
newpath 2{-6 0 m 3 0 l 0 -2 l 0 -10 -4 -11 -10 -11 c 0 3 l 6 0 7 4 7 10 c -1 1 s
}repeat -1.5 0 m 3 0 l 0 -13 l -3 0 l 0 13 l flattenpath clip newpath 0 -.11 -13
{dup -13 div 1 1 sethsbcolor -14 exch m 28 0 l 0 -.1 l -28 0 l fill}for showpage
```

3429. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 14:17:11 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.141711.7485@boojum.lanl.gov>
Source record: 31757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This thread reminds me of a humorous incident dating back to my old 8-bit days (ah... now those were the days!):

I've always purchased and used generic diskettes, both 5.25 and 3.5, finding that I could obtain huge cost savings by buying them in bulk (my favorite source being MEI Micro). After just receiving a large shipment for distribution to my Atari user group, I was in the process of formatting a bunch of them for that month's PD disk-o-the-month. A rather snooty member was giving me a hard time for buying those 'junk' diskettes, saying that the extra money for quality disks was well worth it, even claiming they were faster (yeh, we know that's a load of crock but you had to know this guy). Anyway, to prove his point, he opened up a brand new box of Maxell Gold Label 5.25 disks which at that time were probably the most expensive available, about $2.00 each or so, as I recall. Anyway, out of the box of 10, 4 of them would NOT format at all.

heeheeheeheehee... did I ever enjoy _that_ one! :)

-Hutch- @ Fair Dinkum Tech

3430. Re: Newbie to Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 14:32:18 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2u9i23$mhi@ornews.intel.com>
Source record: 31758

mattk@netcom.com (Matt Koundakjian) writes:

>Hi all...

>I just installed the Mint distribution kit and got it working fine within
>my system. I ahve a few questions...

>One is why can't I have any other desk accessories installed with
>Toswin...any time I do that...it crashes. (note: I am running Mint with
>Gem primary)

>Second is how does one wade through the upgrade path? I've seen lots of
>things on the ftp that appear to be upgrades. There are later versions
>of gcc. Where does one start? SHould I bother?

>I realize I'm asking too many questions that are difficult to answer but
>I'd appreciate any assistance...

>Matt

Matt, if it helps any, I have the same questions. After finally
getting the distribution kit to work, I was able to go the tcsh.ttp
shell and do a few 'unix things'. I managed to get mint110s compiled
last night (you have to run make -f and use an explicit pathname or
else make is so braindead it doesn't know to use the makefile in the
path you are presently in. Now I'm trying to find some better
documentation on minix because I don't know which executes first, rc
or profile. Whne I log in, I have to source profile to get my paths
and environmental variables to work. It would be nice to see someone
elses setup and just copy that until I can learn up from down in this
environment. Good luck,

Michael

--
=-=-=-

3431. Re: 3M Preformatted Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 14:43:30 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2u9imi$rg2@bognor.barclays.co.uk>
Source record: 31759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun22.141711.7485@boojum.lanl.gov>, hutch@ilmen.a5-ilmen (John Hutchinson) writes:
|> a brand new box of Maxell Gold Label 5.25 disks which at that time were
|> probably the most expensive available, about $2.00 each or so, as I
|> recall. Anyway, out of the box of 10, 4 of them would NOT format at all.
|>
|> heeheeheeheehee... did I ever enjoy _that_ one! :)
Sounds familier. A friend used to buy Verbatim 5.25 inch disks at 25GBP a box of 10 - this was in 1982 - a lot of cash. I used to buy unbranded ones at 0.5GBP each. He was really amazed to hear I rarely got a bad disk - maybe 1 in 50. He assumed 1-2 out of a box of 10 would be bad - that was his success rate with pricey disks.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3432. GFA Basic question (another one)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 15:54:16 UTC
From: ceebsm@cscd4c3.caledonia.hw.ac.uk
Message-ID: <Crt2uH.M80@cee.hw.ac.uk>
Source record: 31760

Ok guys/gals!

After the excellent responce to my last mail I am hoping someone
can MAIL me an answer to the next!

I want to know how to redirect output to the screen to a text file. I
need to be able to run the GFA Basic Compiler and have all output go
to a file so that my menus/dialogues are not messed up!

I think I should use fforce() [GEMDOS 70] but so far I've been unable
to get the correct handle for the screen. Can anyone let me know how
this is done?

Any information - especially BEFORE Friday 23rd June (when I stop
uni for the summer) would be greatly appreciated!!!

Barry
--
++
+++ Barry S. Munro ++++++++++++++++++++++++++++++++++
++
+++ InterNet: ceebsm@clust.hw.ac.uk +++
+++ ceebsm@caledonia.hw.ac.uk +++
+++ ceebsm@cee.hw.ac.uk +++
+++ 11 Station Court, Leven, Fife KY8 4RR, Scotland +++
++

3433. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-22 22:48:31 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2uaf3v$24q@news.dmpe.CSIRO.AU>
Source record: 31764

Ok, Ill bite ...

>>Why do you say that there isn't, but there is an 80286 emulator for the
>>Falcon?
>
>
>Because he asked if there was a SOFTWARE emulator, which there
>isn't, but there IS a 286-based HARDWARE emulator.

There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
and is unavaible through any (legal ;^>) means. So ner.

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |

3434. Re: GFA Basic 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 00:10:26 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2uajtiINN2k0l@rs1.rrz.Uni-Koeln.DE>
Source record: 31761

Jim Harrington (jimh3@icebox.iceonline.com) wrote:

: One of the problems I am having with a particular program is that it
: launches in med rez, and at various points in the prog. I switch it to low rez
: for graphic reasons.

You don't say how you switch resolutions, but AFAIK it can be done
only by using XBIOS(5,L:-1, L:-1,W:0) or by accessing the hardware
directly. With both these methods, the VDI is aware of the switch.

: Apart from the fact that I have to fence the mouse in once it switches
: it works just great - that is, when I use Warp 9. When I run it without W9
: all the colors above color 4 go white, rather than accepting the setcolor
: commands.

After changing resolutions without the VDI knowing about it, you
use VDI routines to draw graphics on the screen. Assuming the screen
is still med rez, the VDI continues to use the med rez routines for
color handling and for line drawing. In particular, the VDI discards
requests to set color palette entries above 3, which is appropriate
for med rez.
Btw, it is merely by chance that the basic drawing routines for med
rez work (sort of) in low rez also. If you switch from low to med rez
and draw a few non-horizontal lines then, they look scrambled, because
drawing dots with a 4-bitplane algorithm on a 2-bitplane screen will
actually draw two dots.
The bad news for you is that there is no way to change resolutions
such that the VDI adapts to the new resolution. For this reason, it
is not possible to use VDI graphics (which are invoked by GFA commands
like LINE, BOX, CIRCLE and so on) after changing resolutions. The best
you can do is lock the screen (to prevent accessories or concurrently
running processes to draw anything), save the screen, switch resolutions,
draw your graphics using your own code for putting graphics on the
screen, switch back when done, restore the screen, and finally unlock
it. In GFA, this might look something like:

```
~WIND_UPDATE(1)
~WIND_UPDATE(3)
HIDEM
SGET save_screen$
~XBIOS(5,L:-1,L:-1,W:0)
'
' Write graphics directly into screen RAM
'
~INP(2)
XBIOS(5,L:-1,L:-1,W:1)
```

```
SPUT save_screen$
SHOWM
WIND_UPDATE(2)
WIND_UPDATE(0)
```

It might in principle be possible to make the VDI switch its drawing algorithms and other behavior to another resolution by modifying undocumented, internal VDI variables. The German c't magazine once published a hack that fools the VDI into drawing to a larger, virtual screen.

```
: I am wondering what Warp 9 does that allows the full 16 color low rez
: pallette and if I can incorporate that into my program. Or if there is a
: better rez change procedure I can use that lets me use all the colors and
: maybe even adjusts the screen size to the proper 320 pixels and back.
```

Warp 9 replaces the VDI, so it may be different or enhanced with respect to the standard VDI in various ways. It could be that Warp 9 notices resolution changes by hooking itself into the Xbios trap and catching Setscreen calls, or by checking resolutions in the VBI. I can only speculate here.

```
Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

3435. Re: How can I redirect the printer output into a file ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 00:20:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uakgs$70o@golem.wcc.govt.nz>
Source record: 31762

In article <2u6em7$1g1t@obelix.uni-muenster.de>, slump@urix4.uni-muenster.de (Christian Slump) writes:
>
>I want to redirect the printer output into a file.
>Can anybody tell me how to do this on a Atari 1040 ST ??
>

There is one Great program for doing this, its ICCA and should be on most FTP sites..

It stands for 'I Can Copy Anything'

>Christian Slump
>
>slump@uni-muenster.de

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3436. Re: ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 00:49:43 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <772332583snz@gw6hva.demon.co.uk>
Source record: 31785

In article <2u394h$1go@golem.wcc.govt.nz>
sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
> In article <771900524snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin
> Vernon) writes:
> >Hi ...
> >
> >I'm looking at putting a 4Mb ram card into my old Mega-1 (2.5 at the
> >moment).
> >
> >This machine was a non-standard in terms of memory as they used 514256's
> >instead of the 514000's in the Mega 2 and 4. In this configuration, the
> >memory is addressed in both banks, with RAS0/CAS0/L/H dealing with 512Kb
> >in bank 0 and RAS1/CAS0/L/H in bank 1.
> >
> >This means that I have to derive some additional select lines to further
> >map in the additional 3 512Kb blocks of memory per bank, to take it up
> >to the full 4Mb.
>
>
> There is nothing special about the Mega ST1 Memory, its just the same as
> the Mega ST2/4, it just uses 4 bit wide RAMS, instead of 1 bit ones...
>
>
> Just remove the Rams and replace with 4*1 meg SIMMS, its that simple, that is
> if you are into soldering and the such like....

Ah no sorry. The point I was making was that I already have 4 megs of
256*4 and hence want to add that - the 1*1 memories don't present a
problem, I appreciate that.

However, what I need to do is demultiplex the A9 line and then gate it to
create new CAS lines, which will be latched with RAS (per bank). I was
just wondering if someone had already done it or had a schematic.

I realise that the original ST MMU's can't handle this directly but can
the later STE's handle 2 chip SIMM's (being made up of 2 256*4 chips) up
to the full 4Mb, if they can, then I'm looking for a schematic for that.
If anyone has such a beast - please own up - it could help save me from
re-inventing the wheel.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP

AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3437. Correct Info on ICD Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 00:54:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2uamfq$7ar@golem.wcc.govt.nz>
Source record: 31763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well some one commented that I had posted incorrect info
regarding ICD Files on GEnie..

Please Please, don't make comments on things that you don't know
a thing about...!!!!

Well here is the Bulletin and File list, parts of From GEnie...

-=-=-=

Desc: Latest versions for AdSCSI ST
77 ADSCSIST.LZH X ICDINC 940129 498048 214 4
Desc: The latest ICD AdSCSI ST software
69 2KICKS.TXT X ICDINC 931005 4864 40 2
Desc: Use two Kickstarts on one hard drive
66 ICDPREPH.LZH X ICDINC 930701 120320 60 2
Desc: ICD Prep HD 4.2
65 SPDGER.LZH X ICDINC 930701 10880 3 2
Desc: AdSpeed 2.3 (German)
64 SPDENG.LZH X ICDINC 930701 10368 59 2
Desc: AdSpeed 2.3 (English)
63 ADRAMGER.LZH X ICDINC 930701 15616 4 2
Desc: AdRAM 1.5/MemTest 1.6 (German)
62 ADRAMENG.LZH X ICDINC 930701 16896 3 2
Desc: AdRAM 1.5/MemTest 1.6 (English)
59 SCPRO_PR.TXT X ICDINC 930629 3968 256 1
Desc: ICD SCSI Pro Utilities Press Release
58 V1230_PR.TXT X DOUG.W 930329 3072 65 1
Desc: Press release for ICD's Viper 1230
57 VS2_PR.TXT X DOUG.W 930329 1920 49 1
Desc: Press release for ICD's V

Facts.....!!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3438. What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 04:12:18 UTC
From: chanck@tartarus.uwa.edu.au
Message-ID: <2ub232$21a@styx.uwa.edu.au>
Source record: 31766

Hello everyone.

I have just upgraded my TOS on my MSTE 4 to 2.06 and
have the old 2.05 chips lying around. I also have a 1040STFM
which has TOS 1.02. Isthere anyway of using the TOS 2.05 in
the 1040STFM?

There can't be much difference between the tos 2.05 and 2.06
is there? Would I be able to plug it into my other 1040STFM?
If not how about getting the TOS switcher board that is used
for the upgrade to TOS2.06? Can I use that with my 2.05 roms?

Any help would be much appreciated as the 2 chips (2.05)
would justbe collecting dust as decoration pieces on top of
my monitor. :)

regards
Gary
chanck@tartarus.uwa.edu.au
chan_c@kultarr.uwa.edu.au

PS: I sent a previous mail but seems that it got designated to our
/tmp directory never to see the light of day :) :)

So if it does make it then please forgive me for a double post.

3439. Re: Newbie to Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 07:05:42 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <gi2HF6_00WBEIo310M@andrew.cmu.edu>
Source record: 31767

mhsmith@ornews.intel.com (Michael Smith) writes:
> shell and do a few 'unix things'. I managed to get mint110s compiled
> last night (you have to run make -f and use an explicit pathname or
> else make is so braindead it doesn't know to use the makefile in the
> path you are presently in. Now I'm trying to find some better

the GNU version of make does not have this problem.

geoff spear |please reply via snail mail,
gspear+@cmu.edu |i don't use computers.

3440. Re: Mintnet/ MinixFS problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 07:29:23 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun23.072923.10559@cc.ruu.nl>
Source record: 31768

In article 6nh@zeus.rbi.informatik.uni-frankfurt.de,
roemer@hera.rbi.informatik.uni-frankfurt.de (Kay Roemer) writes:
> In <1994Jun17.075542.9537@cc.ruu.nl> huveneer@math.ruu.nl (Richard Huveneers) writes:
>
> >I have a problem installing the net-042 package.
> >My configuration when I started yesterday evening was:
>
> >Mega STe, mint 1.10 (unpatched), minixFS 0.60 pl 10 (binary distrib. from a.a.u.e.)
>
> >I have not experienced any problem with this configuration.
>
> >Ok, so I wanted to install net-042.
> >I read I had to patch mint 1.10 in order for the socket driver to work.
> >So I patched mint, recompiled and installed it. No problem.
> >The socket device driver started up nicely. Guess this means I patched mint right.
>
> >My problem is that my Atari hangs after some disk accessing.
> >If I recall right, patching mint was needed to prevent such behaviour.
> >Before patching mint, minixFS 06 pl 10 worked fine, and after patching it hangs!
>
> What does 'hang' mean, system crash or reboot needed?
>
> Note that the unpatched Mint 1.10 is full of bugs. Best get
>
> ftp.inf.tu-dresden.de:/pub/atari/Mint/Kernel/mint-1.10-1.10h3-diffs.gz
>
> These is a unified MegaPatch against clean Mint 1.10. This includes the
> patches needed for Mint-Net to work and fixes some ugly bugs. Try this
> and tell me whether or not this cured the problem.
>
> Kay.

It cured the problem.
Thanks!

Richard.

3441. Re: Newbie to Mint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 07:46:46 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun23.074646.11113@cc.ruu.nl>
Source record: 31769

In article mhi@ornews.intel.com, mhsmith@ornews.intel.com (Michael Smith) writes:
> mattk@netcom.com (Matt Koundakjian) writes:
>
> I managed to get mint110s compiled
> last night (you have to run make -f and use an explicit pathname or
> else make is so braindead it doesn't know to use the makefile in the
> path you are presently in.

You should try the last version of make for Mint. It's on most ftp-sites.
I use it, and it finds "makefile" and "Makefile" in your current dir.

> Now I'm trying to find some better
> documentation on minix because I don't know which executes first, rc
> or profile. Whne I log in, I have to source profile to get my paths
> and environmental variables to work.

If you have enough memory (4Mb would be nice) you can try installing the init package.
Again it's on most ftp sites. It works great and executes your shell as login shell,
so that your .profile (or .login for csh) get's executed automatically.

Hope this helps,

Richard.

3442. GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 08:58:52 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2ubisc$b0e@golem.wcc.govt.nz>
Source record: 31770
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** GIF'S ***

Hi, I am after a few GIF's for my Atari, I have never
bothered to collect them, but I would like a Few of the
Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
cars, ships, animals etc..

About say 10 in all that are worth keeping...

So were can I get them and what are the file names...??

What is the better Viewer, Photocrome or Gemview, Speed of Light
was not as good as Photocrome to me that is...

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3443. Re: Calling Brainstorm DSP JPEG decoder?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 09:36:32 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <2ubl30$3l4@brasil.frmug.fr.net>
Source record: 31781

David Stevenson (djs@jet.uk) wrote:
: In <1994Jun20.035800.18915@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:

: You pay Brainstorm money, and then they tell you how.

No, no. You pay >>>Atari<<<, not Brainstorm.
Atari paid us for this development, and the program+sources belong to them.
Then, they decided to give the information you need only to
'JPEG registered developpers': You pay about 100US$, and Atari gives you all
information you need, as well as the rights to use it (the decoder) and give
it with any of your programs.

>> Brainstorm receives nothing <<<

My personnal opinion is that they should have putted all this information
in the public domain, allowing everybody to use it.

Now, the good question: Who can you contact at Atari, for obtaining this
licence? Just try Bill Rehbock, Mike Fulton, or Normen Kowalewski, maybe...
I don't know.

: --
: David Stevenson, JET Joint Undertaking +44 235 465028
: Email: djs@jet.uk or hoagy@cix.compulink.co.uk

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

3444. PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 10:45:26 UTC
From: ebcjoan@ebc.ericsson.se
Message-ID: <2ubp46$sqk@erinews.ericsson.se>
Source record: 31771

So there is a software 286 emulator for F030, but were can I find it?

****
Johan Andersson Stockholm Sweden
ebcjoan@ebc.ericsson.se
****

3445. PC emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 11:15:46 UTC
From: ebcjoan@ebc.ericsson.se
Message-ID: <2ubqt2$sqk@erinews.ericsson.se>
Source record: 31772

So there is a software PC 286 emulator for FALCON, but where can i get it?

****
Johan Andersson Stockholm
****

3446. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 12:15:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ubudb$250@bognor.barclays.co.uk>
Source record: 31773

In article <2ubp46$sqk@erinews.ericsson.se>, ebcjoan@ebc.ericsson.se (Johan Andersson) writes:
|>
|> So there is a software 286 emulator for F030, but were can I find it?
|>
You can't it was a commercial product that was never released as Atari pulled out the development deal. It's SoftPC by Insignia which normally runs on Macs, Unix, Mainframes etc.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3447. Re: MinixFS 0.60/Mint 1.10 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 14:58:45 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2uc7vm$b20@ornews.intel.com>
Source record: 31778

I received some great mail on the problems I experienced with getting
Minix set up.. and MiNT as well.

The documentation that comes with the distributions is quite hard to
follow for someone who's trying to get this set up on their own and
isn't an expert in setting up OS's.. which is my reason for attempting
this, is to become OS strong and learn a little C programming in its
native environment.

If someone out there, who is very experienced in getting MiNT/Minix to work could
write up a set of documentation that covers the very basics of getting
this environment set up and progressing into more technical issues
gradually, I think it would be a great service to the rest of the
users.

This sounds like an aggressive project, and would probably require
several hours of typing, but the results would be well worth the
effort and there wouldn't be 'boneheads' :) like me asking the same
old questions over and over.

Michael

--
=-=-=-

3448. Re: DSP SSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 15:43:02 UTC
From: boisso_s@epita.fr
Message-ID: <2ucai6$8i4@boson.epita.fr>
Source record: 31774

In article <2e076036@space.ct.se>, fredrik.noring@space.ct.se (Fredrik Noring) writes:
> Does anybody know how to connect the DSP SSI to DMA, with handshake
>enabled? Especially how to set up, send and receive with the DSP.

How to use the DSP56001 SSI interface?

The SSI is connected to the Matrix, so you have to configure the Matrix. It's
a little more complicated than communications with the HOST port, but once you
get the settings it's almost every time the same for any matrix settings.
The SSI is a serial line than can work in either normal mode or network mode.
On the Falcon you have to use the network mode which put the DSP in a `slave'
mode.

Here are the DSP SSI registers and the used bitfields:

o Control Register A (CRA) at X:$FFEC
. bit 14-13: Size of a word in communication (%00=8bits, %10=16bits)
. bit 12-8 : Size-1 of a frame in words (word number for a sample on each
track: 2 words for a stereo track, 4 for two tracks...)

o Control Register B (CRB) at X:$FFED
. bit 15 : Receive Interrupt Enable (RIE)
. bit 14 : Transmit Interrupt Enable (TIE)
. bit 13 : Receive Enable (RE)
. bit 12 : Transmit Enable (TE)
. bit 11 : Mode Select (MOD). MUST BE ONE FOR *NETWORK* MODE!
. bit 10-0 : to be cleared...

o Status Register (SSISR) at X:$FFEE
. bit 7 : Receive Data Register Full (RDF)
. bit 6 : Transmit Data Register Empty (TDE)
. bit 5 : Receive Overrun Error (ROE)
. bit 4 : Transmit Underrun Error (TUE)
. bit 3 : Receive Frame Sync (RFS) (start of a frame)
. bit 2 : Transmit Frame Sync (TFS) " "

o Receive Data Register (RX) at x:$FFEF

o Transmit Data Regsiter (TX) at X:$FFEF

I hope this help!

Stephane.
--
.---. .-----------
/ \ __ / ------
/ / \(`')/ ----- ATARI Falcon030

-////// ' \/ ` --- --
//// / // : : --- Nucleus |-|\/|) ~ boisso_s@epita.fr

3449. Re: How to connect a 17" color

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 18:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406232043.a20302@m4.maus.de>
Source record: 31808

>Hard & Soft has a little box which makes it possible to get the TT mono
>mode on multisyncs. Your monitor need to support a certain frequency,
>though. I don't have this info handy, but I believe their address
>should be easy to find.

Your monitor needs to support 72kHz horizontal scan rate and _should_ have
at least 130 MHz bandwidth (but it doesn't have to).

3450. Re: C programming: calling the file selector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 18:54:50 UTC
From: charles@eskimo.com
Message-ID: <Crv5vL.LAM@eskimo.com>
Source record: 31779

In article <2e062ebc104a6@elfhaven.ersys.edmonton.ab.ca>,
Michel Forget <mforget@elfhaven.ersys.edmonton.ab.ca> wrote:
>charles@eskimo.com (Charles Christensen) wrote:
>
>[CC>Several people mentioned that fsex_exinput isn't supported in Tos
>[CC>1.2. That's right, but Gemfast's lib includes emulation for earlier
>[CC>version's of Tos.
>
>Not exactly; the fsel_exinput() function of GEMFAST does not emulate
>the new file selector. The function that does that is the full-blown
>one (the name is escaping me at the moment) - fsl_dialog()? It is
>something along those lines.
>
>

Well, actually I said Gemfast's lib included emulation. But I quote from
page 45 of the docs:

This implementation of fselexinput() is compatible with all
TOS versions. It checks the TOS version, and passes the
call directly to the AES on later versions, or emulates the
new functionality on older AES versions.

But you sound like someone who's used HSC. Anything else I should be
aware of about the docs? I spent a couple of days trying to get
fsel_exinput to work before adding the underscore.

As an aside, I am not complaining about HSC. I'm pretty impressed with
the work that's gone into it, especially considering the price (free).
Thanks, Ian.

3451. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 18:58:09 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ucm01$lj7@mailer.fsu.edu>
Source record: 31793

Chiew Kiang Chan (chanck@tartarus.uwa.edu.au) wrote:
> Hello everyone.
>
> I have just upgraded my TOS on my MSTE 4 to 2.06 and
> have the old 2.05 chips lying around. I also have a 1040STFM
> which has TOS 1.02. Isthere anyway of using the TOS 2.05 in
> the 1040STFM?
>
> There can't be much difference between the tos 2.05 and 2.06
> is there? Would I be able to plug it into my other 1040STFM?
> If not how about getting the TOS switcher board that is used
> for the upgrade to TOS2.06? Can I use that with my 2.05 roms?

Well, I believe you can do it by purchasing a special board (call Toad
at 1-800-448-TOAD and ask them about it) marketed by Gribnif or the
Codeheads. However, 2.05 did have some fairly serious bugs in it (I
seem to remember that they related to DMA stuff, but I cannot be sure).
Also, if you installed 2.05 in the 1040, a lot of games will probably
no longer work on it. I have a Mega2 with 1.02 in it, and I intend to
leave it precisely the way it is so I can run all the stuff that does not
work on my MegaSTE (which is quite a bit of stuff). If all of your stuff
works on either machine, it is not a concern (though that would be amazing,
in my experience).

> Any help would be much appreciated as the 2 chips (2.05)
> would justbe collecting dust as decoration pieces on top of
> my monitor. :)

Such is life :-). You might try selling them to a Gemulator buyer, but
the Gemulator might already come with TOS (I'm not sure).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3452. Re: Crazy Notion for higher resolu

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 19:26:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406232126.a20306@m4.maus.de>
Source record: 31806

>Recently I began thinking that it might be possible to get higher
>resolution video modes out of a ST by substituting the standard h-sync
>and v-sync with my own sync signals. Normally this wouldn't work, but I
>the overscan modification makes changes which I thought might make
>higher sync signals feasible.
> Can anyone tell me if this idea has any merit?

This has been done before - the products were called PixelWonder and
Megascreen, where one was a reverse-engineered copy of the other (don't
remember).

They used a 6845 display controller for making new sync signals.

bye, Peter

3453. Re: Multisyncs: are they fussy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 19:40:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406232140.a20307@m4.maus.de>
Source record: 31807

```
>There are only 2 sets of scan/sync rates for ST low, medium,
>and hi resolutions:
>
> ST low & medium - 15.75kHz horizontal/50-60Hz vertical
> ST high - 31.5kHz horizontal/72Hz vertical

Dammit! NO NO NO NO NO! ~

DO NOT TRY TO CONNECT A VGA MONITOR TO ST HIGH RESOLUTION!

ST low&medium is 15,625 kHz and 50/60 Hz (the latter is programmable)
ST high res is 35,7 kHz and 71 Hz.
```

3454. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 20:16:32 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2ucqj0$khj@mother.usf.edu>
Source record: 31780

Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
: Ok, Ill bite ...

: >>Why do you say that there isn't, but there is an 80286 emulator for the
: >>Falcon?
: >
: >
: >Because he asked if there was a SOFTWARE emulator, which there
: >isn't, but there IS a 286-based HARDWARE emulator.

: There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
: and is unavaible through any (legal ;^>) means. So ner.

: Karl.

This seems a bit foolish to me. Why NOT release it? SOME people would buy
it. The software is done, so release it. Sheesh.

3455. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 20:42:37 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jun23.204237.10590@abo.fi>
Source record: 31782

In <2ubudb$250@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

> In article <2ubp46$sqk@erinews.ericsson.se>, ebcjoan@ebc.ericsson.se (Johan Andersson) writes:
> |>
> |> So there is a software 286 emulator for F030, but were can I find it?
> |>
> You can't it was a commercial product that was never released as Atari pulled out
> the development deal. It's SoftPC by Insignia which normally runs on Macs, Unix,
> Mainframes etc.

Well... This is an interesting question. You, actually, _can_ find it - when you know who to ask... I know someone who got his - after long, difficult negotiations ;-) ! It's crazy, I think; the program has been abandoned; nobody'll ever make money with it. Still, it's illegal to spread it around. So the work of guys at Insignia will never help anyone...
Law is law - but common sense is common sense. These kind of programs might as well be given to Public Domain, I think - that way they might be useful for even someone somewhere.

In ST-Format mag they said that GST - the firm behind e.g. Timeworks Desktop Publisher - _HAS_ created a patch program that'd make it possible to use Speedo GDOS with Timeworks 2. But the firm (that started with Atari...) announced that they ONLY support PC today - so this very necessary little patch doesn't seem to come out ever. Even in public domain; ST-Format claims that GST just doesn't care... >=-(

If (!) this is true - it's a good example of extremely disgusting business... Are computer programmers and/or publishers really such assholes who strictly think about business - no matter what the customer feels..? Opinions, people - both we, who use and you, who make commercial programmes.

Should anyone be loyal to someone who'll betray you when something more profitable comes in sight..? That's something to think about - especially for those, who abandon Atari platform after a long relationship.

3456. Query - syslog daemon for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-23 21:02:03 UTC
From: dclemans@sherlock
Message-ID: <2uct8b$sm6@hpcan240.mentorg.com>
Source record: 31783

Some of the new MiNT net software packages look like they're set up to work with a syslog daemon to record kernel messages. I've looked around on atari.archive.umich.edu for such a beast, but I haven't been able to find anything.

Does a MiNT syslog daemon already exist?

Thanks,
dgc

3457. Re: GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 01:03:34 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2udbd6$ctq@netnews.upenn.edu>
Source record: 31784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: *** GIF'S ***

: Hi, I am after a few GIF's for my Atari, I have never
: bothered to collect them, but I would like a Few of the
: Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
: cars, ships, animals etc..

: About say 10 in all that are worth keeping...

: So were can I get them and what are the file names...??

Try the immense pictorial archive at wuarchive.wustl.ed, where trial and error will almost certainly guarantee good results. The archive has not been indexed lately, but old picture indices are annotated and describe the pictures and their quality, and you should find pictures to your taste.

: What is the better Viewer, Photocrome or
Gemview, Speed of Light : was not as good as Photocrome to me that is...

GemView is a memory hog, with a clumsy interface, but extremely powerful, and has the sterling ability to configure its display to your system. It is expensive and english documentation is very limited, hence my failure to register it or rely upon it. Speed of Light does a very good job of reducing large GIFS and JPEG's to display their best on an ST/e low-res screen, but the test versions I have tested are buggu, crash often, and the GIF files it writes are often corrupt. Stuart has also disabled his latest "size filtering" feature in his most recent release, and I was not able to test it to my satisfaction. Again, I have not chosen to register it. Photochrome 4.0 does not allow one to display or process at a Mega STE's full speed, and does not do a good job in reducing most pictures to display on the STE's screen without a great deal of distortion. It does do a magnificent job on the pictures that it can display within those limitations.

As you can see, I am dissatisfied with all threse programs (although I offer their hard-working authors honest feedback and a chance to make improvements), and their is still need for more capabilities. There is a rumor that the brilliant Damien M. Jones (of View II Fame) has a world-beater in the works.

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com

Rob S. Rice
rrice@ccat.sas.upenn.edu

3458. Re: GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 02:54:34 UTC
From: aa229@cfn.cs.dal.ca
Message-ID: <Crvs2y.JoL@cs.dal.ca>
Source record: 31786
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: *** GIF'S ***

: Hi, I am after a few GIF's for my Atari, I have never
: bothered to collect them, but I would like a Few of the
: Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
: cars, ships, animals etc..

: About say 10 in all that are worth keeping...

: So were can I get them and what are the file names...??

: What is the better Viewer, Photocrome or Gemview, Speed of Light
: was not as good as Photocrome to me that is...

: Thanks....

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5

3459. Re: GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 03:27:35 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1902@usdtsg.DaytonOH.NCR.COM>
Source record: 31787
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2ubisc$b0e@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz writes:
>*** GIF'S ***
>
>Hi, I am after a few GIF's for my Atari, I have never
>bothered to collect them, but I would like a Few of the
>Breath taking type, like... scenic ones, space, pinups/nudes (not porno)
>cars, ships, animals etc..
>
>So were can I get them and what are the file names...??

The main FTP site I check out for cool GIFs and JPGs (primarily computer-art, but all kinds of pix are there) is at wuarchive.wustl.edu in the /multimedia/images directory. under which there is a gif and jpeg area. There are some INDEXes, but I doubt they're all that up to date. And the newest stuff appears quite often in the unindexed directory under the gif and jpeg areas...

>What is the better Viewer, Photocrome or Gemview, Speed of Light
>was not as good as Photocrome to me that is...

The best display for GIF files is Photochrome *on a stock ST/STe*. The fastest viewer for GIF/JPG (and one or two others) is probably Speed of Light. And the viewer that will let you look at the *most* graphics formats is no doubt Gemview...

If you have a TT/Falcon, then I would aim towards Gemview or SOL (Gemview if you have a truecolor system)...

If you're sticking to GIFs on a stock ST, Photochrome will give ya the best results (but is significantly slower than SOL)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3460. Re: Query - syslog daemon for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 07:28:45 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Jun24.072845.11073@tiggertoo.earth.ox.ac.uk>
Source record: 31790

In article <2uct8b$sm6@hpcan240.mentorg.com>,
Dave Clemans <dave_clemans@mentorg.com> wrote:
>Some of the new MiNT net software packages look like they're set up
>to work with a syslog daemon to record kernel messages. I've looked
>around on atari.archive.umich.edu for such a beast, but I haven't
>been able to find anything.
>
>Does a MiNT syslog daemon already exist?

Yes, it's a part of the MiNTOS package, look for either mintossc.tgz or
mintosbn.tgz somewhere under the Mint directory hierarchy. Alternatively,
you can ftp it from:-

ftp://earth.ox.ac.uk/pub/mintos

>Thanks,
>dgc

Steve

PS. By the way, yes, I am working on a new release and the binary
distribution will have much (if not all) the MiNTnet utilities set up in the
correct places with the rc scripts starting the daemons.

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

3461. Re: Query - syslog daemon for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 07:57:33 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun24.075733.10070@cc.ruu.nl>
Source record: 31788

In article sm6@hpcan240.mentorg.com, dclemans@sherlock (Dave Clemans) writes:
> Some of the new MiNT net software packages look like they're set up
> to work with a syslog daemon to record kernel messages. I've looked
> around on atari.archive.umich.edu for such a beast, but I haven't
> been able to find anything.
>
> Does a MiNT syslog daemon already exist?
>
> Thanks,
> dgc
>
It's in the init package (called mintos) of Stephen Usher.
This is a package you really should install if you have enough memory (at least
2.5Mb) and harddisk space (don't know precisely how much, around 3Mb I think).

Richard.

3462. Q: Jove's tmp dir and Screen Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 09:28:37 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2ue905$jdi@clss3.bangor.ac.uk>
Source record: 31789

Hello,
The subject says it all really, whenever Jove tries to save an auto backup file I get something like 'Cannot save D:\TMP** : Auto backup aborted'
I'm running Jove under MiNT, with a Minix partition. The enviroment variables TMP and TMPDIR are both set to /tmp so I don't know where it's getting D:\TMP from.
Has anyone got any ideas ?
Also.... Occasionally my screen (when using MiNT running in mono on a hi-res monitor) suddenly has black vertical stripes (two characters wide) and the screen shifts a couple of centimetres to the left ! (also the right hand column of characters appears on the left) If left for a while the vertical stripes usually dissapear but still leaves the screen shifted to the left with the right hand column of characters still being displayed on the left...
Exiting mint leaves me with a shifted gem desktop.... Resetting the computer corrects everything....
Has anyone ever experienced this before ?
Does anyone know of any solutions ?!

Cheers,

Dylan
---
dbanarse@sees.bangor.ac.uk

3463. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 09:59:46 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2ueaqi$250@bognor.barclays.co.uk>
Source record: 31791

In article <2ucqj0$khj@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
|> : Ok, Ill bite ...
|>
|> : >>Why do you say that there isn't, but there is an 80286 emulator for the
|> : >>Falcon?
|> : >
|> : >
|> : >Because he asked if there was a SOFTWARE emulator, which there
|> : >isn't, but there IS a 286-based HARDWARE emulator.
|>
|> : There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
|> : and is unavaible through any (legal ;^>) means. So ner.
|>
|> : Karl.
|>
|> This seems a bit foolish to me. Why NOT release it? SOME people would buy
|> it. The software is done, so release it. Sheesh.
It works but it only got to beta. It's also a 2+ year old version of their SoftPC
product. they told me that if they ever did sell it it would have to be for
150-200GBP to be worth their while. Seeing as a hardware emu like an 8086 one is
50GBP - it's hardly worth it. On a Falcon, SoftPC runs with a Norton of about 0.6
and about 1.2 on a TT.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3464. Re: Q: Jove's tmp dir and Screen Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 10:22:04 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jun24.102204.14568@cc.ruu.nl>
Source record: 31792

In article jdi@clss3.bangor.ac.uk, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
> Hello,
> The subject says it all really, whenever Jove tries to save an auto backup
> file I get something like 'Cannot save D:\TMP** : Auto backup aborted'
> I'm running Jove under MiNT, with a Minix partition. The enviroment
> variables TMP and TMPDIR are both set to /tmp so I don't know where it's
> getting D:\TMP from.
> Has anyone got any ideas ?

I think you have to set the variable TEMP to /tmp.

> Also.... Occasionally my screen (when using MiNT running in mono on
> a hi-res monitor) suddenly has black vertical stripes (two characters wide)
> and the screen shifts a couple of centimetres to the left ! (also the right
> hand column of characters appears on the left) If left for a while the
> vertical stripes usually dissapear but still leaves the screen shifted to
> the left with the right hand column of characters still being displayed on
> the left...
> Exiting mint leaves me with a shifted gem desktop.... Resetting the computer
> corrects everything....
> Has anyone ever experienced this before ?
> Does anyone know of any solutions ?!

I think (I do a lot of that) this is a bug of the Mega.
Since I use wrap_fix from a.a.u.e. it never occured again.

>
> Cheers,
>
Cheers to you to,

Richard.

3465. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 14:26:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun24.142625.1271@boojum.lanl.gov>
Source record: 31794

In article khj@mother.usf.edu, millert@grad.csee.usf.edu (Timothy Miller) writes:
>Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
>: >
>: >Because he asked if there was a SOFTWARE emulator, which there
>: >isn't, but there IS a 286-based HARDWARE emulator.
>
>: There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
>: and is unavaible through any (legal ;^>) means. So ner.
>
>This seems a bit foolish to me. Why NOT release it? SOME people would buy
>it. The software is done, so release it. Sheesh.

If only it were that easy. You must try to understand the issues from the
software publishers's (Insignia) viewpoint. If they put their name of a
product, that means they are committing themselves to support the product
and to market it as aggressively as they do all their other products. Many
of the larger publishers are publicly held companies who are responsible
to their stockholders for the bottom line and must explain why Product X
did so poorly in comparison to the rest of the product line.

Next, many people tend to underestimate just how expensive it is to get a
new product to market, even if it is just a 'port' to another platform.
Besides packaging, marketing and distribution, their is support to consider,
which has rapidly become one of the most expensive factors.

Lastly, many more people just have no clue as to how SMALL the Atari market
is (and getting smaller all the time) compared to those 'other' platforms.
The difference is staggering. It's a wonder we have ANY Atari software!

Just look at all the software companies who have dropped support for the
Atari. Why did they decide to do so? Not because they didn't like us (well,
most of us), but because the Atari market COST them money or the shrinking
profits were so small as to not be worthwhile in maintaining the line.

These are _businesses_ after all, folks. The purpose of which is to make $.

Food for thought...

-Hutch- @ Fair Dinkum Tech

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3466. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 14:44:19 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun24.144419.1756@boojum.lanl.gov>
Source record: 31795

In article 10590@abo.fi, THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:
>
>Are computer programmers and/or publishers really such assholes who strictly
>think about business - no matter what the customer feels..? Opinions, people -
>both we, who use and you, who make commercial programmes.

As far as being 'assholes,' perhaps some are from our viewpoint. But again remember they are in this as a business. It feeds their families, puts a roof over their heads, sends their kids to school. And just like you, they want the best life they can build for themselves. Due to our small size, Atarians have been spoiled by the personal service the individual developer gives to his customers, often at great cost to his 'business.' They don't all work that way.

>Should anyone be loyal to someone who'll betray you when something more
>profitable comes in sight..? That's something to think about - especially for
>those, who abandon Atari platform after a long relationship.

You wouldn't blame anyone for feeling that way, but the point is, will it really make a difference. If ALL Atarians who felt snubbed by a certain publisher absolutely refuse to buy their products when they move to a new platform, would it matter? Would it make a dent in their business? Would they really even notice? Not likely, folks. That few number of ex-Atarians would be less than background noise. And all for the revenge of 'showing them a thing or two' (while depriving yourself of the use of their software).

It's not fair, but then again, neither is life. ;-)

Enjoy what you got, while you got it. Tomorrow will take care of itself.

-Hutch- @ Fair Dinkum Tech

3467. Re: Q: Jove's tmp dir and Screen Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 15:21:19 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2uetlg$loo@clss3.bangor.ac.uk>
Source record: 31796

Richard Huveneers (huveneer@math.ruu.nl) wrote:
: In article jdi@clss3.bangor.ac.uk, dbanarse@sees.bangor.ac.uk (D S Banarse)
: writes:

: > The subject says it all really, whenever Jove tries to save an auto backup
: > file I get something like 'Cannot save D:\TMP** : Auto backup aborted'
: I think you have to set the variable TEMP to /tmp.
Thanks, I'll try that.

: > Occasionally my screen (when using MiNT running in mono on
: > a hi-res monitor) suddenly has black vertical stripes (two characters wide)
: > and the screen shifts a couple of centimetres to the left ! (also the right
: > hand column of characters appears on the left)

: I think (I do a lot of that) this is a bug of the Mega.

Hmmmmm.... I own a bog standard STe :-)

: Since I use wrap_fix from a.a.u.e. it never occured again.

This has only started happening after 2 years free of trouble...

Cheers,

Dylan
---
dbanarse@sees.bangor.ac.uk

3468. Re: ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 15:23:30 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-240694152330@ngalm099.gal.nt.com>
Source record: 31805

In article <772332583snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk
(Martin Vernon) wrote:

> In article <2u394h$1go@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
> > In article <771900524snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin
> > Vernon) writes:

* * * * STUFF DELETED * * * *

AFAIK the MMU has all the lines needed to address 4 Mbytes, although there
are stories about some being defective, & only addressing 1Mbye.

So, you could use 256kx1 or 256kx4 rams, the big problem is that you can't
put the 4 bit rams into the spaces for the 1 bit type.

There are instructions on a.a.u.e for adding more memory to ST's, maybe you
could get some ideas from these?

The simplest solution might be to make up 4 boards, each with 8 rams,
arranged in a 1Mbyte x 8 bit array & solder these to the holes on the PCB,
taking the extra address line from MMU, as per the instructions.

It's not an easy project.
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3469. Qfax & Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 16:49:34 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EFYQDJUQ22-UP@deluxe.textlitho.nl>
Source record: 31802

Hi!

Who would know how to get QFAX working on a Falcon?
I have a TKR144 modem, FSER & FPATCH in my autodir and no matter
what adjusdments I make the buggar won't work.
At best it rings and won't recognise the remote fax; at worst it
report a 'modem timeout' or a 'senderr -10'

I had a look at Straight Fax and that one sort of seems to work
(although 100dpi faxes look weird and it cannot handle multiple page
faxes correctly) and I sure miss the flexibility of Qfax. Comms prgs
run fine on my Falcon, but when a fax comes in I have to fire up the old
Mega to receive it (and missed quite some.. :/)

Any help much appreciated,

paul
--

Paul Tuijnman
paul@textlitho.nl

3470. Re: GFA Basic 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 16:49:48 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <2uf2rcINN2han@rs1.rrz.Uni-Koeln.DE>
Source record: 31797

Jan T. Kim (a1624091@athena.rrz.uni-koeln.de) stupidly wrote:

: You don't say how you switch resolutions, but AFAIK it can be done
: only by using XBIOS(5,L:-1, L:-1,W:0) or by accessing the hardware
: directly. With both these methods, the VDI is aware of the switch.

My last sentence here is nonsense. I meant, of course, that the
VDI is *NOT* aware of the switch of resolutions. I'm sorry
and I promise to proofread my stuff more carefully next time.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3471. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 18:13:06 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94175.141306STIRRE31@MAINE.MAINE.EDU>
Source record: 31798

Why not just release it as shareware then, Hutch? No worries
about packaging, etc. Then at least they'd get some amount
of money for the development time put into the project.
-scott tirrell

3472. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 20:30:30 UTC
From: steve-j@teleport.com
Message-ID: <2uffp6$rc7@elaine.teleport.com>
Source record: 31799

In article <2ucqj0$khj@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:

>: >>Why do you say that there isn't, but there is an 80286 emulator for the
>: >>Falcon?

>: >Because he asked if there was a SOFTWARE emulator, which there
>: >isn't, but there IS a 286-based HARDWARE emulator.

>: There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
>: and is unavaible through any (legal ;^>) means. So ner.

>This seems a bit foolish to me. Why NOT release it? SOME people would buy
>it. The software is done, so release it. Sheesh.

Because Atari (UK) backed out of their deal with Insignia, so
Insignia's not about to spend (waste???) its own money trying
to sell it.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3473. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 20:33:37 UTC
From: steve-j@teleport.com
Message-ID: <2uffv1$rjf@elaine.teleport.com>
Source record: 31800

In article <2ub232$21a@styx.uwa.edu.au>,
Chiew Kiang Chan <chanck@tartarus.uwa.edu.au> wrote:

> I have just upgraded my TOS on my MSTE 4 to 2.06 and
>have the old 2.05 chips lying around. I also have a 1040STFM
>which has TOS 1.02. Isthere anyway of using the TOS 2.05 in
>the 1040STFM?
>
> There can't be much difference between the tos 2.05 and 2.06
>is there? Would I be able to plug it into my other 1040STFM?
>If not how about getting the TOS switcher board that is used
>for the upgrade to TOS2.06? Can I use that with my 2.05 roms?
>
> Any help would be much appreciated as the 2 chips (2.05)
>would justbe collecting dust as decoration pieces on top of
>my monitor. :)

Sorry, but TOS 2.05 is MegaSTE-specific. The whole reason for
TOS 2.06 was to make it also compatible with other ST/STE
machines.

Looks like you have a couple of decoration pieces! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3474. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-24 20:36:20 UTC
From: steve-j@teleport.com
Message-ID: <2ufg44$roa@elaine.teleport.com>
Source record: 31801

In article <2ubp46$sqk@erinews.ericsson.se>,
Johan Andersson <ebcjoan@ebc.ericsson.se> wrote:

>So there is a software 286 emulator for F030, but were can I find it?

No, there isn't one AVAILABLE -- there was one DEVELOPED, but
it was never released.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3475. GFA GEM window help sought

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 02:57:20 UTC
From: ianm@lsupoz.apana.org.au
Message-ID: <2ug6eg$rrt@lsupoz.apana.org.au>
Source record: 31803

G'Day GFA wizards!

I'm looking for some source that will allow me to send a list of ASCII lines from a text file to a window and select a line from it using the scroll bars etc.

I looked in the GFA manual and I think it'll need to involve lots of AES calls and the like. If I wanted to bother with this crap, I wouldn't be using Basic!

Is this in your library of standard routines that you could post to me?

--
Ian Mackereth | His .sig bore this strange device:
ianm@lsupoz.apana.org.au |
or Fido 3:712/520 | "Excelsior!"

3476. Re: Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 03:32:31 UTC
From: dehall@iastate.edu
Message-ID: <dehall.772515151@vincent1.iastate.edu>
Source record: 31804

In <H.eg.AlGTIlLPOyQ@semprini.waterloo-rdp.on.ca> cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>In <CrM4oM.DoI@eskimo.com>, Todd Hogarth writes:
...
>> 1.04) and an ICD AdSCSI Plus ST adapter, what am I looking for in todays
>> drive market (prefer Seagate)?

>I have an 85M Seagate and it drives me up the wall. It's noisy, and
>it's unreliable (just could be my system; it worked fine at SCSI ID 0,
>but acts flakey at any other ID).

Would that be an ST-296? :) Mine makes a 'chink-chink' sound when it seeks. I've had reliability problems too. A year ago I added the ST-296 as the third drive using SCSI ID #2, and it worked fine 'til a month ago. Taking the Quantum Q240 out of the system cured the problem. I also had a Seagate ST-125 (3 1/2 inch, HH, 20M), which was quiet and ave. speed for it's vintage.

>A lot of people also like Quantum drives... I think they're noisy
>though, especially when seeking. I've got two (got 'em for $60 each,
>not bad for 52M disks) and I've never had any problems with them.

I replaced all 3 of my older drives with a Quantum lps240. This drive screams (ICD's RATEHD reports something like 1.2M/sec) and I have to take the cover off the case to hear it :)

Cheers,

Aaron Burghardt
dehall@iastate.edu
--
Aaron Burghardt
dehall@iastate.edu

3477. HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 15:27:00 UTC
From: gwood@tibalt.supernet.ab.ca
Message-ID: <2uhic4$bph@tibalt.supernet.ab.ca>
Source record: 31624

Hi Everyone.

I'm facing a problem. Yesterday, I swapped out my 170 Meg Conner CP30170E SCSI HD from my DOS box with a 420 Meg Western Digital, 'cause I needed the storage. Now I have this 170 Meg SCSI that I'd like to put into my Atari Mega STe. It's a 3.5" unit, and I thought "No problem. Just yank that Seagate (yechhhhh!) that Atari put in there, drop the Conner in, and run the Atari AHDI utilities to recognize it, format it and use it."

Boy, was I wrong. After about an hour of tinkering, including setting the Conner's jumpers to every conceivable value, I came to the conclusion that whatever I'm doing wrong, it's a doozy. AHDI 5.0 and its associated utilities can't even *find* the drive, let alone format it.

Anybody have any ideas?

Garth Wood
Edmonton, Alberta, Canada

"Sacred cows make the best hamburger, but the meat is often hard to swallow."

3478. Re: The look of GEM ...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 18:43:40 UTC
From: Paul.Civati@mettav.royle.org
Message-ID: <772563930.0@mettav.royle>
Source record: 31809

On 16 Jun 94 at 11:26:04 (Mark Matts) wrote the following:

>> Have you tried all kinds of sex? ;-)
>
> ermm, I refuse to answer that question on the grounds that it may
> turn you on!.. :-)

;-)

>> .... Programming is like sex, one mistake and you support it for
>> life.
>
> Or you could just release the source code!

Who would want my source code. ;-)

-Paul-

--
~=~=~=

3479. Re: Multisyncs: are they fussy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 20:50:18 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B05QI9q.lmcclure@delphi.com>
Source record: 31810

In a message dated 6-16-94, Steve Johnson said:

"ST high - 31.5kHz horizontal/72Hz vertical"

Actually, ST high is 35.7Khz horizontal and 71.2Khz vertical.

3480. Re: Atari Hardware Specs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-25 20:57:48 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BUxz4ds.lmcclure@delphi.com>
Source record: 31811

Alan Hart <amh15@cus.cam.ac.uk> writes:

>Does anyone know where I can get data sheets or similar, preferably via ftp,
>on atari hardware components, particularly the WD1772 disc controller?

Well, it's not much, but here's some data I had at hand on the WD1772
pinouts:

WD1772 Floppy Disk Controller Pinouts:

1 - CS
2 - R/W
3 - A0
4 - A1
5 - DAL 0
6 - DAL 1
7 - DAL 2
8 - DAL 3
9 - DAL 4
10 - DAL 5
11 - DAL 6
12 - DAL 7
13 - MR(reset)
14 - Ground
15 - INTR
16 - DRQ
17 - DD
18 - WP
19 - Index
20 - Track0
21 - WD
22 - WG
23 - MO
24 - RD
25 - CLK
26 - DIRC
27 - Step
28 - Vcc

3481. Re: ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 00:21:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uihm4$ffi@golem.wcc.govt.nz>
Source record: 31812

In article <772332583snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>In article <2u394h$1go@golem.wcc.govt.nz>
> sheppard_r@ix.wcc.govt.nz "Roger Sheppard." writes:
>> In article <771900524snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin
>> Vernon) writes:
>> >Hi ...
>> >
>> >I'm looking at putting a 4Mb ram card into my old Mega-1 (2.5 at the
>> >moment).
>
>I realise that the original ST MMU's can't handle this directly but can
>the later STE's handle 2 chip SIMM's (being made up of 2 256*4 chips) up
>to the full 4Mb, if they can, then I'm looking for a schematic for that.
>If anyone has such a beast - please own up - it could help save me from
>re-inventing the wheel.

It sounds like you are trying to re-invent the wheel I have 3 Chip SIMMS fitted to 2 of my ST/E's these are the 4 bit one one bit types, the one bit one is used for PC parity....

Those 2/3 Chip SIMMS are treated the same as 8/9 chip ones, I can see you problem....

>Cheers, Martin.

>Martin Vernon, Supavision

>AMPRnet: gw6hva@gb7osp.ampr.org
>Internet: martin@gw6hva.demon.co.uk

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3482. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 09:04:00 UTC
From: pontus.skxld@wtp.ct.se
Message-ID: <2e0d5304@wtp.ct.se>
Source record: 31702

> Because he asked if there was a SOFTWARE emulator, which there
> isn't, but there IS a 286-based HARDWARE emulator.

There's also a SOFT based 80286 (I think) emulator called SOFT PC...
Can't remember the company name though...

/Pontus - wtp@wtp.ct.se

3483. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 11:49:27 UTC
From: steve-j@teleport.com
Message-ID: <2ujq07$ibe@elaine.teleport.com>
Source record: 31813

In article <94175.141306STIRRE31@MAINE.MAINE.EDU>,
<STIRRE31@MAINE.MAINE.EDU> wrote:

>Why not just release it as shareware then, Hutch? No worries
>about packaging, etc. Then at least they'd get some amount
>of money for the development time put into the project.

Because if they RELEASED it, they'd have to SUPPORT it -- what
incentive do they have to SUPPORT software that they give
away for free? You can blame Atari Europe for backing out
of their deal -- just like you can blame Atari Germany for
the WordPerfect 5.1 fiasco!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3484. RE: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 18:47:35 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun26.184735.7025@powertech.no>
Source record: 31814

>Karl Meyland (karlm@highett.mel.dbce.csiro.au) wrote:
>: >
>: >Because he asked if there was a SOFTWARE emulator, which there
>: >isn't, but there IS a 286-based HARDWARE emulator.
>
>: There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
>: and is unavaible through any (legal ;^>) means. So ner.
>
>This seems a bit foolish to me. Why NOT release it? SOME people would buy
>it. The software is done, so release it. Sheesh.

Has someone ever tried the original PC-Ditto on the Falcon/TT ?
If PC-Ditto is compitable then I suppose it will run at a very
nice speed ,ok for most DOS programs.

Even on an ST ,DOS espacially ran at a very useable speed.

It's still a clasic program ,and I do have a copy of it some where .. .

___ __ ___ __ __ ___ _ __ ___________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________________ jabrana@powertech.no _//

/// IMHO V1.07

3485. Re: C programming: calling the

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 20:39:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406262239.a20621@m4.maus.de>
Source record: 31600

>Hmm.. I'm sure someone will correct me if I am wrong, but isn't it the
>case that fsel_exinput is only implemented in TOS versions 1.6 and
>above? (or maybe 1.4 and above..) - In your previous message I think you
>mentioned you were using TOS 1.2.

Not quite, it's AES (note the difference) versions 1.04 and up. The AES
version is in _AESglobal[0] or whatever your compiler calls it.

bye, Peter

3486. Re: Mega STe DMA/ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 20:43:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406262243.a20622@m4.maus.de>
Source record: 31599

>Everything works happily, except hooking up a hard drive to the DMA/ACSI
>port on the back.. Won't talk at all! Is there some jumper or something
>to tell it to use the external port (there is no internal host adapter)
>or

If there's no internal SCSI controller, you'll have to shortcut its
connection.
Therefore, place a jumper onto pin pairs 1 to 8 of the internal
connector.Start counting from the front end of the machine.

(Why? Because the eight data lines are looped through the internal SCSI
adaptor - if there's none, there's no data lines on the external
connector...)

bye, Peter

3487. Re: 3M Preformatted Disk Probl

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-26 20:45:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199406262245.a20623@m4.maus.de>
Source record: 31598

>Yes!! Pre-formatted MS-DOS disks on an Atari ST will cause problems
>because of the serial numbers that seem to be the same. I bought a pack
>of pre
...unless you got TOS 2.06 or higher, which will do additional checks.

3488. Re: Q: Jove's tmp dir and Screen Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 03:27:52 UTC
From: hugh@cs.toronto.edu
Message-ID: <94Jun26.232736edt.48148@neat.cs.toronto.edu>
Source record: 31816

The ST port of JOVE is (1) old, and (2) somewhat buggy.

We, the official maintainers of JOVE, are about to release a new version. Unfortunately, we don't have a fresh ST port. I would welcome any offers to port the latest version. I can even help a bit since I have a (dusty) ST. Unfortunately, the ST C compilers that I have at hand are not good enough.

The new version of JOVE is quite a bit better than older versions (except that it is bigger).

Hugh Redelmeier
hugh@mimosa.com or {utcsri, utzoo, scocan}!redvax!hugh
When all else fails: hugh@csri.toronto.edu
+1 416 482-8253

3489. Re: SCSI Interface - The Translator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 03:48:15 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uli5v$nv3@mailer.fsu.edu>
Source record: 31817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dennis Remmer, probably... (mail_remmer@uqvax.cc.uq.oz.au) wrote:
>
> I've just read the issue of ATARI ST Magazine, and I noted with interest
> the article outlining the existence of a new cheap SCSI cable device
> called the 'Translator'. They mentioned something about a HD parity
> requirement limiting the types of devices usable.
>
> Are there any other bits of relevant limitations one should know before
> running out with cash in hand to buy the sucker...

What does it do? Is it an external host adaptor, similar to the ICD Link?
If so, the Link 2 (soon to come out, I hear) is supposed to do everything the
Link could, plus have an LED to positively show presence of termination power
and the ability to handle drives with or without parity. It supports
flopticals, fixed disks, removable disks, CDROMs, SCSI tapes, etc. etc.
The Link (and presumably the Link 2) run about $100US. How much is the
"Translator"? The ICD software is very nice, and is still being actively
developed. This is a big plus for ICD host adaptors, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3490. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 05:42:55 UTC
From: steve-j@teleport.com
Message-ID: <2ulosv$mvu@kelly.teleport.com>
Source record: 31818

In article <1994Jun26.184735.7025@powertech.no>,
Jabran Akhtar <jabrana@powertech.no> wrote:

>>: >Because he asked if there was a SOFTWARE emulator, which there
>>: >isn't, but there IS a 286-based HARDWARE emulator.

>>: There is my Friends. It's called Soft PC, it runs like a dog (but reliably)
>>: and is unavaible through any (legal ;^>) means. So ner.

>>This seems a bit foolish to me. Why NOT release it? SOME people would buy
>>it. The software is done, so release it. Sheesh.

>Has someone ever tried the original PC-Ditto on the Falcon/TT ?
>If PC-Ditto is compitable then I suppose it will run at a very
>nice speed ,ok for most DOS programs.
>
>Even on an ST ,DOS espacially ran at a very useable speed.
>
>
>It's still a clasic program ,and I do have a copy of it some where .. .

Nope! PC DITTO chokes on the Falcon's TOS (and I think the TT's),
refusing to run on an unsupported TOS version. Maybe someone
could get the source code from the guy who wrote it and update
it? Then again, it would probably be a lot easier just trying
to get Insignia to release SoftPC for the Falcon/TT.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3491. Verkaufe: Atari Laser

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 07:47:20 UTC
From: haver@sirius.fernuni-hagen.de
Message-ID: <2um068$nph@fuhainf.fernuni-hagen.de>
Source record: 31819

Hi Volks,

Verkaufe Atari Laser,

kaum benutzt (nur 2 Tonerkartuschen insgesamt verbraucht).
Wegen Systemwechsel, Preisvorstellung um 900.- DM, aber: jedes Angebot
wird wohlwollend geprueft.

Mail-Adresse: ullner@stzdo.do
Tel.: 02366 / 81242

.. mit der Hoffnung auf viele Anfragen,
Sieghard.

3492. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 09:07:08 UTC
From: knarf@nasim.cube.net
Message-ID: <2um4rs$cla@nasim.cube.net>
Source record: 31839

Chiew Kiang Chan (chanck@tartarus.uwa.edu.au) wrote:

> I have just upgraded my TOS on my MSTE 4 to 2.06 and
> have the old 2.05 chips lying around. I also have a 1040STFM
> which has TOS 1.02. Isthere anyway of using the TOS 2.05 in
> the 1040STFM?

No way.

> Any help would be much appreciated as the 2 chips (2.05)
> would justbe collecting dust as decoration pieces on top of
> my monitor. :)

Are you sure they are real ROMs? All the MEGA STEs and TTs I upgraded
yet, had EPROMs inside. If so, you can burn TOS 2.06 into them. But
remember the copyright-problem!

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3493. Re: Query - syslog daemon for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 09:17:29 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <Cs1tt6.F76@hermes.hrz.uni-bielefeld.de>
Source record: 31820

In article <...>, dclemans@sherlock (Dave Clemans) writes:

|> Does a MiNT syslog daemon already exist?

It's `hidden' in Stephen Ushers MiNTOS package, try looking for this one... :-)

ciao,
TeSche
--
Torsten Scherer (Schiller, TeSche...), itschere@techfak.uni-bielefeld.de
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
| Use any of "finger itschere@129.70.131.2-15 |
| Last updated: 14. April 1994 |

3494. SCSI Interface - The Translator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 11:30:04 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Jun27.113004.1@uqvax>
Source record: 31815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there

I've just read the issue of ATARI ST Magazine, and I noted with interest
the article outlining the existence of a new cheap SCSI cable device
called the 'Translator'. They mentioned something about a HD parity
requirement limiting the types of devices usable.

Are there any other bits of relevant limitations one should know before
running out with cash in hand to buy the sucker...

Can this device support a typical chain of SCSI devices (0-7 with CDROMS, Tape
drives etc...).
Any other information of interest would be great.

Reply to the NG for general consumption please...

Thanks
DR

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennis@transcom.brisnet.org.au | (Electronic Music Label, Production)

3495. Re: Crazy Notion for higher resolution

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 12:15:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-270694121533@ngalm099.gal.nt.com>
Source record: 31821

.>Recently I began thinking that it might be possible to get higher
.>resolution video modes out of a ST by substituting the standard h-sync
.>and v-sync with my own sync signals. Normally this wouldn't work, but I
.>the overscan modification makes changes which I thought might make
.>higher sync signals feasible.
.> Can anyone tell me if this idea has any merit?

.This has been done before - the products were called PixelWonder and
.Megascreen, where one was a reverse-engineered copy of the other (don't
.remember).

.They used a 6845 display controller for making new sync signals.

.bye, Peter

Do you (or anybody else!) have any more information on these products?
Like, what is the resolution increase, how difficult to install & how
compatible
with existing software?

How many more products are out there that don't even make it into the
FAQ's?
Maybe somebody could compile a list & pass it on to the FAQ maintainers.

Regards
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3496. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 15:41:34 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2umrve$2oe@bognor.barclays.co.uk>
Source record: 31824

The Apple CDROM300 seems to be the drive of choice in the UK. It's sold complete with Atari drivers, cable and SCSI interface for 300GBP here. (less if you have a Falcon as you don't need the SCSI i/f). There are quite a few drivers available now. mail ssolutions@cix.compulink.co.uk for details.

--

```
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------------+
```

3497. Re: Mag!cs vers Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:11:14 UTC
From: steves1825@aol.com
Message-ID: <2umtn2$k51@search01.news.aol.com>
Source record: 31825

Is Geneva a complete GEM & AES replacement? The reason that I am asking is that MiNT has been ported to the Mac, along with a program called JET or Just Enough TOS. This package runs text-only ST programs on the Mac, but lacks GEM and AES. I would like full emulation(!), and wonder if Geneva or some other program is the sort of thing that I need, or is approaching it.

3498. Re: CDK --> CVG ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:14:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940627161455.L.J.Sak@sp0326.kub.nl>
Source record: 31822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In Article <2u442u$3dm@infa.central.susx.ac.uk> "andrewc@cogs.susx.ac.uk (Andrew
Collington)" says:
> Is it possible to turn my Calaums documents, or rather pages of documents into
> Calamus CVG files?
>
> --
> Andrew Collington @ Sussex University, Falmer.
> ---------------------------------------------
> Ah! To be young and insane.
> - The Dream Team -
>

Ludo says: yes with Bridge or Dataformer-vector
```

3499. Re: C Interpreters are Evil

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:16:01 UTC
From: steves1825@aol.com
Message-ID: <2umu01$k89@search01.news.aol.com>
Source record: 31826

I personally found the HiSoft C Interpreter (which I _paid_ for) very helpful as a learning tool and an editor. I agree that it is a problem that it isn't ANSI or true K&R compatible, but as a concept, as an editor and learning tool, it is fantastic (for me). I wish I had it on the Mac now that my ST went the way of all silicon. Which is why I hope for GEM and AES to be added (somehow) to MacMiNT.

3500. Re: ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:20:02 UTC
From: steves1825@aol.com
Message-ID: <2umu7i$kb9@search01.news.aol.com>
Source record: 31829

In article <laurent.lebecque.4.0010FCE0@crpht.lu>,
laurent.lebecque@crpht.lu writes:

There is something called GEMulator, the software is downloadable,
but you will also (last I knew) need to purchase a card to insert
your ST ROMs in.

3501. Re: MiNT 1.10 problem--login

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:22:01 UTC
From: steves1825@aol.com
Message-ID: <2umub9$kc6@search01.news.aol.com>
Source record: 31830

Does MiNT 1.10 include GEM and AES?

3502. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:25:02 UTC
From: steves1825@aol.com
Message-ID: <2umugu$keg@search01.news.aol.com>
Source record: 31831

I am also interested. MiNT has been ported to the Macintosh. My 4 meg ST died, so my Mac is it. I want to run my ST software, of course. MacMiNT (0.95) and JET (Just Enough TOS) do not include GEM and AES. So I can only run text-only TOS and TTP programs, such as the GNU compilers (for which purpose it was ported). But it is said that MiNT 1.10 has been ported, and I know that MiNT is the basis for MultiTOS, so, I need to find the other files I need to run what I _do_ have, and am interested in any effort to complete the port for full ST emulation.

3503. Re: ST Emulator on IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:30:03 UTC
From: steves1825@aol.com
Message-ID: <2umuqb$kh9@search01.news.aol.com>
Source record: 31832

```
There is also a partial ST emulator for the Macintosh called MacMiNT.
It is a port of MiNT 0.95, and JET (Just Enough TOS) to let it run.
I'd like to see it also run GEM programs!
```

3504. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:33:24 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.163324.18765@boojum.lanl.gov>
Source record: 31827

In article 141306STIRRE31@MAINE.MAINE.EDU, <STIRRE31@MAINE.MAINE.EDU> () writes:
>Why not just release it as shareware then, Hutch? No worries
>about packaging, etc. Then at least they'd get some amount
>of money for the development time put into the project.
>-scott tirrell

Ah, while that might _seem_ like a viable solution, it just doesn't make much sense, particularly for a larger company like Insignia. I'm sure they have their own reasons, but I surmise this wouldn't work because:

1) Even if it's shareware, they would still have to support it,

2) They don't consider Atari shareware to be a viable money maker (the only way shareware can be viable is if enough users actually send in the registration fee and there simply are not enough Atarians left to do so),

3) They are worried that their commercial Mac and Unix versions of SoftPC might get confused with a _shareware_ Atari version,

4) I think Atari UK backed out on a deal leaving Insignia in a bad way (which doesn't exactly endear Insignia to Atari or Atari users),

5) They consider all Atarians pirates and they hear from the Internet that copies of their beta product is already freely available so why bother?

Just my $.02.

-Hutch- @ Fair Dinkum Tech

3505. cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:38:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940627163815.L.J.Sak@sp0326.kub.nl>
Source record: 31823

Hello

I'm looking for a CD ROM player, and would like to know what u use and
like to use, and with what software you run it...
I've looked around in some many shops and found out (still sounds stupid to
me but..) that the cheapest SCSI CDROM player was the Apple CD 300,
external! I must be wrong (or the shopkeepers), because internal CDROMS
seemed to be more expensive.. Hmm

What CD ROM (dual speed XA audio and the works) is the best buy? What
Software should I use (eXtendos?)

Let me hear! :)

LSD,
Ludo Sak
L.J.Sak@kub.NL

Thx ;^)

3506. Re: GFA GEM window help sought

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 16:41:03 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.164103.18987@boojum.lanl.gov>
Source record: 31828

In article rrt@lsupoz.apana.org.au, ianm@lsupoz.apana.org.au (Ian Mackereth) writes:
>G'Day GFA wizards!
>
>I'm looking for some source that will allow me to send a list of ASCII
>lines from a text file to a window and select a line from it using the
>scroll bars etc.
>
>I looked in the GFA manual and I think it'll need to involve lots of AES
>calls and the like. If I wanted to bother with this crap, I wouldn't be
>using Basic!

Ha! If you don't want to mess with this 'crap' (AES calls, etc) you should
be using a DOS machine instead of an Atari. GEM's AES is what makes those
nice pretty windows and such available.

But sorry, there is no standard routine that I know of to do what you
plan. You'll have to create the window, fill it with a scrolling list,
and track which line in the list you wish to extract.

Yep, even BASIC takes a modicum of work, I'm afraid. :)

Good luck,

-Hutch- @ Fair Dinkum Tech

3507. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:34:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un2j7$kbh@mother.usf.edu>
Source record: 31833

STIRRE31@MAINE.MAINE.EDU wrote:
: Why not just release it as shareware then, Hutch? No worries
: about packaging, etc. Then at least they'd get some amount
: of money for the development time put into the project.
: -scott tirrell

I'd pay $5 up front, right now, for a copy of that IBM emulator. Even if it sucks rocks, I'll pay $5 for it, just to play with it. They'd be guaranteed $5, rather than nothing which is what they're getting now for it.

3508. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:35:44 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un2lg$kbh@mother.usf.edu>
Source record: 31834

Steve Johnson (steve-j@teleport.com) wrote:
: In article <94175.141306STIRRE31@MAINE.MAINE.EDU>,
: <STIRRE31@MAINE.MAINE.EDU> wrote:

: >Why not just release it as shareware then, Hutch? No worries
: >about packaging, etc. Then at least they'd get some amount
: >of money for the development time put into the project.

: Because if they RELEASED it, they'd have to SUPPORT it -- what
: incentive do they have to SUPPORT software that they give
: away for free? You can blame Atari Europe for backing out
: of their deal -- just like you can blame Atari Germany for
: the WordPerfect 5.1 fiasco!

What WordPerfect 5.1 fiasco? Well, all the better. There is no WP worse than
Word Perfect. Imbedded codes? Sure... they're on the ball.

3509. Re: C Interpreters are Evil

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:36:56 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2un2no$qhe@email.tuwien.ac.at>
Source record: 31714

In <2umu01$k89@search01.news.aol.com> steves1825@aol.com (SteveS1825) writes:

> I personally found the HiSoft C Interpreter (which I _paid_ for) very
> helpful as a learning tool and an editor. I agree that it is a
> problem that it isn't ANSI or true K&R compatible, but as a concept,
> as an editor and learning tool, it is fantastic (for me). I wish I
> had it on the Mac now that my ST went the way of all silicon. Which
> is why I hope for GEM and AES to be added (somehow) to MacMiNT.
>

FYI, a C interpreter is being worked on, as far as I know, by the GNU
people - it should be available for the ST soon after it's finished.

-nino

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

3510. Re: Multisyncs: are they fussy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:38:30 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un2qm$kbh@mother.usf.edu>
Source record: 31835

Peter Missel (Peter_Missel@m4.maus.de) wrote:
: >There are only 2 sets of scan/sync rates for ST low, medium,
: >and hi resolutions:
: >
: > ST low & medium - 15.75kHz horizontal/50-60Hz vertical
: > ST high - 31.5kHz horizontal/72Hz vertical

: Dammit! NO NO NO NO NO! ~

: DO NOT TRY TO CONNECT A VGA MONITOR TO ST HIGH RESOLUTION!

: ST low&medium is 15,625 kHz and 50/60 Hz (the latter is programmable)
: ST high res is 35,7 kHz and 71 Hz.

Why not? I did it before.

3511. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:40:18 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2un2u2$kbh@mother.usf.edu>
Source record: 31836

The old PD Ditto reports that the Falcon030 is not a US machine and won't run.

3512. Laser Diablo Emulator Help.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:43:12 UTC
From: daveh@netcom.com
Message-ID: <davehCs2H81.JwG@netcom.com>
Source record: 31837
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I recently picked up a second hand SLM805 laser but it did not have the Diablo Emulator. I would really appreciate it if someone could send me a copy. I have the manual etc. Just missing the software disk.

Many Thanks,

Dave.

(daveh@silvaco.com or daveh@netcom.com)

3513. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:50:00 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs2HJM.5qu@nrtpa038.bnr.ca>
Source record: 31692

In article <19940627163815.L.J.Sak@sp0326.kub.nl>, L.J.Sak@kub.nl (SAK L.J.) writes:
|> Hello
|>
|> I'm looking for a CD ROM player, and would like to know what u use and
|> like to use, and with what software you run it...

I have a Chinon 431 and an NEC 84.
I wrote my own MiNT CD-Rom driver. (You'll need this for Pioneer 600 drives :)

<BLATANT ADVERTISING FOLLOWS>
I use my MOST program to view Compton's New Media M.O.S.T. CD-Roms.
(demo version MOST.ZIP uploaded to a.a.u.e last week)
<BLATANT ADVERTISING COMPLETED>

I normally look through the following M.O.S.T. CD-Roms
1) Doctor's Book of Home Remedies
2) KGB-CIA World Fact Book
3) The Pill Book
4) The King James Bible
5) U.S. Presidents

I also own
1) GIFs Galore
2) Simtel Source Disc (Not very usefull but interesting source code)
3) PD disc from Profit Press (One of their Sampler Discs)
4) Amiga Source Disc (Again, not very usefull but interesting source code)
5) Compton's Multi-Media Encyclopedia (Program to use not quite complete)

|>
|> What CD ROM (dual speed XA audio and the works) is the best buy? What
|> Software should I use (eXtendos?)
|>

I would recommend ExtenDos because :
1) It works
2) Does not require MiNT/Multi-TOS (important on 8mHz ST)
3) Works with MiNT/Multi-TOS
4) Supports most CD-Rom Drives with Photo-CD capability

|> Ludo Sak
|> L.J.Sak@kub.NL
|>
|> Thx ;^)
|>

Brian

--

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

3514. Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 17:56:50 UTC
From: daveh@netcom.com
Message-ID: <davehCs2Hus.L8E@netcom.com>
Source record: 31838
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Connected with my recent aquesition of an SLM805 my Mega 2 now simply does not have enough memory. Can anyone tell me how to up her to 4 Meg. I assume that I need to solder in 16 1Megx1 Rams but I also here that some resitors are needed. What are these and their value, also what value and type are the smoothing capacitors? Finally where is a good source for cheep ram (100ns is in there at the moment.)

Many Thanks,

Dave.
(daveh@silvaco.com or daveh@netcom.com)

3515. USRobotics Sportster FAX modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 19:06:00 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <Up-EF2VACUQ@harold.ukmail.NET>
Source record: 31691

Hello all,

I have the chance to get hold of a USRobotics Sportster 14400 FAX modem
really quite cheaply. I am tempted to do this, since my old 2400 baud
device is really becoming a little long in the tooth now...

Does anyone have any advice on

1) Compatibility of this modem with a TT
2) Serial port patch programs needed
3) Availability of FAX software (PD or otherwise)

Steve

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

3516. IDE pin out urgently required!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 20:09:42 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun27.200942.27589@cen.ex.ac.uk>
Source record: 31840
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Help!

I urgently require a pin out description of the 44 pin IDE connector on the
2.5" IDE drive used in the Falcon030 so that I can correctly connect it to
a PC.

I have heard that 40 pins are the standard IDE and 4 pins are the power, can
anyone give me a full description?
Ta,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

3517. gfa answer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 20:51:20 UTC
From: jimh3@icebox.iceonline.com
Message-ID: <Cs2pqz.L7H@iceonline.com>
Source record: 31695

Hi Jan,
Thanks for the tips, I'll see what I can do with your advice. It's
been a while since I looked at the program but I'm pretty sure that I used the
XBIOS5 command in the manner you've stated.

jimh3@icebox.iceonline.com

3518. Spectre GCR hidden dedication page

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 22:02:24 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2uni9g$b1b@mailer.fsu.edu>
Source record: 31694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a silly question. After doing a bit of Mac emulation last night, I realized that while I have read about several Dave Small "hidden dedication" pages, I had yet to actually find the one in Spectre 3.0 software. So, I peeked around a bit, and am stumped. Does anyone know how to invoke it? I presume it plays an unusual sample, as have his previous ones. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3519. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-27 23:15:27 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Cs2wLx.IzK@news.cis.umn.edu>
Source record: 31693

>> Any help would be much appreciated as the 2 chips (2.05)
>> would justbe collecting dust as decoration pieces on top of
>> my monitor. :)
>
>Are you sure they are real ROMs? All the MEGA STEs and TTs I upgraded
>yet, had EPROMs inside. If so, you can burn TOS 2.06 into them. But
>remember the copyright-problem!

So, in theory, I should be able to take my TOS 2.05 out, and burn in 2.06?
If so, how could one do it, and would it be worth it. Via legal channels
of course.

Joseph

3520. SLM 804 Laser Printing Problems (Word Writer/Geneva) (Help!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 00:22:31 UTC
From: ehood@convex.com
Message-ID: <2unqg7$8j3@lovecraft.convex.com>
Source record: 31696
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Problem 1:

I'm having problems getting correct printing on my SLM 804 laser printer with Word Writer. Everything will print fine for the first page, but subsequent pages get all garbled. Also, if I try to use different fonts, text gets indented after I use a font different than in slot 1 (as specified by the SETUP630.PRG). Has any one had success printing on a SLM 804 with Word Writer? Can I get a copy of your .CFG printer file if "Yes"?

Problem 2:

When Geneva is running, and I print to the laser printer (via Steno or PageStream), sometimes the printout gets messed up. For text files, the characters get all bunched. For graphics (or PageStream text), the graphics get clipped and garbled.

Any help is greatly appreciated. Please respond via e-mail if possible.

--ewh
--
Earl Hood | CONVEX Computer Corporation
ehood@convex.com | 3000 Waterview Parkway
Phone: (214) 497-4387 | P.O. Box 833851
FAX: (214) 497-4500 | Richardson, TX 75083-3851

3521. Eric Smith

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 00:23:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2unqi5$ffg@golem.wcc.govt.nz>
Source record: 31697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does any one know what has happened to Eric Smith,
I have not seen him here for a long time,
does he still work for Atari, also is he still involved
with Mint..??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3522. Austin TX:Giving away Atari books/software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 01:12:33 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cs320x.1rwr@austin.ibm.com>
Source record: 31698
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I canabolized my Atari and placed all the useful parts into
my Intel computer.

I have 4 programming books, Word Writer ST, Laser C 2.21 and Debugger,
UIS III, NeoDesk (1989 version), and some other programs I want
to give away.

Respond to this post. First responder who is willing to
drive to Round Rock gets it.
--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

3523. Re: USRobotics Sportster FAX modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 02:13:01 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2uo0vd$f8a@netnews.upenn.edu>
Source record: 31699

Steve Parker (sbparker@harold.ukmail.NET) wrote:
: Hello all,

Hello, yerself!

: I have the chance to get hold of a USRobotics Sportster 14400 FAX modem
: really quite cheaply. I am tempted to do this, since my old 2400 baud
: device is really becoming a little long in the tooth now...

Well, I just replaced my fossilized, if functional, Avatex 1200hc
with one, so...

: Does anyone have any advice on

: 1) Compatibility of this modem with a TT
No, but it didn't have any trouble (that was its fault)
with my Mega 4 STE and STalker 3.02.

: 2) Serial port patch programs needed
The works in HSMODEM04, which is availible. Don't
forget to set your modem speed at max in your software.

: 3) Availability of FAX software (PD or otherwise)
I'm looking into this Jr. Office German PD. Toad's
Sysinfo.PRG says that it will work with their STraight
Fax software,

PUBLIC NOTE--U.S. Robotics has never responded to my request to
their E-Mail address to mail me the REAL technical manual they didn't
include with their modem!! On the other hand, the thing goes like lightning.

: Steve

Rob S. Rice
rrice@ccat.sas.upenn.edu

3524. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 02:36:38 UTC
From: steve-j@teleport.com
Message-ID: <2uo2bm$6ea@elaine.teleport.com>
Source record: 31700

In article <Cs2wLx.IzK@news.cis.umn.edu>,
James A Hogan <hoga0006@gold.tc.umn.edu> wrote:

>>> Any help would be much appreciated as the 2 chips (2.05)
>>> would justbe collecting dust as decoration pieces on top of
>>> my monitor. :)

>>Are you sure they are real ROMs? All the MEGA STEs and TTs I upgraded
>>yet, had EPROMs inside. If so, you can burn TOS 2.06 into them. But
>>remember the copyright-problem!

>So, in theory, I should be able to take my TOS 2.05 out, and burn in 2.06?
>If so, how could one do it, and would it be worth it. Via legal channels
>of course.

LEGALLY, you COULD have TOS 2.06 burned into the EPROMS,
but ONLY as a backup to your original TOS 2.06 ROMs (i.e.
you can't sell them OR use them in another machine!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3525. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 02:49:55 UTC
From: steve-j@teleport.com
Message-ID: <2uo34j$6nu@elaine.teleport.com>
Source record: 31701

In article <2umugu$keg@search01.news.aol.com>,
SteveS1825 <steves1825@aol.com> wrote:

>I am also interested. MiNT has been ported to the Macintosh. My 4 meg
>ST died, so my Mac is it. I want to run my ST software, of course.
>MacMiNT (0.95) and JET (Just Enough TOS) do not include GEM and AES.
>So I can only run text-only TOS and TTP programs, such as the GNU
>compilers (for which purpose it was ported). But it is said that MiNT
>1.10 has been ported, and I know that MiNT is the basis for MultiTOS,
>so, I need to find the other files I need to run what I _do_ have,
>and am interested in any effort to complete the port for full ST
>emulation.

The only way you'd be able to do it (LEGALLY) is to buy the
MultiTOS package that has the GEM.SYS file in it and THEN
figure out how to get it to run with MacMiNT (plus you may
NEED to have legitimate TOS ROMs as I understand the GEM.SYS
file doesn't have EVERYTHING in it, so you'd need a board to
hold the TOS ROMs) as you'd need some kind of emulator
program to make the Mac pretend it has the Atari hardware
there. Full GEM emulation on the Mac would require quite a
bit of work -- though it would be VERY interesting to see
someone do it. There are a few rumors that someone IS, in
fact, writing a full GEMTOS emulator for the Mac and/or
Power Mac.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3526. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 03:14:28 UTC
From: steve-j@teleport.com
Message-ID: <2uo4ik$7e4@elaine.teleport.com>
Source record: 31703

In article <1994Jun27.163324.18765@boojum.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:

>>Why not just release it as shareware then, Hutch? No worries
>>about packaging, etc. Then at least they'd get some amount
>>of money for the development time put into the project.

>Ah, while that might _seem_ like a viable solution, it just doesn't make
>much sense, particularly for a larger company like Insignia. I'm sure
>they have their own reasons, but I surmise this wouldn't work because:
>
>1) Even if it's shareware, they would still have to support it,
>
>2) They don't consider Atari shareware to be a viable money maker (the only
> way shareware can be viable is if enough users actually send in the
> registration fee and there simply are not enough Atarians left to do so),
>
>3) They are worried that their commercial Mac and Unix versions of SoftPC
> might get confused with a _shareware_ Atari version,
>
>4) I think Atari UK backed out on a deal leaving Insignia in a bad way
> (which doesn't exactly endear Insignia to Atari or Atari users),
>
>5) They consider all Atarians pirates and they hear from the Internet that
> copies of their beta product is already freely available so why bother?

One possible solution would be if Insignia let another
company sell it under a different name so as to no
longer have it associated with Insignia. That would
take care of #1 and #3.

While another company might not be able to pay enough
money up front for Insignia to sell it outright, maybe
they could arrange a deal whereby the other company
pays royalties to Insignia on a per copy basis (e.g.
this company sells it for $25 wholesale and pays
Insignia $10 per copy sold). Insignia's not make ANY
money on it by just sitting on it -- this way they
could make back some of the development costs.

I'd try to do it myself if I had the resources.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3527. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 03:16:57 UTC
From: mattk@netcom.com
Message-ID: <mattkCs37s9.931@netcom.com>
Source record: 31705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:

>In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>>I just had a friend download the latest greatest ICD software from Genie.
>>It is version 6.4.3. This is the non-Pro level stuff. I mention this
>>because it is often unclear what the latest version is.

>I just received version 6.5.5 of ICDBOOT, along with the other
>non-pro utilities, direct from ICD via the post office. It
>would appear ICD is a bit slow in sending updates to Genie.
>

I'm at v 6.0.0 of the ICD utilities. What's been changed since then? Is it
worth my time to upgrade up to 6.5.5?

Also, what are "non-pro" utilities? What would be "pro" utilites?

3528. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 03:21:22 UTC
From: steve-j@teleport.com
Message-ID: <2uo4vi$7hl@elaine.teleport.com>
Source record: 31704

In article <2un2lg$kbh@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:

>: >Why not just release it as shareware then, Hutch? No worries
>: >about packaging, etc. Then at least they'd get some amount
>: >of money for the development time put into the project.

>: Because if they RELEASED it, they'd have to SUPPORT it -- what
>: incentive do they have to SUPPORT software that they give
>: away for free? You can blame Atari Europe for backing out
>: of their deal -- just like you can blame Atari Germany for
>: the WordPerfect 5.1 fiasco!

>What WordPerfect 5.1 fiasco? Well, all the better. There is no WP worse than
>Word Perfect. Imbedded codes? Sure... they're on the ball.

A number of years ago, Atari Germany had made a deal with
WordPerfect Corp. to make WP v5.1 (based on the NeXT version)
for the ST by promising to buy at least 50,000 copies of it.
Before it was finished, Atari Germany reneged on the deal, so
it was scrapped. What WAS finished on it was pretty
impressive according to the few people who saw it! WP v4.1
for the ST is pretty crappy, but v5.1 was said to be top-notch!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3529. ST COLOR monitor with Amiga

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 03:58:57 UTC
From: zooropa@gate.net
Message-ID: <2uo761$eng@tequesta.gate.net>
Source record: 31706

I once read somewhere are heard somewhere you can rewire the ST color monitor to work with amiga ? Has anyone ever done this?

3530. Falcon Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 05:00:26 UTC
From: stu1222@alpha.wright.edu
Message-ID: <Cs3CKq.819@mercury.wright.edu>
Source record: 31707

For some reason I can not get the other '/' on my falcon. In fact several
of the shift special characters are screwed up. Any ideas? New virus?
How can I check the character set?
By the way please respond...I'm not sure If my news reader sends this sig out!
John Wagner

3531. Memory Mapped IO (mman.h)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 06:45:38 UTC
From: cavanaug@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <Cs3HG3.CwD@noose.ecn.purdue.edu>
Source record: 31708

Just wondering if there is/are plans to incorporate memory
mapped io to Mint similar to that provided by mman.h

John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University

The whole world isn't against you... There are billions of people
that don't care one way or the other!
-- Ziggy

3532. Re: Eric Smith

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 08:24:49 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uomoh$n21@bognor.barclays.co.uk>
Source record: 31709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2unqi5$ffg@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> Does any one know what has happened to Eric Smith,
|> I have not seen him here for a long time,
|> does he still work for Atari, also is he still involved
|> with Mint..??
Last I heard he was programming the Jag. Atari pulled him off MiNT as they were short staffed and needed some Jag work done. He still posts to the MiNT mailing list.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3533. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 08:31:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uon54$n21@bognor.barclays.co.uk>
Source record: 31710

In article <2un2j7$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|> STIRRE31@MAINE.MAINE.EDU wrote:
|> : Why not just release it as shareware then, Hutch? No worries
|> : about packaging, etc. Then at least they'd get some amount
|> : of money for the development time put into the project.
|> : -scott tirrell
|>
|> I'd pay $5 up front, right now, for a copy of that IBM emulator. Even if it
|> sucks rocks, I'll pay $5 for it, just to play with it. They'd be guaranteed
|> $5, rather than nothing which is what they're getting now for it.
A firm the size of that which which owns Soft PC (Can't remember the bloody
name!), would probably lose cash if you gave them 5$. Most firms couldn't cover
the staff costs of copying the disk and bunging it in an envelope atthat price.
When I last spoke to them, they asked what I thought the market would pay for
such a beast if released and Isaid no more than 50GBP. They said they couldn't do
it for less than 180-200GBP. More than most hardware emulators.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3534. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 08:36:35 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uonej$n21@bognor.barclays.co.uk>
Source record: 31711

In article <2ulosv$mvu@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> Nope! PC DITTO chokes on the Falcon's TOS (and I think the TT's),
|> refusing to run on an unsupported TOS version. Maybe someone
|> could get the source code from the guy who wrote it and update
|> it? Then again, it would probably be a lot easier just trying
|> to get Insignia to release SoftPC for the Falcon/TT.
Forget it, they just can't do it at a price the Atari market could withstand.
They have nothing against the Atari and if they could do it, they would. I talked
to a fairly senior guy in the UK who says they still have the TT they developed
it on. BUT - they can't do it for less than 180-200GBP. It's no use saying why
not just release it as a basic disk for a few GBP just so people can use it. a)
it's beta and b) Insignia are a reputable company who can't have half baked
'free' versions of their bread and butter application floating around and still
appear professional. It's like Compaq or somesuch saying 'Hey we've got this
great program, it's still buggy and we wont sell enough to cover costs so have it
anyway.'

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3535. SOFT PC - Insignia

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 08:40:03 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uonl3$n21@bognor.barclays.co.uk>
Source record: 31712

OK, OK, I'll call the guy I know at Insignia and put the various ideas that have arisen here to him. I wouldn't be too hopeful though, he's helpful but he's also got a big firm with a reputation to run.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3536. Re: IDE pin out urgently required!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 09:38:58 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2uor3i$jqq@rs18.hrz.th-darmstadt.de>
Source record: 31715
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

That's what I got on the same request on the Maus-Net in Germany:

Pinlayout 2.5" IDE-HD:

Host Reset 1 o o 2 GND
D7 o o D 8
D6 o o D 9
D5 o o D10
D4 o o D11
D3 o o D12
D2 o o D13
D1 o o D14
D0 o o D15
GND o
IOCHRDY o o GND
/HIOW o o GND
/HIOR o o GND
DACK o o RESERVED
DRQ o o GND
IRQ 14 o o /HOST IO-16
HOST ADDR1 o o /PDIAG
HOST ADDR2 o o HOST ADDR 2
/HOST CS0 o o /HOST CS1
/DASP o o GND

+5V LOGIC o o +5V MOTOR
GND 43 o o 44 XT/AT

Hope this helps.

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

3537. Turn OFF Mega ST Hard Drive..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 09:58:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2uos83$kme@golem.wcc.govt.nz>
Source record: 31716
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have found a very simple way to turn OFF the Drive in my MEGA ST2..

I have a Floppy with ByePass Hard Drive and Cold boot set up
in the Boot Sector by using DC Format...

I also have Ataries later Ship/Park Program the 776 byte one that can be used
as a ACC...

I use the Floppy to boot up the system, this byepasses the Hard Drive,
the Ship/Park Program is used to turn OFF the Hard Drive, as a Program..

After 30 seconds or so I exit the Ship/Park program, ie, to let the
Hard Drive spin down...

This sort of works, but I end up with multible entries in my
Floppy disk directory..?

I have found one way to clear this with out causing the Hard Drive
to spin up, I just hit the reset button...

Can some one explain why I am getting multible Directory entries
with the Floppy drive...A Drive that is.....

Thanks....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3538. Re: GFA GEM window help sought

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 09:59:05 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <2uos99$jqq@rs18.hrz.th-darmstadt.de>
Source record: 31717

If you want a plain TOS-Program running in a window
you might use MTOS.
The only other way to get it running is to programm
with AES and VDI. This is a little bit difficult but
very powerfull. If I get the time on weekend and if I
think of your problem I might change my sources to
a prog that uses simple windows (shouldn't be that
difficult - you don't want to use dialogs in windows
and user defined objects, do you ?).
Really hope that I'll have the time, but weekends are
always very short ;-) and I'll have my test in two
weeks :-().

Alex

Alexander Graham Informatik TH-Darmstadt

Falcon 030/4/320 _____ ______ _____ ______
Mega ST 1/52 / ___/ / __ / /__ / / __ /
1040 STE 2 / /_ / / / / __/ / / / / /
/ __/ / / / / /_ / / / / /
/ / / /_/ / ___/ / / /_/ /
/_/ /_____/ /____/ /_____/

3539. [Q] wizztronics contact info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 10:20:20 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.3fSgPCiDDRA@harvee.billerica.ma.us>
Source record: 31720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

anyone know how I can get in touch with wizztronics?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3540. Re: ** RSI kills my ST use **

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 10:32:10 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <H.eg.&l2Ne7idq3U@harvee.billerica.ma.us>
Source record: 31721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <H.eg.5yeIOIVK3hw@harvee.billerica.ma.us>, Eric S Johansson writes:
>I have had a moderate case of RSI (repetative strain injury) for a year now
>and I am now looking into using voice recoginition systems to do my typing
>for me. unfortunatly, the one i want runs on dos. since I want to keep
>using my st for mail and news, (yes, I really like hermes) I need to
>figure out, how I can drive my st from my pc...
>
>two ideas that come to mind are:
> replacing my mega2 keyboard with a PC interface
> redirecting keyboard input to the serial/midi port
>
>any others??
>
>I really need help with this one! I don't want to have to give up on my
>st now!

I know, I know, bad form following up on your own article...

in thinking about this, I see 2 "real" solutions. one is to hack up my
midi port to act as a second serial port and connect it to the PC. then
I just need to run a term prog on the PC to send data to my ST and
somehow redirect kbd io (bconin??) to get data from both the kbd and
the midi port.

second, locate a box that speaks rs232 on one end and mega kbd protocol
on the other.

help? pointers?

--- eric
--
HOME: esj@harvee.billerica.ma.us HAM ka1eec
WORK: esj@temerity.polaroid.com 617.386.4687
source of the public's fear of the unknown since 1956

3541. T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 11:32:08 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Jun28.113208.22081@etek.chalmers.se>
Source record: 31718

Hi there!

I'm seriously thinking of putting a little more speed to my old 1040STFM and after reading a few ST-magazines, I've settled for either a T28 board or a PAK-3 board.

I want to know what problems might occur after mounting these boards.

Is the T28 a better choice if I want to run as many of my old programs as possible?

How do you, anyway, get a 68000 to work at >16MHz? As I understand it, the T28 board uses the old CPU, and it shouldn't be possible to run an ordinary 68000 that fast.

Any answer is appreciated, especially from T28 or PAK-3 owners.

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
David Kaplan |
|
e-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |

3542. Re: Eric Smith

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 13:32:55 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1912@usdtsg.DaytonOH.NCR.COM>
Source record: 31722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2unqi5$ffg@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Does any one know what has happened to Eric Smith,
>I have not seen him here for a long time,
>does he still work for Atari, also is he still involved
>with Mint..??

Well, Atari probably has him working on Jag-related stuff, but I
doubt he's given up working on MiNT. I mean, it's basically his
"baby" (probably better to ask the folks on the MiNT-mailing list
anyways)...

--
>>| "Some say the glass is half full,
Robert J. Anisko --- R.ANISKO (GEnie) | some say it is half empty,
anisko@usdtsg.daytonoh.ncr.com (internet) | but I say you have a glass
>>| twice as big as it should be..."

3543. Re: IDE pin out urgently required!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 13:35:28 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <1994Jun28.133528.6677@cen.ex.ac.uk>
Source record: 31719
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2uor3i$jqq@rs18.hrz.th-darmstadt.de> graham@rbg.informatik.th-darmstadt.de (Alexander Graham) writes:

> Pinlayout 2.5" IDE-HD:

> Hope this helps.

Thanks, that's exactly what I wanted.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| Looking for a Falcon sound sample editor? Try SuperSam v1.01! |
+---+

3544. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 15:57:11 UTC
From: knarf@nasim.cube.net
Message-ID: <2uph8n$k1e@nasim.cube.net>
Source record: 31734

James A Hogan (hoga0006@gold.tc.umn.edu) wrote:

> >Are you sure they are real ROMs? All the MEGA STEs and TTs I upgraded
> >yet, had EPROMs inside. If so, you can burn TOS 2.06 into them. But
> >remember the copyright-problem!

> So, in theory, I should be able to take my TOS 2.05 out, and burn in 2.06?

Correct.

> If so, how could one do it, and would it be worth it. Via legal channels
> of course.

I don't remember all the changes from 2.05 to 2.06, but I think it
would be worth upgrading. You just have to get access to an EPROM
burner and burn in the TOS 2.06 image.

But I don't think there's a legal way to buy the license just for the
image file without the EPROMs. But ATARI has always tolerated this.

Bye,
Knarf
--
Frank Bartels | UUCP: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3545. Atari & CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 16:14:33 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.161433.16846@boojum.lanl.gov>
Source record: 31723
Cross-posted to: comp.sys.atari.st.tech,compl.sys.atari.st

I neglected to mention another very good source of info and software drivers for Atari CD-ROMs is:

Roger Burrows r.burrows1@genie.geis.com

Cheers,

-Hutch- @ Fair Dinkum Tech

3546. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 16:26:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun28.162617.17110@boojum.lanl.gov>
Source record: 31724

In article 7e4@elaine.teleport.com, steve-j@teleport.com (Steve Johnson) writes:
>
>While another company might not be able to pay enough
>money up front for Insignia to sell it outright, maybe
>they could arrange a deal whereby the other company
>pays royalties to Insignia on a per copy basis (e.g.
>this company sells it for $25 wholesale and pays
>Insignia $10 per copy sold). Insignia's not make ANY
>money on it by just sitting on it -- this way they
>could make back some of the development costs.

In article <2un2j7$kbh@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
|>
|> I'd pay $5 up front, right now, for a copy of that IBM emulator. Even if it
|> sucks rocks, I'll pay $5 for it, just to play with it. They'd be guaranteed
|> $5, rather than nothing which is what they're getting now for it.

Well... given that Insignia's other SoftPC products range in price from
$200 to over $1000, and they ship 100's (thousands?) of these each day, I'm
not certain they would jump at the chance to make a 'whole' $5-$10 per copy
in the tiny and ever-shrinking Atari market. :)

As logical as such a move might seem to us, it's just not worth their
trouble and I'm sure they would view it as a potential expense, not profit.
Remember that Insignia is one of the 'big boys' with huge overhead. They
simply cannot operate on a shoestring budget like most Atari developers.

Maybe Ian will convince his buddy at Insignia to take Atari SoftPC out of
mothballs, finish it, market it and support it. Hey... it could happen. :)

-Hutch- @ Fair Dinkum Tech

3547. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 16:44:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2upk23$n21@bognor.barclays.co.uk>
Source record: 31727

In article <1994Jun28.162617.17110@boojum.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
|> Maybe Ian will convince his buddy at Insignia to take Atari SoftPC out of
|> mothballs, finish it, market it and support it. Hey... it could happen. :)
I doubt they'd do any actual development work on it - it's already 2 years behind
their other versions so it's essentially unsupportable. I'll see what they say
though.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3548. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 17:02:16 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2upl2o$sco@irz401.inf.tu-dresden.de>
Source record: 31728

In article <1994Jun28.113208.22081@etek.chalmers.se>, e2daka5@etek.chalmers.se (David Kaplan) writes:
>How do you, anyway, get a 68000 to work at >16MHz? As I understand it, the
>T28 board uses the old CPU, and it shouldn't be possible to run an ordinary
>68000 that fast.
As far as i know,these 68k's are special manufactured 68k-processors,not the standard ones usually sold.But i would prefer a PAK/3 . Seeing a 68030 with 40 Mhz running is MUCH more fun than a poor 68k with only 28Mhz.
>Any answer is appreciated, especially from T28 or PAK-3 owners.
A friend of mine owns a PAK/3 and i've seen him working with it.He is going to use Linux soon...

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

3549. Re: GEM on Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 17:14:50 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <2uplqa$n9t@agate.berkeley.edu>
Source record: 31729

Hi there. Could somebody post some more info about running ST software on Macs? I am not up to speed on this topic, so I could use some background/summary info. I have access to Macs at my work, and it would be great to be able to run my ST software on them. Thanks in advance for any info.

Doug Tarico
dtarico@ocf.berkeley.edu

3550. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 17:31:53 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun28.173153.2212@powertech.no>
Source record: 31725

In an article of <27 June 1994 ,17:40> (Millert@grad.csee.usf.edu) writes:

m> The old PD Ditto reports that the Falcon030 is not a US machine and won't
m> run.

Simple enough ,get the Euro version of PC-Ditto (-:

Any way who have the source code for Ditto ?? Who were the
original programmers ? Surely someone must have the source code
for it ,I mean it could'nt simple be earsed or so .. .

Perhaps now it's the time for Avant Garde Systems to get a new
life with a new version of PC-Ditto .. .

--

```
___ __ ___ __ __ ___ _ __ ___________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\\_____________________________ jabrana@powertech.no ____//
```

... Everyone wants a rock to wind a piece of string around
/// IMHO V1.07

3551. Re: GEM on Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 17:34:13 UTC
From: jabrana@powertech.no
Message-ID: <1994Jun28.173413.2374@powertech.no>
Source record: 31726

In an article of <27 June 1994 ,12:11> (Steves1825@aol.com) writes:

s> Is Geneva a complete GEM & AES replacement? The reason that I am
s> asking is that MiNT has been ported to the Mac, along with a program
s> called JET or Just Enough TOS. This package runs text-only ST
s> programs on the Mac, but lacks GEM and AES. I would like full
s> emulation(!), and wonder if Geneva or some other program is the sort
s> of thing that I need, or is approaching it.

If Geneve and Mag!X are both _complete_ AES replacements then
you'll have a new problem : the VDI and/or the Line A calls !!!

I don't think Geneva and Mag!X replace the VDI at all ,after all
they really don't need to bother with it. This VDI problem however
can be solved by using NVDI .. . Also whether Mag!X and Geneva
take over _every_ single AES call is something I doubt about.

It should perhaps be possible to save the ROM from an normal ST
and then try to run it on MacMint but this might be illegal.

Does MacMint support auto-booting of disks ??? If yes ,try a TOS
boot disk ; a few PD libraries do have them .. .

--

___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no ____//

... Everything I said is true (except the parts that aren't)
/// IMHO V1.07

3552. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 18:47:18 UTC
From: djs@jet.uk
Message-ID: <1994Jun28.184718.27894@jet.uk>
Source record: 31730

In <2umrve$2oe@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>The Apple CDROM300 seems to be the drive of choice in the UK. It's sold
>complete with Atari drivers, cable and SCSI interface for 300GBP here. (less
>if you have a Falcon as you don't need the SCSI i/f). There are quite a few
>drivers available now. mail ssolutions@cix.compulink.co.uk for details.
300 quid??? Look past the Atari dealers, and you'll get the drive for
half that. Even when you add the cable and/or Link, you don't need to
pay anywhere near 300 pounds.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3553. Re: USRobotics Sportster FAX modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 18:57:15 UTC
From: djs@jet.uk
Message-ID: <1994Jun28.185715.28052@jet.uk>
Source record: 31731

In <2uo0vd$f8a@netnews.upenn.edu> rrice@netnews.upenn.edu (Rob S. Rice) writes:

>: 2) Serial port patch programs needed
> The works in HSMODEM04, which is availible. Don't
> forget to set your modem speed at max in your software.
I have this modem, and it works well. You need to use 38K4 bps on your
serial port to make the most of it. But you can't use 38K4 with the
modem's default state:
It's an autosensing modem, ie you set the serial line speed on your
computer, and the modem tracks it without being explicitly set. You send
a dial command at 38K4, and the modem dials. It talks to another modem
and establishes an error-corrected 14400 link; it then decides that it
knows better, and switches its serial line to 19K2, so can't talk to
the computer. You need to disable the 'match serial speed to modem speed'
feature (something like AT &B1, can't remember exactly, but it's in the
manual). It will then talk at whatever speed it auto-senses from the
computer.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3554. Re: ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 19:54:00 UTC
From: icarus@fiero.uucp
Message-ID: <5Rj9565RQbB@fiero.uucp>
Source record: 31630

steves1825@aol.com meinte am 27.06.94 um 12:20
zum Thema "Re: ST Emulator on IBM PC":

> There is something called GEMulator, the software is downloadable,
> but you will also (last I knew) need to purchase a card to insert
> your ST ROMs in.
You're right! It's a nice and practicable thing!

It's working here in my PC. There's only one problem. By now, it
doesn't support the joystick! :-(

Michael

Seven: ICARUS@WORKSHOP.seven.sub.org Fido : Michael Vogel@2:2437/453.2
SHN : Michael Vogel@8:4930/101.2 Usenet: icarus@aball.han.de
* Origin: God is real, unless declared integer
CrossPoint v3.02

3555. Re: Austin TX:Giving away Atari books/software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 21:33:10 UTC
From: mlehmann@austin.ibm.com
Message-ID: <Cs4MJA.3rCM@austin.ibm.com>
Source record: 31732
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The Austin Atari Users group was the recipiant of all of the books/programs.
Sorry that this article was distributed so widely. I thought that by setting
the "Distribution" to "austin" that only this City would receive it.

In article <Cs320x.1rwr@austin.ibm.com>,
Mark Lehmann <mlehmann@austin.ibm.com> wrote:
>I canabolized my Atari and placed all the useful parts into
>my Intel computer.
>
>I have 4 programming books, Word Writer ST, Laser C 2.21 and Debugger,
>UIS III, NeoDesk (1989 version), and some other programs I want
>to give away.
>
>Respond to this post. First responder who is willing to
>drive to Round Rock gets it.
>--
> -- IBM does not necessarily agree with any opinions stated in this note--
> Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
> IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
> Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

--
-- IBM does not necessarily agree with any opinions stated in this note--
Mark Lehmann | 11400 Burnet Road | phn: 512-838-8850 Tie: 678
IBM, AWSD - CET | Internal Zip 9530 | inet: mlehmann@austin.ibm.com
Dept C3D 905/3C16 | Austin, TX 78758 | VNET: MLEHMANN at AUSTIN

3556. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 21:40:00 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cs4Mup.1xs@newcastle.ac.uk>
Source record: 31733

I got the Euro version of PC ditto to work on the falcon, but you have to use Backwards to disable the hard drive....which sort of buggers it really.

SoftPC works ok though (so I hear).

Craig.

3557. Re: Eric Smith

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-28 23:36:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.aF28OGKxjn2@semprini.waterloo-rdp.on.ca>
Source record: 31661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2unqi5$ffg@golem.wcc.govt.nz>, Roger Sheppard. writes:
> Does any one know what has happened to Eric Smith,
> I have not seen him here for a long time,
> does he still work for Atari, also is he still involved
> with Mint..??

Eric's busy working on Jaguar stuff... he's still overseeing the MiNT
project, but most of the "real" work on MiNT is being done by hackers on
the MiNT mailing list. Eric is still the brains behind the MiNT source
archives that appear on atari.archive periodically...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3558. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 00:33:04 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <772849984snz@gw6hva.demon.co.uk>
Source record: 31664
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <davehCs2Hus.L8E@netcom.com> daveh@netcom.com "Dave Halliday" writes:

> Connected with my recent aquesition of an SLM805 my Mega 2 now simply
> does not have enough memory. Can anyone tell me how to up her to 4
> Meg. I assume that I need to solder in 16 1Megx1 Rams but I also here
> that some resitors are needed. What are these and their value, also
> what value and type are the smoothing capacitors? Finally where is a
> good source for cheep ram (100ns is in there at the moment.)

Correct, you want some 100n de-coupling caps too and you may need to add
the missing resistor's - these are usually 68 ohm ones but check what
are already installed now on the existing RAS/CAS lines.

You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
had to do some additional decoding for it (should've bought the Mega-2).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3559. Re: Underlining chars in buttons etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 00:36:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.97GZsa1he_I@semprini.waterloo-rdp.on.ca>
Source record: 31662

In <1994Jun21.093234.17374@jet.uk>, David Stevenson writes:
> >In <2trkkn$opn@percy.cs.bham.ac.uk>, Chris Ridd writes:
> >> fountad@vax.sbu.ac.uk writes:
> >> >I see a lot of modern programs underline a single char in their buttons...
> >
> >Personally, I find this to be one of the most grotesque "features" of
> >the MS Windows and OS/2 graphical interfaces... I suppose it's nice for
> >someone that for some reason or another can't use a mouse (or for those
> >people just stupid enough to use a GUI without a pointer), but it makes
> >the interface cluttered and ugly.

> This is bollocks. For many people, in many situations, it is easier to
> use the keyboard than the mouse. For instance, if I want to minimise
> the window I am typing into now, I could either take my eyes off of the screen
> and my hands off of the keyboard to locate the mouse, then find the minimise
> icon and press it, then move my hands back to the keyboard to continue
> working. Or, I could just hit ALT-F9.
>
> I definitely appreciate being able to use both the keyboard and mouse.

As do I. I'm not flaming keyboard shortcuts (I wouldn't dream of using
an editor that required me to touch the mouse), I'm flaming those ugly
underlines that clutter dialogs and menus on PCs and workstations
running the evil Motif.

They're useless in most of the applications I've seen them in. For
example, the new GEM Lharc and ST-ZIP; I can either type "unzip foo.zip"
from my shell, or I can type "stzip foo.zip" and click, or use the
"accelarator" keys.

Now, if I ran st-zip by clicking on it or a .zip file, I'd have to _let_
_go_ of my mouse to start pressing those silly accelarator keys. The
underlines indicating them just serve to clutter the interface.

Accelarator keys should (IMHO) be reserved for menu selections, although
some people might find them convenient in dialogs; put them in your
dialogs, but don't underline them... the user who is going to complain
about moving from keyboard to mouse is going to be sophisticated (or
lazy) enough to remeber or know (if you picked good ones) them
intuitively.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3560. Hooking up two TT's and two HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 01:59:02 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Jun28215903@brazil.WPI.EDU>
Source record: 31735

Hi,

we have two TT's and two SCSI HD, and we are wondering if it is at all possible, to hook them up on one SCSI bus together. Does any one have any experience with that?

Are there any other ways of making the comps share files, say, by using the networking ports?

Bert :)
--
Is not this the true romantic feeling - not to desire to escape life, but to prevent life from escaping you. --Thomas Wolfe

3561. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 08:08:17 UTC
From: steve-j@teleport.com
Message-ID: <2ura5h$q9j@kelly.teleport.com>
Source record: 31736

In article <2uonej$n21@bognor.barclays.co.uk>,

>|> Nope! PC DITTO chokes on the Falcon's TOS (and I think the TT's),
>|> refusing to run on an unsupported TOS version. Maybe someone
>|> could get the source code from the guy who wrote it and update
>|> it? Then again, it would probably be a lot easier just trying
>|> to get Insignia to release SoftPC for the Falcon/TT.

>Forget it, they just can't do it at a price the Atari market could withstand.
>They have nothing against the Atari and if they could do it, they would. I talked
>to a fairly senior guy in the UK who says they still have the TT they developed
>it on. BUT - they can't do it for less than 180-200GBP. It's no use saying why
>not just release it as a basic disk for a few GBP just so people can use it. a)
>it's beta and b) Insignia are a reputable company who can't have half baked
>'free' versions of their bread and butter application floating around and still
>appear professional. It's like Compaq or somesuch saying 'Hey we've got this
>great program, it's still buggy and we wont sell enough to cover costs so have it
>anyway.'

Why not? Microsoft does it with every piece of software they
release!!! <grin>

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3562. Re: SOFT PC - Insignia

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 08:10:47 UTC
From: steve-j@teleport.com
Message-ID: <2uraa7$qfa@kelly.teleport.com>
Source record: 31737

In article <2uonl3$n21@bognor.barclays.co.uk>,
<Iain.Laskey@barclays.co.uk> wrote:

>OK, OK, I'll call the guy I know at Insignia and put the various ideas that have
>arisen here to him. I wouldn't be too hopeful though, he's helpful but he's also
>got a big firm with a reputation to run.

Don't forget that part of my idea was to rename it and remove
ANY reference in it to Insignia, so that their reputation
wouldn't be at risk over it.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3563. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 08:17:16 UTC
From: steve-j@teleport.com
Message-ID: <2uramc$qpt@kelly.teleport.com>
Source record: 31738

In article <1994Jun28.173153.2212@powertech.no>,
Jabran Akhtar <jabrana@powertech.no> wrote:

>m> The old PD Ditto reports that the Falcon030 is not a US machine and won't
>m> run.

>Simple enough ,get the Euro version of PC-Ditto (-:
>
>
>Any way who have the source code for Ditto ?? Who were the
>original programmers ? Surely someone must have the source code
>for it ,I mean it could'nt simple be earsed or so .. .
>
>Perhaps now it's the time for Avant Garde Systems to get a new
>life with a new version of PC-Ditto .. .

Avant Garde went out of business several years ago after the
PC DITTO II fiasco (just like WORDUP 3.0 put Neocept/Neotron
out of business!). The guy's name who ran Avant Garde is on
the tip of my tongue, but I can't remember exactly -- Bill
someone, I think.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3564. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 10:40:49 UTC
From: mattk@netcom.com
Message-ID: <mattkCs5n02.Bq0@netcom.com>
Source record: 31739

Two dumbo questions I hope haven't been asked 123412 times...

What are some of the drivers/setups one should use with and without Mint on aa 1040stf. You mentioned Extendos...what's that?

If one has a standard SCSI cdrom hooked into the system with the appropriate drivers, does the cdrom drive read any cdroms? In other words, is there a standard format that say, all of Walnut Creek's Cdroms are encoded into?

Hasta,
Matt Koundakjian <mattk@netcom.com>

3565. Re: Latest ICD 6.4.3 software/Upgrading to 6.5.5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 12:30:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2urphn$5c0@golem.wcc.govt.nz>
Source record: 31641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <mattkCs37s9.931@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>gbernath@oucsace.cs.ohiou.edu (Gregory Bernath) writes:
>
>>In article <2tio7t$iof@mailer.fsu.edu> boyd@math.fsu.edu writes:
>>I just received version 6.5.5 of ICDBOOT, along with the other
>>non-pro utilities, direct from ICD via the post office. It
>>would appear ICD is a bit slow in sending updates to Genie.
>>
>
>I'm at v 6.0.0 of the ICD utilities. What's been changed since then? Is it
>worth my time to upgrade up to 6.5.5?
>
>Also, what are "non-pro" utilities? What would be "pro" utilites?

Thanks to me pestering ICD, (Yes HUTCH I know I am a Pest) they have now posted
there none Pro version of there Utils Version 6.5.5 on GEnie..

If you don't have a ICD host adapter in your system, you will be unable
to install the none Pro version..

So to cover that problem ICD now sell there Utils for people that don't
have a ICD host adapter, you also get CleanUp and the SCSI Util
Program with the Pro version, plus Support for CD Roms, Flopticals etc..

HUTCH, yes TOM did reply to me on GEnie, it must have been your help,
or Gods will....?

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3566. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 12:44:42 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9406291930.AA00147@montp.cirad.fr>
Source record: 31740

CEO file contents:
Hi,

What about PC-Ditto II ? is this one any good ? what x86 does it emulate ?
I've seen an old copy for sale here at ~$30... should I get it ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3567. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 13:13:44 UTC
From: bjgrier@bnr.ca
Message-ID: <Cs5u38.Mv2@nrtpa038.bnr.ca>
Source record: 31642

In article <mattkCs5n02.Bq0@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
|> Two dumbo questions I hope haven't been asked 123412 times...
|>
|> What are some of the drivers/setups one should use with and without Mint
|> on aa 1040stf. You mentioned Extendos...what's that?
|>
|> If one has a standard SCSI cdrom hooked into the system with the
|> appropriate drivers, does the cdrom drive read any cdroms? In other
|> words, is there a standard format that say, all of Walnut Creek's Cdroms
|> are encoded into?
|>

There are dumb questions, but yours are not.

Most CD's are in a format called ISO-9660(?), older CDs for the PC are sometimes in a format called High Sierra(spelling?). There is also Kodaks Photo-CD formats (single and multi session) and a special format for Macintosh computers. All Atari drivers, that I am aware of, support both the ISO and HS formats. I believe that eXtenDos supports Photo-CD (single session), though your drive may not.

The CD-Rom you purchase should support the SCSI-II spec at least, and the SCSI-III spec if possible. Most drives only follow the SCSI-I spec, which was incomplete for CD-rom suuport and caused vendors to implement audio and Photo-CD support with proprietary commands, and that has caused all sorts of headaches with software vendors.

Something else to consider is the speed of the drive. CD-Roms are typcially referred to as single speed (150kB/sec), double speed (300kB/sec), triple speed (450kB/sec), and quad speed (600kB/sec). Double speed is pretty much the standard today. If you are considering NECs 3xi (triple speed) make sure you consider the Pioneer 604 (quad speed 6 disc changer) for only $300(US) more in Computer Shopper ($900 vs $1200).

The Walnut Creek CD's that I have are all in the ISO format. I have the GIFs Galore, Amiga AB20, Simtel-20, and MS-DOS Sources CDs from Walnut Creek.

Since you state that you are using a 1040STf I would recommend getting ExtenDos because I have had problems with MetaDos 2.0 and 2.2 locking up my system and sometimes not copying all of a file off of a CD-Rom, though I have not tried the latest version (2.3). ICDs MetaDos driver seemed to work fine but did not support the SCSI port of a TT, which I just happen to own. The only MiNT cdrom driver that I know works on an ST is the one I wrote but it requires you to use ICDs software and does not support Photo-CD. ICD may have an ST MiNT CD-Rom driver now but I

am unaware of it.

Because you are using an ST the overhead of the newer (1.04 and higher)
MiNT/Multi-TOS may be unaccaptable to you unless you have a CPU
accelerator. This will restrict you to either eXtenDos or Meta-Dos 2.3.

Brian

--

Disclaimer: The opinions expressed are mine not those of .

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

3568. RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 14:23:58 UTC
From: oesterud@oslonett.no
Message-ID: <2us05u$7uc@hasle.oslonett.no>
Source record: 31643

Does anyone out there know how to chech the Data-Carrier-Detect signal
on a Falcon RS-232. I also need to know how to set/clear the DTR-signal.

I have some docs on Falcon, but can figure out things (it was so easy on
ST and TT), so a source code on how to do this would be great !!!

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: oesterud@oslonett.no
SysOp ABK-BBS

3569. Mega STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 16:58:59 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <2us98j$198@infa.central.susx.ac.uk>
Source record: 31644

Why bother?

Or more politely, what exactly do they have over straight STe computers?

Colour Hi-Res etc.????

Steven.

kaps3@central.susx.ac.uk

3570. Falcon upgrades, (was PC 386 emulator for F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 17:34:43 UTC
From: djs@jet.uk
Message-ID: <1994Jun29.173443.6425@jet.uk>
Source record: 31645

In <2upk23$n21@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>+--+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
^^^^^^
Is this the 60 quid Power Up jobbie? Can you recommend or (er) unrecommend it? I fancy a speed up, but the figures given in ST Review or somesuch suggested just 14% improvement, which I don't think I'd notice; according to benchmark programs my Falcon is faster than an ST, but it doesn't seem that way unless I run in mono mode.

I don't know if this is technically possible, but I reckon there could be a market for an `alternative (TT) RAM' board that takes standard SIMMs but not a faster processor; ie we can add 4MB, 8MB or whatever of TT Ram, which is accessed faster than ST Ram.

Finally, can anyone recommend OUTSIDE or any other vram products? 4MB is nowhere near enough, and I can't afford to buy 16MB yet (especially as it only increases my capacity by 10MB anyway). Specifically, is there any software *not* compatible with OUTSIDE? Can they run alongside it anyway, but just using physical ST Ram?

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3571. Re: Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 19:52:28 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e11d4da505ef@discworld.oche.de>
Source record: 31646

In <dehall.772515151@vincent1.iastate.edu>,
A.D. (dehall@iastate.edu) wrote:

AD>I replaced all 3 of my older drives with a Quantum lps240. This drive screams
AD>(ICD's RATEHD reports something like 1.2M/sec) and I have to take the cover
AD>off the case to hear it :)

I have one of those, too - they're great. Mine does about 1450KB/s (Ratehd
with ICD ADSCSI). The LPS270 is very good, too, only you can't disable parity
checking with a jumper.
After all that I have heard from many users, quantum drives are very
reliable (opposed to Seagate).

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
R. P. Tyler was not, however, satisfied simply with being vouchsafed the
difference between right and wrong. He felt it his bounden duty to tell the
world. -- (Terry Pratchett & Neil Gaiman, Good Omens)

3572. Public Domain GDOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 19:55:23 UTC
From: raz@MCS.COM
Message-ID: <2usjjb$4c1@Venus.mcs.com>
Source record: 31650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First of all, what *exactly* is GDOS ? Is it simply a scaleable font manager ala Adobe Type Manager ? Is there a public domain version available?

Thanks in advance,

Anupam Razdan
raz@mcs.com

3573. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 19:56:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e11e104@p13.secom.ct.se>
Source record: 31670

23 Jun 94, Iain.Laskey wrote something like this to All :

I> In article <2ubp46$sqk@erinews.ericsson.se>, ebcjoan@ebc.ericsson.se
I> (Johan Andersson) writes:
|>>
|>> So there is a software 286 emulator for F030, but were can I find
|>> it?
I> You can't it was a commercial product that was never released as Atari
I> pulled out
I> the development deal. It's SoftPC by Insignia which normally runs on
I> Macs, Unix,
I> Mainframes etc.

Strange!! I found SoftPC for TT/Falcon on a PD BBS.. and in the readme file it stood that it was FreeWare... It emulates a PC 286 in full speed (on a Falcon) .. I cant get it work properly 'cause it searches for a .HDF (hard disk file) file, but there is no description of how to make one...

=-=-=-=-=-=-=-=-=-=-= Falcon for ever =-=-=-=-=-=-=-=-=-=-
- =
= Samuel Arvidsson - Vroomfondel of NeanderThal -
- =
=-

3574. Re: Mega STe DMA/ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 19:56:38 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e11d4dc506de@discworld.oche.de>
Source record: 31647

In <1994Jun20.164328.654@isle.waterloo-rdp.on.ca>,
Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:

DR>in two simms, and wired up a power supply (only +5v, and +12v at the moment)
DR>Everything works happily, except hooking up a hard drive to the DMA/ACSI
DR>port on the back.. Won't talk at all! Is there some jumper or something
DR>to tell it to use the external port (there is no internal host adapter) or

If there is no internal host adapter installed, you have to put 8 (I think)
jumpers on the pins where it would be installed so that D0-D7 get connected to
the external port. It *should* be Pin 1-2, 3-4, ... until 15-16 on the
connector, but I am not sure about that.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Not a man to mince words. People, yes. But not words."
-- (Terry Pratchett, Small Gods)

3575. Re: ST MMU's and 256x4 bit Memories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:05:12 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e11d4dc507cc@discworld.oche.de>
Source record: 31648

In <772332583snz@gw6hva.demon.co.uk>,
Martin Vernon (martin@gw6hva.demon.co.uk) wrote:

MV>> Just remove the Rams and replace with 4*1 meg SIMMS, its that simple, that is
MV>> if you are into soldering and the such like....
MV>
MV>Ah no sorry. The point I was making was that I already have 4 megs of
MV>256*4 and hence want to add that - the 1*1 memories don't present a
MV>problem, I appreciate that.

It can be done - but I would not remommend that, since the power supply may be
a bit weak and it is a hell lot of work.
The easiest way would be to remove (or deactivate - CAS=RAS=Vcc) the 512K
and add another 2MB (you can solder those on the back of the old 2MB, only the
RAS/CAS lines per IC have to be connected by wire).

MV>However, what I need to do is demultiplex the A9 line and then gate it to
MV>create new CAS lines, which will be latched with RAS (per bank). I was
MV>just wondering if someone had already done it or had a schematic.

There are circuits that do exactly that - but they only add 1MB, so that you
can add 2MB and use the 1MB that were installed before. Here is the Listing
for such a GAL:

```
------------------------------------------------------------------------------
* 3 MB - Gal fï¿½r ATARI ST, (c) Jan Lipfert 92
*
* ________
* nc -| \/ |- VCC
* von MMU -> MAD9 -| |- nc
* -> RAS -| |- CASaL ->
* -> CASL -| |- CASaH ->
* -> CASH -| |- CASbL ->
* nc -| |- CASbH ->
* nc -| |- LTCH (nur intern benutzt)
* nc -| |- nc
* nc -| |- nc
* GND -| |- nc
* --------

%ID
3MB-Gal
%TYP
GAL16V8
```

```
%PINS
nc MAD9 RAS CASL CASH nc nc nc nc GND
nc nc nc LTCH CASbH CASbL CASaH CASaL nc VCC

%LOGIC

LTCH = MAD9 * RAS
+ MAD9 * LTCH
+ !RAS * LTCH;

!CASaL = !LTCH * !MAD9 * !RAS * !CASL;
!CASaH = !LTCH * !MAD9 * !RAS * !CASH;

!CASbL = LTCH * !MAD9 * !RAS * !CASL;
!CASbH = LTCH * !MAD9 * !RAS * !CASH;

%END
```

You can do the same in TTL, but in many cases (expecially when the 256K RAMs are 150ns), TTLs are too slow.

You would need two of these GALs (the second one would have !MAD9 replaces by MAD9).

MV>I realise that the original ST MMU's can't handle this directly but can
MV>the later STE's handle 2 chip SIMM's (being made up of 2 256*4 chips) up
MV>to the full 4Mb, if they can, then I'm looking for a schematic for that.

All ST MMUs handle DRAMS at leat up to 4MBit density. All ST MMUs can drive 2 RAM banks, not more. The GAL above tricks the MMU into thinking it is driving a 2MB bank, not a 512K bank.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
Dhblah sidled closer. This was not hard. Dhblah sidled everywhere. *Crabs* thought he walked sideways. -- (Terry Pratchett, Small Gods)

3576. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:08:24 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e11d4de508ac@discworld.oche.de>
Source record: 31649

In <2ub232$21a@styx.uwa.edu.au>,
Chiew Kiang Chan (chanck@tartarus.uwa.edu.au) wrote:

CKC> There can't be much difference between the tos 2.05 and 2.06
CKC>is there? Would I be able to plug it into my other 1040STFM?

The main difference is that 2.06 runs in non-'E'-machines and 2.05 does not.
So you can't use it in an STFM.

CKC>If not how about getting the TOS switcher board that is used
CKC>for the upgrade to TOS2.06? Can I use that with my 2.05 roms?

That would be needed anyway since 2.06 is 256K instead of 192K at 1.0x - but
it won't help.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
A good bookshop is just a genteel Black Hole that knows how to read.
-- (Terry Pratchett, Guards! Guards!)

3577. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:17:41 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <2uskt5$ek9@acmex.gatech.edu>
Source record: 31651

In article <2uramc$qpt@kelly.teleport.com> steve-j@teleport.com (Steve Johnson) writes:

>out of business!). The guy's name who ran Avant Garde is on
>the tip of my tongue, but I can't remember exactly -- Bill
>someone, I think.

Bill Teal. And if he were ever to surface again, I'm sure there are still some people out there who would be after him to get their money back for faulty PC-Ditto 2.

If Atari had upgraded their computer line in the 80s (in terms of CPU power), there may still be an Advant Garde making software PC emulators for Atari computers.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3578. Re: [Q] wizztronics contact info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:34:52 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2usltc$6mf@mother.usf.edu>
Source record: 31656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Eric S Johansson (esj@harvee.billerica.ma.us) wrote:
: anyone know how I can get in touch with wizztronics?

: --- eric
: --
: HOME: esj@harvee.billerica.ma.us HAM ka1eec
: WORK: esj@temerity.polaroid.com 617.386.4687
: source of the public's fear of the unknown since 1956

Wizztronics
P.O. Box 122
Port Jefferson Station, NY 11776
(516)473-2507

3579. Re: Hooking up two TT's and two HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:35:00 UTC
From: bert@brazil.WPI.EDU
Message-ID: <BERT.94Jun29163500@brazil.WPI.EDU>
Source record: 31652

ok, but what software supports that? Don't I have to set the two TT's to
different SCSI id's?

Bert ;)
--
Is not this the true romantic feeling - not to desire to escape
life, but to prevent life from escaping you. --Thomas Wolfe

3580. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:52:22 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2usmu6$6mf@mother.usf.edu>
Source record: 31653

Why did WordUp 3.0 put Neocept out of business?
Sure, it was kinda buggy, but it wasn't that bad!

3581. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 20:53:28 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2usn08$6mf@mother.usf.edu>
Source record: 31654

Lars-Erik \sterud (oesterud@oslonett.no) wrote:
: Does anyone out there know how to chech the Data-Carrier-Detect signal
: on a Falcon RS-232. I also need to know how to set/clear the DTR-signal.

: I have some docs on Falcon, but can figure out things (it was so easy on
: ST and TT), so a source code on how to do this would be great !!!

: Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
: Atari Developer Pager: +47 96634222 Email: oesterud@oslonett.no
: SysOp ABK-BBS

Processor Direct magazine, issue #2 will detail this.

3582. Re: Metados 2.3 and Multisessi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 21:07:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199406292307.a22274@ms.maus.de>
Source record: 31601

In article <771932062snz@nest.demon.co.uk>, Daron Brewood
(dbrewood@nest.demon.co.uk) wrote:
>In article <2tpegc$1lh6@obelix.uni-muenster.de>
> reschke@uni-muenster.de "Julian Reschke" writes:
>
>> Wrong. I know for sure that CDARGEN has no multisession support, and
the drive
>> will *not* do that himself (how could it). I guess that you are using a
>> different
>> BOS driver.
>
>No, the drive itself is multi-session, and will work even with Extendos
which
>does not have a multi-session driver. The CD-300 automatically reads the
>later FAT tables on the CD and adjusts accordingly.

This is definitively not true. First of all, CDs don't have FATs. Second,
no CD-ROM can transparently handle multisession, as this would require
that the firmware knows about the ISO9660 format.

3583. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 21:19:32 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2usoh4$fu3@msuinfo.cl.msu.edu>
Source record: 31655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2usjjb$4c1@Venus.mcs.com>, raz@MCS.COM (Anupam Razdan) writes:
>First of all, what *exactly* is GDOS ? Is it simply a scaleable font
>manager ala Adobe Type Manager ? Is there a public domain version
>available?
>
>
>Thanks in advance,
>
>Anupam Razdan
>raz@mcs.com
>
Anupam-

GDOS stands for Graphics Device Operating System. It's main purpose is to load fonts and device drivers, and make sure that output from programs which use GDOS gets to the right device. This reduces the program's memory requirements by allowing "modules" which any program can use for each device.

However, GDOS tends to slow down your system. So much that the slow up is easily visible. At boot up, GDOS displays a message that it is installed. The latest versions are 1.0 and 1.1 and display "GDOS RELEASE 1.x Installed." If you use Atari GDOS, I recommend one of these two versions; the earlier versions of GDOS generally had some problems.

The best replacement which I've seen, and which I use, is Codehead Software's G+Plus, which will automatically load different configuration files (for GDOS, called ASSIGN.SYS) when you run a program. It also won't slow your system down, and can even speed up some screen opperations.

Atari's latest version is called SpeedoGDOS, which also can change configuration at any time, has excellent support for vector (outline) fonts, and generally is considered by everyone to be and excellent product. If you have the memory (1Mb, I think), this is probably the way to go.

CodeHead's address was, last time I checked, P.O. Box 74090 Los Angeles, CA 90004, phone (213)386-5735. If this is wrong, someone please correct me!

Hope this helps!

Tom Hopper
hopper_t@msupa.pa.msu.edu
Dept. of Physics and Astronomy
Michigan State University
-=my opinions are my own=-

3584. Mega STe VMEbus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 21:31:45 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2usp8i$sc9@ornews.intel.com>
Source record: 31659

Does the Mega STe and TT's VMEbus conform to the IEEE1014 standard?

Does anyone know where I can obtain technical information on the Mega STe, ie: schematics, dip switch settings, DMA pinouts (how the internal SCSI host adapter interfaces with the motherboard), etc.

Thanks!

Michael

--
=-=-=-

3585. NVDI questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 21:34:40 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2uspdg$fu3@msuinfo.cl.msu.edu>
Source record: 31657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everyone!

I've been using Warp9 v3.75 since it came out, and have been very happy with the quality of the program and the increase in speed (I used QuickST before that!). Lately, though, I've been thinking about getting NVDI, since that's quite a bit faster. Before I go out and drop the money, though, I was hoping someone could answer some questions I've had about it.

1) How much faster (% increase) is NVDI than Warp9?
2) My system is a (U.S.) MegaSTE4 with external hard drive and TOS 2.06. Has anyone experienced any problems with this set up?
3) Compatibility issues. Does it work with the following programs (in order of importance):
DC DataDiet v2.1
Protect 6
Mouse-Ka-Mania II
Pagestream 2.2b
Storm v1.2
WordUp
WordWriter ST
STZip 2.6 (and ARC and LZH)
Graphics programs (PAD, Degas, Arabesque, CAD 3D2)

Anyone have any problems with it? Please let me know.

Thanks in advance!

Tom Hopper
hopper_t@msupa.pa.msu.edu

3586. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 21:45:30 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Jun29.214530.3087@ccc.amdahl.com>
Source record: 31658

In article <Cs5u38.Mv2@nrtpa038.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:
>In article <mattkCs5n02.Bq0@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:
>|> Two dumbo questions I hope haven't been asked 123412 times...

<very reasonable questions deleted>
>
>There are dumb questions, but yours are not.
>
>Most CD's are in a format called ISO-9660(?), older CDs for the PC are
>sometimes in a format called High Sierra(spelling?). There is also
>Kodaks Photo-CD formats (single and multi session) and a special format
>for Macintosh computers. All Atari drivers, that I am aware of, support
>both the ISO and HS formats. I believe that eXtenDos supports Photo-CD
>(single session), though your drive may not.

A small clarification is in order here. ExtenDOS currently supports
single-session photoCD on the Toshiba 3401, and on those drives which
can automagically recognise XA mode (this is the recording method that
photoCD uses). Many recent drives do automatic recognition. Once the
automatic recognition is done, the rest is a relative breeze, since the
actual file-system structure for photoCD is ISO-9660. (Note that if
you actually want to look at those snaps, you need a program that
understands the photoCD image format).

>
<more good stuff deleted>
>
>Brian
>

--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

3587. Wordup 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-29 23:31:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2ut08s$bik@mailer.fsu.edu>
Source record: 31660

Timothy Miller (millert@grad.csee.usf.edu) wrote:
> Why did WordUp 3.0 put Neocept out of business?
> Sure, it was kinda buggy, but it wasn't that bad!

Probably because they didn't sell enough of them (obvious answer). They were a small shop, and I have no doubt that piracy hurt them considerably. Perhaps WordUp's ease of use was to blame, as pirates had little incentive to purchase a product that was so easy to figure out how to use (wild guess). They were quite supportive of the product, and released numerous bug fixes (in fact, E. Arthur Brown Co. supported it for a short time after Neocept went under). The final version is fairly stable.

I heard that Atari purchased the rights to Wordup, and I held onto my copy just in case they every released it (hoping that I could upgrade my Neocept version to a newer Atari version). Unfortunately, it never seemed to happen. Perhaps some of the code was used in the word processing section of Atari Works (I have never seen it, so I don't know).

Wordup has the nicest dictionary and thesaurus setup of any English Atari word processor I have seen. In fact, I used it for awhile in the fast "text only" mode, which uses the standard system font and is not WYSIWYG. It is _much_ more stable in that mode than in WYSIWYG, and was excellent for composing text to be input into PageStream. Nowadays I use Microsoft Word for Mac via Spectre for word processing (I still use PageStream a lot though).

If in fact Atari does have the rights to Wordup, I wonder if they could release the source to the public domain (or as shareware, or for a reasonable fee, or something)? My guess is that Atari hackers would have the bugs fixed and features added in fairly short order. It would be very cool to have a top notch WYSIWYG word processor as PD/shareware. They would definitely have to charge something for the dictionary/thesaurus stuff (as it is licensed from another party, I believe), but the source to the program itself should be entirely in their control.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3588. COMA 210 FTP..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 00:01:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut213$c3i@golem.wcc.govt.nz>
Source record: 31663

Hi ,

Does any one know if the FTP option in the Demo
version of COMA 210 Fax software works..??

If so how did you get it to go..??

Thanks.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3589. Re: Hooking up two TT's and two HD's?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 00:03:54 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EF5ACAVE@ttgk.textlitho.nl>
Source record: 31597

In <BERT.94Jun28215903@brazil.WPI.EDU> Bertram Dunskus wrote :

>we have two TT's and two SCSI HD, and we are wondering if it is at all
>possible, to hook them up on one SCSI bus together. Does any one have any
>experience with that?
>

Hi Bertram,

ICD claim in their docs which came along with the ICD-Pro SCSI driver
software that their drivers support SCSI bus arbitration, maybe you can try
installing those drivers and just connect the SCSI ports 1 on 1.

I have a SCSI cable connected from my TT to a PC with a no-name SCSI card
(which happens to have a D-25 external SCSI connector with the Macintosh =
TT pin layout) which can access the CD-ROM player and Tape streamer of the
TT with no problems. You might have to check bus termination though. I
removed all termination resistors from the TT mainboard, harddisk and
CD-ROM player, only the Tape streamer (which is on the end of the cable)
has termination.

The PC has also a set of termination resistors installed on the SCSI card.
Both run OK but simultaneous access locks up both computers. I think the
problem is that both machines have their ID's set as '7' (=master).

Another problem will arise because of both the Harddrives of your TT's will
be device '0' so one of you will have to set that to another number (ID
jumpers on drive) The result will be that you both will boot up from the
same HD with the other HD as 'extra space' Of course, with the cable
disconnected, the TT with the modified HD won't boot up anymore...

My 'SCSI' cable is a high quality printer cable (25pin-25pin) of about 3
meters length.

Well, good luck in trying.

Gert

--

-- --
Atari TT-Point
-- --

3590. Re: Multisyncs: are they fussy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 00:14:11 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Jun30.001411.425@isle.waterloo-rdp.on.ca>
Source record: 31669

Timothy Miller (millert@grad.csee.usf.edu) wrote:
: Peter Missel (Peter_Missel@m4.maus.de) wrote:
: : >There are only 2 sets of scan/sync rates for ST low, medium,
: : >and hi resolutions:
: : >
: : > ST low & medium - 15.75kHz horizontal/50-60Hz vertical
: : > ST high - 31.5kHz horizontal/72Hz vertical

: : Dammit! NO NO NO NO NO! ~

: : DO NOT TRY TO CONNECT A VGA MONITOR TO ST HIGH RESOLUTION!

: : ST low&medium is 15,625 kHz and 50/60 Hz (the latter is programmable)
: : ST high res is 35,7 kHz and 71 Hz.

: Why not? I did it before.

Also, the first set of sync rates are correct... And, not all VGA monitors
will work, it must sync to the 15.750Khz (31.5K is a VGA standard)

3591. Siegfried Hartmann

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 01:36:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2ut7in$dro@golem.wcc.govt.nz>
Source record: 31666
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi can some one help me with Siegfried Hartmann as I wish to contact him
via Maus-Net, and I don't remember how to do it....

This is the COMA Author....

Thanks.............

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3592. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 01:56:59 UTC
From: oesterud@oslonett.no
Message-ID: <2ut8pb$5pg@hasle.oslonett.no>
Source record: 31667

In message #4, millert@grad.csee.usf.edu writes:

> Processor Direct magazine, issue #2 will detail this.

But where can a get a copy of that over here in Norway ?

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: oesterud@oslonett.no
SysOp ABK-BBS

3593. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 03:50:06 UTC
From: steves1825@aol.com
Message-ID: <2utfde$coj@search01.news.aol.com>
Source record: 31671

Well, Steve, I've got _two_ 520's, one a 4 meg that doesn't recognize
the drives, and the other a one meg that doesn't run what I need it
to, so I've definitely got the legal ROMs.
MultiTOS is for sale? How much and where?

Also, if anyone hears anything about the GEMTOS emulator rumored,
I'd sure like to hear about it.

3594. Re: C Interpreters are Evil

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 03:52:01 UTC
From: steves1825@aol.com
Message-ID: <2utfh1$cpn@search01.news.aol.com>
Source record: 31672

Nino,
That is wonderful news! If it is text only, then MacMiNT was
designed just for that sort of thing -- ie: the other GNU C
compilers, etc. That would be fantastic if I could run that!

3595. Re: GEM on Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 03:55:02 UTC
From: steves1825@aol.com
Message-ID: <2utfmm$cru@search01.news.aol.com>
Source record: 31673

Jabrana,
Thank you for the information! As far as I know, MacMiNT does not allow booting, it runs in a window of sorts, designed only to run GNU compilers on the Mac. But so near, and yet so far!

3596. Re: GEM on Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 03:58:05 UTC
From: steves1825@aol.com
Message-ID: <2utfsd$ctk@search01.news.aol.com>
Source record: 31674

In article <2ura9k$2f0@RW320B49.rz.fhtw-berlin.de>,
s002893@YPSERV.rz.fhtw-berlin.de (Harun Scheutzow) writes:

MagiC (the new Name of Mag!X) replaces the whole operating system, it
does everything by itselves! For that it must access the hardware
directly, and this is the main problem for ST-emulators.

Greetings, HS

HS, I don't know if it would work or not, but it would be worth a
try. Is MagiC commercial, shareware or PD, and for what cost, if any?
I _think_ that JET handles the Mac toolbox to MiNT interface
requirements. Remember that the Mac is also a 68k machine (except for
the PPC units, which emulate the 68020 at 040 speeds).

3597. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 05:12:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2utk8i$av4@mailer.fsu.edu>
Source record: 31668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hopper_t@msupa.pa.msu.edu wrote:
> The best replacement which I've seen, and which I use, is Codehead
> Software's G+Plus, which will automatically load different configuration
> files (for GDOS, called ASSIGN.SYS) when you run a program. It also won't
> slow your system down, and can even speed up some screen opperations.

While I agree that G+Plus is vastly better than the Atari GDOS, NVDI is
IMHO the best. In addition to accelerating GEM text and graphics, NVDI
also provides a built in GDOS. One can use GDOS fonts in place of the
system fonts with NVDI's GDOS as well. So, instead of putting money toward
G+Plus, I suggest you pay a bit more and get the best GDOS and the best
graphics acceleration you can get for the ST (IMHO). Actually, the cost of
G+Plus and Warp9 (strange, both Codehead products, and both almost but not
quite as nice as NVDI) together would approach NVDI's cost. Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3598. Re: PC emulator for FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 09:24:06 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uu2vm$ab3@bognor.barclays.co.uk>
Source record: 31675

In article <2e11e104@p13.secom.ct.se>, samuel.arvidsson@p13.secom.ct.se (Samuel Arvidsson) writes:
|> Strange!! I found SoftPC for TT/Falcon on a PD BBS.. and in the readme file it
|> stood that it was FreeWare... It emulates a PC 286 in full speed (on a Falcon)
|> .. I cant get it work properly 'cause it searches for a .HDF (hard disk file)
|> file, but there is no description of how
It will create it's own .hdf with a bit of fiddling. I can't remember exactly how
but I think when it boots and requests an .hdf, shovein a DOS disk in drive a:
and keep clicking on cancel on the fileselector. When this has been done a few
time, it will boot from the a drive. Once done, you can use the menu options to
persuade it to create a .hdf file. Of course, being non PD and commercial,
you wouldn't do this.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3599. IDE pin out urgently required!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 09:50:15 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <030905ASESHMAACTWNSF@ars.ath.forthnet.gr>
Source record: 31665

```
IC>I urgently require a pin out description of the 44 pin IDE connector on the
IC>2.5" IDE drive used in the Falcon030 so that I can correctly connect it to
IC>a PC.
IC>I have heard that 40 pins are the standard IDE and 4 pins are the power, can
IC>anyone give me a full description?
IC>Ta,

Thats true. If you start at pin 1 then the power cables are the last
four ( two on each row ). The remaining pins are identical with the 40
pin connector of the IDE 3.5" drives.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr
mpapad@leon.nrcps.ariadne-t.gr

---------------------------------------------------------------------------
Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services
---------------------------------------------------------------------------
```

3600. Re: Mega STe VMEbus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 10:11:36 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-300694101136@ngalm099.gal.nt.com>
Source record: 31676

In article <2usp8i$sc9@ornews.intel.com>, mhsmith@ornews.intel.com (Michael Smith) wrote:

> Does anyone know where I can obtain technical information on the Mega
> STe, ie: schematics, dip switch settings, DMA pinouts (how the
> internal SCSI host adapter interfaces with the motherboard), etc.

You can buy Atari schematics from their authorised dealers.
I got schematics for an STFM from:

L.D.S Ltd
Unit 22
Albany Park
Cabot Lane
Poole
Dorset
England
BH17 7BY

The phone number is: + 202 659991
Cost, about £34.

I guess they would be able to get whatever is published.
Atari drawings are not great quality though, but are better than nothing.

Good Luck
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3601. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 11:26:41 UTC
From: steve-j@teleport.com
Message-ID: <2uua5h$4gl@kelly.teleport.com>
Source record: 31677

In article <9406291930.AA00147@montp.cirad.fr>, <Bales_N@CIRAD.fr> wrote:

>What about PC-Ditto II ? is this one any good ? what x86 does it emulate ?
>I've seen an old copy for sale here at ~$30... should I get it ?

PC DITTO II had several problems with it -- LOTS of
unsuccessful installations!!! It was just an 8MHz
8086 board.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3602. Re: Wordup 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 11:34:29 UTC
From: steve-j@teleport.com
Message-ID: <2uuak5$4n2@kelly.teleport.com>
Source record: 31678

In article <2ut08s$bik@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:

>I heard that Atari purchased the rights to Wordup, and I held onto my
>copy just in case they every released it (hoping that I could upgrade my
>Neocept version to a newer Atari version). Unfortunately, it never seemed
>to happen. Perhaps some of the code was used in the word processing section
>of Atari Works (I have never seen it, so I don't know).
>
>Wordup has the nicest dictionary and thesaurus setup of any English Atari
>word processor I have seen. In fact, I used it for awhile in the fast
>"text only" mode, which uses the standard system font and is not WYSIWYG.
>It is _much_ more stable in that mode than in WYSIWYG, and was excellent for
>composing text to be input into PageStream. Nowadays I use Microsoft Word
>for Mac via Spectre for word processing (I still use PageStream a lot though).

Yes, Atari bought the rights to WORDUP from Neocept. They
did, in fact, use part of WORDUP in ATARIWORKS's word
processor (sort of). And you'd be happy to hear that the
part they used was the dictionary/thesaurus AND that part
was written by Mike Fulton (formerly of Neocept, but NOW
a full-time Atari guy). It IS a nice dictionary/thesaurus!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3603. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 11:37:59 UTC
From: steve-j@teleport.com
Message-ID: <2uuaqn$4pd@kelly.teleport.com>
Source record: 31679

In article <2utfde$coj@search01.news.aol.com>,
SteveS1825 <steves1825@aol.com> wrote:

>Well, Steve, I've got _two_ 520's, one a 4 meg that doesn't recognize
>the drives, and the other a one meg that doesn't run what I need it
>to, so I've definitely got the legal ROMs.
> MultiTOS is for sale? How much and where?
>
> Also, if anyone hears anything about the GEMTOS emulator rumored,
>I'd sure like to hear about it.

MultiTOS lists for $59.95, I believe, and can be purchased
at most any Atari dealer (Toad, Computer STudio, STeve's,
etc.).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3604. Re: Falcon upgrades, (was PC 386 emulator for F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 11:55:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uubqk$500@bognor.barclays.co.uk>
Source record: 31680

In article <1994Jun29.173443.6425@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <2upk23$n21@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|> >+---+
|> >|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
|> ^^^^^^
|> Is this the 60 quid Power Up jobbie? Can you recommend or (er) unrecommend
|> it? I fancy a speed up, but the figures given in ST Review or somesuch
|> suggested just 14% improvement, which I don't think I'd notice; according
|> to benchmark programs my Falcon is faster than an ST, but it doesn't seem that
|> way unless I run in mono mode.
I've had a bad experience with the 32Mhz upgrade. Maybe others had more luck.
Basically, I fitted it myself and got a dead Falcon. System solutions looked
at it and announced the board was dead ie it was faulty so I had no hope in
hell of doing a successful fitting, and then charged me 40GBP for putting the
replacement in! That doesn't work either and I've refused to pay carriage back
to them again so until I get around to taking it there by hand, it's stuck at
16Mhz...

|> Finally, can anyone recommend OUTSIDE or any other vram products? 4MB is
|> nowhere near enough, and I can't afford to buy 16MB yet (especially as it
|> only increases my capacity by 10MB anyway). Specifically, is there any
|> software *not* compatible with OUTSIDE? Can they run alongside it anyway,
Outside seems OK but I wouldn't use it all the time. If Iwant to do a lot with
big GIFs/JPEGS then I rebott with Outside. Otherwise I leave it off.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3605. Probs with MSTE HD-Floppydisc-Access

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 13:07:41 UTC
From: bazd0011@rz03.FH-Karlsruhe.DE
Message-ID: <2uug2t$ede@nz12.rz.uni-karlsruhe.de>
Source record: 31682

Hello Hardware-Cracks,

I've got a serious problem with my MSTE4 while working with a high density floppy-disc-drive TEAC FD235HF 5xxx series i built in my MSTE 4 two weeks ago.

My MSTE4 was built in 01/91 and was at first equipped with:

- TOS 2.05
- WD 1772-02-02 FDC
- Epson DD Floppydisc-drive

After building in the HD-FDD working with the FDD in DD-mode was and even still is o.k. But while using it in HD-mode FORMATTING and WRITING to disc didn't work, WRITING worked, but very slowly (ca. 3min / 20KB).

I replaced the TOS 2.05 by TOS 2.06 and the WD 1772-02-02 with an AJAX but with no effect. Formatting and writing to disc are the same as above, only WRITING to disc works now, but also very slowly and with errors.

Reading in directories is possible, but very very slowly.
I've heard that early MSTE's have a hardware design fault, that makes it impossible to them to access HD FDD's correctly.
Maybe it leads to timing (handshake) problems and has something to do with the PAL U407 that provides the FDC with 8/16 MHz clock-signal.

Has anybody made the same or similar experience with MSTE's and HD-FDD's ?
Does anybody know, how to solve this problem ?
Maybe replacing this PAL with a new one, i.e. programming a new PAL ?
Could someone post me the JEDEC-File(s) ?

It would be very nice, if someone of you could help me with that problem.

Thank you very much in advance.
I hope hearing from you soon and apologise for my bad English.

Bye,

Zdenko

3606. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 13:10:52 UTC
From: bign@eskimo.com
Message-ID: <Cs7oM5.Ju3@eskimo.com>
Source record: 31681

On mr2@irz.inf.tu-dresden.de Matthias Rauhut (mr2@irz.inf.tu-dresden.de) wrote:

: In article <1994Jun28>, e2daka5@etek.chalmers.se (David Kaplan) writes:
: >How do you, anyway, get a 68000 to work at >16MHz? As I understand it, the
: >T28 board uses the old CPU, and it shouldn't be possible to run an ordinary
: >68000 that fast.
: As far as i know,these 68k's are special manufactured 68k-processors,not the
: standard ones usually sold.But i would prefer a PAK/3 . Seeing a 68030 with
: 40 Mhz running is MUCH more fun than a poor 68k with only 28Mhz.
: >Any answer is appreciated, especially from T28 or PAK-3 owners.
: A friend of mine owns a PAK/3 and i've seen him working with it.He is going
: to use Linux soon...

What are some sources for the T28 and PAK/3 boards?
--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

3607. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 14:16:20 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2uuk3k$kkk@RW320B49.rz.fhtw-berlin.de>
Source record: 31683

In article <2usn08$6mf@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
>
> Processor Direct magazine, issue #2 will detail this.

I do not know this magazine. But I know, that the developer informations about this topic (serial interfaces and their control lines) which atari distributes, were WRONG, FALSE, ... If the article should relay on this developer infromation only, it must contain false information too.

Why can I say this? I am the programmer of the HSMODA-packages of serial drivers. The included drivers allow "user programs" to access the serial ports in a UNIX/MiNT like style. The user programs are not in need of accessing the hardware directly. By the way, the actual version is HSMODA04.LZH. At the moment I do not know on which server it may lay, but I will try to upload it in the future.

At the moment I am sitting in front of a Indigo and not on my ST, so that I can not catch detailed information. Ok, I will use my head :-)

DTR and DCD of MODEM (I call it MODEM2) of the Falcon you can access in the same way as on MegaSTE and TT. Two importand things which Atari forgot (??? not mentioned, about the reasons everybody may think himselves) are:
You MUST disable the interrupts (CPU at IPL7) if you write a register number to the SCC and then like to read/write a register. Otherwise a interrupt may do its work and confuse the SCC.
You MUST use the RAM-shadow of the SCC-register WR5 if you like to write to WR5. Otherwise there may occur mystics. This shadow exists because WR5 is not not on every SCC readable. WR5 resides on Offset $1D in the IOREC of MODEM2. It is a byte. If you manipulate WR5, manipulate at first the RAM-shadow and then write the shadow into WR5.

(I dislike this XRN, I can not key in some importand special characters, sorry)

But I suggest the usage of my drivers. They run under TOS and MagiC (and MiNT too it think). I support TOS and MagiC, if anybody who is a good assembler programmer and a MiNT freak wants better MiNT support, he can take over this. Because MiNT/MultiTOS is to slow for me I do not use it.

Greetings, HS

3608. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 15:51:52 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cs7w2G.4xu@freenet.carleton.ca>
Source record: 31685

>Are you sure they are real ROMs? All the MEGA STEs and TTs I upgraded
>yet, had EPROMs inside. If so, you can burn TOS 2.06 into them. But
>remember the copyright-problem!
>
>Bye,
>Knarf
>--
I have a Mega Ste with TOS 2.05. How can I tell if I have eprom versions
of 2.06? Are 2.06 chips still being sold by ATari, or have they given up?
Is 2.05 really so bad?

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

3609. Access to Genie or Compuserve

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 15:54:27 UTC
From: lecoat@jasmin.ief-paris-sud.fr
Message-ID: <2uuprj$64r@upsn2.u-psud.fr>
Source record: 31684

Hello everybody !!

Someone has uploaded programs for me on Genie and Compuserve (both).
I know gates to have text email exchanges with him, these are
host@genie.geis.com and host@compuserve.com. But this doesn't allow
me to upload binary programs on these networks. Does anyone know how
to get linked to these (or one of these) networks, in order to exchange
large binary files. Thanks for help. Bye for now ...

Francois LE COAT email:lecoat@marion.ief-paris-sud.fr

3610. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 15:58:54 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cs7wE6.5Gu@freenet.carleton.ca>
Source record: 31686

Will the PAK board work with the Mega STe? If so, how much is it, and
where can us poor Canadian Atri users order this card?

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

3611. Re: Mega STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 17:57:27 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2uv127$80t@mailer.fsu.edu>
Source record: 31687

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
> Why bother?
>
> Or more politely, what exactly do they have over straight STe computers?
>
> Colour Hi-Res etc.????

Mega ST/STE computers both have detachable keyboards (a major plus right there, IMHO). For Mega ST verses standard STs, this is about the only difference (there is also an internal connect unique to the Mega STs, but it was not really used for much).

MegaSTE computers are a different story. There are several pros and cons:

Pros:
Can run the computer at 16mHz (clock doubled w/cache) right out of the box.
The keyboard, in addition to being detachable, is far superior to other Atari keyboards (TTs use the same unit).
Easy access to the guts of the machine, for SIMM additions, internal hard drive, or just curiosity. One screw removes a separate cover where much of the interesting stuff resides.
Has hardware support for Genlocking (never taken advantage of by anything, as far as I can tell, but one can hope).
Has three serial ports, two of which can go very fast (if they are not buggy, as some are).
Has a VME slot, which can use several graphics cards on the market (cards for TTs generally work in the MegaSTEs).
Most can use HD floppy drives, and some come with them.

Cons:
Runs TOS 2.05 or 2.06 only. Both of these tend to be less tolerant of older games than TOS 1.6x on the 1040STEs. On the other hand, 2.06 is in many ways nicer than 1.6x in terms of features. I use Neodesk, so it is a moot point for me.
Physically large case (same as TT). I kind of like it myself, but other complain :-). The design is unusual, again a matter of taste.
Difficult to use a Spectre GCR and have anything plugged into the MIDI ports at the same time. Irritating design flaw there.
HD floppy drives have even more problems with some older copy protection schemes (unconfirmed, as I have a 720K floppy in mine).

I _really_ like my MegaSTE, but I was careful to keep my Mega2ST as well, so all my old games can still be played (you can't beat that kind of multitasking :-). The 16mHz feature is great, and yields 1.5 to 1.9 times the speed of a regular 8mHz ST/STE. In general, I believe the MegaSTE is the best 68000 based machine Atari ever made (not surprising, as it was

the last one they made). If you do work on your computer(s), the 16mHz feature will be _greatly_ appreciated, as will the superior keyboard. If you do a lot of modeming with a high speed modem, the fast serial ports are a huge plus. If you are mostly a game person and have an extensive collection, perhaps the 1040STE would be a better choice due to its superior compatibility. I suggest you follow the age-old wisdom of the rec.guns moderator: buy'em all.

Oh, all MegaSTEs come with the ability to hook to a TV (I'm not sure if 1040STEs do). One thing that irritated me is that most of my null-modem games do not work on the MegaSTE, so even though I now have two STs I cannot play these games that way :-(. Falcon does not work, which was the one I was really looking forward to. Stunt Car Driver works with the null modem (on MegaSTE and Mega2ST), and is extremely cool. Also, virtually all of the games that do work on the MegaSTE also work at 16mHz, which is generally awesome (the machine boots into 8mHz mode by default for compatibility, but there are small booter programs that allow you to come up in 16mHz mode).

If you do get a MegaSTE, try to get a late model one, with HD floppy drive. I realize I list this as a con above, but my early model one (with 720K drive) has both buggy DMA sound (can be fixed by replacing the GST Shifter) and buggy extra serial ports (one can be fixed with a new GAL, the other by installing a better Zilog serial chip). I am happy with it, as I enjoy tinkering with these things, but had I known about this before I would probably have elected to buy a later model machine (the later model ones came with internal 50mb hard disks, and HD floppy drives) and perhaps fitted a 720k drive within (if in fact the HD floppies cause more compatibility problems).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3612. Re: NVDI questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 17:58:48 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.175848.14870@jet.uk>
Source record: 31688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2uspdg$fu3@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>Hi everyone!

>I've been using Warp9 v3.75 since it came out, and have been very happy
>with the quality of the program and the increase in speed (I used QuickST
>before that!). Lately, though, I've been thinking about getting NVDI,
>...
>3) Compatibility issues. Does it work with the following programs...
From my experience, it is more compatible than Quick ST and Warp 9. Out
of the list you gave, I know from personal experience that it is OK with
PageStream 2.2b, STzip, Arc, Lharc. The only program I have that does not
get on with NVDI is the driver for the Tabby graphics tablet.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3613. Re: Mega STe VMEbus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:03:12 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <2uv1d0$80t@mailer.fsu.edu>
Source record: 31592

Michael Smith (mhsmith@ornews.intel.com) wrote:
>
> Does the Mega STe and TT's VMEbus conform to the IEEE1014 standard?

Not sure.

> Does anyone know where I can obtain technical information on the Mega
> STe, ie: schematics, dip switch settings, DMA pinouts (how the
> internal SCSI host adapter interfaces with the motherboard), etc.

You can buy a copy of the Atari Field Technical manual for that machine
(or any of their others) and it will contain all this information. They
are neat, having lots of large fold-out schematics and valuable information.
I seem to remember that they are around $50 each. The MegaSTE one is worth it,
IMHO. It is an extensive document (a book, really).

I believe Best Electronics has them for sale. They are:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

--
****
* Mickey Boyd *
* Systems Administrator *
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****

3614. Re: PC-Ditto

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:04:29 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.180429.14973@jet.uk>
Source record: 31689

In <2uskt5$ek9@acmex.gatech.edu> gt1448b@prism.gatech.edu (David Paul Forrai) writes:

>If Atari had upgraded their computer line in the 80s (in terms of CPU
>power), there may still be an Advant Garde making software PC
>emulators for Atari computers.
Not sure this is true; Atari users some unbelievably reticent to spend money
on hardware. There are more powerful Ataris and clones now (Falcon, TT,
Medusa) but they're not selling in huge numbers.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3615. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:09:21 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.180921.15084@jet.uk>
Source record: 31690

In <2urda2$ab3@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

djs>|>... Even when you add the cable and/or Link, you don't need to
djs>|> pay anywhere near 300 pounds.
>This was argued with ssolutions on CIX. Their defence was that as a small player
>they are unable to get the discounts that big Mac box shifters can get. In fact
>they can't buy in the CD300s for anywhere near what others sell them for. System
>Solutions are rarely (though sometimes!) the cheapest but as one of the few Atari
>dealers who still actively support the Atari via new products, translated and
>imported products and very good after sales service, I'm prepared to pay the
>premium to support that effort.
Well, I'm not! They are a business, I am a business, so I don't pay more than
I need to. I accept that I may have to pay over the odds for Atari-specific
goodies, but not for standard stuff. I don't give money away to companies
just because they're good eggs.

And I'm less convinced that they are good eggs after this morning, when they
quoted week turnaround for warantee fix to my Falcon; I can't afford to be
without it for a week, I've got work to do!

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3616. Re: cd rom ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:13:38 UTC
From: djs@jet.uk
Message-ID: <1994Jun30.181338.15274@jet.uk>
Source record: 31591

In <1994Jun29.214530.3087@ccc.amdahl.com> rzb20@ccc.amdahl.com (-8151 548 Roger Burrows) writes:

>A small clarification is in order here. ExtenDOS currently supports
>single-session photoCD on the Toshiba 3401, and on those drives which
>can automagically recognise XA mode (this is the recording method that
>photoCD uses).
When can we expect the update to ExtenDOS to support multisession PhotoCD, Roger?

I was rather expecting that updates would follow soonish.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

3617. Re: GEM on Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:37:40 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940630Z183740.883dbrewood@nest.demon.co.uk>
Source record: 31610

> try. Is MagiC commercial, shareware or PD, and for what cost, if any?

And coming soon a new system from Black Scorpians (Chroma 24) which will include an intelligent desktop and multitasking, watch out for mention of Dextrous!

--


```
==========================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==========================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==========================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==========================================================================
```

3618. Re: Falcon upgrades, (was PC 386 emulator for F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 18:52:31 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cs84FK.Fry@newcastle.ac.uk>
Source record: 31594

In article <2uubqk$500@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <1994Jun29.173443.6425@jet.uk>, djs@jet.uk (David Stevenson) writes:
>|> In <2upk23$n21@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
>|> >+--+
>|> >|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>|> ^^^^^^
>|> Is this the 60 quid Power Up jobbie? Can you recommend or (er) unrecommend
>|> it? I fancy a speed up, but the figures given in ST Review or somesuch
>|> suggested just 14% improvement, which I don't think I'd notice; according
>|> to benchmark programs my Falcon is faster than an ST, but it doesn't seem that
>|> way unless I run in mono mode.
>I've had a bad experience with the 32Mhz upgrade. Maybe others had more luck.
>Basically, I fitted it myself and got a dead Falcon. System solutions looked
>at it and announced the board was dead ie it was faulty so I had no hope in
>hell of doing a successful fitting, and then charged me 40GBP for putting the
>replacement in! That doesn't work either and I've refused to pay carriage back
>to them again so until I get around to taking it there by hand, it's stuck at
>16Mhz...
>

I fitted the PowerUp2 accellerator in my Falcon myself (bought it from
system solutions for 50gbp at a show). Took about an hour to fit, worked
first time. No problems at all....but then, electronics is my job, so no
surprises there (if Sime's is reading this, then stop sniggering).

The speedup isn't to great though - shame the Baracuda040 board I saw at
the same show wasn't for sale. I really need a system with fast RAM that
isn't going to get stuffed by the Video Bandwidth (which is the real
crippler at the moment - st mono compile time 120sec, 800*600*16colour
compile time 220sec). The Baracuda had a seperate Video connector for a
kicking video board....

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3619. Re: What to do with unused 2.05 ROMS???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 19:43:05 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun30.194305.12133@boojum.lanl.gov>
Source record: 31593

In article 4xu@freenet.carleton.ca, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>
>I have a Mega Ste with TOS 2.05. How can I tell if I have eprom versions
>of 2.06? Are 2.06 chips still being sold by ATari, or have they given up?
>Is 2.05 really so bad?

I don't know of anyway of telling if you have EPROMs without physically looking at them. All EPROMs have a little glass 'window' on the surface of the chip used for erasing (hince the 'E' in EPROM) the chip memory.

And to be perfectly honest, if you are not experiencing any problems with your current TOS 2.05 then upgrading to 2.06 would probably be a waste of time and money. I used TOS 2.05 in my early MegaSTe for 3 years with no problems. Just for jollies, I swapped my 2.05 ROMs with the 2.06 ROMs I had in a Gemulator and could detect no difference at all. Maybe I was just lucky, I don't know.

Bottom line is... "if it ain't broke, don't fix it." :)

-Hutch- @ Fair Dinkum Tech

3620. Re: NVDI questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 20:52:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2uvb9n$qt4@mailer.fsu.edu>
Source record: 31595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hopper_t@msupa.pa.msu.edu wrote:
> I've been using Warp9 v3.75 since it came out, and have been very happy
> with the quality of the program and the increase in speed (I used QuickST
> before that!). Lately, though, I've been thinking about getting NVDI,
> since that's quite a bit faster. Before I go out and drop the money,
> though, I was hoping someone could answer some questions I've had about it.
>
> 1) How much faster (% increase) is NVDI than Warp9?

Here is the output of GEM Bench 3.10 for both NVDI and Warp9. I squished it
a bit to fit them side by side (tab size = 8):

```
GEM Bench v3.10 Ofir Gal 5.8.93 GEM Bench v3.10 Ofir Gal 5.8.93
Mega STE TOS 2.06, MiNT not present Mega STE TOS 2.06, MiNT not present
Blitter Enabled, NVDI 2.11 present Blitter Enabled, NVDI not present
Video Mode = 640 * 400 * 2 Colours Video Mode = 640 * 400 * 2 Colours
FPU not present FPU not present
Run and Malloc from STRAM Run and Malloc from STRAM
Reference = MSTE + Blitter Reference = MSTE + Blitter

NVDI at 16mHz Warp9 at 16mHz

GEM Dialog Box: 2.085 219% GEM Dialog Box: 2.040 224%
VDI Text: 0.780 642% VDI Text: 0.815 614%
VDI Text Effects: 2.010 609% VDI Text Effects: 1.765 694%
VDI Small Text: 1.070 512% VDI Small Text: 1.055 519%
VDI Graphics: 3.745 380% VDI Graphics: 14.540 97%
GEM Window: 1.060 124% GEM Window: 1.050 125%
Integer Division: 4.485 98% Integer Division: 4.535 97%
Float Math: 3.050 98% Float Math: 3.110 96%
RAM Access: 1.600 98% RAM Access: 1.620 97%
ROM Access: 1.600 98% ROM Access: 1.615 97%
Blitting: 1.555 111% Blitting: 1.940 89%
VDI Scroll: 1.985 201% VDI Scroll: 1.990 201%
Justified Text: 3.210 151% Justified Text: 5.125 95%
VDI Enquire: 1.150 144% VDI Enquire: 1.970 84%

Average: 248% Average: 223%
Graphics: 309% Graphics: 274%
CPU: 98% CPU: 96%
```

The key line to note is the VDI Graphics. NVDI is obviously the winner
there, and quite close to Warp9 in the other categories. If you do anything
that used GEM graphics (DTP would be a good example), NVDI is the clear choice.

> 2) My system is a (U.S.) MegaSTE4 with external hard drive and TOS 2.06.
> Has anyone experienced any problems with this set up?

That is what the figures above were generated on. I have no problems with
NVDI. It is great!

> 3) Compatibility issues. Does it work with the following programs (in
> order of importance):
> DC DataDiet v2.1
> Protect 6
> Mouse-Ka-Mania II
> Pagestream 2.2b
> Storm v1.2
> WordUp
> WordWriter ST
> STZip 2.6 (and ARC and LZH)
> Graphics programs (PAD, Degas, Arabesque, CAD 3D2)

I can vouch for PageStream, MKMII, Storm, Zip, and DEGAS Elite. In fact, I
think you might be hard pressed to find anything that does not work with
NVDI (I'm sure there are exceptions, but very very few).

> Anyone have any problems with it? Please let me know.

First, note that NVDI is not only a screen accelerator, but also a replacement
for GDOS. Thus, NVDI is roughly equivalent to Warp9 and G+Plus combined, which
brings the price difference down a bit. Also, NVDI is extremely robust.
I cannot attribute any errors or crashes to NVDI. In fact, after having used
NVDI for a couple of months (previously I used Warp9), my "weird crashes"
essentially went to zero and I felt confident enough to enable write caching
in the ICD hard drive software. Never before did I feel comfortable doing
so, as I would manage to crash or lock up my machine every two or three times
I used it. I went through the entire chain of accelerators (TurboST, QuickST,
Warp9, and NVDI), and NVDI is definitely the most compatible there is. My
advice would be to buy it immediately (actually, you might wait until the
recently announced v3.0 hits the shelves, but you get the idea).

G+Plus does have some features that NVDI's GDOS does not. However, the NVDI
GDOS is very fast. It is quite nice to have GDOS "around all the time"
(I used to only enable it when I needed it, to save boot time). One feature
of the NVDI is that one can use GDOS fonts in place of system fonts. This
works much better than my old method of using Neodesk's fontload.prg to replace
the system fonts.

Warp9 provides some neat extras, the main one being the screen saver modules.
I do miss these, but I make do with BeforeDawn (a shareware product) which
is almost as good. In some ways it is better, but the selection of savers
for it is limited. Both Warp9 and NVDI provide mouse acceleration, but
NVDI does not allow any fancy configuring of it (my version 2.11 does not,
at least), unlike Warp9. NVDI has few configurable options (about 5 or 6
buttons in the configuration acc), so I don't find myself playing with it
(as I did with Warp9, a lot :-). It is just there, and it just works.

I don't want to seem as though I am slamming the Codeheads. Warp9 and
G+Plus served me well for years, and I don't regret buying them. However,
I do feel that NVDI is superior to Warp9, and I have not found any reason to
go back to G+Plus either. I would really like to see the Codeheads release
the Warp9 screensaver as a separate application (Falcon compatible, as NVDI
seems to be very common on Falcon systems). I would buy it in a second!

The above is IMHO, direct flames elsewhere.

--
****
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****

3621. Mac CPU <-> Atari monitor ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-06-30 22:22:47 UTC
From: toddc@loki.stanford.edu
Message-ID: <2uvgjn$csh@nntp2.Stanford.EDU>
Source record: 31596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware,comp.sys.mac.misc

He describes the Atari connector as:

It is an SC1224 monitor, and the pins are as follows:
The plug is circular, with a notch in it. Holding the notch so it is
straight up(12 oclock), there are 3 rows of 4 pins, and a 13th pin centered
and directly below the three rows of four.(6 oclock)

The Mac side has a DB-25 25-pin connector.

Until next time...
Todd
toddc@loki.stanford.edu

Famous last words: What happens if you touch these two wires tog--
---

3622. Pure C (1.1) question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 06:30:19 UTC
From: petep@info.isbiel.ch
Message-ID: <2v0d5r$npg@vega.info.isbiel.ch>
Source record: 31602
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
i tried to use the setmatherr() function from math.h. this function is described as
followd:

void setmatherr(int (*errfunc)(struct exception *e));

i wrote a little test program ...

int myerr(struct exception *e)
{

/* do soemthing */

}

void main(void)
{
int a,b,c;
setmatherr(myerr);

a=b=0;
c=a/b; /* division by 0 ==>error! */
}

... when excecuting c=a/b the program jumps in myerr(), but *e contains nothing.
that means e is not allocated. what did i do wrong?
```

3623. Re: Problem with TOSFS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 06:36:20 UTC
From: petep@info.isbiel.ch
Message-ID: <2v0dh4$npg@vega.info.isbiel.ch>
Source record: 31603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article 94Jun30105831@issan.informatik.uni-dortmund.de,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:

> In article <2utu8l$77n@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter)
writes:
>
> |> i renamed a file on a normal tos partition, i don't know why, but there went
> |> something wrong. the file should be called edi_vort.doc, but i got edi_vort..do.
> |> how can i delete or rename this file? under gem it's not visible (because of
> |> the ..) only when i type ls in the tcsh it's showed.
> |> i tried rm edi_vort..do, but it didn't work.
>
> Try this in tcsh:
>
> rm edi_vort.*
>
> This should pass the asterisk down to GEMDOS where it will match ".do".
> Make sure that you don't have other files beginning with "edi_vort".

it didn't work, i got the following message:

rm: edi_vort.*: bad request

any other idea?

3624. diskette drive change question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 07:46:38 UTC
From: hhakkine@cs.joensuu.fi
Message-ID: <1994Jul1.074638.3624@cs.joensuu.fi>
Source record: 31604

Hopefully this is the correct group !
I try to connect d/s drive Chinon FB-354 into an old ST.
The old broken drive was Sony MP-F11W-5DU s/s.
One book tells that Chinon F-354-C d/s has been used before,
and I hope this "new" one to work as well.

Now at least the comp understands that it has a diskette : before
the screen stayed white - sometimes ended up to show 4 or 6 bombs.
Now I get the icons to appear, but
1.) the drive keeps on rotating as long as the power is on
2.) I get a warning about "drive not ready" or "error during formatting"
etc depending on the command. And it seems not to read/write the disk.
All messages are in Swedish - but probably that doesn't matter else than
proving that it did not read my boot program.

Is there any helping angel there, who could tell, if I have to fix the
wiring in some way (I did nothing - just twisted the data cable around
to fit it in) ?

I'm booting with TOS 1.0 (5.29.85) from a ss-floppy.
Would I need a newer version for ds-diskettes ?
Or would I need ds-boot disk perhaps ?
I'm thankful for any hints.

Hannu.

3625. TOS history?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 09:28:26 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407011619.AA00142@montp.cirad.fr>
Source record: 31605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CEO file contents:
Hi,

Is there a history file about different TOS versions ? I'd like to know what
major changes were made from TOS 1.0 through to the latest 4.x.

More precisely what can a STE user get when upgrading to TOS 2.06 ?

Bye,
Nick.

_)|||(_/ I'm a poor lonesome cowboy...
.o'o. Nick Bales - Montpellier (FRANCE) : Bales_N@montp.cirad.fr
(-)
\u/ <ADVERTISEMENT SPACE FOR RENT>

3626. Re: TOS history?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 10:30:38 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2v0r8e$5qr@RW320B49.rz.fhtw-berlin.de>
Source record: 31606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9407011619.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
> More precisely what can a STE user get when upgrading to TOS 2.06 ?

for example:
He gets some new bugs in the floppy disc routines. This bugs exist in TOS2.06, 3.06, 4.00/4.01/4.02/4.04.

Patch program: FLOP_FIX.PRG (archive FLOP_FIX.LZH, only German docs).

Greetings, HS

3627. Re: NVDI questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 12:15:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Cs9Gpv.H4s@newcastle.ac.uk>
Source record: 31613
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1994Jun30.175848.14870@jet.uk>, djs@jet.uk (David Stevenson) writes:
>>3) Compatibility issues. Does it work with the following programs...
>From my experience, it is more compatible than Quick ST and Warp 9. Out
>of the list you gave, I know from personal experience that it is OK with
>PageStream 2.2b, STzip, Arc, Lharc. The only program I have that does not
>get on with NVDI is the driver for the Tabby graphics tablet.

Perhaps you need a driver update for your Tabby - NVDI 2.5 works fine with
my Tabby.....

Craig
Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
-----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

3628. ?: Connecting Falcon and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 12:19:29 UTC
From: michi@km21.zfe.siemens.de
Message-ID: <Cs9GwI.7H2@ztivax.zfe.siemens.de>
Source record: 31607

Hey guys,

I own a Falcon (which I truly love, Mr. PSD), and a PC. Does anybody know
of a network-like connection between Falcon and PC?

-Mike

3629. Re: Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 12:36:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v12k2$2ah@golem.wcc.govt.nz>
Source record: 31608

In article <2e11d4da505ef@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
>In <dehall.772515151@vincent1.iastate.edu>,
>A.D. (dehall@iastate.edu) wrote:
>I have one of those, too - they're great. Mine does about 1450KB/s (Ratehd
>with ICD ADSCSI). The LPS270 is very good, too, only you can't disable parity
^^^

Should this read ELS...??

>checking with a jumper.
> After all that I have heard from many users, quantum drives are very
>reliable (opposed to Seagate).

I have seen people asking on Genie if the Drives were any good, the comment that came back from ICD was, they could not say, as they never had a bad one...

>cu
>Michael
>--
>Michael Schwingen - Ahornstra&#65533;e 36 - 52074 Aachen - Germany

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3630. Re: TOS history?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 14:12:56 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2v1898$nd6@msuinfo.cl.msu.edu>
Source record: 31609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v0r8e$5qr@RW320B49.rz.fhtw-berlin.de>, s002893@YPSERV.rz.
fhtw-berlin.de (Harun Scheutzow) writes:
>In article <9407011619.AA00142@montp.cirad.fr>, Bales_N@CIRAD.fr writes:
>> More precisely what can a STE user get when upgrading to TOS 2.06 ?
>
>for example:
>He gets some new bugs in the floppy disc routines. This bugs exist in
>TOS2.06, 3.06, 4.00/4.01/4.02/4.04.

Would these bugs be what causes my MSTE to occasionally fail to recognize the internal floppy when booting up? To be more explicit, once in a while I'll boot up and any attempt to access drive A returns a "drive does not exist" error, and within Selectric the drive selector menu doesn't display A or B. Restarting (warm or cold reboot) fixes the problem.

>
>Patch program: FLOP_FIX.PRG (archive FLOP_FIX.LZH, only German docs).

Where is this available? Any FTP sites? Genie or Compuserve?

>
>Greetings, HS

Thanks,
Tom Hopper
hopper_t@msupa.pa.msu.edu

3631. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 15:21:31 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2v1c9r$p9f@irz401.inf.tu-dresden.de>
Source record: 31611

In article <Cs7wE6.5Gu@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
>Will the PAK board work with the Mega STe? If so, how much is it, and
>where can us poor Canadian Atri users order this card?
It will work,but you'll need a new case for your M-STE - the old one is too small for both PAK/3 and your Mega-STE board.

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`----------------------+---'

3632. Re: Falcon upgrades, (was PC 386 emulator for F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 16:49:10 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940701Z164910.112dbrewood@nest.demon.co.uk>
Source record: 31627

In article <Cs84FK.Fry@newcastle.ac.uk>
Craig.Graham@newcastle.ac.uk "Craig Graham" writes:

> The speedup isn't to great though - shame the Baracuda040 board I saw at

Craig, how fast was the Barracuda, I've heard good things about it, but not
had any first hand (or second hand) viewpoints.

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3633. Re: Metados 2.3 and Multisessi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 16:51:32 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940701Z165132.416dbrewood@nest.demon.co.uk>
Source record: 31628

In article <199406292307.a22274@ms.maus.de>
Julian_Reschke@ms.maus.de "Julian Reschke" writes:

> This is definitively not true. First of all, CDs don't have FATs. Second,
> no CD-ROM can transparently handle multisession, as this would require
> that the firmware knows about the ISO9660 format.

Right, in that case explain these facts:

* The CD-300 is multi-session, and is sold as such.
* Extendos does not have multi-session support in it yet. It does have
ISO and HS drivers though.
* I manage to use the above to work on multi-session Photo CD's I've had
developed.

Comments?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3634. Re: diskette drive change question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 18:29:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v1nae$6f7@mailer.fsu.edu>
Source record: 31612

H{k{ H{kkinen (hhakkine@cs.joensuu.fi) wrote:
> Is there any helping angel there, who could tell, if I have to fix the
> wiring in some way (I did nothing - just twisted the data cable around
> to fit it in) ?

There are at least two text files on atari.archive.umich.edu that might
help. One is genflop.lzh, the other ibmfloppy.lzh. They both contain
instructions for hooking floppy drives to the ST. They should both
be in the Disk section. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3635. Re: TOS history?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-01 23:42:40 UTC
From: charly@senator.ppc.sub.org
Message-ID: <EGBXDJUR88-UP@senator.ppc.sub.org>
Source record: 31623
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <9407011619.AA00142@montp.cirad.fr> Bales_N@CIRAD.fr wrote :

>Is there a history file about different TOS versions ?

Here is the ony and only existing history from ATARI:

Towns' Little Guide to TOS Revisions, version 1.0

Written by John Townsend, Atari Corporation

This is a small document that explains in very terse terms the
differences between the TOS revisions available for ST/MEGA/STE/
Mega STE/TT machines, what patches are needed for what revisions, the
formats they are available in, and any notes I can think of.

I hope this will clear up some of the confusion with the different
TOS versions. If you have any questions on this document, please
let me know here on GEnie. My GEnie Address is: TOWNS.

Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler
for their involement with this little Document. Thanks again!

Comments are welcome..

-- John Townsend
Atari Corp.

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ROM TOS (TOS 1.0)

The original ROM TOS, this version shipped in 520ST and 1040ST
machines. It is no longer shipping in any machines.

Formats: 2 chip ROMs, 6 chip ROMs

Machines: 520ST, 1040ST

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG will add more entries into your OS Pool.
In TOS 1.0 and TOS 1.02, the limit for the number of
directories that you can enter is around 40. With this
program you can extend that limit much higher. If you
are using a hard drive, this program is recommended
highly. It will work with all TOS versions and will
improve the performance of your system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOS
for 520/1040/MEGA owners. It is MUCH faster, has faster,
better disk I/O, many other improvements.

MEGA TOS (TOS 1.02)

This is commonly referred to as MEGA TOS. This version of TOS fixes
some minor problems in TOS 1.0 and has support for the BLiTTER chip
and Real-Time Clock chip.

Formats: 2 chip ROMs, 6 chip ROMs

Machines: 520ST, 1040ST, Mega 2, Mega 4

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG is explained above.

Notes: See notes for TOS 1.0.. GET TOS 1.04 TODAY!

Rainbow TOS (TOS 1.04)

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest
version of TOS available for 520/1040/MEGA owners. It has been
available as a dealer upgrade for awhile now. It has much more
robust Disk I/O, Autorunning of GEM programs at boot up,
a fix for the 40 folder limit, and much more. Most of all is
it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)

Machines: Stacy

Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

TOS14FIX.PRG solves some small problems in the AES (for
additional information, please see the documentation that
accompanies the TOS14FIX.PRG program).

POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that
accompanies the POOLFIX3.PRG program explains (in detail)
the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers
to your system. The caching of data and disk directories
by GEMDOS (when this program is used) will result in
your system running much faster! This program is highly
recommended and requires TOS 1.04 or higher for full
benefits!

FOLDRXXX.PRG is explained above.

Notes: Please use the utilities available and if you haven't
upgraded to this version of TOS yet.. please consider
doing so. It's a very worthwhile upgrade.

There are some disk-based versions of _early_ developer
only releases of TOS 1.04 floating around on BBS systems
here in the United States and abroad. Please don't use
them! They are bad news! They have some very nasty bugs
and have been known to corrupt data!

STE TOS, Rev 1 (TOS 1.06)

TOS 1.06 is the TOS version that is shipped with the 1040STE and
520STE machines. It is essentially TOS 1.04 with support for the new
hardware that the STE has.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

STE_FIX fixes the infamous Desktop Medium/Low resolution
bug. The problem is that there is a bug in the desktop
code in this version of TOS that prevents the user from
booting into Medium Resolution. The patch program STE_FIX
will solve the problem. Once it is executed in the AUTO
folder, the problem no longer exists.

FOLDRXXX.PRG, CACHEXXX.PRG, and POOLFIX3.PRG are
explained above.

Notes: This version is only available in 1040STE and 520STE
machines. It isn't available for upgrading. It won't
work in older machines.

STE TOS, Rev 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX
problem in GEMDOS and the problem in the Desktop that was present in
TOS 1.06.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE
machines. It isn't available for upgrading.

Mega STE TOS (TOS 2.05)

TOS 2.05 is the version of TOS currently shipping in the Mega STE.

Formats: 2 chip ROMs

Machines: Mega STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the Mega STE. It isn't
available for upgrading.

TT TOS (TOS 3.01)

TOS 3.01 is the version of TOS that originally shipped in the TT030.

Formats: 4 chip ROMs

Machines: TT030

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only avaible in the TT030. It isn't
available for upgrading.

TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the
TT030.

Formats: 4 chip ROMs

Machines: TT030

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only avaible in the TT030. It isn't
available for upgrading.

==========

--

Karlheinz Sauther / ++49 7274-8565
An Fronte Karl 31 / charly@senator.ppc.sub.org
76726 Germersheim / Karlheinz_Sauther@LU.maus.de

3636. UUCP Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 01:25:54 UTC
From: Steve.Barnes@lchurch.mcd.on.ca
Message-ID: <773134888.0@lchurch.mcd.on>
Source record: 31566

G'day all!

I'm having a problem with UUCICO72 here, and hoping somebody out their is running the same. Here goes.

How do you get it to use e-proto as a default OR use increased g-proto packet sizes? This has got me really confused. I call UUCICO72 directly to place a call, all documented environment variables are set etc.. with the following command line:

uucico72 -smindy -pe -r20 -f

It dials out just fine, connects (usually.. crappy phone line :), negotiates and logs in. However my end *SHOWS* its using e-proto as a default (I've included the lowercase 'e' at the end of the phone number in my hosts file).. My hosts logs show a NO negotiation for e-proto, and using g-proto with 64 byte packets. This KILLS throughput with the modem just thrashing itself to pieces.

I've even tried g-proto with 512 byte packets. Nothing happens, UUCICO just sits their stating its gone into slave mode and does nothing. I'm really at a loss after 2 months of messing about with it. Please, HELP! :)

A thousand thanks in advance!

Steve.Barnes@lchurch.mcd.on.ca

* Origin: Logic Church, Sudbury Ont,v32b,(705)-525-1307 (FIDO 1:224/150)

3637. Re: 3M Preformatted Disk Probl

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 02:00:48 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2hog$mgl@mother.usf.edu>
Source record: 31614

You know what I can never stand about any OS I've encountered... when the encounter a bad sector, they just STOP! They just say that you have a problem, and keep saying or over and over again. Why don't they just mark the sector as bad and write to another one? Wouldn't that make sense? At least you'd be able to write to the disk. When the file is partially written, you can't just pop in another disk... the OS is expecting the same FAT and partially written file.

3638. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 02:05:28 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2i18$mgl@mother.usf.edu>
Source record: 31615

Lars-Erik \sterud (oesterud@oslonett.no) wrote:
: In message #4, millert@grad.csee.usf.edu writes:
:
: > Processor Direct magazine, issue #2 will detail this.

: But where can a get a copy of that over here in Norway ?

Talk to an Atari dealer and have him order some. Talk to a distributor and ask for it. Selling to Europe won't be cost effective enough without sufficient demand, but if you can get a distributor asking for some, we'll sell them.

You could also order a single copy from us, but the exchangin of funds won't be very easy, especially for something as low as $3.50US plus shipping.

3639. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 02:18:42 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2iq2$mgl@mother.usf.edu>
Source record: 31616

Harun Scheutzow (s002893@YPSERV.rz.fhtw-berlin.de) wrote:
: In article <2usn08$6mf@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
: >
: > Processor Direct magazine, issue #2 will detail this.

: I do not know this magazine. But I know, that the developer informations about this topic (serial interfaces and their control lines) which atari distributes, were WRONG, FALSE, ... If the article should relay on this developer infromation only, it must contain false information too.

Actually, I developed the routines myself. I got a book on the SCC, got the timing signal values and went from there. It works great.

: Why can I say this? I am the programmer of the HSMODA-packages of serial drivers. The included drivers allow "user programs" to access the serial ports in a UNIX/MiNT like style. The user programs are not in need of accessing the hardware directly. By the way, the actual version is HSMODA04.LZH. At the moment I do not know on which server it may lay, but I will try to upload it in the future.

: At the moment I am sitting in front of a Indigo and not on my ST, so that I can not catch detailed information. Ok, I will use my head :-)

The user programs don't have to access the hardware? Are there OS routines to access DCD, DTR, and set higher baud rates? I am not aware of these. I wrote my own, and I can get a plethora of baud rates higher than 19200.

: DTR and DCD of MODEM (I call it MODEM2) of the Falcon you can access in the same way as on MegaSTE and TT. Two importand things which Atari forgot (??? not mentioned, about the reasons everybody may think himselves) are:
: You MUST disable the interrupts (CPU at IPL7) if you write a register number to the SCC and then like to read/write a register. Otherwise a interrupt may do its work and confuse the SCC.

I didn't disable any interrupts. The only thing that I know of that will confuse the SCC is to write to it too fast. You have to wait 4 PCLK's after every byte you write to it.... or is that every command... I don't know but I made my routines inefficient for that.

For doing some things, I completely reset the SCC, which is like a 20 step process. I've never had any problems. One friend had a problem with 57600 (I don't think it was the 0.4% error in data rate), but had no problems with 38400.

: You MUST use the RAM-shadow of the SCC-register WR5 if you like to write to WR5. Otherwise there may occur mystics. This shadow exists because WR5 is not not on every SCC readable. WR5 resides on Offset $1D in the IOREC of MODEM2. It is a byte. If you manipulate

WR5, manipulate at first the RAM-shadow and then write the shadow into WR5.

Well, this is useful information. If you don't mind, I may add it to my article. How do I get at the Iorec of modem2? Which device is it? And which number do I give Iorec()?

: (I dislike this XRN, I can not key in some importand special characters, sorry)

: But I suggest the usage of my drivers. They run under TOS and MagiC (and MiNT too it think). I support TOS and MagiC, if anybody who is a good assembler programmer and a MiNT freak wants better MiNT support, he can take over this. Because MiNT/MultiTOS is to slow for me I do not use it.

How do you use your drivers? Do they handle DTR, DCD, and set baud rates higher than 19200? Do you have support as many standard rates over 19200 that you could figure out how to do? I got quite a number of them... like 13 or so, within 0.7% error.

Any information you can give me will be appreciated, and I'll mention you in my article. Hopefully, some of what I have done will help you when you get to read my article.

: Greetings, HS

3640. Re: Wordup 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 02:21:47 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v2ivr$mgl@mother.usf.edu>
Source record: 31617

Atari release source to WordUp? HA! Do you think they'd do something that smart?

<grin>

3641. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 02:58:54 UTC
From: larserik@oslonett.no
Message-ID: <2v2l5e$dhg@hasle.oslonett.no>
Source record: 31618

In message #1, millert@grad.csee.usf.edu writes:

> Talk to an Atari dealer and have him order some. Talk to a distributor

But how do I find an Atari dealer over here :-/
Atari shut down their Scandinavia offices some time ago :-(

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3642. The objc_add() Call - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 04:29:11 UTC
From: ess@tibalt.supernet.ab.ca
Message-ID: <2v2qen$r31@tibalt.supernet.ab.ca>
Source record: 31619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am hoping that someone can help me with this problem; I want to add items to an existing object tree. For example, I load the resource file into memory using rsrc_load() and then decide that I want to add twenty icons to the first tree. The objc_add() call is none too specific about how this is done. Could someone explain the process to me in detail? I would really appreciate it.

--Michel Forget
Electric Storm Software

3643. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 12:47:24 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v3nks$cdh@golem.wcc.govt.nz>
Source record: 31620
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <772849984snz@gw6hva.demon.co.uk>, martin@gw6hva.demon.co.uk (Martin Vernon) writes:
>In article <davehCs2Hus.L8E@netcom.com> daveh@netcom.com "Dave Halliday" writes:
>
>
>Correct, you want some 100n de-coupling caps too and you may need to add
0.22uf

>the missing resistor's - these are usually 68 ohm ones but check what
>are already installed now on the existing RAS/CAS lines.
>
>You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
>had to do some additional decoding for it (should've bought the Mega-2).

Please tell me why go into all this trouble..??

Just fit 4 * 1meg SIMMS, they draw far less power as well..

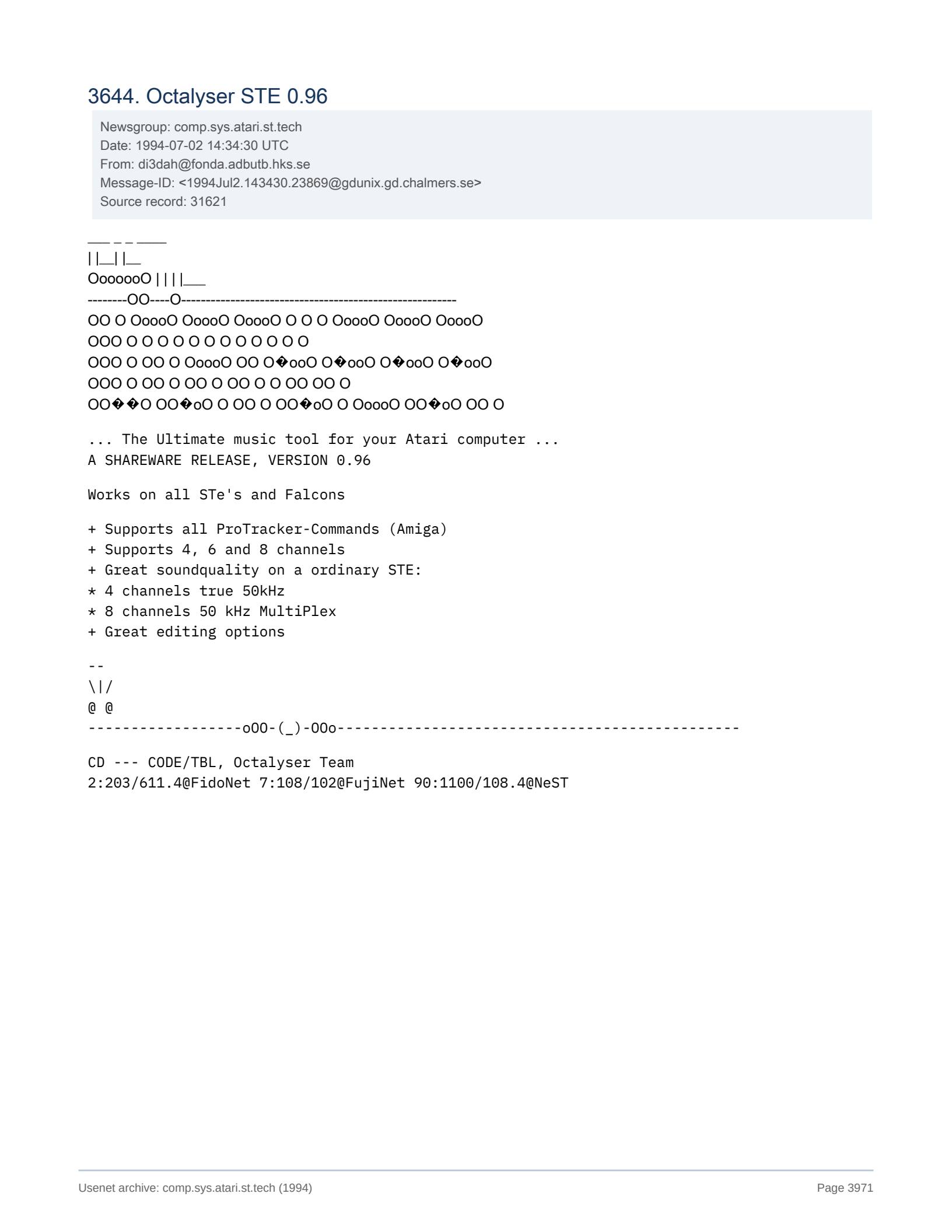
>Cheers, Martin.

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3644. Octalyser STE 0.96

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 14:34:30 UTC
From: di3dah@fonda.adbutb.hks.se
Message-ID: <1994Jul2.143430.23869@gdunix.gd.chalmers.se>
Source record: 31621

```
___ _ _ ____
| |__| |__
OooooooO | | | |___
--------OO----O-----------------------------------------------------
OO O OoooO OoooO OoooO O O O OoooO OoooO OoooO
OOO O O O O O O O O O O O O
OOO O OO O OoooO OO O  oO OoO OoO OoO
OOO O OO O OO O OO O O OO OO O
OOO OOoO O OO O OOoO O OoooO OOoO OO O

... The Ultimate music tool for your Atari computer ...
A SHAREWARE RELEASE, VERSION 0.96

Works on all STe's and Falcons

+ Supports all ProTracker-Commands (Amiga)
+ Supports 4, 6 and 8 channels
+ Great soundquality on a ordinary STE:
* 4 channels true 50kHz
* 8 channels 50 kHz MultiPlex
+ Great editing options

--
\|/
@ @
------------------oOO-(_)-OOo-----------------------------------------------

CD --- CODE/TBL, Octalyser Team
2:203/611.4@FidoNet 7:108/102@FujiNet 90:1100/108.4@NeST
```

3645. CDrom Doors for Atari BBS's ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 16:34:56 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <hUwwxwg.mindbomb_bbs@delphi.com>
Source record: 31622

Hi, Im a sysop of an atari bbs and also a cdrom owner, my software (Total Logic Control 1.5) doesn't directly support CD-roms, although I do have the drive set up through extendos, what I'm wondering is this...

Is there a CDROM DOOR (like on many ibm bbs's) for the Atari? Something that would get its stats from say Dorinfo1.def or Forem.Dat... I'd love to hear from anyone working on, or interested in developing such a door, I have a mega ST, an STe and am a registered owner of TripLinK and Total Logic bbs packages available for testing...

anyone know anything? :)

Andy

3646. Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 18:07:12 UTC
From: michaelk@pacifier.rain.com
Message-ID: <CsBro1.xM@pacifier.rain.com>
Source record: 31626
Cross-posted to: comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers

My SCSI set-up is 4 meg Atari Falcon w/ 80 meg IDE, SCSI II port connected to an external 240mg HD . I recently bought a SyQuest Cartridge HD --- intenting to connect The SyQ to my external HD and then connect my SCSI sampler to the SyQ. My sampler is a Peavey SXII/SP combination which have 25 pin SCSI connections. My terminations need to include the Peavey SXII (permanently terminated) -- and going on the assumption that the Falcon is an end terminator, I set my SCSI ID according to the Falcon manual: external HD=0, SyQ=1 (skip 2)& sampler = 3. When I try to run the system I get id 0 to respond but id 1 produces the message "id 1 not responding" but id 3 will respond if I reverse the id's between the external HD and the SyQ, but still whatever I assign to id 2 I get no response. When I tried a straight sequence of id numbers (not skipping after the last hard drive) everything reads except whatever id 0 is! Also I estimate I have about 11 feet of SCSI cabling but people locally have told me that shouldn't make a difference. I have gotten these combinations to work : Falcon + 240mg HD + SyQ or SyQ + Peavey SP + Peavey SX but never the Falcon and Peavey together.

Questions:

**I've been told the Falcon and Peavey should work together --- can anyone confirm this ?

**I read an article recently which indicated that cable thickness could be a factor, the thicker ones providing less problems -- if this is so how does one tell which type one has ?

**I've read that SCSI II uses "active" termination while SCSI I uses passive termination and that there could be compatability problems. If this turns out to be my problem (assuming the SXII is passive) does any one know of a compatability fix ?

**Could there be problems simpling connecting a DB50 to a DB25 device?

Any comments are very much appreciated.....

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3647. Re: HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 18:37:18 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2v4c4u$2l0@csugrad.cs.vt.edu>
Source record: 31625

Garth Wood (gwood@tibalt.supernet.ab.ca) wrote:
: Hi Everyone.

: Boy, was I wrong. After about an hour of tinkering, including setting the
: Conner's jumpers to every conceivable value, I came to the conclusion that
: whatever I'm doing wrong, it's a doozy. AHDI 5.0 and its associated
: utilities can't even *find* the drive, let alone format it.

: Anybody have any ideas?

As someone who just went through a similar problem for a month, I
think I can help a little.
Does AHDI tell you that it's NOT BOOTLOADED when it runs? If so,
check the connections. Make sure that the SCSI cable is FIRMLY in both
slots and not backwards. Also, I found out that Atari systems do not use
parity so you shouldn't have parity enabled (At least, this is what B&C
told me). Also make sure that you set it to the right SCSI address (Unit
0 I believe). You can do this with the jumpers. If possible check your
manual to see which jumper does what and how you should set the jumpers.

Good Luck!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

3648. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 22:59:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e15ffba@p13.secom.ct.se>
Source record: 31567

02 Jul 94, Lars-Erik Oesterud wrote something like this to All :

LO> From: larserik@oslonett.no (Lars-Erik Oesterud)
LO>
LO> In message #1, millert@grad.csee.usf.edu writes:
LO>
>> Talk to an Atari dealer and have him order some. Talk to a
>> distributor
LO>
LO> But how do I find an Atari dealer over here :-/
LO> Atari shut down their Scandinavia offices some time ago :-(
LO>
LO> Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47
LO> 67132659 Atari Developer Pager: +47 96634222 Email:
LO> larserik@oslonett.no SysOp ABK-BBS

Why not test the dealer you bought your computer from?

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- FALCON / \ _ \ / \ 4 MB -
- Vroomfondel/NeanderThal < <> >_< >< <> > -
- __/ __/ __/ 133 MB HD -
- Email: samuel.arvidsson@p13.secom.ct.se -

3649. Ensuring ALL caches are written

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-02 23:46:46 UTC
From: sourada@iastate.edu
Message-ID: <sourada.773192806@las1.iastate.edu>
Source record: 31629

I'd like to be able to have my system reboot automatically after reconfiguring, while ensuring that ALL caches have been written back to the hard drive. I'm using ICD's utils and Minixfs. I've tried all kind of things to try to ensure that everything is written, but they don't seem to work.

For example, I wrote a program called sync that just calls sync() from the mint libraries (it's supposed to sync all minixfs partitions). Then I tried the following at the tcsh prompt:

```
cp a.out b.out; sync; flush
```

(flush.prg is ICD's write cache flusher)

After this executed and ICD program reported that the caches were flushed, I still got some disk activity a little while later.

Is there a reliable way to make sure all the caches are flushed, rather than turning all the caches off or waiting a long time before rebooting?

Thanks,
Steven
--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

3650. Re: Atari Falcon SCSI connections

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 01:07:44 UTC
From: operator@apanix.apana.org.au
Message-ID: <miff.773197664@apanix.apana.org.au>
Source record: 31638
Cross-posted to: comp.music,comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers

michaelk@pacifier.rain.com (Michael Kelsey) writes:

>everything reads except whatever id 0 is! Also I estimate I have
>about 11 feet of SCSI cabling but people locally have told me that
>shouldn't make a difference. I have gotten these combinations to

The spec says 7 feet, and unless you are using really good cable, 11 is
stretching your luck. Try less cabling to start with...

Also, what ID do you have the SP set to? it sounds awfully like it may
be on 3.

>**I've been told the Falcon and Peavey should work together --- can
>anyone confirm this ?

Yup. Done it. (Never had any software to test it with, waiting for
Notator Audio.)

>**I read an article recently which indicated that cable thickness
>could be a factor, the thicker ones providing less problems -- if
>this is so how does one tell which type one has ?

sigh Thickness has nothing to do with it, the impedance match does -
but how many magazine writers would be able to write about impedance
matching? *big*grumble*

As a rule, stay under 7 feet and all will be well. If you _have_ to
go over that, use cable specifically made for SCSI.

>**I've read that SCSI II uses "active" termination while SCSI I uses
>passive termination and that there could be compatability problems.
>If this turns out to be my problem (assuming the SXII is passive)
>does any one know of a compatability fix ?

Not really possible, and not really necessary either. Active termination
is usually required for FAST SCSI II, - bearing in mind that SCSI II isn't
a 'thing' in its own right, and mix'n'match I and II is fine.

>**Could there be problems simpling connecting a DB50 to a DB25 device?

Not really - as long as your cables are right.

>Any comments are very much appreciated.....

Get a copy of ICD's SCSI program - comes with the PRO utilities, and have
a poke at the SCSI bus with just the peavy units connected, find out what
their IDs are, and whether they respond at all.

>michaelk

3651. Re: HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 04:03:49 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2v5db5$4v9@cxc1.cl.msu.edu>
Source record: 31631

gwood@tibalt.supernet.ab.ca (Garth Wood) writes:

>I'm facing a problem. Yesterday, I swapped out my 170 Meg Conner CP30170E
>SCSI HD from my DOS box with a 420 Meg Western Digital, 'cause I needed
>the storage. Now I have this 170 Meg SCSI that I'd like to put into my
>Atari Mega STe. It's a 3.5" unit, and I thought "No problem. Just yank
>that Seagate (yechhhhh!) that Atari put in there, drop the Conner in, and
>run the Atari AHDI utilities to recognize it, format it and use it."

Several possibilities come to mind here since I've seen this before...
First, if the drive is SCSI II only, it's quite possible that the host
adapter built into the MegaE won't deal with it. Second, some of the
newer harddrives come with a set of jumper pins to disable parity, but
they are functionless (and the techs at the shop will tell you they KNOW
it works, but it doesn't...) If either of these are the case, then
you're only hope is to attach the drive externally with an ICD Link II.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3652. Midi FTP Site..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 06:38:21 UTC
From: jamal@bronze.lcs.mit.edu
Message-ID: <2v5mct$si6@bronze.lcs.mit.edu>
Source record: 31632
Cross-posted to: comp.sys.amiga.audio,comp.sys.ibm.pc.soundcard.music,comp.sys.ibm.pc.soundcard.tech,comp.sys.mac.programmer,comp.sys.mac.misc,comp.sys.atari.st,comp.sys.atari.st.tech

To: user of Mac, IBM, Amiga & Atari-ST

Hi.. I setup a site with lots of Mid-related goodies, including
the General-Midi Instrument set (all 3 MB in Amiga IFF format)
at: ftp.std.com /pub/jah

- JH

3653. ICD Pro UTILS....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 09:32:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2v60jm$kum@golem.wcc.govt.nz>
Source record: 31633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well here is info about ICD's Pro utils..

NOTE: This could be out of date, ICD does not support there
customers on GEnie these days to well...

***** P R E S S R E L E A S E *****

Rockford, Illinois, June 23, 1993 -- ICD, Incorporated, a leading designer
and manufacturer of Atari hardware enhancements, today announced a new
standard for the Atari ST, TT, and Falcon computers.

ICD SCSI Pro Utilities(TM) was designed to provide all Atari owners a choice
of SCSI and IDE peripherals with the hard disk performance and dependability
that they can expect from ICD, the leader in Atari host adapters on the
Atari ST.

ICD SCSI Pro Utilities is a complete software tool kit designed for anyone
who owns a hard drive on an Atari computer. This unprotected package
consists of the ICD hard drive software that was previously available only
in a protected form, a new comprehensive version of Cleanup ST, as well as
other powerful new utilities. The software is supplied in a packed format
on two double-sided diskettes along with a 75 page manual.

The core of ICD SCSI Pro Utilities is the famous ICD Hard Drive Software.
ICDBOOT.PRG is a fully configurable, high performance hard disk driver.
It includes read and write-back caching with variable buffer and block sizes,
write-back delays, user selectable boot partitions, the ability to skip SCSI
IDs or partitions at boot time, smart removable media support, Floptical
support, along with many other useful options. By integrating the con-
figurable cache directly into the driver, ICD has enjoyed an amazing speed
advantage over other hard drive packages and add on cache programs.

HDUTIL is the utility program which allows the user to select the boot
partition, to zero or wipe a partition if desired, and to map out bad
sectors. HDUTIL is also the main configuration utility which easily and
logically allows the user to set the many options in ICDBOOT, the hard disk
driver.

ICDFMT is the preparation utility which is used to set up a new hard drive
or to change the existing partitions on a used hard drive. It also allows
the naming of partitions and editing of partition information. DESKTOP.PRG
allows the swapping of partitions with drive letters.

SCSI.PRG is an advanced command tester and sector editor for SCSI and IDE
devices. This powerful software offers the tools to troubleshoot SCSI and
IDE device problems, to read, edit, and write sectors directly to disk, and

to perform any other function using the SCSI command set. SCSI.PRG includes comprehensive on-line help and the option to save and load command strings for later use. The strength of this utility is that all operations are done directly to disk without the installed hard disk driver.

Cleanup, which was once sold as a separate program, will analyze a diskette, hard drive partition, or ramdisk, to determine if it has been damaged and if so how to correct it. Cleanup will detect and correct a wide variety of problems in the File Allocation Table (FAT) and in the directories. Cleanup will search a disk for bad sectors and optionally use multiple checks on each sector to find intermittently bad sectors. You simply can't buy a better safety net for your data than Cleanup. Using Cleanup is like wearing a seat belt. Once you start using it, you will feel unsafe without it.

ICD SCSI Pro Utilities also includes an ingenious CD-ROM driver for ICD Advantage/AdSCSI/Link SCSI host adapters and SCSI-2 CD-ROM drives. This driver is MinT/MultiTOS compatible, and a copy of MinT is included on the disk.

The suggested US retail price for ICD SCSI Pro Utilities is $49.95. It is available directly from ICD or from better Atari dealers everywhere.

For further information, contact ICD Press Relations in the United States by phone at (815) 968-2228 extension 222 or by fax at (815) 968-6888.

ICD SCSI Pro Utilities and The Link are trademarks of ICD, Incorporated. Other trademarks are those of their respective holders.
~5
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3654. ICD's CleanUp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 09:47:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <2v61en$l33@golem.wcc.govt.nz>
Source record: 31634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the info that is in the ICD Pro , it looks like that CleanUp is no longer sold, its now part of the ICD Pro Utils...

I did ask them the other day and the same comment came back, buy the Pro Utils....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3655. Supradrive Problems/Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 14:59:03 UTC
From: vicb@clark.edu
Message-ID: <2v6jnn$e1m@clark.edu>
Source record: 31635

I recently purchased a used Supradrive, I'd guess it's about 6-7 years old (based on its lack of a clock). 20 megs. The SUPFMT and SUPUTIL programs are both copyrighted to 1987. This is my first hard drive.

1) Are there any more recent upgrades to these utility programs?

2) I've gotten some flaky behavior at times. Does anyone with experience with Supradrive units know if the drive mechanism can be replaced with a different unit, perhaps a SCSI? The formatter says I've got a Miniscribe unit and controller right now, if that helps.

3) Until today, the unit's been sitting on a card table (ie not terribly steady; a bit wobbly.) Could this be the cause of the previously mentioned flaky behavior? It took me several tries at formatting to get a 'clean' setup with no bad clusters.

4) What exactly is a cluster? How many sectors? It seems that whether I get 100 or 2 bad clusters, I get about a 1.5 meg loss in capacity on my C: partition (4 megs is the intended.)

Any help on these would be appreciated.

Thanks,

Victor Bruhn
vicb@clark.edu

3656. Second drive in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 16:07:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <2e16f0bd@kockens.ct.se>
Source record: 31545

Help!

How do i install a second drive (floppy) to the Falcon!!

Atari seems to have forgott the B drive connection :-/

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "Old women should not |
| |____| | seek to be perfumed" |
|< oo > Wizard on -*-Kockens BBS-*- | |
| |\__/| | - Archilochus |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

3657. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 16:38:11 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <ZoxzJQz.ari2550@delphi.com>
Source record: 31636

I had PC-Ditto and did manage to get it running on my Falcon (well sort off). I used backwards and managed to get the emulator to boot DOS from the floppy. After that, I managed to get into PC-BOSS, an old DOS SHELL program. However, soon after that the emulator broke on my system - the screen text blanked out and the thing locked up. It wasn't worth the effort to bother with it after that. I had version 2.0 pf PC-Ditto BTW.

As for PC-Ditto, it was a classic ST program and to my knowledge, one of the first, if not the first software PC emulators. Although it was slow as sh*t, it was very compatible with most DOS apps and successfully emulated most of the PC-XT's hardware chips as well.

As for F030 emualtors, there's still Falcon Speed 286 that I heard was fast - but the 486 version may never come out from what I hear. Why did COMPO even bother releasing a 286 version when the 286 is so outdated?

Ari

3658. MANVIEW on Falcon MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 16:38:36 UTC
From: scotty@cais.cais.com
Message-ID: <2v6pic$hp6@sun.cais.com>
Source record: 31637

Hi.

I downloaded MANVIEW and attempted to set it up to display man pages on my Falcon, and it consistently claims that the MANPATH variable is undefined. First I tried calling MANVIEW.APP directly from BASH, where MANPATH is certainly defined -- "man" itself works fine. When that didn't work, I went into GEM.CNF and added "setenv MANPATH /dev/j/manual" there, and MANVIEW still couldn't find the stuff!

It looks as if MANVIEW was written to run under Gemini; could the environment be defined differently under Gemini?

Has anyone gotten this to work?

Thanks for any pointers...

OBTIP: Shift-clicking the process name under the Multitos menu is a great way to obliterate a process!

--

==========

Scott R. Chilcote
scotty@cais.com

3659. Re: Mega STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 18:08:04 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <2v6uq4$n90@gumby.cc.wmich.edu>
Source record: 31639

In article <2uv127$80t@mailer.fsu.edu>, Mickey Boyd <boyd@math.fsu.edu> wrote:
>
> Mega ST/STE computers both have detachable keyboards (a major plus right
> there, IMHO). For Mega ST verses standard STs, this is about the only
> difference (there is also an internal connect unique to the Mega STs, but
> it was not really used for much).

Ha, ha, ha! (read that more as a chuckle than a guffaw) If anything, there
is probably _too much_ stuff that plugs into the single internal Mega bus
slot:

- video cards (Reflex and Nova come to mind, plus several more...)
- Xtra-RAM 8 (to boost memory to 12 megs total)
- TOS 2.06 upgrade cards
- Atari's FPU accelerator card (68881, I believe)
- Gadget's MegaTalk board (for Mac SCSI and serial I/O)
- the Vortex 286/386 PC had a Mega bus adaptor

and this is just off the top of my head. If CPU's, FPU's, RAM, ROM, video,
SCSI, and fast serial ports are "not really used for much", I guess I'd have
to ask what else you might expect to see? :-)

> MegaSTE computers are a different story. There are several pros and cons:

Excellent writeup on the MegaSTE's, by the way.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3660. Controlling a video via an STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 19:07:19 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <2v7297$8gd@infa.central.susx.ac.uk>
Source record: 31541

Is there a way to control a video camcorder via the STE? What I would like is to be able to set a time between each section of recording, so that the tape lasts longer than, say, the 30 minutes that they do. It's for a simple kind of servaliance (sp?) of my back yard, to see if anyone enters it that shouldn't.

I expect the hardest part is connecting the recorder.

But anyway, that's one for you atari tech wizards to think about.

Thanks for any replies, email prefered.

Andy.

3661. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 19:09:27 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v72d7$4v1@mother.usf.edu>
Source record: 31640

```
Lars-Erik Oesterud (larserik@oslonett.no) wrote:
: In message #1, millert@grad.csee.usf.edu writes:
:
: > Talk to an Atari dealer and have him order some. Talk to a distributor
:
: But how do I find an Atari dealer over here :-/
: Atari shut down their Scandinavia offices some time ago :-(
:

Whence do you get your Atari magazines now? Talk to them. Find out who their
distributor is.
```

3662. Re: Public Domain GDOS ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 19:33:59 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <2v73r7INN2ocb@sat.ipp-garching.mpg.de>
Source record: 31542
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Anupam Razdan (raz@MCS.COM) wrote:
: First of all, what *exactly* is GDOS ? Is it simply a scaleable font
: manager ala Adobe Type Manager ? Is there a public domain version
: available?

While many people have pointed out the availability of NVDI and other
commercial GDOS replacements, I would like to mention AMCGDOS which
is available from atari.archive for free.

It does not speed things up, but it runs quite reliable.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "People are DNA's way of making more DNA." (Edward O. Wilson, 1975) */

3663. 120MB tape back up for TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 22:11:02 UTC
From: sammcgee@crl.com
Message-ID: <2v7d1m$hbe@crl5.crl.com>
Source record: 31543

[No readable article body recovered]

3664. Re: USRobotics Sportster FAX modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-03 23:01:02 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <2v7fve$4qt@charm.magnus.acs.ohio-state.edu>
Source record: 31544

In article <2uo0vd$f8a@netnews.upenn.edu>,
Rob S. Rice <rrice@netnews.upenn.edu> wrote:
>Steve Parker (sbparker@harold.ukmail.NET) wrote:
>: Hello all,
>
> Hello, yerself!
>
>: I have the chance to get hold of a USRobotics Sportster 14400 FAX modem
>: really quite cheaply. I am tempted to do this, since my old 2400 baud
>: device is really becoming a little long in the tooth now...
>
> Well, I just replaced my fossilized, if functional, Avatex 1200hc
> with one, so...
>
>: Does anyone have any advice on
>
>: 1) Compatibility of this modem with a TT
> No, but it didn't have any trouble (that was its fault)
> with my Mega 4 STE and STalker 3.02.
>
>: 2) Serial port patch programs needed
> The works in HSMODEM04, which is availible. Don't
> forget to set your modem speed at max in your software.
>
>: 3) Availability of FAX software (PD or otherwise)
> I'm looking into this Jr. Office German PD. Toad's
> Sysinfo.PRG says that it will work with their STraight
> Fax software,
>
>PUBLIC NOTE--U.S. Robotics has never responded to my request to
>their E-Mail address to mail me the REAL technical manual they didn't
>include with their modem!! On the other hand, the thing goes like lightning.
>

I use a TT030 with a ZyXel U-1996E Plus, it is 19,200 baud, and can
compress the data for DTE through put of up to 76,800 bps.

I use STalker and use the number 2 modem port. With a modem cable
that has hardware flow control. You will not need to use any serial
fix program but you will have to expand the buffers when sending at
9600 baud and up.

The a serial patch program is included with STalker for use of the
number 1 modem port.

Raymond Collins	Atari TT030 4/4, MB ST/TT RAM
rcollins@magnus.acs.ohio-state.edu	245 HD, Via ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1984

3665. More Supradrive Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 01:06:38 UTC
From: vicb@clark.edu
Message-ID: <2v7nau$nsg@clark.edu>
Source record: 31546

Another question concerning my recently purchased 20 meg Supradrive...

Can anyone tell me anything that will be of help in setting it up for a boot from drive C:? I've run the program SUPUTL to set the drive to do a hard disk boot, and I am booting with the Supra supplied boot disk, but I only get a hard disk boot some of the time (less than half the time.) Anybody out there that has any insight into this?

Thanks,

Victor Bruhn
vicb@clark.edu

3666. Re: Second drive in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 02:33:07 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2v7sd3$6cb@cxc1.cl.msu.edu>
Source record: 31547

jesper.kock@kockens.ct.se (Jesper Kock) writes:

>Help!
>How do i install a second drive (floppy) to the Falcon!!
>Atari seems to have forgott the B drive connection :-/

Pretty thoughtless of them, huh?

The only way I can think of is to add a floptical drive to the SCSI bus.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3667. Re: More Supradrive Questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 02:35:41 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2v7sht$6de@cxc1.cl.msu.edu>
Source record: 31548

vicb@clark.edu (Victor Bruhn) writes:

>Can anyone tell me anything that will be of help in setting it up for a boot
>from drive C:? I've run the program SUPUTL to set the drive to do a hard
>disk boot, and I am booting with the Supra supplied boot disk, but I only
>get a hard disk boot some of the time (less than half the time.) Anybody
>out there that has any insight into this?

I've found that _some_ Supra drives, when attached to _some_ STs, do not
like being IDed as SCSI device 0. Setting the drive to device 1 alleviated
the problem.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3668. STacy and STuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 03:04:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <2v7u70$58t@charm.magnus.acs.ohio-state.edu>
Source record: 31549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari STacy laptop computer $ make an offer $
4 Meg memory (SIMMs)
130 Meg Maxtor HD
16 MHz AdSpeed ST
Switchable Mega ST
external keyboard
hookup
DragonWare batteries
Padded carry case

Atari Mega STe external $100.00
keyboard

Atari PS3000 monitor $200.00
12" color
Built in DS/DD floppy
Only ~1000 built

ZOOM VFX V.32bis modem $75.00
External
14.4k baud data/fax
RS232-C cable

Software:
Word Writer ST $5.00
Black Lamp $5.00
Vindicators $5.00
GFA BASIC 3.5E $35.00

All prices are, of course, negotiable.

Prices do NOT include shipping (U.S. only, please).

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
```

3669. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 03:26:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v7vhh$iem@mailer.fsu.edu>
Source record: 31550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> From the info that is in the ICD Pro , it looks like that CleanUp is no longer
> sold, its now part of the ICD Pro Utils...
>
> I did ask them the other day and the same comment came back, buy
> the Pro Utils....

Strange. I had no problems updating mine, so I guess if one finds a used
copy the latest version can be obtained with an update. Toad and other
mail order companies still advertise it. I got mine updated just a few weeks
ago, and it is version 5.08. This version requires 6.5.x of the ICD software
(it comes with icdboot.prg).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3670. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 08:10:50 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <2v8g6a$2gj@clss3.bangor.ac.uk>
Source record: 31551

Matthias Rauhut (mr2@irz.inf.tu-dresden.de) wrote:

: In article <Cs7wE6.5Gu@freenet.carleton.ca>,
: ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
: >Will the PAK board work with the Mega STe? If so, how much is it, and
: >where can us poor Canadian Atri users order this card?
: It will work,but you'll need a new case for your M-STE - the old one is too
: small for both PAK/3 and your Mega-STE board.

Can a PAK/3 be fitted into a standard STE ?
If so where could someone in Britain get one ?

Dylan
---
dbanarse@sees.bangor.ac.uk

3671. Re: MANVIEW on Falcon MTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 08:16:27 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <2v8ggr$sc9@percy.cs.bham.ac.uk>
Source record: 31552

scotty@cais.cais.com (Scott Chilcote) writes:
>
>Hi.
>
>I downloaded MANVIEW and attempted to set it up to display man pages on my
>Falcon, and it consistently claims that the MANPATH variable is undefined.
>First I tried calling MANVIEW.APP directly from BASH, where MANPATH is
>certainly defined -- "man" itself works fine. When that didn't work, I went
>into GEM.CNF and added "setenv MANPATH /dev/j/manual" there, and MANVIEW
>still couldn't find the stuff!
>

There are two 'environments' in MTOS. The one each process inherits is
the MTOS one, which you set up in MINT.CNF.

The other environment is the AES one, which inherits the stuff from
MINT.CNF when the AES starts, and then modifies it using GEM.CNF. This
environment is never seen by processes unless they *explicitly* search
the AES env using the shel_ library.

So, set your variables in MINT.CNF instead of GEM.CNF.

>OBTIP: Shift-clicking the process name under the Multitos menu is a great
>way to obliterate a process!

Really? I thought it was Control-Click... It works for me!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3672. Re: ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 10:56:17 UTC
From: laurent.lebecque@crpht.lu
Message-ID: <laurent.lebecque.40.000AF07A@crpht.lu>
Source record: 31553

In article <5Rj9565RQbB@fiero.uucp> icarus@fiero.uucp (Michael Vogel) writes:
>Date: 28 Jun 1994 20:54:00 +0100
>From: icarus@fiero.uucp (Michael Vogel)
>Subject: Re: ST Emulator on IBM PC

>steves1825@aol.com meinte am 27.06.94 um 12:20
>zum Thema "Re: ST Emulator on IBM PC":

>> There is something called GEMulator, the software is downloadable,
>> but you will also (last I knew) need to purchase a card to insert
>> your ST ROMs in.
>You're right! It's a nice and practicable thing!

>It's working here in my PC. There's only one problem. By now, it
> doesn't support the joystick! :-(

>Michael

From where can I download this software?
And where can I find this card ?

3673. Put my ST motherboard in my PC.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 11:12:08 UTC
From: laurent.lebecque@crpht.lu
Message-ID: <laurent.lebecque.41.000B3423@crpht.lu>
Source record: 31554

I want to put my old 520 STF motherboard in my PC desktop. It's my dream !!

But I have some problems:
. How can I transform ST video signal into VGA signal?
. How can I use 1.44Mo Drive with ST (use 1.44, no more 720Ko)?
. Do I need a IDE Atari Controler for using Hard Disk ?
. Is it difficult to transform IBM keyboard code to ST code?

Do you think about another big problems ?

3674. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 11:57:58 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2v8tg6$1nn@RW320B49.rz.fhtw-berlin.de>
Source record: 31555

In article <2v2iq2$mgl@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
> It works great.
It is not the main question, whether it actually (seems to) "works great", but whether it "must work because of its design".

My drivers provide nearly every (reasonable) service a user program needs.

> I didn't disable any interrupts. The only thing that I know of that will
> confuse the SCC is to write to it too fast.
And what happens if your program writes a register number (for the next read or write access) and now it is interrupted by an SCC-interrupt? I will explain it: The SCC-interrupt writes a register number too (he thinks to do so), but the SCC interpretes it as an write access to the register choosen by your programm, because after a write of a register number the SCC expects an access to the selected register. You can continue this error-game as long as you like. (There is a way to end this: One read from RR0. This is possible because RR0/WR0 can be accessed without prior writing the number. This read will deliver the content of RR0 if the SCC was not confused, otherwise the contend of any other register)

>How do I get at the Iorec of modem2?
Via XBIOS Iorec.

> Which device is it?
7

> And which number do I give Iorec()?
No number. Use Bconmap to switch to 7 and then back to the devices which was former setted. Or - but VERY CAREFULLY (check for pointers to NULL and odd addresses) by seeking thru the BCONMAP-list. The pointer to it provides XBIOS Bconmap.

??????????
Is there any server which I can access from Germany as anonymous at a normal time? If I try it, nearly all servers are full and do not allow anonymous access.

OR: AM I ALLOWED TO POST A NEARLY 80KBYTE LONG UUE IN THIS NEWSGROUP? (I am waiting for an answer.)
??????????

Greetings, Harun

3675. How to download software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 13:15:53 UTC
From: hvu@bnr.ca
Message-ID: <HVU.94Jul4091553@bmtlh207.bnr.ca>
Source record: 31556

I just bought my Atari 1040ST last week and are quite excited about it.
Here is an inexpensive alternative to the DOS computers; what with
hundreds if not thousands of shareware out there. I plan to use my
Atari as a MIDI computer and there must be tons of good stuff available.

Speaking of shareware, I have a site with some MIDI software which
I would like to try out. How do I download this to my Atari?
Here is my situation: I have access to the Internet through my UNIX
account at work. I can FTP anything from any site to my workstation.
However, my Atari does not have a modem so the only way to down load
anything to it is probably through disks.

Any suggestions?

Thanks,

3676. Re: Siegfried Hartmann

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 13:53:35 UTC
From: alpldbia@w350zrz.zrz.tu-berlin.de
Message-ID: <2v948v$1u3@brachio.zrz.TU-Berlin.DE>
Source record: 31557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi can some one help me with Siegfried Hartmann as I wish to contact him
>via Maus-Net, and I don't remember how to do it....

>This is the COMA Author....

Siegfried_Hartmann@b.maus.de (if I remember correctly. Isn't this stated in the manual of CoMa?)

Andre

3677. Re: How to download software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 14:00:14 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2v94le$9li@bognor.barclays.co.uk>
Source record: 31558

In article <HVU.94Jul4091553@bmtlh207.bnr.ca>, hvu@bnr.ca (Huy Vu) writes:
|>
|> I just bought my Atari 1040ST last week and are quite excited about it.
|> Here is an inexpensive alternative to the DOS computers; what with
|> hundreds if not thousands of shareware out there. I plan to use my
|> Atari as a MIDI computer and there must be tons of good stuff available.
|>
|> Speaking of shareware, I have a site with some MIDI software which
|> I would like to try out. How do I download this to my Atari?
|> Here is my situation: I have access to the Internet through my UNIX
|> account at work. I can FTP anything from any site to my workstation.
|> However, my Atari does not have a modem so the only way to down load
|> anything to it is probably through disks.
If your workstation can read/write DOS 720K disks then copy your FTPd software on to a DOS type disk. Atari STs can read/write DOS disks too. That way you can swap programs and data between your workstation and ST.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3678. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 14:45:07 UTC
From: vctec@westminster.ac.uk
Message-ID: <CsF7II.CrH@westminster.ac.uk>
Source record: 31559

D S Banarse (dbanarse@sees.bangor.ac.uk) wrote:
: Matthias Rauhut (mr2@irz.inf.tu-dresden.de) wrote:

: : In article <Cs7wE6.5Gu@freenet.carleton.ca>,
: : ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
: : >Will the PAK board work with the Mega STe? If so, how much is it, and
: : >where can us poor Canadian Atri users order this card?
: : It will work,but you'll need a new case for your M-STE - the old one is too
: : small for both PAK/3 and your Mega-STE board.

: Can a PAK/3 be fitted into a standard STE ?
: If so where could someone in Britain get one ?

I'd like to know too, or if someone can post me the articles that
appeared in the magazines in Europe...please...please..please...the
suspense is killing me...I can't wait to make one....

Yours in anticipation
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3679. Lan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 15:35:42 UTC
From: Arnoud_Kinderman
Message-ID: <2e183a5e@f301.n282.z2.fidonet>
Source record: 31565

Hya there i've got a little problem i can't find any documnetation about the lan port from the TT and Falcon, i need the registers because i want to code an simple network program so i can run an bbs on the TT and program on the falcon but still being able to get programs from the TT so if anybody outthere has got any docu's then let me know
Greetings Arnoud Kinderman

--- QuickBBS ST v1.12+ [JetMail 0.99beta8]
* Origin: QuickBBS ST Leeuwarden, +31-58-153849 HST/V32bis (2:282/301.0)

3680. RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 17:43:12 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2v9hng$6h0@mailer.fsu.edu>
Source record: 31561
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just received a version of the RSVE instructions in both German and English from Harun Scheutzow (the author of RSVE and HSMODA0x). It is on atari.archive.umich.edu in /Utilities/Tosfixes/rsve_ge.lzh.

RSVE is a small board that can be connected to any ST (4 wires) that will allow one to use the ST/STE serial port (Modem1 on MSTE and TT) at much higher baud rates that before without data loss. The instructions include GAL programming information, negatives for board traces, etc. The fastest one can safely push the standard ST/STE serial port is 19200, which does not take full advantage of today's high speed modems. With RSVE, 38400, 57600, and 115200 datarates are possible. Several terminal programs (most notably CoNnect) directly support the RSVE extension. Other programs can use these higher datarates via the HSMODA0x serial port drivers.

Harun also offers prebuilt boards (very small, 33mm X 33mm), for those that do not have the ability to make their own. His contact information is also included in the file.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3681. Re: ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 17:47:09 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Jgyw5FF.ari2550@delphi.com>
Source record: 31560

I have heard good things about this emulator. However, be aware that this emulator is software based - the plug-in-card doesn't have a 68000 chip on it. Rather, the board is meant for holding ST ROM chips. Since the emulation is done entirely by software, you will need a 486DX-50 and a decent VGA card to really run this thing fast.

Personally, I'm waiting for info on the JANUS hardware emulator - this has a ST on a card and uses the PC only to boost processing of video and input devices, etc.

3682. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 18:13:00 UTC
From: Hendrik_Mylius@pb2.maus.de
Message-ID: <199407042013.a8385@pb2.maus.de>
Source record: 31584

On Thursday June 30th at about five to five
ai066@FreeNet.Carleton.CA (*Mark Montreuil*) happened to write:

MM>Will the PAK board work with the Mega STe? If so, how much is it, and
MM>where can us poor Canadian Atri users order this card?

Yepp, it does.

BUT: You'll need an adaptor from PLCC 2 DIL and with this adaptor
installed
the PAK won't fit into the original MegaSTE-housing. If you remove the PSU
it'll work, but a tower-case would be the better solution (IMHO).

I dunno the prices and I can't help you with a Canadian source, but you
can
contact the German developers:

MW electronic
Heisterbacher Strasse 96
D-53639 Koenigswinter

Fon +49-2223-1567
Fax +49-2223-26982

HTH!

/Hendr!k/

MausNet: Hendrik Mylius @ PB2
InterNet: Hendrik_Mylius@pb2.maus.de

No mail > 16k!

3683. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 19:40:51 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2v9ok3$c45@mother.usf.edu>
Source record: 31562

Would you mind putting returns at the ends of your lines in the messages you post? They mess up my news reader and I can't figure out what you're saying.

Anyhow, what are you saying? To make sure that the SCC doesn't get confused, I should read RR0? Ok...

and to be sure that it doesn't interrupt and throw off my settings, I have to turn off interrupts? How do I do that? The sequence I send to the ship turns off interrupts while it's making settings and then turns them back on again.

3684. Re: PC 386 emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-04 21:38:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGEVEEWM@ttgk.textlitho.nl>
Source record: 31563

Hi guys,

What are we all blabbering about, who would ever wants to use a PC emulator that runs wit a Norton factor of less than 1 ??? Soft PC sucks, really. I tried using it to develop a simple DBASE4 system but it is hopeless. We all are used to the 'speed' of the Atari and believe me, speed is addictive. At the prices of PC's right now there is just no use for emulators anymore.... (at least software emulators)

Gert

--

-- --
Atari TT-Point
-- --

3685. Re: HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 00:04:32 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2va82g$ckk@golem.wcc.govt.nz>
Source record: 31564

In article <2uhic4$bph@tibalt.supernet.ab.ca>, gwood@tibalt.supernet.ab.ca (Garth Wood) writes:
>Hi Everyone.
>
>
>Boy, was I wrong. After about an hour of tinkering, including setting the
>Conner's jumpers to every conceivable value, I came to the conclusion that
>whatever I'm doing wrong, it's a doozy. AHDI 5.0 and its associated
>utilities can't even *find* the drive, let alone format it.
>
>Anybody have any ideas?

Yes get rid of it, a lot of Conner drives have Fixed Parity, the Mega
does not support Parity....

Or get a ICD Link II and use it in a external Box....

>Garth Wood
>Edmonton, Alberta, Canada
>

>
Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3686. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 01:38:24 UTC
From: steve-j@teleport.com
Message-ID: <2vadig$o03@elaine.teleport.com>
Source record: 31568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v60jm$kum@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>NOTE: This could be out of date, ICD does not support there
>customers on GEnie these days to well...

Roger, your incessant whining about ICD is becoming quite
tiresome.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3687. Re: Second drive in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 01:56:05 UTC
From: steve-j@teleport.com
Message-ID: <2vaejl$obk@elaine.teleport.com>
Source record: 31569

In article <2v7sd3$6cb@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:

>>Help!
>>How do i install a second drive (floppy) to the Falcon!!
>>Atari seems to have forgott the B drive connection :-/

>Pretty thoughtless of them, huh?
>
>The only way I can think of is to add a floptical drive to the SCSI bus.

Yes, a SCSI floptical is ONE answer. However, it IS possible to
bring out a B: drive on the Falcon030. I don't know HOW, but I
do know a few people have done it -- Bill Rehbock @ Atari has
even suggested the possibility of using ultra-low profile drive
mechanisms to have two INTERNAL floppy drives (I think there's
even a few dual-drive mechanisms out there that will fit), but I
haven't heard of anyone going THIS far (it WOULD be nice, though!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3688. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 02:07:04 UTC
From: steve-j@teleport.com
Message-ID: <2vaf88$ok2@elaine.teleport.com>
Source record: 31570

In article <ZoxzJQz.ari2550@delphi.com>,
Ari Feldman <ari2550@delphi.com> wrote:

>I had PC-Ditto and did manage to get it running on my Falcon (well sort off).
>I used backwards and managed to get the emulator to boot DOS from the floppy.
>After that, I managed to get into PC-BOSS, an old DOS SHELL program. However,
>soon after that the emulator broke on my system - the screen text blanked out
>and the thing locked up. It wasn't worth the effort to bother with it after
>that. I had version 2.0 pf PC-Ditto BTW.
>
>As for PC-Ditto, it was a classic ST program and to my knowledge, one of the
>first, if not the first software PC emulators. Although it was slow as sh*t,
>it was very compatible with most DOS apps and successfully emulated most of
>the PC-XT's hardware chips as well.
>
>As for F030 emualtors, there's still Falcon Speed 286 that I heard was fast -
>but the 486 version may never come out from what I hear. Why did COMPO
>even bother releasing a 286 version when the 286 is so outdated?

You got the US version of PC DITTO to run??? Hmmm...

According to Compo, they ARE still working on a 486 Falcon Speed
(and are even toying with Soundblaster emulation!), but it's still
a number of months away. The reason they chose a 286 version is
because it was fairly easy, less expensive, and about as fast as
a comparable 386 system anyway.

They're about to release an accelerator board for the Falcon, and
are expecting the 486 later this year.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3689. ST & Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 07:39:13 UTC
From: ccx062@rowan.coventry.ac.uk
Message-ID: <2vb2n1$gqp@rowan.coventry.ac.uk>
Source record: 31586

Can anyone tell me what is the minimum spec monitor & can use on my 520STFM
for colour ?? (Im only really interested in low & medium modes)

I have a CGA monitor - is this oK ??

Can someone also tell me how to connect a PC monitor (CGA,EGA (if applicable)
or VGA)

Thanx.

-Chris

--

Chris Taylor: ChrisT@cck.cov.ac.uk
Coventry University, Computing Services. Tel: (0203) 838641

3690. Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 09:15:01 UTC
From: v932459@dekker.si.hhs.nl
Message-ID: <CsGn12.9ur@si.hhs.nl>
Source record: 31572

Hi,

Can some-one direct me to the FTP-site and directory where we can get
a Linux version on the Atari???? (I saw a version on a BBS, but 1.4 MB
downloaden with a 9600, hmm, a bit expensive).....

Thanx,

Ad...

3691. Re: Lan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 09:41:04 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vb9rg$ibs@RW320B49.rz.fhtw-berlin.de>
Source record: 31571

You are not in need of writing another network-software. There exist a German programm MIDI_COM, which provides a very reliable net. A demo lays in German mailboxes. This demo has only one restriction: access only to A: and C: of
the remote computer. The full version costs 99DM.

MIDI_COM is NOT RESTRICTED to MIDI. It can use any other interface, if this interface is supported by a driver. For all interfaces supported by drivers
according to the specifications of SERSOFST.TXT (included in the HSMODA-package) I have an universal driver.

But the Falcon is a very slow machine (yes, really, I tested it myself! You may believe it or not, it is true). Without hardware modifications you will not achive high data rates. More than 38400Bd an the LAN of the Falcon are nearly impossible, because of the long worst case interrupt answer time. That means you can transfer nearly 3.5KByte/second on the net. On MIDI is a maximum of 3KByte/second possible. I will write a new driver software with a special handshake in the future allowing higher data rates, but at the moment I have more importand tasks to do: exams.

Greetings, HS

3692. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 09:52:07 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vbag7$ibs@RW320B49.rz.fhtw-berlin.de>
Source record: 31573

> Anyhow, what are you saying? To make sure that the SCC doesn't get confused,
> I should read RR0? Ok...
No. that is a way to get a confused SCC back to normal operation!

> and to be sure that it doesn't interrupt and throw off my settings, I have to
> turn off interrupts? How do I do that?
It seems to me that you program only in C or other high level languages.
That is bad. In assembler it is a easy sequence:

```
move sr,-(sp)
ori.w #$700,sr
;critical section
move.w (sp)+,sr
```

If you have a register free you may use it instead of the x(sp)x

You have to turn off the interrupts (in the CPU) to prevent the SCC from
becoming confused!

Is this message better? I pressed manually the Return-key and did not
relay on the automatical line wrap.

If anyone has a better newsreader for Indigo machines (running IRIX) I would
be happy to get a message.

Greetings, HS

3693. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 10:11:01 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vbbjl$ibs@RW320B49.rz.fhtw-berlin.de>
Source record: 31574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Oh, Mickey, You make the RSVE better than it is. Do not wake up expectations it can not satisfy!

I will explain it: It is impossible to switch die MFP (which handles MODEM1) to a higher rate then 19200 only by software - if you like to use the asynchronous mode! You NEED this mode (more technical: the /16 divider) to synchronize on the async data your computer receives.
If you switch off the /16, you may transmit at more than 19200 error free, but the receiver makes mistakes, more or less, earlier or later. There are some ugly accessories and programs doing so.

RSVE generates higher clock frequencies and lets the /16 switched on.
The problem of synchronizing the data remains solved.

The next problem are uncooperative programs (as the Atari operating system, the TOS, really!) which disable the interrupts too long. (In some situations it is necessary to disable the ints, but keep such passages as short as possible!)

On an 8MHz-68000 ST with TOS2.06 and my drivers (with the FASTINT-option on, which "patches" a bit the most uncooperative part of the TOS) you can receive 57600Bd without any errors, as long as no hard disk access or keypress or mousemove occurs. Under Magic you can work (nearly) without restrictions while receiving at 38400Bd.

115200Bd error free is only possible on TTs or with a good CPU-speeder and a bit luck (the critical routines remain in cache or lay in the fast RAM).

There is a way to break the 57600Bd border on 8MHz machines too, but this is a bit more expensive than this RSVE.

Greetings, HS

3694. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 12:02:52 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Jul5.120252.9403@etek.chalmers.se>
Source record: 31575

Hi folks!

I am the original poster of the article concerning this subject.
In a few days, I'll post a summary of the info I've collected, so
be patient! :-)

In the meantime, I will give you a few addresses:

In the German magazine "ST Computer"(July/August issue) I found the adress to
a company called "edicta" which sells the PAK/3. A set costs 725DM, but then a
68030-50 and a 68882-50 is included. You must also upgrade to at least TOS
2.06. You can also buy the PAK/3 without CPU/FPU/TOS, and then it costs 320DM.

The address is:

edicta GmbH
Karl-Pfaff-Strasse 30
70597 Stuttgart
Germany

I also have a few addresses to companies that sell the HBS 640-T28 and the
HBS 640-T36, but from a lot of German fellows I've been adviced to buy the
PAK/3 instead.

The addresses are: Prices:

Germany:

Hard & Software T28: from 333DM (ST/e)
Markus Dinter T36: from 539DM (ST/e)
Muhlenweg 36
50170 Kerpen-Buir
Germany

Tel/fax: ++49 2275-5757

Klaus Peters Elektronik + Software T28: from 319DM
Moltkestrasse 29 T36: from 519DM
42551 Velbert

Tel/fax: ++49 2051/85784
16.00-20.00 CET

BR T28: 325DM
Dipl-Ing J Becker
Kastanienweg 5
50274 Aachen

Tel: ++49 241-870022
Fax: ++49 241-870023
14.00-17.30 CET

Great Britain

System Solutions T28: 189 Pounds
Windsor Business Centre T36: 279 Pounds
Vanisttart Road
Windsor SL4 1SE

Fax: 0753-830344 (I don't know their country code)

(Hope someone will correct this if there is something wrong.)

David Kaplan

```
|||||||
_______________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
_____________________________________________________________________________
```

3695. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 16:32:32 UTC
From: gathings@cs.utk.edu
Message-ID: <2vc1v0INNm2m@duncan.cs.utk.edu>
Source record: 31576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $200
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $400
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3696. Re: Lan

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 17:24:26 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <940705Z172426.709dbrewood@nest.demon.co.uk>
Source record: 31581

In article <2vb9rg$ibs@RW320B49.rz.fhtw-berlin.de>
s002893@YPSERV.rz.fhtw-berlin.de "Harun Scheutzow" writes:

> You are not in need of writing another network-software. There exist a German
> programm MIDI_COM, which provides a very reliable net. A demo lays in German
> mailboxes. This demo has only one restriction: access only to A: and C: of
> the remote computer. The full version costs 99DM.

Sounds interesting, I'd be interested in that myself, can you advise any ftp
sites that the program can be obtained, with directories?

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
==
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
==

3697. Panasonic Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 17:47:33 UTC
From: imclark@cen.ex.ac.uk
Message-ID: <CsHArA.I45@cen.ex.ac.uk>
Source record: 31578

Does anyone know if a print driver is a available for the Atari HyperPaint program, supporting Panasonic colour printers ?

Thanks in advance,

3698. Corel File Formats (*.BMF)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 18:05:51 UTC
From: rrice@netnews.upenn.edu
Message-ID: <2vc7dv$efo@netnews.upenn.edu>
Source record: 31577

[Article crossposted from comp.sys.atari.st]
[Author was Rob S. Rice]
[Posted on 5 Jul 1994 18:05:24 GMT]

Hello!

A friend of mine just bought a new CD rom with a great many DOS clip art pictures upon it--in *.BMF, he tells me, color format. He would need to view and manipulate them as IMG files on a monochrome Mega 4 STE. Apparently the "trial" version of GemView hasn't helped him--although he intends to register the program anyway as soon as he gets one of the American addresses for that. Does anybody have any suggestions as to what he should do?

Rob S. Rice
rrice@ccat.sas

3699. Re: HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 19:06:12 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2vcavl$a3u@ornews.intel.com>
Source record: 31580

gwood@tibalt.supernet.ab.ca (Garth Wood) writes:

>Hi Everyone.

>I'm facing a problem. Yesterday, I swapped out my 170 Meg Conner CP30170E
>SCSI HD from my DOS box with a 420 Meg Western Digital, 'cause I needed
>the storage. Now I have this 170 Meg SCSI that I'd like to put into my
>Atari Mega STe. It's a 3.5" unit, and I thought "No problem. Just yank
>that Seagate (yechhhhh!) that Atari put in there, drop the Conner in, and
>run the Atari AHDI utilities to recognize it, format it and use it."

>Boy, was I wrong. After about an hour of tinkering, including setting the
>Conner's jumpers to every conceivable value, I came to the conclusion that
>whatever I'm doing wrong, it's a doozy. AHDI 5.0 and its associated
>utilities can't even *find* the drive, let alone format it.

>Anybody have any ideas?

I was able to connect a Maxtor LXT340SY without any problems by:
setting the drive id to 0
disabling parity checking (by removing a jumper)
and basically doing a plug -n- go like you did. Should work ok.
Be sure to boot from a floppy that has the hard disk driver in the
auto folder or your utilities won't know you have a hard disk.

Z

>Garth Wood
>Edmonton, Alberta, Canada

>"Sacred cows make the best hamburger, but the meat is often hard to
>swallow."

--
=-=-=-

3700. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 19:08:20 UTC
From: mhsmith@ornews.intel.com
Message-ID: <2vcb3l$a5b@ornews.intel.com>
Source record: 31582

v932459@dekker.si.hhs.nl (Spelt) writes:

>Hi,

>Can some-one direct me to the FTP-site and directory where we can get
>a Linux version on the Atari???? (I saw a version on a BBS, but 1.4 MB
>downloaden with a 9600, hmm, a bit expensive).....

>Thanx,

>Ad...

I could be wrong, but last I read Linux was being ported to the ST but
hasn't been completed. You can find MINIX and MinixFS and MiNT on
atari.archive.umich.edu.. or when that's busy, wuarchive.wustl.edu.
Get the Minix distribution kit for "ease" of installation.

Z

--
=-=-=-

3701. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 21:10:22 UTC
From: gathings@cs.utk.edu
Message-ID: <2vci7uINNqto@duncan.cs.utk.edu>
Source record: 31579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $200
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $400
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3702. Re: ST Emulator on IBM PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-05 21:25:00 UTC
From: icarus@fiero.uucp
Message-ID: <5SIUUnNBQbB@fiero.uucp>
Source record: 31461

laurent.lebecque@crpht.lu meinte am 04.07.94 um 10:56
zum Thema "Re: ST Emulator on IBM PC":

> >You're right! It's a nice and practicable thing!
> >It's working here in my PC. There's only one problem. By now, it
> > doesn't support the joystick! :-(
> From where can I download this software?
It isn't freeware or shareware. You must pay for it. :-(
> And where can I find this card ?
I can only give you the european adress:

ACN/Atari ST Nieuws
Postbus 5011
NL 2000 CA Haarlem
Netherlands

I hope, I helped you!

Michael

Seven: ICARUS@WORKSHOP.seven.sub.org Fido : Michael Vogel@2:2437/453.2
SHN : Michael Vogel@8:4930/101.2 Usenet: icarus@aball.han.de
* Origin: God is real, unless declared integer
CrossPoint v3.02

3703. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 02:38:08 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <2vd5eg$qdb@golem.wcc.govt.nz>
Source record: 31583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I will explain it: It is impossible to switch die MFP (which handles MODEM1
] to a higher rate then 19200 only by software - if you like to use the
] asynchronous mode! You NEED this mode (more technical: the /16 divider)
] to synchronize on the async data your computer receives.
```

The RSVE is a hardware modification! With a software driver for software not specifically supporting 38400, 57600 and 115200 baud on MODEM1.

3704. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 03:45:02 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vd9bu$4ce@mailer.fsu.edu>
Source record: 31585
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
>] I will explain it: It is impossible to switch die MFP (which handles MODEM1
>] to a higher rate then 19200 only by software - if you like to use the
>] asynchronous mode! You NEED this mode (more technical: the /16 divider)
>] to synchronize on the async data your computer receives.
>
> The RSVE is a hardware modification! With a software driver for software
> not specifically supporting 38400, 57600 and 115200 baud on MODEM1.

I think Harun (the author of RSVE and poster of the original message :-) is
trying to say is that the 115200 baud setting is not usable on 8mHz machines,
and that 57600 is usable only if used used with a large disk buffer and mouse
interrupts disabled. In other words, he did not want folks to get the wrong
idea from my overly brief announcement of his product.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3705. Re: MiNT - full details please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 05:25:01 UTC
From: steves1825@aol.com
Message-ID: <2vdf7d$dd9@search01.news.aol.com>
Source record: 31587

In article <2uuaqn$4pd@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:

Thanks for the info Steve!

--Steve

3706. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 06:13:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <1a5a4602@straight.ct.se>
Source record: 31452

In a Message of <07-05-94 02:07> D S Banarse writes:

DSB> Can a PAK/3 be fitted into a standard STE ?

Yes!, MW Electronic is selling a DIL->PLCC adapter so it can fit the STE..
But you can't have your originalcase i think.

DSB> If so where could someone in Britain get one ?

I don't know.. You can buy it from Germany at:

MW Electronic
Heisterbacher Str. 96
D-53639 K&#65533;nigswinter
Phone: 02223-1567
Fax: 02223-26982

Regards Bertil Jagard..
```
====================================================================
= E-Mail: bertil_jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
====================================================================
```

3707. Processor Upgrades for 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 06:41:18 UTC
From: mattk@netcom.com
Message-ID: <mattkCsIAKv.8xL@netcom.com>
Source record: 31588

Hi all,

I'd like to know what is available for upgrading the 68000 in a 1040STF. There is the Adspeed 16mhz chip, but I've heard mention of other chip upgrades. I would appreciate any caveats, hints, horror stories and success stories.

TYo give an idea of what I have as far as other hardware, I am using an Adscsi pro, and a 2.5mb Xtra Ram upgrade. Most of the time, I use Storm as a terminal (can you use a 14.4k modem, port at 19.2k, while running a 68000 at 16mhz????). Outside of that, I will be spending a lot of time in Mint .95 using gcc.

If I have missed any variables, please let me know. Also, if you guys & gals have any recommendations of where is best to buy a named upgrade, I'd appreciate that as well.

Thanks in advance,
Matt <mattk@netcom.com>

3708. Re: ICD Pro UTILS....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 06:47:53 UTC
From: mattk@netcom.com
Message-ID: <mattkCsIAvt.9JG@netcom.com>
Source record: 31589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve-j@teleport.com (Steve Johnson) writes:

>In article <2v60jm$kum@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>>NOTE: This could be out of date, ICD does not support there
>>customers on GEnie these days to well...

>Roger, your incessant whining about ICD is becoming quite
>tiresome.

Hey Steve,

IMHO, his whining about ICD is true. But, yer right, enough said...

3709. T28 / PAK-3 answers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 10:05:32 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.2tFc5rKslTs@lumumba.sh.sub.de>
Source record: 31447

In <CsF7II.CrH@westminster.ac.uk>, Denesh Bhabuta writes:
> D S Banarse (dbanarse@sees.bangor.ac.uk) wrote:
> : Matthias Rauhut (mr2@irz.inf.tu-dresden.de) wrote:
>
> : : In article <Cs7wE6.5Gu@freenet.carleton.ca>,
> : : ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:
> : : >Will the PAK board work with the Mega STe? If so, how much is it, and
> : : >where can us poor Canadian Atri users order this card?
> : : It will work,but you'll need a new case for your M-STE - the old one is too
> : : small for both PAK/3 and your Mega-STE board.
>
> : Can a PAK/3 be fitted into a standard STE ?
> : If so where could someone in Britain get one ?
>
>
> I'd like to know too, or if someone can post me the articles that
> appeared in the magazines in Europe...please...please..please...the
> suspense is killing me...I can't wait to make one....
>
Sorry, I don't have ascii-files of the original articles, but I've done
a summary on the PAK3 some weeks ago and I post it here again.

Recently there were some rumours about the PAK3-accelerator-board in
this group and I decided to give you more information on this subject.
Here it is:

Some information about the PAK3
==============================

First : It's hard work for me to do this in English and I hope you
appreciate it.

0. Disclaimer

I've nothing to do with c't magazine nor with any other
PAK-related companies.

1. General

The PAK3 is, as the name says, the third generation of an accelerator
board for MC68000 based computers. Its design has fully been published
by the German computer magazine c't, including the schematics and GAL
equations (issues 11/93, 12/93 and 2/94).

The board has been designed to emulate the MC68000 processors bus
interface at best, so it is not Atari specific but can used in Amigas
and Macs as well.

2. Now to the technical stuff...

There are two versions of the PAK3: One for an MC68020 processor, its
full name is PAK-68/3-020, and one for an MC68030 processor called
PAK-68/3-030.

Technically, both versions are the same, but have different PCB-layouts
with regard to the different pin layouts of both processors.
There are some advantages of the -030 version, though. You can use
the PMMU capabilities of this processor for memory protection and
virtual memory purposes. There is also a fast-ram (alternate ram)
option planned for this version. But if you 're only interested in speed
you'd better take the -020 board, because the MC68020 is much cheaper than
a -030. The -030 board has only a slight advantage in speed of
about 15% max.

3. More technical stuff...

the whole bus interface and all other logic (except two '541 drivers)
consist of five GALs, so every change in design can be made with new
GAL equations.

The 32 Kbyte second-level-cache (1st is in CPU) is made of four
CY7C185-25 cache-rams and two MK48S74-25 tag-rams (it's hard to get them!).
This cache is optionally, the same with a 68881/2-FPU.

There are also four sockets on board for OS-EPROMs, so that the CPU
has full 32bit access to the operating system.

Additionally there are some capacitors, resistors an oszillator and
a 74F86 for 8 to 16 MHz clock doubling.

You can use the PAK3 in two modes, the synchronous mode (16 MHz),
driven by the clock doubled 8 MHz from the mainboard, or the
asynchronous mode (32 MHz) driven by an oscillator on the PAK.
In my opinion there's no reason to use the PAK in the first mode,
except you have an overcritical designed mainboard (like the Amiga).
Note, that there are different GAL-sets for each configuration
(type of computer, CPU, mode)!

In most cases an Atari will also run with 36 MHz CPU-clock (asynchr.) on
the PAK, sometimes it will even run at 40 MHz, just change the oscillator
to try this out.

'Unfortunately', my PAK3 runs 'only' at 36 MHz in my Mega ST. 40 MHz runs
well after a warm-up time of about 15 minutes but it bombs in cold state.
It seems not to be a big problem so maybe I can fix this sometime.
There are a lot of 40 MHz PAKs around, running without problems.

4. Mechanics

To install the PAK you have to remove the old MC68000-CPU and solder
a 64pin socket in, where you can plug in the PAK. There's
also an option to install the old CPU onto the PAK with an additional
GAL. The PAK has the dimensions 152x89 mm and fits best in Mega STs.

It's difficult with the smaller ST's in the keyboard-cases because the
PAK is too high, the OS-EPROMs are piled upon the cache-rams.
You better build them into a PC-Tower. Adapters for ST's with PLCC-CPUs
are available.

The Blitter has to be removed or switched off, the new
processor is faster anyhow.
It's (always) recommended to replace the 74LS244 and 74LS373 drivers/
latches on the Atari-mainboard by faster 'F' types.

5. Software

You can run the PAK with Atari's universal TOS 2.06, which needs not to
be modified. Older TOSses cannot handle with CPUs > 68000.
But if you want to use the PMMU capabilities of the PAK3-030 you 'll
need a (patched) TOS 3.06 which supports the PMMU. There are also
difficulties with some harddisk-drivers on a PAK3-030 with TOS 2.06
because of uninitialized PMMU-tables, but AHDI works fine.
The TOS 3.06 patches are published in c't 2/94 and are available in
source code so it should be easy to adapt them to other than the german
TOS 3.06.

All well programmed newer Software will run on the PAK without
problems. Some games and software with loops for time-delays or
dirty tricks like self modifying code will have problems.

6. Costs

The PAK is thought as a do-it-yourself project. The PCB costs
about 100 DM, each GAL costs 10 DM if you don't burn it yourself.
Further costs will depend on your configuration (CPU-Type, with or
without Cache or FPU). There are some companies here in Germany
which sell also ready-to-use PAKs and parts-sets mostly with
cheap used processors. Parts-sets are about 550 DM and assembled
PAKs about 700 DM (both w/Cache and used CPU, w/o FPU and TOS).
Maybe you have cheaper sources of the chips, especially the CPUs,
in overseas.

7. Advice

This is absolutely NO project fo beginners! It's a 4-layer
PCB with approx. 800 pinholes.
You should only do it on your own if you would fly in a
plane you 've soldered yourself.

8. Benchmarks

I've chosen the fastest TT-mode as reference, because the TT
is the real competitor for an PAK-ST:

GEM Bench v3.40 ï¿½ Ofir Gal 14.1.94
==
ST TOS 2.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours

```
LineF FPU installed
Run and Malloc from STRAM
Ref = TT + Fast RAM + FPU, ST High
PAK-68/3-030, no ACCs!, no AUTO-PRGs!
================================================

CPU-clock 32 MHz 36 MHz 40 MHz
================================================
GEM Dialog Box: 123% 133% 140%
VDI Text: 130% 140% 146%
VDI Text Effects: 127% 138% 146%
VDI Small Text: 138% 148% 156%
VDI Graphics: 120% 130% 137%
GEM Window: 115% 122% 127%
Integer Division: 99% 112% 124%
Float Math: 81% 87% 92%
RAM Access: 171% 192% 214%
ROM Access: 149% 168% 186%
Blitting: 84% 90% 98%
VDI Scroll: 105% 110% 114%
Justified Text: 125% 134% 140%
VDI Enquire: 109% 118% 123%
New Dialogs: 114% 122% 128%
================================================
Graphics: 117% 125% 132%
CPU: 125% 139% 154%
Average: 119% 129% 138%

my own benchmark : 494% 524% 570% (rel. 8 MHz ST!)
LKURZ (all three runs): 7'59" 7'40" 7'25"

My own benchmark is more calculation-based (sieve, sort, matrix inversion...)
in contrast to the GEM-graphics tests of GEMBench, but _without_ FPU-code.
You will gain some more performance of OS-routines if you use TOS 3.06,
because of some -020-code in it.
LKURZ is a typically speed test (german) for TeX, sorry for having no
8 MHz values but it's about 5 to 6 times slowlier.

9. Epilog

I 've done this summary because I think the PAK is the best thing you
can do for your Atari. Compared to the old 8 MHz machines, a PAK-ST is
really unbelievable fast. Even if you have to do fast calculations
there's no more need to buy a clumsy clone and dump your easy-to-use
Atari together with lots of well designed software. The PAK also runs
very stable and uncritical in comparison to other accelerator boards.
Most (all?) developers are on the net.

Greetings,
Stefan
```

3710. Re: Lan -> MIDI_COM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 11:28:52 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2ve4hk$6ut@RW320B49.rz.fhtw-berlin.de>
Source record: 31590

Let me some days, I will try to transfer the MIDI_COM demo
to atari.archive.umi.edu (if I do not forget it).

Greetings, HS

3711. Re: RSVE German/English docs on a.a.u.e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 11:35:16 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2ve4tk$6ut@RW320B49.rz.fhtw-berlin.de>
Source record: 31441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2vd5eg$qdb@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (Steve Wells) writes:
> The RSVE is a hardware modification!
Yes. Did I say other things?

>With a software driver for software
> not specifically supporting 38400, 57600 and 115200 baud on MODEM1.
No. Every software which is able to set MODEM1 to 110, 134 or 150 can use the high data rates. The driver provides more services than the TOS, and is much faster!

Greetings, HS

3712. Re: Metados 2.3 and Multisessi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 13:19:05 UTC
From: reschke@uni-muenster.de
Message-ID: <2veb09$1ass@obelix.uni-muenster.de>
Source record: 31442

In article 416dbrewood@nest.demon.co.uk, dbrewood@nest.demon.co.uk (Daron Brewood) writes:
> In article <199406292307.a22274@ms.maus.de>
> Julian_Reschke@ms.maus.de "Julian Reschke" writes:
>
> > This is definitively not true. First of all, CDs don't have FATs. Second,
> > no CD-ROM can transparently handle multisession, as this would require
> > that the firmware knows about the ISO9660 format.
>
> Right, in that case explain these facts:
>
> * The CD-300 is multi-session, and is sold as such.

True.

> * Extendos does not have multi-session support in it yet. It does have
> ISO and HS drivers though.

Multisession disks have the ISO format.

> * I manage to use the above to work on multi-session Photo CD's I've had
> developed.
>
> Comments?

Yes. Try the same with Atari's drivers and you'll see that you'll get only the
first session of the CD. -> It seems that Extendos *is* doing the multisession
stuff.

By the way: I know what I'm talking about; I've written a CD ROM driver, too
(both a BOS and a DOS driver).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3713. MetaDOS 2.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 13:31:51 UTC
From: reschke@uni-muenster.de
Message-ID: <2vebo7$1ftn@obelix.uni-muenster.de>
Source record: 31443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded MetaDOS 2.4 (metads24.zip) to ftp.uni-muenster.de, pub/atari/Atari.
It fixes some small bugs and gives driver writers the possibility to support
stuff like long filenames.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3714. Re: UUCP Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 14:34:39 UTC
From: knarf@nasim.cube.net
Message-ID: <2vefdv$qi1@nasim.cube.net>
Source record: 31449

Steve Barnes (Steve.Barnes@lchurch.mcd.on.ca) wrote:
> G'day all!

Gee, all your paragraphs are in one line! ;(

> I'm having a problem with UUCICO72 here, and hoping somebody
> out their is running the same. Here goes.

Hmm, I don't know of which uucico implementation you talk. But it seems
you use the GFA uucico 3.72, usually works together with Hermes.

The latest version of GFA uucico is 4.01.

> How do you get it to use e-proto as a default OR use increased
> g-proto packet sizes? This has got me really confused. I call UUCICO72
> directly to place a call, all documented environment variables are set
> etc.. with the following command line:

You do not want to use g protocol over serial lines:

The `t' and `e' protocols are intended for use over TCP or some
other communication path with end to end reliability, as they do no
checking of the data at all. They will only be considered on a
TCP port which is both reliable and eight bit.

> It dials out just fine, connects (usually.. crappy phone line :),
> negotiates and logs in. However my end *SHOWS* its using e-proto
> as a default (I've included the lowercase 'e' at the end of the
> phone number in my hosts file).. My hosts logs show a NO negotiation
> for e-proto, and using g-proto with 64 byte packets. This KILLS
> throughput with the modem just thrashing itself to pieces.

The protocol and window/packet sizes really used for the transfer is
also dependent of the other host. If the other uucico is not capable
of the 'e' proto or does not want to use 'e' proto over the serial
line, there is no way to use 'e' proto.

> I've even tried g-proto with 512 byte packets. Nothing happens,
> UUCICO just sits their stating its gone into slave mode and does
> nothing. I'm really at a loss after 2 months of messing about with
> it. Please, HELP! :)

Again: The other site must support packet-sizes larger than 64 bytes.
If you want to use larger packet-sizes in *both* directions, the other
site has to configure that, too! And for GFA uucicos 3.?? you *must* use
the same packet-sizes in both directions. I don't know if the bug is
still present in 4.01.

Remember: Most old fashioned uucico-implementations do not support
larger packet sizes. Ask the other site for further information.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

3715. Re: T28 / PAK-3 questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 14:45:31 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2veg2b$98v@irz401.inf.tu-dresden.de>
Source record: 31444

In article <1994Jul5.120252.9403@etek.chalmers.se>, e2daka5@etek.chalmers.se (David Kaplan) writes:
>In the German magazine "ST Computer"(July/August issue) I found the adress to
>a company called "edicta" which sells the PAK/3. A set costs 725DM, but then a
>68030-50 and a 68882-50 is included. You must also upgrade to at least TOS
>2.06. You can also buy the PAK/3 without CPU/FPU/TOS, and then it costs 320DM.
My friend is reporting he has problems using a 60030 with more than 33Mhz
on his Mega STE.Dunno why.I just thought it would be worth noting this.

Matthias
--
.----------------------+---.
| Matthias Rauhut > |
| Maintainer of > I-net mail:mr2@irz.inf.tu-dresden.de |
| The > IRC:st-guru |
| Patches Scrolls > Bryant 3034:Helmut Cabbage |
+----------------------+---+
| Attack of the mutant bytes: |
| numbers crunch under their feet |
`--'

3716. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 15:48:19 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vejo3$ovl@mother.usf.edu>
Source record: 31445

There was still no point in using a 286. If it's an Intel and it can't run
386 protected mode, its less than worthless.

3717. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 15:51:52 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vejuo$ovl@mother.usf.edu>
Source record: 31446

```
----
move sr,-(sp)
ori.w #$700,sr
;critical section
move.w (sp)+,sr
----
```

So, are you telling me to set the upper word of the SR while not in supervisor mode? Is that LEGAL?

3718. Re: Second drive in the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 16:22:36 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.ekBN.bbwVcohQQJo@murphy.sh.sub.de>
Source record: 31450

In <2e16f0bd@kockens.ct.se>, jesper.kock@kockens.ct.se (Jesper Kock) writes:
>Help!
>
>How do i install a second drive (floppy) to the Falcon!!
>
>Atari seems to have forgott the B drive connection :-/
>
>
emulation of an drive B select.

```
Drive A | Motor ON || Drive B
-----------------------------
0 | 0 || 1
0 | 1 || 1
1 | 0 || 1
1 | 1 || 0
```

ole
--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

3719. Mitsumi CDROM FX001 & ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-06 17:00:26 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <1994Jul6.170026.29825@ibr.cs.tu-bs.de>
Source record: 31448

Hi there!

Has somebody tried to connect a Mitsumi FX001 CDROM to an AtariST?
The Mitsumi-Interface is a simple 8-Bit-port with some DMA-stuff and
two address lines. The drive is capable of using a non-dma-mode (polling).
There MUST be a simple way to connect the duo.

Any idea is welcome, perhaps i will build the hardware myself, but i need
somebody, who writes a device driver.

****
Till Harbaum, Madamenweg 10, 38118 Braunschweig, Germany

e-mail: T.Harbaum@tu-bs.de
packet: dg5lat@dk0mav.deu.eu

****

3720. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 02:34:42 UTC
From: walra%moacs11@nl.net
Message-ID: <g11odyklrre@moacs11>
Source record: 31451

In <2vejuo$ovl@mother.usf.edu>, Timothy Miller wrote:

```
>> move sr,-(sp)
>> ori.w #$700,sr
>> ;critical section
>> move.w (sp)+,sr
>
> So, are you telling me to set the upper word of the SR while not in
> supervisor mode? Is that LEGAL?
```

Since the `critical section' code will read/write SCC registers, it should be obvious that all of the above should be run in super mode.

Regards,
Waldi (walra%moacs11@nl.net)
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

3721. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 10:18:47 UTC
From: steve-j@teleport.com
Message-ID: <2vgkq7$qs0@elaine.teleport.com>
Source record: 31453

In article <2vejo3$ovl@mother.usf.edu>,
Timothy Miller <millert@grad.csee.usf.edu> wrote:

>There was still no point in using a 286. If it's an Intel and it can't run
>386 protected mode, its less than worthless.

Yes, but a lot of Windows software will run (and run FASTER!) in
non-protected mode, so it's NOT worthless. There's also the
fact that Falcon Speed 286 is a PDS board and the Falcon's PDS
is only 16-bit -- it was just a MUCH easier and less expensive
project. The 486 board they have coming out may require some
soldering.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3722. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 10:44:29 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgmad$9m0@bognor.barclays.co.uk>
Source record: 31454

```
In article <2vgkq7$qs0@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
|> In article <2vejo3$ovl@mother.usf.edu>,
|> Timothy Miller <millert@grad.csee.usf.edu> wrote:
|>
|> >There was still no point in using a 286. If it's an Intel and it can't run
|> >386 protected mode, its less than worthless.
|>
|>
|> Yes, but a lot of Windows software will run (and run FASTER!) in
|> non-protected mode, so it's NOT worthless. There's also the
|> fact that Falcon Speed 286 is a PDS board and the Falcon's PDS
|> is only 16-bit -- it was just a MUCH easier and less expensive
|> project. The 486 board they have coming out may require some
|> soldering.
As a case in point, a Uk magazine reviewed it when it came out last year and
found you could run Word for Windows on it at a useable speed.

--
+-----------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------+
```

3723. OMEn News Leter #2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 11:14:38 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vgo2u$df3@golem.wcc.govt.nz>
Source record: 31455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
OMEn New Letter No.2...


_______________________ ____________________________
/ _____________________ \ / Esquimalt Digital Logic Inc \
| / \ | | 820 Dunsmuir Road |
| | OMEn Herald | | | Victoria, BC |
| | Volume 1 Number 2 | | | Canada V9A 5B7 |
| | February 1994 | | | Phone: (604) 384 0499 |
| \_____________________/ | | Fax: (604) 384 0575 |
\_________________________/ \____________________________/

This newsletter keeps you up to date with developments of the OMEn
cross-platform operating system. We invite your comments and
suggestions so that we can improve usability for programmers and
users. Newsletter #1 is available in the Atari RT library on GENIE,
or request it from us.

_____________________________________________________________________
/ What Is OMEn? \
|
|
| The Open Multitasking Environment (OMEn) is an open architecture, |
| true preemptive multitasking operating system based on the 680x0 |
| processor family. It is also a graphical environment where the |
| user has free access to all commands and features, even while |
| running multiple programs simultaneously. |
| |
| OMEn is a modular system in which I/O function files are created |
| and configured without reference to the system core. It can thus |
| be interfaced with ease, and BY ANY DEVELOPER, to any type of |
| hardware and to any type of software protocol, existing or new. |
| This includes printers, disk drives and file systems, networks, |
| input devices, displays, industrial controls, MIDI, multi-media |
| and so on. |
| |
| OMEn is intended to run on most current 680x0 based computers |
| (Macintosh, Atari, Amiga) including older low end models; PC via |
| a 680x0 card; and new machines such as Power PC, Alpha IPX and |
| Pentium by 68000 emulation and other techniques. Implementation |
| progress for individual machines is detailed in issues of the |
| OMEn Herald. |
| |
| OMEn interface operation is nearer to UNIX X-Windows than to any |
| other interface, but OMEn's size is a fraction of UNIX, and the |
| generic object oriented drag-&-drop interface is unique. In |
```

| addition, A SINGLE VERSION of an OMEn application program or I/O |
| protocol interface will run on ALL COMPUTERS, making OMEn a much |
| more open system than UNIX in this critical area. |
_____/

Two Good Reasons To Write Software For OMEn

1. It is plain that under current market conditions, Atari and Amiga have become dead-end systems, and even Apple is failing to gain its share of the expanding market. The pool of 680x0 programmers is split into incompatible camps based on each proprietary brand of computer, while the pool of Intel programmers are all writing for the same non-proprietary systems.
OMEn will run on all 680x0 machines (including PCs with the 680x0 card, and RISC machines by emulation) independently of the fortunes of any one particular computer company. It is the only system conceptually capable of reversing the well-developed trend toward a closed Intel-Windows marketplace, and bringing good market share to 680x0 based and open architecture systems.
OMEn will be viable on almost the entire installed base of existing computers, from the oldest 7 MHz monochrome Macs without hard drives to the latest mega-feature machines. The potential market area for OMEn software is thus set to the widest possible limits, and developers who start early will have a head start on penetration of the platforms not covered by early releases. This could propel small companies from fringe markets to advantageous positions in major markets.

2. There's just one operating system to know for any and all machines, and it's a straightforward, easy to learn and use system. OMEn software makers will not have to know a variety of systems to hit all the potential markets for a program.

OMEn General Progress

Conceptually, only configurable bootup remains to be tackled for a complete open architecture operating system. It is intended that a text based "Boot Script" somewhat akin to DOS'es CONFIG.SYS and AUTOEXEC.BAT will be used to install desired I/O drivers, preferences, startup applications and miscellaneous at boot time.

A scaleable font handling system is now in place. It currently manages certain Postscript Type Three fonts which use a simple text based definition system editable with a text editor. These fonts are easy to add extended character definitions to. They mesh neatly with the rest of the scaleable graphics system, which uses the same definition format, which we call "ZipScrip". An example of an object defined by ZipScrip is:

```
n New object
0 200 m Move to co-ordinates 0,200 (X,Y)
0 700 l Draw a line (from 0,200) up to 0,700
```

```
100 700 l From there, line right to 100
500 700 500 200 100 200 c Then a big curve back to the bottom
e End polygon with a line back to the start
f Fill it in. It's a filled in "D" shape.
```

On a similar note, the "code page 437" character set (the IBM extended character set) has been adopted as characters 256 to 383 (hex 100 to 17F) of the OMEn character set. Character codes 384 to 1023 (hex 180 to 3FF) are currently reserved. The single byte defined character set is:
0 to 15: Control Characters (End of File, NewLine, Wordwrap, etc)
16 to 31: Extra OMEn printing characters (arrows, checkmark, etc)
32 to 127: Regular ASCII printing character set
128 to 255: Various non-printing commands (SetColors, bold, italics, SetTabs/Margins, PrintExtendedChar(>256), SetFont, ...)

Release Dates

The OMEn release for ATARI with development tools and documentation is still planned for 2nd quarter '94, probably in April. Please reply to receive your copy!

A preliminary MACINTOSH release for 512K, Plus, SE, Classic, SE 30 and Classic II will also be available upon request at that time. (The Classic III hasn't been tested.) Monochrome displays ONLY, of any size, will work, and Mac hard drives are not accessable. 68030 based machines with color or shades-of-grey displays are currenly not working, even if set to two-color mode in the "Monitors" control panel. OMEn starts up fine, and applications run okay, but everything "freezes" after about 20 to 30 seconds. (Ideas are welcome.)

The same OMEn software runs on both the Atari and the Mac. Since Mac Plusses can't use standard format DOS disks, a special feature called "DOSsify" has been added to convert an 800K Mac disk into an 800K DOS software compatible disk that works only on Macs. Transfer of software from/to real DOS disks must be done running OMEn on a Mac that can read both formats.

Development Tools

The current tools for software development within OMEn include a general purpose word processor (editing code, documentation, writing OMEn Herald, etc.), a structured 68000 assembler, debug monitor and a simple paint program for making icons, etc. The crash (/debug /breakpoint /single-step) window in the OMEn system is also very useful. Although they are separate programs, OMEn features allow the cursor in the word processor to jump instantly to compiler errors found in assembly. Documentation includes "The Software Development Process with Eazy-Asm" to quickly introduce you to the most effective use of these simple but powerful tools. Source code, documentation, debuggers, and the program under test can all be on screen at once.

In addition, Atari-GEM format programs (sorry, NOT GEM programs, just the GEM executable file FORMAT!) will work with OMEn, making it possible to use GEM based compilers (Assembler, C, Modula2, Pascal, etc) to write OMEn software. The development setup would include an Atari computer running the compiler to create the program, and any computer running OMEn to test it on, with a floppy disk being used to transfer the program to the test machine. Until appropriate interface libraries are created, a bit of in-line assembly will be required here and there for OMEn system and I/O calls.

GEM based compilers could be modified with relative ease by their creators to run in OMEn, where they would work on any OMEn machine as well as Atari!

OMEn for PC

Since OMEn is a 680x0 based system, it does not run on Intel processors directly, but the strength of the PC architecture is that new hardware can be added on bus cards.

OMEn for the PC is currently under design with a 16.68MHz 68331 card. This is equivalent to a 22.24MHz 386SX because the '331 takes three clock cycles to access memory while the '386 takes four clock cycles. The PC does all the I/O including video, and the card does internal processing. In PC terms, the top speed of the system would be the speed of the PC plus 22 MHz!

The prototype card will be ready in the next month or two, but it will take further time to get OMEn running on the PC. Two DRAM SIMMs (30 pin, 8 or 9 bits wide) are required. SIMM size may be from 256KB to 8MB, giving 1/2 to 15MB (the card's limit) of memory. Odd size SIMMs (512K or 2MB) will work.

The card has an 8 bit stereo/16 bit mono audio output, a serial port (Appletalk compatible?), and a special synchronous serial port for control applications. With some restrictions, the memory on the card can be used as DOS/Windows extended memory if OMEn is not in use.

System Tidbits: Writing an Application

We had planned to feature the dynamic memory/file management system, but patent considerations preclude it this month, so here is another topic: The steps to writing a typical OMEn application.

The structure of a simple OMEn application can be as follows:

1) Title, copyright, and includes (include OMENEQU.TEXT)
2) Define storage requirements for scratch memory
3) Initialize the program
4) The Event Loop
5) Subroutines (as required)
6) Place or VInclude Constants

Initialization (3) can be broken down as follows:
a) Open a window (or menu/dialog box). This is a simple step

requiring five machine language instructions, which includes checking for error.
b) Open and initialize scratch memory as required. Opening (allocating) memory is also a simple proceedure.

The event loop (4) should handle at least the following events:
a) #CloseWw (Close Window) If there is only one, the appropriate response is to end the program.
b) #RedrawWw (Redraw Window) The display protocol manager sends this when a window is in need of updating, including when it is first opened.
Some other events that are commonly handled are: #<$400 (text/keystroke event), #Click (mouse), #DragFile (open file or ?), and #AboutWw (tell about program or window). There are many more events such as #TaskClosing (another program shutting down) and #DisplayAttrChange (change of display mode or zoom) which may be handled or ignored as desired.

The constants section (5) includes such items as menu text and window definitions. Whole files such as Icon pictures or digitized sounds can be inserted into the program with the structured assembler's VInclude (Verbatim Include) feature.

These steps are all simple. An example runnable program can be as short as 1/4 page of assembly code.

Next Issue (April)

Atari Release Notes. More good reasons to write software for OMEn.
Real-time Control.

Please call, write or fax all your comments to:

Craig Carmichael Phone: (604) 384 0499
Esquimalt Digital Fax: (604) 384 0575
820 Dunsmuir Road Genie: CCARMICHAEL
Victoria, BC, Canada
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For Internet try ccarmichael@genie.geis.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3724. OMEn News Letter #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 11:33:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vgp6d$df3@golem.wcc.govt.nz>
Source record: 31456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OMEn News Letter No. 3..

```
_______________________ _____________________________
/ ___________________ \ Atari OMEn / Esquimalt Digital Logic Inc \
| / \ |version 2.46| 820 Dunsmuir Road |
| | OMEn Herald | | is now | Victoria, BC |
| | Volume 1 Number 3 | | available! | Canada V9A 5B7 |
| | June 1994 | | Call for | Phone: (604) 384 0499 |
| \___________________/ | Free 100% | Fax: (604) 384 0575 |
\_________________________/ functional | Genie: CCarmichael (Pres)|
demo! \_____________________________/
```

This newsletter keeps you up to date with OMEn developments. Give us your comments and suggestions. Newsletters #1 & 2 and the Atari OMEn demo are available in the Atari RT library on GENIE or from us.

```
_____________________________________________________________________
/ What Is OMEn? \
|
|
| The Open Multitasking Environment (OMEn) is an open architecture, |
| true preemptive multitasking operating system based on the 680x0 |
| processor family. It is also a graphical componentware environment|
| where the user has free access to all commands and features, while|
| running multiple OMEn application programs simultaneously. A |
| SINGLE VERSION of an OMEn application program or I/O protocol |
| manager will run on ALL COMPUTERS. |
| |
| OMEn is a modular system in which I/O function files are created |
| and configured without reference to the system core. It can be |
| interfaced by any developer to any type of hardware and to any |
| type of software protocol, existing or new: printers, disk drives |
| and file systems, networks, input devices, displays, industrial |
| controls, MIDI, multi-media and so on. |
| |
| OMEn will run on 680x0 based computers (Mac, Atari, Amiga, [OEM?])|
| including older low end models; PC via a 680x0 card; and new |
| machines such as Power PC, Alpha IPX and Pentium by 680x0 |
| emulation and other techniques. Implementation progress for |
| individual machines is detailed in issues of the OMEn Herald. |
| |
| OMEn interface operation is nearer to UNIX X-Windows than to any |
| other interface, but OMEn's size is a fraction of UNIX, and the |
| generic object oriented drag-&-drop interface is unique. |
\_____________________________________________________________________/
```

OMEn General Progress

A name has been coined for one of OMEn's major features: it's "componentware". Componentware was the feature article in April BYTE magazine. OMEn is a componentware operating system where applications and I/O managers become components of the system as a whole.

OMEn for ATARI has been released and the OMEn software development system will be ready by the time you're reading this.
Virtually all attention for the past four months has been focused on getting out OMEn for Atari and the OMEn software development package, and the documentation required for these. There was no OMEn Herald in April.
Now that this project is complete, attention can be focused on portings to other computers and system and utility software improvements, as well as promotion and business contacts and contracts.
The latest new improvement, just completed, is the ability to save video display mode and view size preferences for restoration next time OMEn is run. The first version Laserjet laser printer driver is also completed. Next on the agenda is improvements to the Text Ed program.

Mac: The 68030 problem has been solved. Some newer model Macs, and some types of displays are still being uncooperative. The four main work areas to bring out a fully functional Macintosh version are (1) Colour Displays. The driver will be in the works shortly. (2) HFS disk management. (3) Solve the compatibility problems. (4) Misc.
The same OMEn software runs on both the Atari and the Mac from GEM/DOS disks.

Amiga: Although some routines are working, the Amiga porting contractor has been too busy with other work to complete his assignment, resulting in much delay to the Amiga version.
The demise of Commodore leaves just three distinct systems in the low-cost spectrum of the computer manufacturing business: Atari (barely), Apple, and PC compatibles. The few low-volume Unix systems at the higher end don't seem to run each other's software.

PC: The prototype circuit card has been fabricated but is not yet tested. The PC end software has not been written. A contract with a local software company for this work is pending further discussions. If it goes through or other arrangements can be made, the PC version could be out in three to six months; otherwise, it has a lower priority than the Mac and Amiga versions.
Enthusiasm for OMEn related contracts by local companies should improve as OMEn starts to spread around and third party software is in the works. (Yes, there are interested developers.)

ReleasED Date

OMEn for ATARI (version 2.46) was finally released on "D-Day" (Demo-Disk-Distribution-Day), June 6th 1994. This was later than planned, but it seems like a fitting day as many copies went to Europe. OMEn

2.46 is greatly improved over the late March rendition previewed for June Atari ST Review magazine, and 2.47 is still improving.
To receive the FREE demo or to order a licenced copy, just call, fax, or write. You can leave a message 24 hours a day, and it is safe to leave a credit card number. The demo is also available for downloading in archived form on GEnie and a number of local bulletin boards in different areas.

Three More Good Reasons to Write Software For OMEn

1) Because of OMEn's modularity, third parties will be able to write software protocol managers and I/O port drivers for any protocol, device or I/O system just as easily as writing application software. For example, if you think Esquimalt Digital's audio manager isn't very good, or you'd like to have audio run through your "Super Stereo Atari Cartridge" port instead of the internal system, that's a market opportunity instead of a compatibility problem. All audio in existing or new OMEn software can be re-routed through your system. Or, you could write a file protocol manager for Mac(HFS), Amiga, Unix, ISO9660 CD or Photo CD disks if you've worked with one of these disk formats. Or support Novell Netware, or currently unsupported printers? Anything but the small OMEn Core (copyright, patents pending) is fair game.
Companies locked out of creating useful system level software products by current closed systems can gain a stake in their best areas of expertise with OMEn. Those making hardware accessories will have the ability to make their products compatible with existing and new software. OMEn users will be much less dependent on one company for improvements to the system as they are with other systems.
PS: We'll sell source code for adaptation. Divide the size of the object file by 100 to obtain the price in Canadian dollars. I.E. the Dot Matrix Printer protocol at 4048 bytes, would be $40.48.
* * * * *
2) OMEn makes assembly language portable. The biggest argument against coding in fast, compact assembly language is that code isn't "portable"; source code for programs can't be transferred from one machine or system to another. Since OMEn runs the SAME software on all machines, this will no longer be an issue.
* * * * *
3) Poised for the future: Although OMEn is a 680x0 based system, it is possible to write I/O managers (as well as applications) in the language of any new RISC chip: Pentium, Power PC or Alpha IPX. It is intended to create cross-assemblers which will take Eazy Asm 68K source code and render RISC machine code for these systems instead of 680x0 code. This will generate full-speed drivers without source code changes.
In addition, these new systems are capable of running 680x0 software by emulation. Other systems which have both a 680x0 and a RISC chip or a DSP can off-load I/O managers onto the non-680x0 while the applications' instructions are executed on the 680x0 to yield OMEn multi-processor systems of "blinding" speed.

And although new RISC systems are in the news, older machines still form much of the software market. It will likely take some time for the new models to become a major share of a computer market which is already somewhat saturated.

System Tidbits

Working With Bitmapped Pictures

The "_ConvertBitmap" system call converts bitmapped pictures between different numbers of colours and scales them to arbitrary sizes. Printer managers use "_ConvertBitmap" to generate an appropriate image from a picture that they couldn't otherwise print properly. The Colour Dot Matrix Printer protocol converts colour pictures to 16 colours at 80 by 72 DPI, using slight patterning for three of the colours. (People who see the pictures often think that they are colour inkjet printouts.) The first version "Laserjet" protocol converts all pictures to black & white, 300 DPI. The next version is to have a patterned gray scale at 150 or 100 DPI for colour pictures. Currently there are no dithering options when converting bitmaps to a lesser number of colours. The 16 colour palette was mathematically designed. It does quite a presentable rendition of many 256 colour pictures. The four colour palette often does a fair monochrome showing of colour pictures as well.

In addition, the "upward compatible colour palette" system allows four colour (four shade) bitmaps to display on a 16 or 256 colour device, and 16 colour pictures to show properly on a 256 colour palette. Two colour images can be shown on any display or printer in any available colours. A coming version of OMEn will handle true colour.

GEM/DOS Disks With OMEn

OMEn's DOS Disk File protocol uses any GEM or DOS partition on a hard drive and any GEM or DOS format of 3-1/2 or 5-1/4 inch floppy disk on any machine including Macintosh.
Fourteen character file names, four character file extensions, and file version numbers are permitted by making use of the ten unused bytes (!) in a DOS file entry. Upper and lower case names are allowed.
If an OMEn file is copied or viewed from GEM or DOS, the extra information simply disappears and the remaining file name becomes upper case. Two minor compatibility problems occur: (A) when shortening the file name to eight characters causes a duplicate file name, and (B) some systems can't read lower case names (e.g. Falcon). Both problems are easily remedied by renaming the required file from OMEn and are minor beside the benefits.
The OMEn system itself defines file names up to 47 characters plus additional file information, which is optionally saved to GEM/DOS disks within the file itself.

Industrial/Home/Office/Shop/Lab Control

It is intended that OMEn be an excellent system for controlling things. An OMEn control system could run HVAC (Heating, Ventilation and Air Conditioning) equipment, fire alarms, security, lighting, school bells and synchronized clocks.
A PC card with its own power and battery backup are planned for the future to provide high reliability, round the clock control for homes, schools, offices, labs and factories. Another company in Victoria is considering using OMEn in a proprietary MC68332 based control system.
Graphical interface software to set up controls will allow any computer literate person to program and schedule these systems. This means the control system can be mass-marketed instead of being sold mainly to trained installers who are able to program in if-then-else BASIC like languages as is the case with current systems.

This is the last letters that have been posted on GEnie so far....

I will try and get the Demo uploaded on A.A...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3725. Hilfe: RS232 vom 1040STFM defekt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 12:34:32 UTC
From: gh@meteo.Uni-Koeln.DE
Message-ID: <2vgsooINN2iif@rs1.rrz.Uni-Koeln.DE>
Source record: 31457

Seit einem Blitzeinschlag ist die RS232 von meinem Atari 1040STFM
halbseitig gelaehmt. Senden ok, jedoch RxD (PIN 3) will nichts mehr
empfangen.
Kennt sich jemand damit aus ? Reicht es irgendein IC zu ersetzen ?

Bitte Ratschlaege per e-mail an mich.

Gruss,

Guido Hoffmann
(gh@meteo.Uni-Koeln.DE)

3726. Re: The objc_add() Call - Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 14:37:21 UTC
From: reiner@kommu
Message-ID: <3132@kommu.UUCP>
Source record: 31458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michel Forget (ess@tibalt.supernet.ab.ca) wrote:
: Hi,

: I am hoping that someone can help me with this problem; I want to add
: items to an existing object tree. For example, I load the resource file
: into memory using rsrc_load() and then decide that I want to add twenty
: icons to the first tree.

Hallo Michel,

obj_add does only establish the references between the objects in a tree,
i.e. references from the desired parent object to the added child object
and from and to the sister objects. The record/data of the object to be
added must already be available in the object array. In your case,
after loading an object tree from a resource file you have to allocate a
buffer which is big ennough to contain the object tree and the objects
you want to add. Then you have to copy the object tree and now you can
add an object which is not already in the tree as long as the provided
object index identifies an object which can be located in the allocated
buffer. You need not to initialize the object before objc_add, this can
also be dawn afterwards.

Hope I could help,
Greetings Reiner Plaum.

3727. Re: 3M Preformatted Disk Probl

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 20:03:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e1c6f58@daggskim.ct.se>
Source record: 31462

Timothy Miller wrote using postfix electrons on 02 Jul 94 (to All)...
> From: millert@grad.csee.usf.edu (Timothy Miller)
>
> You know what I can never stand about any OS I've encountered... when
> the encounter a bad sector, they just STOP! They just say that you have
> a problem, and keep saying or over and over again. Why don't they just
> mark the sector as bad and write to another one? Wouldn't that make
> sense? At least you'd be able to write to the disk. When the file is
> partially written, you can't just pop in another disk... the OS is
> expecting the same FAT and partially written file.
>

Presumably the attitude of the OS-developers is that if your diskette has a flakey sector at format, you shouldn't even be contemplating using the disk at all.

Several utilities however _do_ mark bad on FD format (Harlekin.ACC to name one). Also, varying the format style (10 sector / 9 sector) may allow a correct format.

That said, I generally make the same judgement, i.e. trash any (rare) disk which gives this problem. Nowadays this usually means any 5+ year-old archive diskette that I look at and decide to reformat, but which won't.

Of course, in practical terms, a "trashed" disk is normally reprocessed as a much lower density medium for my Sinclair Spectrum Opus drives and works fine for my young kids and their games on that machine...

(illegible signature) Bo Leuf

3728. Re: Metados 2.3 and Multisessi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 20:34:23 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1994Jul7.203423.2521@ccc.amdahl.com>
Source record: 31459

In article <2veb09$1ass@obelix.uni-muenster.de> reschke@uni-muenster.de writes:
>In article 416dbrewood@nest.demon.co.uk, dbrewood@nest.demon.co.uk (Daron Brewood)
writes:
>> In article <199406292307.a22274@ms.maus.de>
>> Julian_Reschke@ms.maus.de "Julian Reschke" writes:
>>
>> > This is definitively not true. First of all, CDs don't have FATs. Second,
>> > no CD-ROM can transparently handle multisession, as this would require
>> > that the firmware knows about the ISO9660 format.
>>
>> Right, in that case explain these facts:
>>
>> * The CD-300 is multi-session, and is sold as such.
>
>True.
>
>> * Extendos does not have multi-session support in it yet. It does have
>> ISO and HS drivers though.
>
>Multisession disks have the ISO format.
>
>> * I manage to use the above to work on multi-session Photo CD's I've had
>> developed.
>>
>> Comments?
>
>Yes. Try the same with Atari's drivers and you'll see that you'll get only the
>first session of the CD. -> It seems that Extendos *is* doing the multisession
>stuff.
>

Just to clear things up here ... the current version of ExtenDOS does
NOT support multisession (I should know, I wrote it). The next version
will, to the extent that I can get info from the manufacturers on how
to access sessions after the first ...

Regards
Roger Burrows
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

3729. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-07 21:58:23 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vhtpv$48h@mother.usf.edu>
Source record: 31460

Waldi Ravens (walra%moacs11@nl.net) wrote:
: In <2vejuo$ovl@mother.usf.edu>, Timothy Miller wrote:

: >> move sr,-(sp)
: >> ori.w #$700,sr
: >> ;critical section
: >> move.w (sp)+,sr
: >
: > So, are you telling me to set the upper word of the SR while not in
: > supervisor mode? Is that LEGAL?

: Since the `critical section' code will read/write SCC registers, it
: should be obvious that all of the above should be run in super mode.

Ah, yes. You are right. I switch to supervisor mode. But since I'm doing this in Lattice C, there's no way to just stich in some assembly code.

3730. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 01:12:19 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773629939snz@gw6hva.demon.co.uk>
Source record: 31474
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2v7vhh$iem@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

> Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> > From the info that is in the ICD Pro , it looks like that CleanUp is no longer> > sold, its now part of the ICD Pro Utils...
> >
> > I did ask them the other day and the same comment came back, buy
> > the Pro Utils....
>
> Strange. I had no problems updating mine, so I guess if one finds a used
> copy the latest version can be obtained with an update. Toad and other
> mail order companies still advertise it. I got mine updated just a few weeks
> ago, and it is version 5.08. This version requires 6.5.x of the ICD software
> (it comes with icdboot.prg).

Forgive me if I'm a little out of touch with what happens on your side
of the pond but are ICD updating the ProUtils suite and if so how much
is being asked for it - I've not seen or heard of any updates over here
for my suite which is about 12 months old now (the driver is 6.4.3)

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3731. VGA on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 03:27:23 UTC
From: tdcflcn@infinet.com
Message-ID: <2vih2r$kep@rigel.infinet.com>
Source record: 31463

I am having a problem getting 256 colors at 640x480 on my Falcon. I have an IBM PS/2 Model 8513 VGA monitor and I get 16 colors at 640x480 just fine. Does anyone have any ideas? Could it be this monitor just can not do it?

Also, Is there any way to go bigger then 640x480? I have heard about BLOWUP but is there any other way?

--
Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/3 Programmer/Analyst/Software Consultant

3732. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 07:50:36 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vj0gc$7im@RW320B49.rz.fhtw-berlin.de>
Source record: 31465

I think you can access the SCC in supervisor mode only (too).

3733. HSMODA, FLOP_FIX, MIDI_COM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 08:08:12 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <2vj1hc$7im@RW320B49.rz.fhtw-berlin.de>
Source record: 31464

HSMODA04.LZH and FLOP_FIX.LZH should be available on atari.archive.umich.edu.
I do not know exactly where, but I posted these files to Mickey Boyd and
I hope he will move it to the right place.

MIDI_COM I post in the next minutes. It includes only a German documentation.

(At the moment it is 10:00am in Germany, and there is no anonymous login
free at atari.archive.umich.edu)

Greetings, HS

3734. ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 09:31:26 UTC
From: mattk@netcom.com
Message-ID: <mattkCsM7sE.6t1@netcom.com>
Source record: 31466

Hi all,

Ok, first some background. I have a Maxtor 120mb scsi drive that I use with my tos 1.0 st. It's divided into partitions c-h, and i which is a 32 mb minix partition. I'm running out of space and want to get another scsi drive of about the same size (btw, where can one get scsi drives of oonly a few hundred megs--most I see are around 500 mb). SO I read in the ICD manual I got with my Adscsi that you can have up to 3.5 gigs using what I'll call logical drives (250mb logical partitions, 14 of them).

Now, the manual says that "big GEM" or BGM partitions can't be booted, and programs that expect 512 byte sectors may have problems. First, what programs would likely expect 512 byte sectors? My only guess would be an optimizer might. Second problem would be if you wanted a 250mb partition, you'd have 8k logical sectors. This would be wasteful when it cones to small files, right?

I guess I'd like to know if anyone is using BGM partitions on a daily basis. The Minix filesystem driver seems to not mind BGM partitions, since my minix partition began its life as a BGM. And, do optimizers work correctly--such as Diamond Edge--with BGM partitions. Or does ICD offer an optimizer...?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3735. PHOTOCROME 4 Patch...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 10:51:59 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <2vjb4f$ose@golem.wcc.govt.nz>
Source record: 31467
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

***** PHOTOCROME 4 *****

I have just had a look at this Patch for Photocrome 4,
so that is can run at 16mhz on a Mega STE..

This is the command that is wrong.. cmp.l #00020010,0004(a0)

First the software looks for the Machine Type Cookie _MCH
then at the cookie machine type flag bits....

00020010
^ = STE
^ = TT

00010010
^ = Mega STE

So this patch is simple, some one just got the machine type flag bits wrong.

I don't know if its posible to patch it for the ADspeed, but I do intend to
give it a try.....

P.S. After loading Photocrome into the Raid Debuger, I did a search for the
00020010 string, there was only one occurence...

Hope this helps.....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3736. new /dev/lp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 11:30:01 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <2vjdbpINNc5r@tarsky.uni-muenster.de>
Source record: 31495

Hello there!

I made a few additions to Thierry Bousch's lpdev and placed it into
lpdev07.zoo on ftp.uni-muenster.de in pub/atari/Mint/Devices.

The device driver now works with the xdd loading feature of MiNT, so
you dont have to start it from mint.cnf anymore...

Regards,
Ulrich

3737. More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 11:38:05 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>
Source record: 31468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Atari-World

Although there has been some disussion about more Atari-related Newsgroups
in te Usenet lately, it seems that most activities concerning this Idea
are obviously lost. Anyway, any time i look at the comp.sys.* or comp.os.*
areas i sometimes feel a little unsatisfied with just three or four
Atari-Groups, while IBM'ers and Amigos/Amigas can read and write in a lot
of "Special-groups" related to their machines. What is it, that all
Atarian's in the Usenet use such a relatively small space to communicate ?
Is it that most of us are satisfied with our small area here, or is it
the work which has to be done for creating a new group ?
Don't get me wrong, it's not the idea of "if IBM'ers and others have the
right to have such a lot of Groups, we do also !". But meanwhile, i believe
there are some good reasons to have more Atari-Groups. Except the work
of CFD/CFV and so on, which has to be done, i cannot see any disadvantage
in having more groups, but maybe i'm wrong ?! it's just my personal opinion.
For that reason, here is an idea of what COULD be done:

(Note: it's just my personal idea, perhaps someone has a better solution)

Following Groups:

1) comp.sys.atari.st /* already there ! */
2) comp.sys.atari.st.tech /* already there ! */
3) comp.sys.atari.st.advovacy /* already there ! */
4) comp.sys.atari.st.hardware /* Hardware related topics */
5) comp.sys.atari.st.software /* Software related topics */
6) comp.sys.atari.st.programming /* Programming the Atari's */
7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
8) comp.sys.atari.st.games /* Games and Fun */

Although (1) should still be ok for non-technical disussions, (2) is a litle
bit difficult to "insert", because everything could now (and better) be
directed to (3) - (8).

Well, Atarian's, what do you think ? Is it worth to think/talk about or
do you think i'm totally crazy ? :-)

cheerio Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

3738. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 11:57:20 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <2vjev0$prg@aiscube.AIS-Dortmund.DE>
Source record: 31469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Theo Janssen (tj@aiscube.AIS-dortmund.de) wrote:
: Hello Atari-World
: [...]
: 1) comp.sys.atari.st /* already there ! */
: 2) comp.sys.atari.st.tech /* already there ! */
: 3) comp.sys.atari.st.advovacy /* already there ! */
: 4) comp.sys.atari.st.hardware /* Hardware related topics */
: 5) comp.sys.atari.st.software /* Software related topics */
: 6) comp.sys.atari.st.programming /* Programming the Atari's */
: 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
: 8) comp.sys.atari.st.games /* Games and Fun */

Oopss, forgot comp.sys.atari.st.announce of course !

cheerio Theo

--
_______________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !---------------------
```

3739. Re: PHOTOCROME 4 Patch...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 14:59:55 UTC
From: lancer@wpi.WPI.EDU
Message-ID: <LANCER.94Jul8105955@wpi.WPI.EDU>
Source record: 31470
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

0{{ "Roger" == Roger Sheppard <sheppard_r@ix.wcc.govt.nz> writes:
Roger> P.S. After loading Photocrome into the Raid Debuger, I did a
Roger> search for the 00020010 string, there was only one occurence...

This DOES work!

I have a MSTE and used Michtron Utilities to search for "00020010".
Just one occurrence. I changed it to "00010010". It now does all its
"work" in 16MHz and then switches automatically to 8MHz to display the
pictures! Do it!

.s.
--
- lancer@wpi.wpi.edu - - 0{{ "Haus der Luege": -
- Gott hat sich erschossen - Ein Dachgeschoss wird ausgebaut -

3740. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 15:41:45 UTC
From: azog@world.std.com
Message-ID: <CsMoxM.2pI@world.std.com>
Source record: 31471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:

>4) comp.sys.atari.st.hardware /* Hardware related topics */

I would vote for this, but wonder if you should tag it ST? I would
be greatly interested in any hardware hacks, projects, for my
Falcon, as well as an STe that I dont do a lot with...

>5) comp.sys.atari.st.software /* Software related topics */

Probably not so useful, since c.s.a.st would be the place where most people
would discuss this. If this exists, what would the 'root' c.s.a.st
contain?

>6) comp.sys.atari.st.programming /* Programming the Atari's */

Sure, I would love to learn to program my computer, considering the
lack of (new) books that are on the general market for the ST.

>7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */

dunno if this one is a good idear, but cant see any reason why not. Might
want to see if the 680x0 (Atari-Specific) peoples working on the Falcon/TT
Linux would like this, as I wouldnt mind seeing my Falcon running
Linux...

>8) comp.sys.atari.st.games /* Games and Fun */

indifferent...

>Well, Atarian's, what do you think ? Is it worth to think/talk about or
>do you think i'm totally crazy ? :-)

shrug I think the topics come up before, but not too many people have
expressed interest. If you do a formal CFV or CFD, make sure you cross-post
into this newsgroup, otherwise you might miss out on some votes.

--
Billy D'Augustine azog@world.std.com

unjustifiable existance

3741. Fix for Lynx power connector?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-08 19:06:05 UTC
From: wyantph@n_kaon
Message-ID: <1994Jul8.190605.23067@eplrx7.es.duPont.com>
Source record: 31472
Cross-posted to: alt.games.lynx,comp.sys.atari.st.tech

I have two Lynx's with faulty power connectors. The kids have been working on them, and some of the contacts from the connectors to the board inside of the case have broken.

Several months ago, a fix for the power connectors in the Lynx was posted to this newsgroup. Could some kind soul send me a copy of this fix?

Thank you.

Pat Wyant
WIlmington, DE 19880-0320
wyantph@n_kaon.es.dupont.com

3742. Sony Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 00:35:18 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <2vkrc6$11o4@msuinfo.cl.msu.edu>
Source record: 31473

Hello everyone,

I have a Sony drive in my 1040STfm, and since it is newer than the computer, I was wondering if anyone can tell me if it is a high density drive (I'd like to put it in my MSTE, if so). I've tried the Sony tech support, but they were already closed for the weekend, so instead of waiting 'till Monday, I thought I'd drop a line here. The model number is MP-F11W-WO (or -W0 -- I can't tell which).

Thanks,
Tom Hopper
hopper_t@msupa.pa.msu.edu

3743. Re: RS-232 and Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 01:03:40 UTC
From: walra%moacs11@nl.net
Message-ID: <fjn5tdepjmi@moacs11>
Source record: 31475

In <2vhtpv$48h@mother.usf.edu>, Timothy Miller wrote:

> Ah, yes. You are right. I switch to supervisor mode. But since I'm doing
> this in Lattice C, there's no way to just stich in some assembly code.

Actually there is, have a look at the `inline calls' section of the
manual, which describes the usage of `#pragma inline'. It's by no
means as comfortable as gcc, so it might be easier to put the asm
code in a seperate (.s) file.

Regards,
Waldi (walra%moacs11@nl.net)
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle
geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du
sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-
gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

3744. Re: Mega Memory Upgrade Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 03:19:04 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <773723944snz@gw6hva.demon.co.uk>
Source record: 31477
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <2v3nks$cdh@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> >You're lucky, I'm grafting in 32 256*4 rams into a Mega ST-1 and I've
> >had to do some additional decoding for it (should've bought the Mega-2).
>
>
> Please tell me why go into all this trouble..??
>
>
> Just fit 4 * 1meg SIMMS, they draw far less power as well..

Well, basically because I aquired the 4Mb ram board free and SIMM's cost
me...

As it happens, since I posted that, I got bored with it and fitted a
single 1Mb*36 72-pin SIMM, which I wired in as the full 4Mb.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3745. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 03:35:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vl5u3$64n@mailer.fsu.edu>
Source record: 31476

Matt Koundakjian (mattk@netcom.com) wrote:
> Ok, first some background. I have a Maxtor 120mb scsi drive that I use
> with my tos 1.0 st. It's divided into partitions c-h, and i which is a
> 32 mb minix partition. I'm running out of space and want to get another
> scsi drive of about the same size (btw, where can one get scsi drives of
> oonly a few hundred megs--most I see are around 500 mb).

Buy a Computer Shopper magazine, and look at the Dirt Cheap Drives ad (really).

> Now, the manual says that "big GEM" or BGM partitions can't be booted,
> and programs that expect 512 byte sectors may have problems. First, what
> programs would likely expect 512 byte sectors?

Only very old disk utilities (Cheetah comes to mine, but it has other
horrible bugs as well). You probably don't have to worry about it if you
have kept your utility software fairly current.

> My only guess would be an
> optimizer might.

This might be true. Diamond Edge does not have any problems with BGM
partitions, and is must-have software for hard drive users IMHO.

> Second problem would be if you wanted a 250mb
> partition, you'd have 8k logical sectors. This would be wasteful when it
> cones to small files, right?

They are more wasteful than 512 byte sectors. Such is life :-). I don't
think it will be a major problem (or even noticable). You would probably be
better off making a few smaller (but still large) partitions. Of course,
your boot partition must be non-BGM.

> I guess I'd like to know if anyone is using BGM partitions on a daily
> basis. The Minix filesystem driver seems to not mind BGM partitions,
> since my minix partition began its life as a BGM. And, do optimizers
> work correctly--such as Diamond Edge--with BGM partitions. Or does ICD
> offer an optimizer...?

I use them all the time, and they work fine. I was apprehensive at first
myself, but I have been using BGM partitions for a couple of years now with
no problems. Anything made in the last 4 years or so (that is a guestimate,
I'm not sure when BGMs came out but it should be around there) won't have a
problem with them. Only programs that work with the disk at very low
levels are eligible for suspicion.

--
****

* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3746. Re: ICD's CleanUp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 11:37:00 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cso89o.7IF@nntpa.cb.att.com>
Source record: 31478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <773629939snz@gw6hva.demon.co.uk>,
Martin Vernon <martin@gw6hva.demon.co.uk> wrote:
>
>Forgive me if I'm a little out of touch with what happens on your side
>of the pond but are ICD updating the ProUtils suite and if so how much
>is being asked for it - I've not seen or heard of any updates over here
>for my suite which is about 12 months old now (the driver is 6.4.3)

ICD are still updating the ProUtilities. My latest version is 6.5.5.
I believe the cost of updates is something like $10. Return your
disks with a check and they will send you out the update. On my last
update, they did hold off sending me the update since I was specifically
after the cd-rom drivers they were adding (new ones) so I had a wait of
about 2 months for the software to finally arrive. It was worth the
wait. I would guess by now there is potentially already a newer
version out than 6.5.5. Wayne

3747. Dsp mod player ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 13:31:45 UTC
From: Charles Hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <2vm8s1$9mk@thot.u-strasbg.fr>
Source record: 31479

Could someone provide me with dsp code to
play mods ?
thanks
please reply by mail.
ludo

chavalholl.u-strasbg.fr

3748. Four questions: ProTracker, GemView color printers, more

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 18:48:27 UTC
From: paulseniura@delphi.com
Message-ID: <Zq9Qh17.paulseniura@delphi.com>
Source record: 31480

I'm posting this to a few places, sorry for the duplication...

A few weeks ago I sent e-mail via Internet to the person listed in the ProTracker v2.0s documentation. Haven't heard back at all yet. Curious if I should even try sending the registration fee from Oklahoma USA to Norway(!), if e-mail doesn't get thru to him, ya know. I have some detailed questions about what v2.1 will let me do, with my upgraded 520ST (Turbo16 & 4-meg w/ TOS 1.04 & Warp-9 etc.). I can play most MODs at 27 kHz, sometimes have to step down to 24 when it gets too busy (it'll stop & tell me automatically). No real bugs to talk about at all! So I'm merely wondering if they've been able to "push" it some more, and also give us the kind of 11-bit resolution found in PT-Player v1.02.

A similar question (for y'all who might know) is whether I can get/build something to give me stereo DMA sound a-la STE for my 520ST? Afraid to spend more $$ for a STE (assuming I can find one :) cuz I need OS-9 from Cumana & it might cease to work with an STE. And would love to come up with DMA sound drivers for OS-9, too, hint hint, but I hafta be able to just upgrade my ST by adding the DMA circuits to it. Note: not just merely stereo 8-bit DACs (like STReplay & similar hardware), but DMA as well.

A third question for the people who might know: I'm *very* adept in doing circuit upgrades (practically rebuilt & redesigned my CoCo3 system, see). So I'd like to do the "38400-bps" upgrade which consists of a single 74LS74 chip wired to the MFP. The IMG drawing & doc was written by Jurgen Meyer & can be found at the Atari FTP archive sites. Only part of the doc was translated to English. I've got a 74F74 & switch ready to go if someone could tell me how it's working for you, and what-all does it really affect, etc.

Fourth & last question: It's only been a couple of weeks since sending in my payment for GemView, so I don't yet have the full-working version. I'm very interested in getting Canon's BJ-600 I believe it is: their color bubble-jet printer with separate ink carts for each color. Contrast it to the HP-550C which has the 3 primary colors in *one* cart and a second one for black (similar to Canon's early low-rez color printers, which I also have one but with Tandy's ROM in it). If ya run out of only one color, gotta replace all 3, and that's a waste not to mention costly.

So does the BJ-600 work with the HP-550C drivers in GemView? Does GemView merely "print what you see on the screen"? I.e. I would need "full-color" printing rather than "what you see", cuz my ST of course can only do 4K palette & 16 color registers, maximum. So getting a

color printer (no matter what model) would be a big waste if all I can do is "print what I see", and I would consider my $30 payment to Cybercube a big waste as well. (but monochrome mode printing works real good with my BJ-200 using the NEC 180-dpi driver, but I want to use 360-dpi mode!).

Someone's going to tell me to "look at the BJ-600 book and see if it does such-&-such". I don't have access to the book, and the sales people don't know either; I need to know if _you_ know if it handles the codes for a HP-550C. :)

Thank you for your time. If you would, please respond privately as I may not see your response before the system wraps it off the list.

-- Paul Seniura (from Oklahoma City)

3749. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 19:21:51 UTC
From: Geoffrey Spear <gspear+@CMU.EDU>
Message-ID: <ci7jXDu00WBEEJZVUt@andrew.cmu.edu>
Source record: 31481
Cross-posted to: comp.sys.atari.st.tech,news.groups,comp.sys.atari.st

[crossposted from comp.sys.atari.st, where the thread originated, to
news.groups, since it's appropriate for n.g even though no decision
has been made about a formal RFD]

tj@aiscube.AIS-dortmund.de (Theo Janssen) writes:
> 1) comp.sys.atari.st /* already there ! */
> 2) comp.sys.atari.st.tech /* already there ! */
if there is a reorganization, these 2 groups could probably be
rmgrouped.

> 3) comp.sys.atari.st.advovacy /* already there ! */
note: it's comp.sys.atari.advocacy. no "st" in the name.

> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 5) comp.sys.atari.st.software /* Software related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */
i would personally prefer to see the "st" dropped from these names as
well, since the ST isn't the only computer discussed in c.s.a.st as it
is, and keeping the st in the names would be pointless if we're going
to create new groups.

> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva
i'm not sure this is the best name, but it's a good idea. in fact,
i've been thinking of proposing a newsgroup for atari multitasking for
a while, independent of any other reorganization.

> 8) comp.sys.atari.st.games /* Games and Fun */
i'm not quite sure dropping the "st" from this one is as good an idea
as for the others, unless people are willing to put up with messages
about atari's game machines. i'm pretty much indifferent as to any
gaming group, though.

9) comp.sys.atari.announce, would, of course, remain unchanged.

geoff spear |please reply via snail mail,
gspear+@cmu.edu |i don't use computers.

3750. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 22:00:40 UTC
From: walra%moacs11@nl.net
Message-ID: <ai2uxsa6sfq@moacs11>
Source record: 31482

In <2vl5u3$64n@mailer.fsu.edu>, Mickey Boyd wrote:

> Of course, your boot partition must be non-BGM.

Why should it? (my boot partition is BGM)

Waldi
--
Zwei Wochen, nachdem Petrus einen Stahlwerkdirektor in die Hoelle
geschickt hat, beschwert sich der Teufel: "Den Stahlboss nimmst Du
sofort wieder zurueck. In zwei Wochen hat er schon drei Oefen still-
gelegt, und der Rest der Mannschaft macht nun Kurzarbeit. "

3751. Help (STE owners)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-09 22:52:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vn9nm$r9r@mailer.fsu.edu>
Source record: 31483
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First, my request. I would to get several folks who own STEs of all different types to verify something for me. Basically, in color graphic demo Brain Damage, there is a disk load portion that plays a heartbeat sample over and over. On my MegaSTE, that sound crackles like hell. I believe this (and other crackling when using the DMA sound on my early model MegaSTE) is indicative of the GST Shifter bug that has been discussed on this group. I would like to verify this, as I need a positive test for this problem (see below for details).

So, to make it easy, I have put the Brain Damage demo on my own ftp server, along with everything needed to use it. This demo will only work with STEs in color (it is an awesome demo BTW, a must-have). If you would like to help me, simply run the Brain Damage demo, note if you hear lots of crackling during the heartbeat sample (it occurs for about 30 seconds, after the initial intro screen, before the demo proper), and send me an email mentioning what kind of system you have and if you heard crackles. I would be interested in the amount of memory you have as well. My email address is boyd@math.fsu.edu.

If you don't already have Brain Damage <grin>, ftp to ftp.math.fsu.edu (192.12.122.28) and look in /pub/atari. I have made it into four parts for easy tranfer by 720k floppies. Also included are lha310.tos (lharc 3.10) and msa_2.3+.prg, which can be used to uncompress the files and put them onto floppies. All of this stuff is on atari.archive.umich.edu as well, but it is always swamped with Atari folks :-). If you do not have access to ftp but would like to help, send me some email and I'll figure out a way to get the files to you.

Ok, now the long winded reason for this. Basically, after having just gotten the new version of Octalyzer (an excellent mod file player for the STE/Falcon), I can no longer stand the crackling. The previous mod player I was using did not make the crackling stand out too bad, but Octalyzer sounds so much clearer that the crackles really stand out (and they drive me nuts!). Again, the crackling is caused by the use of an older GST Shifter chip in early MegaSTEs. The fix is to install a newer revision GST Shifter chip.

I can buy GST Shifters from Best Electronics, but they don't know how to tell what revision they are (I need a rev. D or later). So, I called Atari. Based on what others had said on the net, I was not expecting them to be very much help. However, I was very pleasently surprised to find that they are willing not only to service my machine, but to do it for free (given that I am correct about it being an early model bug) even though the machine is long past warantee. They estimated that it would only take a week or

two!

So, I am getting ready to send my MegaSTE off for some work! However, I want to include something that positively shows that the problem exists (and that it went away, after they work on it). I'm not sure about what shape their service department is in, so I want to make it as easy as possible for them. Thus, my reason for the request above finally becomes clear!

Thanks a million billion zillion in advance for any assistance. In particular, if you are a MegaSTE owner, I would also be interested in the markings on your GST Shifter chip (especially if it doesn't crackle). If you don't mind lifting the small cover on the top of the machine, the GST shifter is the large square socketed chip right next to the upper left hand corner of the SIMM sockets. A small bit of the chip is underneath the grey metal shielding in the middle of the machine (not a part that has any markings on it). The writing will be upside-down. All of this is when viewed from the front of the machine, and only the small top cover need be moved to see it. Please do this only if you are totally comfortable with lifting that small cover. Just the information on crackling would help!

If, by some quirk of fate, anyone has information about how to identify the revision of the chip from the markings (Atari refused to tell me, but that is consistant with their policy), or if anyone has a dead 1040STE from which I can purchase the GST Shifter (my understanding is that only MegaSTEs received bad ones, and any 1040STE shifter will fix my problem), or if you have some other source for a GST Shifter chip, please let me know! I am still a tiny bit leery of sending my machine off to Atari, so I would rather fix it myself.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3752. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 01:24:56 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <2vnil8$efl@mailer.fsu.edu>
Source record: 31484

Waldi Ravens (walra%moacs11@nl.net) wrote:
> In <2vl5u3$64n@mailer.fsu.edu>, Mickey Boyd wrote:
> > Of course, your boot partition must be non-BGM.
>
> Why should it? (my boot partition is BGM)

Hmm, I thought this was a rule, but I cannot find it in my ICD manual, so I suppose you are right. ICD does encourage one to have a small boot partition, because some old versions of TOS can apparently trash the C drive randomly, but it does not state that it must be a GEM partition.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3753. Objective C 2.5.8

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 08:20:37 UTC
From: ekl@sdf.lonestar.org
Message-ID: <CsptuE.11s@sdf.lonestar.org>
Source record: 31520

I've recently come up with a series of "objects" that would provide a simple and elegant GEM user interface for the ST. However, the ObjC compiler that I had (2.5.3) is no longer functioning and the libraries and headers are lost.

I need to aquire a new Objective C compiler (2.5.8 for MC68K) to both run on my machine and probably distribute. GEM and the NeXT work very similar, both are event driven at the OS level although on a NeXT the application object converts OS events into Objective C messages, I can do this fairly easily and there are lots of other little tidbits that I've found that I would like to put in.

User interface doesn't have to be 90% of your work, it can be 10%! Or less. Considering that the GEM standards are different from the NeXT standards I wouldn't think of trying to port the NeXT object hierarchy, although sine sort of "Interface Builder" might be do-able.

If you can help me get an Objective C compiler and the standard lib and run-time then PLEASE email me!!

Thanks,
ekl@sdf.lonestar.org
evanlang@uss.lonestar.org

--
==========
Thanks!
Evan K. Langlois
ekl@sdf.lonestar.org

3754. Mega ST internal DMA Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 08:39:40 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.9eL1CUu5K8Y@albemuth.equinox.gen.nz>
Source record: 31485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Does anyone have a list of the pin-outs for the Mega ST internal DMA port, or could you direct me to any docs covering the same on an FTP site.

Thanks,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3755. Re: Metados 2.3 and Multisessi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 09:34:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199407101134.a22966@ms.maus.de>
Source record: 31492

In article <1994Jul7.203423.2521@ccc.amdahl.com>,
rzb20@JUTS.ccc.amdahl.com
wrote:
>In article <2veb09$1ass@obelix.uni-muenster.de> reschke@uni-muenster.de
writes:
>>In article 416dbrewood@nest.demon.co.uk, dbrewood@nest.demon.co.uk
(Daron
>Brewood) writes:
>>> In article <199406292307.a22274@ms.maus.de>
>>> Julian_Reschke@ms.maus.de "Julian Reschke" writes:
>>>
>>> > This is definitively not true. First of all, CDs don't have FATs.
Second,
>>> > no CD-ROM can transparently handle multisession, as this would
require
>>> > that the firmware knows about the ISO9660 format.
>>>
>>> Right, in that case explain these facts:
>>>
>>> * The CD-300 is multi-session, and is sold as such.
>>
>>True.
>>
>>> * Extendos does not have multi-session support in it yet. It does have
>>> ISO and HS drivers though.
>>
>>Multisession disks have the ISO format.
>>
>>> * I manage to use the above to work on multi-session Photo CD's I've
had
>>> developed.
>>>
>>> Comments?
>>
>>Yes. Try the same with Atari's drivers and you'll see that you'll get
only the
>>first session of the CD. -> It seems that Extendos *is* doing the
multisession
>>stuff.
>>
>
>Just to clear things up here ... the current version of ExtenDOS does
>NOT support multisession (I should know, I wrote it). The next version
>will, to the extent that I can get info from the manufacturers on how

>to access sessions after the first ...

Final comment: I just tried MetaDOS 2.40 with Ataris BOS and DOS drivers
with a CD 300: only the first session of my Photo CD was accessible.
Obviously, the driver has to use the special multisession inquire
functions
in order to access the full contents (my driver does that).

3756. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 12:02:59 UTC
From: hjv@phil.ruu.nl
Message-ID: <2voo1j$opd@chico.staf.phil.ruu.nl>
Source record: 31487

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>> Why should it? (my boot partition is BGM)

>Hmm, I thought this was a rule, but I cannot find it in my ICD manual

My ICD manual (version 36-90 (printed in the lower righthand corner at the back of the manual) says on page 26:

"BGM partitions use large 'logical' sectors to extend partition sizes. The first enabled partition on the drive must be GEM if you wish to boot from this drive."

Next case... :-)

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

day after day, they take some brain away...

3757. 68882 chips

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 12:18:11 UTC
From: Phil Bacheler <phil2034@delphi.com>
Message-ID: <5q4yh5z.phil2034@delphi.com>
Source record: 31486

A couple of months ago, someone was advertising "pulls" of these chips.
I would like to know if anyone has the address or phone # for the company.
I'm looking to get hold of 2 of them, or if anyone knows about an inexpensive
source, where I might be able to locate them
Thanks!
Phil Bacheler

3758. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 20:02:31 UTC
From: blai1690@mach1.wlu.ca
Message-ID: <CsqqC7.9FI@mach1.wlu.ca>
Source record: 31488

In response to your questions about the smaller SCSI drives, I recently purchased a Maxtor 345S here in Canada for about $400 Cdn. US prices should be somewhat less. I had to order the drive in, however, as most places these days seem to be only stocking IDE drives. Shop around as well: many dealers I ran into sell their SCSIs for between $50-70 more than equivalent IDE drives. I suspect some of this is due to the distributors' pricing, but as well, they tack on a premium for the order.

Pascal Calarco

3759. Re: Mitsumi CDROM FX001 & ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-10 20:49:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199407102249.a23015@ms.maus.de>
Source record: 31494

In article <1994Jul6.170026.29825@ibr.cs.tu-bs.de>, Harbaum (i1101202@ws.rz.tu-bs.de) wrote:
>Has somebody tried to connect a Mitsumi FX001 CDROM to an AtariST?
>The Mitsumi-Interface is a simple 8-Bit-port with some DMA-stuff and
>two address lines. The drive is capable of using a non-dma-mode (polling).
>There MUST be a simple way to connect the duo.
>
>Any idea is welcome, perhaps i will build the hardware myself, but i need
>somebody, who writes a device driver.

You can either connect it to the parallel port or an internal I/O card. Both solutions are sold by Jens_Fellmuth@b.maus.de. And Compo is advertising a ROM port adaptor...

3760. Re: Mega ST internal DMA Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 01:25:40 UTC
From: daveh@netcom.com
Message-ID: <davehCsr5As.H8A@netcom.com>
Source record: 31490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.eg.9eL1CUu5K8Y@albemuth.equinox.gen.nz> you wrote:
: Hi there,

: Does anyone have a list of the pin-outs for the Mega ST internal DMA
: port, or could you direct me to any docs covering the same on an FTP
: site.

This will probably do you, on the left are the pinouts of the DB19 connector
(standard DMA) and the left the 24pin internal conector. Just look in the
manual for the actual function.

DB19 IC24(Internal)
1 - 2
2 - 4
3 - 6
4 - 8
5 - 10
6 - 12
7 - 14
8 - 16
9 - 18
10 - 24
11 - 1, 7, 9, 17, 20, 21
12 - 3
13 - 5
14 - 11
15 - 13
16 - 19
17 - 15
18 - 22
19 - 23

I hope this helps.

Dave Halliday
(daveh@silvaco.com)

3761. Help Pinouts needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 01:47:57 UTC
From: daveh@netcom.com
Message-ID: <davehCsr6Bx.lz9@netcom.com>
Source record: 31491

I have just aquired some simms I would like to wire into my Mega (I am still working on the memory upgrade I need and this may be a free solution.)

The simms are 72pin and contain 8 4x256K and 2 1Mx1 drams (2Meg total with 2 parity bits?) The simms are manufactured by Bufalo and marked 200X MC-A. I don't think these are standard PC style simms (they came from an Japanese Kanji PC).

What I need is the following:

a) The pinouts for the simm if known.

b) The pinouts for 4x256 and 1Mx1 ramchips (I can then check or work out the simm pinout.

c) The pinouts of the MC68000 so I can work out how to wire these into the ST.

d) What these simms will fit (and worth so I can sell them 4 simms in total) so I can then buy the 16x 1M chips I could then solder into my Mega.

Many Thanks,

Dave Halliday.
(daveh@silvaco.com or daveh@netcom.com)

3762. no subject given, ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 08:12:38 UTC
From: darkwolf@speedmail.win.net
Message-ID: <2vqutm$7pg@agate.berkeley.edu>
Source record: 31496

Hello,

I need help to find Atari Portfolio software, and equipment. If
anyone knows of a company where i can mail order from please reply
by E-Mail.

Thanks,
Darkwolf

--
_____
Darkwolf@speedmail.win.net | Once we met in secret, in the dark |
Fort Drum, New York |and whispered our words into the wind,|
Home of the | now the work is free once more |
10th Mountain Div. (LI) | and open to those who seek it. |
PGP key available from | for this we give thanks. |
Keyserver (id: ff344259) | M. Weinstein|
_____|_Love is the Law, Love under will_____|

For information about this Usenet posting service, send mail to
remailer@soda.berkeley.edu, with Subject: remailer-info.
Please, don't throw knives.

3763. Re: Four questions: ProTr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 09:21:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <211d9200@straight.ct.se>
Source record: 31512

In a Message of <07-10-94 07:12> Paulseniura writes:

Pa> A third question for the people who might know: I'm *very* adept in
Pa> doing circuit upgrades (practically rebuilt & redesigned my CoCo3
Pa> system, see). So I'd like to do the "38400-bps" upgrade which
Pa> consists of a single 74LS74 chip wired to the MFP. The IMG drawing &
Pa> doc was written by Jurgen Meyer & can be found at the Atari FTP
Pa> archive sites. Only part of the doc was translated to English. I've
Pa> got a 74F74 & switch ready to go if someone could tell me how it's
Pa> working for you, and what-all does it really affect, etc.

Try this modyfication by Flemming B. Nielsen on the MFP.. It's works
perfect and you can controll it so you can shift to the original speed with
a program..

Msg #8 / 1-18 Time: 24 Jun 94 00:56:24
From: Flemming B. Nielsen
To : All
Subj: High Speed Mod ect.
---------[N.ST.FAX]---
This text is for those of you who want a high speed serial port (38400) on
a standard ST(E) and still want to use their modem as a fax reciever.

It all started when I decided to do the standard CD4040 modification to my
MFP chip to lock the port at 38400.
Allready at this early stage I encountered my first problem - I didn't have
a 4040 and neither did anybody else in my town.

Well I used to do a lot of electonics, so I tried to find a substitute.
All it needed to do was divide by 4, so I settled for a 74LS93 of which I
had plenty.

I quickly put my modified modification (wow, what a mod <g>) together and
it worked like a dream.
That is until I tried sending a fax to BT-FAX. +FCON came through without
any problems and BT-FAX started, but then it just stopped dead and did
nothing.
After several tests I came to the conclusion that the fax reciever part of
the modem can't handle 38400, but has to be locked at 19200 for the
fax-transmission to work.

Ok, I know that there are some good german mods with several high speeds,
but you had to pay for them - and I would rather build it myself if I could.

I ended with a cross between several mods and here is how it works:

I used a 74LS157 as switch between the standard MFP clock (just as the ST was built) and my 38400 mod. The switch is toggled by an unused RTS signal from the MIDI ACIA (something like TURBORS).

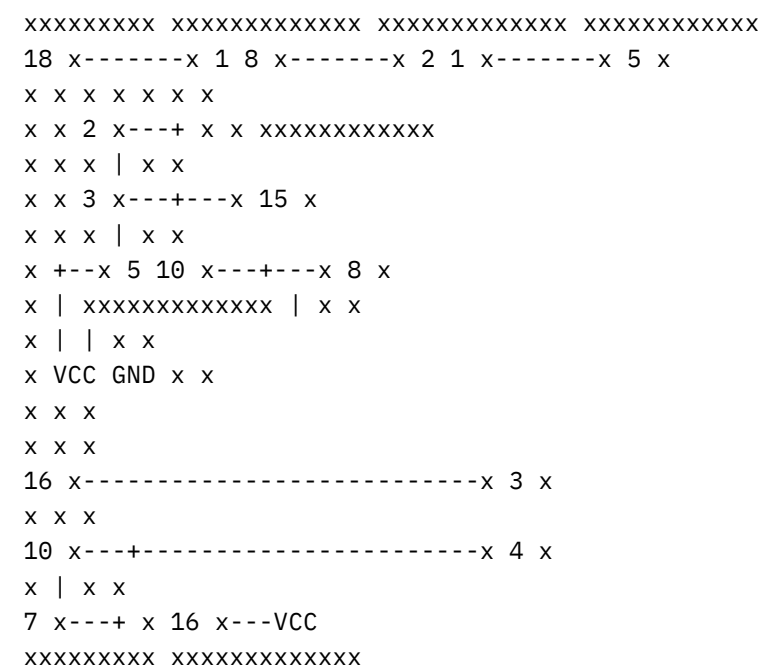
When the computer is switched on it defaults to 38400. When a fax comes in I call a program of my own that takes the name of the 'real' program I want (BT-FAX) plus its command line as a combined command line.
My program switches the baud rate to standard MFP (should be set at 19200) and calls BT-FAX. When BT-FAX is done my program reenables the high-speed mod.

It works just as it should - and its cheap.

==========
Here are the schematics:

All you need is a 74LS93 and a 74LS157 + some soldering skills!

You need to cut pin 16 on the MFP away from the circuit board.



In a 1040ST(E) the Midi ACIA is on the right side of the PCB and it is the one towards the back.

==========
And here is my software (Lattice C 5.5)

```
/*****************************************************/
/* set19200.ttp (c)1994 by Digisoft-Denmark */
/*****************************************************/

#include <portab.h>
#include <stdio.h>
#include <stddef.h>
```

```
#include <stdlib.h>
#include <stdarg.h>
#include <string.h>
#include <stdarg.h>
#include <ctype.h>
#include <xcrun.h>
#include <osbind.h>
#include <errno.h>
#include <dos.h>

#define ACIA_MIDI *(char *)(0xFFFFFC04)
#define TIMER_D 0xD5
#define BAUD38400 0x95

void set_baud_clk(int);

int main(int argc, char *argv[])
{ int retcode;

set_baud_clk(TIMER_D); /* enable TIMER_D */

argv[argc+1]=NULL; /* prepare for forkv() */
forkv(argv[1],argv+2); /* call the prog on the commandline */
/* + its parameters */
retcode=wait(); /* get its exit code */

set_baud_clk(BAUD38400); /* reenable 38400 */
return(retcode); /* return with the exit code */
}

void set_baud_clk(int clk)
{ long OldSSP=Super(NULL); /* enter SuperViser mode */
ACIA_MIDI=clk; /* set MIDI RTS */
Super((void *)OldSSP); /* exit SuperViser mode */
}
```

==========

In Semper I have 'SET19200.TTP' as the program and
'BT_FAX.TOS -pM:\ -m -g' as the command line.

Note! BT_FAX.TOS & SET19200.TTP should both be in the mailer folder.

```
*****************************************************************
* DON'T atempt this modification if you don't understand it. *
* I take absolutly NO responsibility whatsoever for anything *
* that might happen because of this modification. *
* It works in my STE and no doubt somebody can improve on it. *
*****************************************************************

*****************************************************************
* This text and the ideas shown in it are copyright by me. *
* You are allowed to use it for whatever you wish as long as *
* it is credited to me and understood that I take no * *
```

responsibility for anything that may happen. *
****

Flemming B. Nielsen
(Digisoft Denmark)
90:15/0@NeST

==========
Addendum!!!
==========
A new little problem arised.

Semper will not send a EMSI handshake if Sempers portspeed is not
set a 38400 and you get a connect over 19200.
If you use HSMODEM and install the RSVE cookie, the data works fine;
BUT as SEMPER set the speed to 38400 and using HDMODEM the MFP speed
is actualy set at 110 baud - way to low for the fax.
There ar 2 solutions.

1) connect pin 11 from 74LS93 to pin 3 on 74LS157. Don't connect
pin 16 on the MFP to pin 3 on the 74LS157.
Now it will only switch between 19200 and 38400.

2) change HSMODEM to understand my modification or at least install
a new vector for RSCONF that understands my modification.

Regards Bertil Jagard SysOp Swedish Atari Club..
==========
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =
==========

3764. GFA WINDOW HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 09:30:42 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <818IRQMTQYUWDEOKF@ars.ath.forthnet.gr>
Source record: 31489

Hi everybody..
I want to edit text in a window with GFA Basic 3,6. Does anybody have a
hint of how to do it since I can't use the VT52 emulation.
I need help on how to set a cursor and print the text in the window.
Thanx ......

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3765. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 10:19:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Csru08.6K4@hpbbrd.bbn.hp.com>
Source record: 31517
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Given the relatively low (and dwindling) amount of traffic in the
current Atari newsgroups, in general I don't think it's worth the
effort to create new groups.

> 1) comp.sys.atari.st /* already there ! */

> 2) comp.sys.atari.st.tech /* already there ! */
> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */

These three groups will very likely overlap a lot. c.s.a.s.tech
already serves the purpose of a more hardware/systems-programming-
oriented group.

> 3) comp.sys.atari.st.advovacy /* already there ! */
> 5) comp.sys.atari.st.software /* Software related topics */

This is what c.s.a.s is for.

> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */

Most of these questions and discussions are also a perfect fit for
either c.s.a.s or c.s.a.s.tech.

> 8) comp.sys.atari.st.games /* Games and Fun */

You might get me with this one. Personally, I'm not interested in
discussions about games at all, so I wouldn't mind if there
was a separate group for it. On the other hand, I have not
seen many postings about games recently, so I don't bother
about them.

No, after thinking about it again, I don't think we need more
groups.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3766. Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 11:41:32 UTC
From: MParry@mertcplc.demon.co.uk
Message-ID: <773926892snz@mertcplc.demon.co.uk>
Source record: 31498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can any one tell me where I can find a driver for a citizen/Swift 200+ printer for the Atari ST.

Thanks in advance.

--
Mark Parry

3767. self-booting diskette

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 12:17:34 UTC
From: jn8520@valinor.sbc.com
Message-ID: <3014@swuts.sbc.com>
Source record: 31499

Hello. A friend of mine has an st, and is looking for a way
to convert self-booting diskette games into files which he
can store/run on his hard drive.
Any info or pointers to an FAQ would be helpful. Post here
of email directly. Thanks


```
-------------------------------------------------------------------------
| John Newcomer | Geek Code: GCS(GM);d-(--);-p+;c+;l;u+(-); |
| Geek / Info Nerd | e++;m+(---);s++/;n--;h---;f(+);g-(+);w+; |
| 314-235-0084 | r;t+;y+ |
| jn8520@valinor.sbc.com | Nerdity Quotient: 46.60 (233/500) |
-------------------------------------------------------------------------
```

3768. atari st as controller without monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 12:25:39 UTC
From: olava@ilf.uio.no
Message-ID: <olava-110794132539@129.240.43.233>
Source record: 31497

I have a atari 520 with a monitor, I wonder the cpu could be used as a home
automation computer (controlling through serial ports or midi-ports),
is it possible?
can work without the monitor beeing connected ?

could I use the speech program SPEECH as output, speaking?
if yes where must I connect the loudspeaker cables?

anybody that can satisfy my curiosity?

PS which simple shareware prog.lang. could do this work :
xlisp? pascal? ....

greetings from Olav-andreas.

3769. 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 12:46:00 UTC
From: stefan.andreasson@master.ct.se
Message-ID: <2e214d96@master.ct.se>
Source record: 31513

Hi,

I have read about a (simple ?) upgrade to get the ST(E) up to 12 MHz.
It is supposed to be in a feature of ST_Format.

Has anyone this issue ?? Which one is it ??? I want to get hold of this !!

Regards Stefan

3770. Re: Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 13:39:09 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vri1t$6rp@bognor.barclays.co.uk>
Source record: 31500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <773926892snz@mertcplc.demon.co.uk>, MParry@mertcplc.demon.co.uk (Mark Parry)
writes:
|> Can any one tell me where I can find a driver for a citizen/Swift 200+ printer
|> for the Atari ST.
Driver for what? First Word? GDOS? FSM? Speedo? Wordwriter? Something else?

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3771. Re: self-booting diskette

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 13:41:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vri5c$6rp@bognor.barclays.co.uk>
Source record: 31501

In article <3014@swuts.sbc.com>, jn8520@valinor.sbc.com (John Newcomer) writes:
|> Hello. A friend of mine has an st, and is looking for a way
|> to convert self-booting diskette games into files which he
|> can store/run on his hard drive.
|> Any info or pointers to an FAQ would be helpful. Post here
|> of email directly. Thanks
Self booting games are self booting, generally because they have on-disk protection. To get them working on a hard disk will require de-protecting them and probably messing around with the game loading routines - all non-trivial tasks. It can be done by hand but I don't know of any program that automates or helps much in this area.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3772. SLIP for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 14:42:05 UTC
From: mail_remmer@uqvax.cc.uq.oz.au
Message-ID: <1994Jul11.144205.1@uqvax>
Source record: 31493
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry if this has been been brought up before..

Can anybody supply information/locations of a SLIP software kit
for the Atari ST (1040FM). I'm currently runnning a UUCP system to
get my mails and news, but would like to investigate SLIP as an option.

Reply to the group for general consumption please...

Thanks in advance
Dennis R

DENNIS REMMER (Brisbane Australia) | ARC Systems Pty Ltd
D.Remmer@cc.uq.oz.au | (GIS, CAD, Utilities Mgt, Graphics)
-or- | Transmission Communications
dennis@transcom.brisnet.org.au | (Electronic Music Label, Production)

3773. atari st as controller wi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-11 18:19:19 UTC
From: larserik@oslonett.no
Message-ID: <2vs2f7$p4m@hasle.oslonett.no>
Source record: 31502

In message #2, olava@ilf.uio.no writes:

> automation computer (controlling through serial ports or midi-ports),
> is it possible?

Why not, the Atari ST printer port is both input and output

> can work without the monitor beeing connected ?

Without monitor it will boot i low og medium resolution

> could I use the speech program SPEECH as output, speaking?
> if yes where must I connect the loudspeaker cables?

One of the pins in the monitor connector is sound output

> PS which simple shareware prog.lang. could do this work :
> xlisp? pascal? ....

Pascal and assembler is my favourite languages for Atari ST

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3774. Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 00:22:14 UTC
From: darkwolf@speedmail.win.net
Message-ID: <92@speedmail.win.net>
Source record: 31503

Hello,

I need help to find Atari Portfolio software, and equipment. If
anyone knows of a company where i can mail order from please reply
by E-Mail.

Thanks,
Darkwolf

--
_____
Darkwolf@speedmail.win.net | Once we met in secret, in the dark |
Fort Drum, New York |and whispered our words into the wind,|
Home of the | now the work is free once more |
10th Mountain Div. (LI) | and open to those who seek it. |
PGP key available from | for this we give thanks. |
Keyserver (id: ff344259) | M. Weinstein|
_____|_Love is the Law, Love under will_____|

3775. How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 11:29:22 UTC
From: thed@mtek.chalmers.se
Message-ID: <2vtuqi$28c@nyheter.chalmers.se>
Source record: 31504

I've read the book 'ATARI ST INTERNALS' (Abacus Software) and the book about MIDI from the same company, but I found no obvious solution to my problem. Older STs seems to have MIDI-thru made by the hardware because when I read an old BIOS-listing, I found no place where the characters read from MIDI-in where written to MIDI-out.

The thing I did were to put the old op-codes (found in the old BIOS-listing) in an character-array and then I changed the read-interrupt pointer for the MIDI-device so it pointed to my array.
This works on my 2080ST but it will most certainly not work on the ST wich BIOS I have listed.

I would be most greatful for any help concerning this topic.

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

3776. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 12:19:55 UTC
From: donderer@Informatik.TU-Muenchen.DE
Message-ID: <2vu1pb$di0@hpsystem1.informatik.tu-muenchen.de>
Source record: 31505

Ted Lyngmo wrote:
>Older STs seems to have MIDI-thru made by the hardware because when I read an
>old BIOS-listing, I found no place where the characters read from MIDI-in
>where written to MIDI-out.

It is my understanding that usually the ST is NOT SUPPOSED to send the info
from MIDI-in to MIDI-out. Imagine the ST would write some data to MIDI-out and
at the same time would 'copy' some data that is sent to MIDI-in. Would be
quite a mess, wouldn't it. So I wouldn't assume that the ST has MIDI-though
made by hardware (altough I may be mistaken there).
In order to realise MIDI-though you'd either have to write a routine that copies
every byte from MIDI-in to MIDI-out or change the hardware to do so (I read that
it's quite easy, but I wouldn't do it!).

Hope this helps,

Guenther (donderer@informatik.tu-muenchen.de)

3777. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 13:02:55 UTC
From: thed@mtek.chalmers.se
Message-ID: <2vu49v$2p3@nyheter.chalmers.se>
Source record: 31506

Guenther Donderer (donderer@Informatik.TU-Muenchen.DE) wrote:

: Ted Lyngmo wrote:
: >Older STs seems to have MIDI-thru made by the hardware because when I read an
: >old BIOS-listing, I found no place where the characters read from MIDI-in
: >where written to MIDI-out.

: It is my understanding that usually the ST is NOT SUPPOSED to send the info
: from MIDI-in to MIDI-out. Imagine the ST would write some data to MIDI-out and
: at the same time would 'copy' some data that is sent to MIDI-in. Would be
: quite a mess, wouldn't it. So I wouldn't assume that the ST has MIDI-though
: made by hardware (altough I may be mistaken there).

Well, both my ST and older once has MIDI-thru set to 'ON' when you turn them on,
and if it's not found in the software it's easy to assume that it's got
something to do with the hardware. I may have missed something when I read
'ATARI ST INTERNALS', but I really don't think so.

: In order to realise MIDI-though you'd either have to write a routine that copies
: every byte from MIDI-in to MIDI-out or change the hardware to do so (I read that
: it's quite easy, but I wouldn't do it!).

The problem is all about turning off MIDI-thru, but thanks anyway!

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

3778. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 13:05:36 UTC
From: diehl@io.org
Message-ID: <2vu4f0$p0@ionews.io.org>
Source record: 31507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Personally, I think it would be great to start up some new, more specific newsgroups ... right now, c.s.a.s. is being used for everything not programming related ... (and even occasionally, programming related). c.s.a.s.t is mostly about hardware and programming ... and the new c.s.a.a. is a good idea. (Well, for us programmers it is. :-) I'd like to see some dedicated for games, for programming (specifically), and so on. It would make things a lot better, IMHO, and a lot easier to find out what you're looking for.

```
____________ ______ ______ ___________________________________
___<___ ___// __ // ____/ ___ Tail of ________ Eric March _____
_______/ / / <_/ // <___ ___ The Comet ______ diehl@io.org _____
_______<_/ <_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

3779. ATARI CD-ROM FAQ 12/07/94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 15:29:25 UTC
From: brarda@vxclia.cern.ch
Message-ID: <Csu311.2D4@news.cern.ch>
Source record: 31508

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

Loic

New since last version :
- Egon CD-Utilities
- COMPO Power CD
- 2nd CD from Bernd Lohrum
- M.O.S.T. viewer for Compton CDs

Updates since last version :
- MetaDos v. 2.4

ATARI CD-ROM FAQ

12/07/1994

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads24.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mint/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305

32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).
(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that
can handle Photo-CD Pictures.
CD-Tools is in German and costs 99 DM.

ExtenDOS v1.11:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 and High_Sierra
CD-ROMs. It now runs just fine under MultiTOS with no restrictions;
memory protect is OK, and you can run programs directly from CD. It
also runs fine with Mag!X 2.01, with the restriction that the
EXTENDOS.CNF file must be in the root directory.

Extendos v1.11 costs $29.95(North Aerica).
(Information updated by Roger Burrows / Anodyne Software)

F030_CD :
Fairware from Peter Hilbring, Dietrich Ottmar Stra&#xfffd;e 16, 59597
Erwitte, Germany
Available on ftp.tu-clausthal.de
(/pub/atari/falcon/systools/f030_cd.zip)

This package includes a BOS driver for MetaDOS, MetaDOS 2.3, a
low level SCSI driver (TT & FALCON) and a program named
cd_explorer as exemple of the access of the low level driver.
(Info from Vincent Lefevre)

I've just tried these drivers on my falcon with an Apple
CD-300 cdrom and it works without problem.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

Egon CD-Utilities :
Commercial solution from ???; Available from several german
shops (Softhansa Gmbh, Untersbergstr. 22, 81539 Munchen, Tel :
089/6972206, Fax : 6924830)

Multisession MetaDos driver with audio-CD player.

Egon CD-Utilities costs 79 DM.

If you have some experience with this new driver, mail me.

2 - What discs are available ?

There are five Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut Creek, CA 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821, Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55, 24220 Flintbeck, Phon: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From Bernd Lohrum, Schlossbergstrasse 36, D-66440 Blieskastel, Germany, Phone: (0171) 4210222

There are two CDs from Bernd Lohrum :
Drachenstarke software : 300 Mb
Tigerstarke software : 500 Mb

Each CD-ROM costs 69 DM (59 DM for MAUS net users).

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany, Phone: (0211)429876.
This CD-ROM costs 89 DM.

Power CD Volume 1 :
From Compo.
This CD-ROM costs 79 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won't run the PC programs but you will access all the text, pictures, and sound files on it.
The discs already tried are :

Corel Artshow 91 :
~ 1000 scans of paintings (like Manet, Van Gogh, ...) in 16 and 256 colors PCX files;
All the images from the 91 Corel draw contest in CDR and DIB format;
some midi files.
The PCX and DIB files can be read with Dieter Fiebelkorn's Gem-View 3.xx .

Clipart Warehouse

Compton's New Media M.O.S.T. CD-Roms :
Doctor's Book of Home Remedies
KGB-CIA World Fact Book
The Pill Book
The King James Bible
U.S. Presidents

You can view all these M.O.S.T. CDs with Brian Grier Perkp's
program. (MOST.ZIP, the demo version is on ftp at
Atari.archive.umich.edu.

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and
driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all
the needed stuff to handle the Photo-CDs.

ColorDisc PCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797
Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and
save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS
file (both included).
It also includes a CD-Audio player.

A demo version is available at ftp.tu-clausthal.de.
ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

Gemview v3.xx :
Shareware from Dieter Fiebelkorn, Gr&#65533;ner Weg 29a, W4370 Marl-Brassert,
Germany, Email : fiebelko@bonny.informatik.uni-dortmund.de

Gemview is also capable of handling PhotoCD's. Only in two resolutions
(Base and Base/4 I think)

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The
drive must understand SCSI2 insructions(Or CDAR504 or the Apple
CD150).

3780. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 16:51:44 UTC
From: millert@grad.csee.usf.edu
Message-ID: <2vuhn0$9p8@mother.usf.edu>
Source record: 31509

I thought MIDI-through was extra pins in MIDI-out that you could get at with an adapter.

3781. Video Scan Rates needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 18:56:01 UTC
From: hgm@unity.ncsu.edu
Message-ID: <2vup01$a2v@taco.cc.ncsu.edu>
Source record: 31510

I need the video scan rates and output type for the various Atari ST systems.
I know that the Falcon is VGA compatable (31.5, Analog RGB), but I am unsure
of the other systems.

I am putting together a listing of scan rates and output types for most of the
computer and video gear out there, in hopes that it will help people figure
out what can hook to what. As of right now, I only have listed the Falcon,
because that is the only one that I know about for sure (I don't know what
other scan rates it supports, though).

Isn't the ST mono monitor a TTL monitor, and the color an analog RGB with
a 15.75 scan rate?

Results will be available via Mosaic.....any help will be really appreciated.

--hal
--
//
~~~~//~~~~~~
\\// hgm@unity.ncsu.edu Disclaimer: You are imaging things again
--\/--
~~~~

3782. Video Scan Rates needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 19:56:47 UTC
From: larserik@oslonett.no
Message-ID: <2vushv$obu@hasle.oslonett.no>
Source record: 31511

> Isn't the ST mono monitor a TTL monitor, and the color an analog RGB with

If it is any help the mono-signal can be used as input to a multisync
(but then it must be on both the R, G and B lines), works OK...

The VBL frequency is 50 or 60 Hz for color and 71 Hz for monochrome

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3783. Falcon' DCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 22:06:08 UTC
From: mitala@sara.cc.utu.fi
Message-ID: <1994Jul13.000608.1@sara.cc.utu.fi>
Source record: 31514

Any ideas how and where I can read the status of the Falcon's Rs port's DCD?

3784. Re: Video Scan Rates needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-12 23:05:43 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <2vv7k7$1gr@marsupial.jpl.nasa.gov>
Source record: 31515

In article <2vup01$a2v@taco.cc.ncsu.edu>,
Hal G. Meeks <hgm@unity.ncsu.edu> wrote:
#I need the video scan rates and output type for the various Atari ST systems.
#I know that the Falcon is VGA compatable (31.5, Analog RGB), but I am unsure
#of the other systems.
#
#I am putting together a listing of scan rates and output types for most of the
#computer and video gear out there, in hopes that it will help people figure
#out what can hook to what. As of right now, I only have listed the Falcon,
#because that is the only one that I know about for sure (I don't know what
#other scan rates it supports, though).
#
#Isn't the ST mono monitor a TTL monitor, and the color an analog RGB with
#a 15.75 scan rate?
#
#Results will be available via Mosaic.....any help will be really appreciated.

The original STs had two basic modes, 15.75 khz analog RGB, and 35 khz
monochrome. The Falcon supports these modes in addition to 31.5 khz analog
RGB (VGA compatible). I think the TT color modes are also 31.5khz analog
RGB, and I don't remember the hi-rez monochrome figures. It's definitely
ECL (differential pair) monochrome, somewhere around 80 khz scan rate.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

3785. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 00:17:54 UTC
From: howard@lloyd.com
Message-ID: <2vvbri$ht2@harry.lloyd.com>
Source record: 31516

In article <2vu49v$2p3@nyheter.chalmers.se>,
Thed Lyngmo <thed@mtek.chalmers.se> wrote:
>Well, both my ST and older once has MIDI-thru set to 'ON' when you turn them on,
>and if it's not found in the software it's easy to assume that it's got
>something to do with the hardware. I may have missed something when I read
>'ATARI ST INTERNALS', but I really don't think so.

>The problem is all about turning off MIDI-thru, but thanks anyway!

There is no automatic copying of MIDI-in to MIDI-out. The ST's MIDI-out
port is non-standard though, and has a -thru lead in addition to the
-out lead. If you have the wrong kind of MIDI cable, it may be merging
your ST's thru lead with the out lead, giving you this problem. I don't
remember the pinout off the top of my head, but you should be able to
make or purchase a MIDI cable that will work correctly with the ST...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3786. Falcon` DCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 01:16:15 UTC
From: larserik@oslonett.no
Message-ID: <2vvf8v$3s4@hasle.oslonett.no>
Source record: 31518

In message #3, mitala@sara.cc.utu.fi writes:

> Any ideas how and where I can read the status of the Falcon's Rs port's
> DCD?

I have tried to get this info myself for a long time, but I have no
easy way to read the DCD or set the DTR on Falcon. And people using
my comm-programs needs new program versions to use on Falcon.

ISn't there a simple solution (as on the ST and STE) for reading the
DCD and setting the DTR ??

And please, no referances to articles, documents etc... I have them
all, but still can't figure out this (and I have no Falcon to test on)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3787. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 03:19:58 UTC
From: Jeff.Fehlman@mindkeep.wmeonlin.sacbbx.com
Message-ID: <647_9407122128@wmeonlin.sacbbx.com>
Source record: 31524

In a message of 10 Jul 94 14:02:59, Hjv@phil.Ruu.Nl wrote:

H> "BGM partitions use large 'logical' sectors to extend partition sizes. The
H> first enabled partition on the drive must be GEM if you wish to boot from
H> this drive."
H>
H> Next case... :-)
H>

Shhhhh, I have been running 60Meg+ boot partitions with ICD... Now they are
gonna break. ;-)

--
: Fidonet: Jeff Fehlman 1:203/1657 .. speaking for only myself.
: Internet: Jeff.Fehlman@mindkeep.wmeonlin.sacbbx.com

3788. Help, Seagate HD, Spectre v3 on UK spec

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 03:30:58 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.2.2E235FF2@tui.lincoln.ac.nz>
Source record: 31519

I'm looking to purchase a Seagate ST-296 HD (80mb), and Spectre GCR
v3.0 which has previously been running on an american Mega ST2. Does anyone
know of any problems with these two when running on a 1040 UK STE?

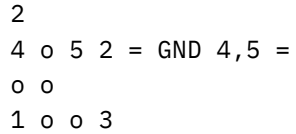
Cheers Richard

3789. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 08:20:17 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jul13.082017.1217@peavax.mlo.dec.com>
Source record: 31522

In article <2vvbri$ht2@harry.lloyd.com>, howard@lloyd.com (Howard Chu) writes:
|> In article <2vu49v$2p3@nyheter.chalmers.se>,
|> Thed Lyngmo <thed@mtek.chalmers.se> wrote:
|> >Well, both my ST and older once has MIDI-thru set to 'ON' when you turn them on,
|> >and if it's not found in the software it's easy to assume that it's got
|> >something to do with the hardware. I may have missed something when I read
|> >'ATARI ST INTERNALS', but I really don't think so.
|>
|> >The problem is all about turning off MIDI-thru, but thanks anyway!
|>
|> There is no automatic copying of MIDI-in to MIDI-out. The ST's MIDI-out
|> port is non-standard though, and has a -thru lead in addition to the
|> -out lead. If you have the wrong kind of MIDI cable, it may be merging
|> your ST's thru lead with the out lead, giving you this problem. I don't
|> remember the pinout off the top of my head, but you should be able to
|> make or purchase a MIDI cable that will work correctly with the ST...
|> --
|> Howard Chu, Sr. Systems Engineer Lloyd Internetworking
|> howard@lloyd.com 3031 Alhambra Drive
|> (916) 676-1147 - voice Suite 102
|> (916) 676-3442 - fax Cameron Park, CA 95682

Howard may indeed be right about the cable: one not specifically made for MIDI
could be merging the out and thru - not a good idea! The ST has kludged the
MIDI out to include MIDI thru as well; this could be the root of the problem.
The usual pin-out for MIDI out is:



Atari additionally put a thru signal on 1,3. You could make up an adaptor to
split the ATari "out" into proper MIDI out and thru sockets.

I also have some code (tucked away somewhere at home) which copies MIDI in to
MIDI out, i.e. implements a rudimentary thru. If you're interested, I'll see if
I can dig it out.

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **

** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** ------------------------- ** ------------------------- **

And for my next trick, I shall disappear in a puff of smo

3790. Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 08:21:35 UTC
From: oldcornd@cs.man.ac.uk
Message-ID: <30086f$frr@m1.cs.man.ac.uk>
Source record: 31435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been battling with this one for a couple of weeks now... but can anybody explain why ST's with TOS 1.2, 1.4, 1.6 or 2 should lock up completely inside certain read() calls (GEMDOS function $3f)? The same routine is used in a couple of different places, and works at one part but not at all at the other. If the same program is run from floppy, or on any other version of TOS, everything is OK. If you have a non-Atari HDI driver then instead of locking it can bomb instead.

Could anyone also explain why a program that works fine on 2M STe's won't work on some 4M STe's despite not making any different use of memory?

Dave

3791. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 08:44:09 UTC
From: thed@mtek.chalmers.se
Message-ID: <3009gp$6on@nyheter.chalmers.se>
Source record: 31521

Howard Chu (howard@lloyd.com) wrote:
: There is no automatic copying of MIDI-in to MIDI-out. The ST's MIDI-out
: port is non-standard though, and has a -thru lead in addition to the
: -out lead. If you have the wrong kind of MIDI cable, it may be merging
: your ST's thru lead with the out lead, giving you this problem. I don't
: remember the pinout off the top of my head, but you should be able to
: make or purchase a MIDI cable that will work correctly with the ST...

If my cables where merging the OUT and THRU -pins I wouldn't be able to turn the MIDI-thru behaviour off on the MIDI-out pin with Cubase or any other software, and that I can. Plus, I've checked the cables.

So, there must be some software in my ST that is echoing MIDI-in to MIDI-out. It may be a bizarre virus but I get the feeling that some programmer freaked after to many cups of coffee when creating the BIOS I've got.

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

3792. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 10:06:53 UTC
From: thed@mtek.chalmers.se
Message-ID: <300ebt$7be@nyheter.chalmers.se>
Source record: 31523

Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
: Howard may indeed be right about the cable: one not specifically made for MIDI
: could be merging the out and thru - not a good idea! The ST has kludged the
: MIDI out to include MIDI thru as well; this could be the root of the problem.
: The usual pin-out for MIDI out is:

<ascii-graphic and explaining text removed>

I still can't understand how I can turn the MIDI-thru off with software if this
behaviour depends on my cable.
I've tried some cables (all of them made for MIDI) but with the same result.

: I also have some code (tucked away somewhere at home) which copies MIDI in to
: MIDI out, i.e. implements a rudimentary thru. If you're interested, I'll see if
: I can dig it out.

Maybe I can find something in that code that can be useful for turning the damn
'feature' off. I'd like to take a look at it, plaese.

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

3793. Need vendor for FD connector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 13:24:26 UTC
From: Dean Arpajian <dean_arpajian@isr.syr.edu>
Message-ID: <300pua$ehf@newstand.syr.edu>
Source record: 31525

I've been having trouble finding the manufacturer of the DIN connector used in the STs for the floppy drive... I need RA PCB mount... I would rather find the maunufacturer than a VAR... but if all I can get comes from a vendor/ reseller, I'll have to go that route.

thanks. (email appreciated... but not required...)
-Dean Arpajian aka-> dean_arpajian@isr.syr.edu
all opinions expressed are mine, and mine alone!
Please use email for all flames/ psuedo-important responses

3794. Upgrading an STe to 2.5Mb?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 13:25:37 UTC
From: ip@nessie.mcc.ac.uk
Message-ID: <1994Jul13.132537.2957@nessie.mcc.ac.uk>
Source record: 31439

My battered and ancient STe has had it's 4Mb of 60ns SIMMs removed to add to my Linux box. I still have the 4*256K SIMMs (which work fine) and recently, uh, liberated 2*1Mb 80ns (surplus from a Sun). I've tried replacing two of the 256K SIMMs in the STe to take it to 2.5Mb, but can't get it to work. The beast gets to the stage of loading the HD boot program, then stripes the screen and hangs.

I've replaced both the "first" and "last" two 256K SIMMs with the 1Mb SIMMS; no luck. After giving up it occured to me that I might have to replace alternate SIMMs, but it's obviously possible that either the 1Mb's are bad, or there's a speed mismatch.

Could anybody help? Do I need to speed-match all 4 SIMMs? I have no idea what speed the original 256K's are.

Thanks in advance,

Ian.

--
Network Unit, Computing Centre, University of Manchester, England, Europe?
Mail: ip@mcc.ac.uk || ip@uk.ac.mcc || ...!uknet!cns!ip || X.400 Who-Knows?
Let's not forget that the Catholic Church's most fundamental objection was not to the heliocentric theory, but to the challenge to its God-given authority.

3795. ATARI for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 13:39:54 UTC
From: mkasper1.cc.swarthmore.edu
Message-ID: <mkasper1.cc.swarthmore.edu-130794093929@mac16.parrisha.swarthmore.edu>
Source record: 31526

Hi,

I have a complete Atari Video Computer System for sale, 2 joy sticks,
#81300918, and also an Indy 500 Game Progam. Email me with an offer.
Thanks.

Mary

email mkasper1,cc.swarthmore.edu

3796. 16mHz booting

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 18:11:50 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <301ap6$pbd@mailer.fsu.edu>
Source record: 31527

(forgot to cross-post this from c.s.a.st, sorry for the duplication).

I have grown to really like playing games in 16mHz mode on my MegaSTE. It really makes some games MUCH better than they are in 8mHz. I have a question about booting in 16mHz mode.

There are a few programs that allow you to do this with games that have an executable boot sector. The one I use is called booter, and I have a disk with this program in its auto folder that I use to boot games that fit the bill (it runs, asks you to switch disks, and you press a key). This program is on atari.archive.umich.edu in /Ste/Mega, BTW.

However, I have some games that do not have executable boot sectors, but instead run from the auto folder. I hesitate to add a 16mHz switcher program to the auto folder, as it might mess up the copy protection on the disk. By the same token, I hesitate to write an executable boot sector to such a disk (like a "virus free" boot sector) for the same reason.

It occurs to me that the perfect solution would be an executable boot sector that switches the machine into 16mHz, then waits for a keypress. The user would switch disks at that point, and when the key is pressed the boot continues. Even better would be to have the program check for another executable boot sector, run it if it exists, else continue the normal boot (which will go to the auto folder, etc.). This would provide MegaSTE users with one disk that can boot any floppy in 16mHz mode.

My problem: I don't know beans about writing executable boot sectors :-). Can someone tell me if this is feasible? Someone want to do it?

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3797. Re: Need vendor for FD connector

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 18:13:58 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <301at6$pbd@mailer.fsu.edu>
Source record: 31528

Dean Arpajian (dean_arpajian@isr.syr.edu) wrote:
> I've been having trouble finding the manufacturer of the DIN connector
> used in the STs for the floppy drive... I need RA PCB mount... I would
> rather find the maunufacturer than a VAR... but if all I can get comes
> from a vendor/ reseller, I'll have to go that route.

You might try Best Electronics. They are:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126
(408) 243-6950

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3798. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 18:55:21 UTC
From: clund@wpo.uwsuper.edu
Message-ID: <301dap$c17@news.uwsuper.edu>
Source record: 31529
Cross-posted to: comp.sys.atari.st.tech,news.groups,comp.sys.atari.st

In article <ci7jXDu00WBEEJZVUt@andrew.cmu.edu>
Geoffrey Spear <gspear+@CMU.EDU> writes:

> > 4) comp.sys.atari.st.hardware /* Hardware related topics */
> > 5) comp.sys.atari.st.software /* Software related topics */
> > 6) comp.sys.atari.st.programming /* Programming the Atari's */
> i would personally prefer to see the "st" dropped from these names as
> well, since the ST isn't the only computer discussed in c.s.a.st as it
> is, and keeping the st in the names would be pointless if we're going
> to create new groups.
I think there is a problem with any proposal to drop ST from the
newsgroups. The main computers discussed in them is the ST and its
descendants the Mega, STe, TT, and Falcon. They are not meant, in my
understanding, to be forums for Atari 8-bit (or 6502 if you prefer)
computing, which is what they could become under such a reorganization.
Doing this, therefore, would be similar to calling the Amiga newsgroup
Commodore (or whoever ends up with it) or the Mac newsgroup Apple.

--------------------Carl Lund-------------------------------------
* Proud to be at the world's |Remember Santa Barbara! *

* finest el ed (& worst history) |Boycott NBC! *
* program: University of Wisc. Superior |Al Burnham: history god! *
------------------- clund@wpo.uwsuper.edu -------------------------

3799. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 20:03:28 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <774153286.0@mettav.exnet>
Source record: 31537

On 10 Jul 94 at 01:24:56 (Mickey Boyd) wrote the following:

>> Of course, your boot partition must be non-BGM.
>>
>> Why should it? (my boot partition is BGM)
>
> Hmm, I thought this was a rule, but I cannot find it in my ICD manual,
> so I suppose you are right. ICD does encourage one to have a small
> boot partition, because some old versions of TOS can apparently trash
> the C drive randomly, but it does not state that it must be a GEM
> partition.

My (admittedly a bit old now) ICD manual says that your boot partition must be GEM. The size of what is a GEM partition and what is a BGM partition varies according to TOS version of course. Max 16mb for TOS 1.2 and less, and max 32mb for TOS 1.4 and above.

Saying that I can now boot off my D: BGM partition if I hit the D key on bootup before the ICD driver starts, a 6.x.x feature AIUI. :-)

-Paul-

--
~=~=~=

3800. GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-13 22:38:39 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407132154.AA02399@ilmen.lanl.gov>
Source record: 31530

I had a GFA user call me last night with a question I need some help answering. He is writing a bulletin board system in GFA and is having some difficulty with memory management (what else is new, eh?).

He is using GEMDOS calls (72, 73 and 75, I think) to reserve blocks of memory for his program and that part seems to work OK. But he reports that he has been unable to release all reserved memory once he is done with it.

In my GFA work I've never had to be concerned with this other than the occasional use of the simplistic RESERVE n statement. If someone here has more experience with these GEMDOS calls (or even MALLOC) that I could pass on to him, I'm sure he would appreciate it. He does not have any net or GEnie access so I need to reply to him by phone or mail.

Any help would be appreciated as would email replies.

Thanks,

-Hutch- @ Fair Dinkum Tech

3801. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 00:20:01 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <3020bh$agl@marsupial.jpl.nasa.gov>
Source record: 31532

In article <3009gp$6on@nyheter.chalmers.se>,
Thed Lyngmo <thed@mtek.chalmers.se> wrote:
>Howard Chu (howard@lloyd.com) wrote:
>: There is no automatic copying of MIDI-in to MIDI-out. The ST's MIDI-out
>: port is non-standard though, and has a -thru lead in addition to the
>: -out lead. If you have the wrong kind of MIDI cable, it may be merging
>: your ST's thru lead with the out lead, giving you this problem. I don't
>: remember the pinout off the top of my head, but you should be able to
>: make or purchase a MIDI cable that will work correctly with the ST...
>
>If my cables where merging the OUT and THRU -pins I wouldn't be able to
>turn the MIDI-thru behaviour off on the MIDI-out pin with Cubase or any
>other software, and that I can. Plus, I've checked the cables.
>
>So, there must be some software in my ST that is echoing MIDI-in to MIDI-
>out. It may be a bizarre virus but I get the feeling that some programmer
>freaked after to many cups of coffee when creating the BIOS I've got.

You never mentioned what kind of software you're running. Cubase sets
their MIDI drivers to copy In to Out, and yes, you can turn it off. But
that's a feature of the Cubase program, not anything in the Atari BIOS
or XBIOS or anywhere else in the Atari ROMs.

The only reason for you to see MIDI in data being copied to MIDI out is
if some package you installed is doing the copying itself. The obvious
solution is to remove that software. I would suspect some kind of AUTO
folder program or desk accessory which you explicitly installed for this
feature, although I'm surprised that it doesn't interfere with Cubase.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Poets measure meters in feet.

3802. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 00:33:36 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-1307941633360001@avirislab.jpl.nasa.gov>
Source record: 31531

In article <9407132154.AA02399@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

> I had a GFA user call me last night with a question I need some help
> answering. He is writing a bulletin board system in GFA and is having
> some difficulty with memory management (what else is new, eh?).
>
> He is using GEMDOS calls (72, 73 and 75, I think) to reserve blocks of
> memory for his program and that part seems to work OK. But he reports
> that he has been unable to release all reserved memory once he is done
> with it.
>
> In my GFA work I've never had to be concerned with this other than the
> occasional use of the simplistic RESERVE n statement. If someone here
> has more experience with these GEMDOS calls (or even MALLOC) that I
> could pass on to him, I'm sure he would appreciate it. He does not
> have any net or GEnie access so I need to reply to him by phone or mail.
>
> Any help would be appreciated as would email replies.
>
> Thanks,
>
> -Hutch- @ Fair Dinkum Tech

Unfortunately, when I was doing the same thing, I was told by Aaron, the author of Freeze Dried Term, while at a local programmers meeting, that it is IMPOSSIBLE to fix the GFA memory management problems and therefore, a BBS written in GFA will crash after a maximum of 5 days without a reboot. Why? Poor coding by GFA themselves. GFA<>BBS.

Brian Eliassen eliassen@aviris382.jpl.nasa.gov
Jet Propulsion Laboratory AVIRIS Electronics Lab

3803. Re: Search for Citizen/Swift 200+ Driver for Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 01:09:28 UTC
From: aw@zaphot.abg.sub.org
Message-ID: <EGOBDGVY1-UP@zaphot.abg.sub.org>
Source record: 31533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <773926892snz@mertcplc.demon.co.uk> Mark Parry wrote :

>Can any one tell me where I can find a driver for a citizen/Swift 200+ printer
>for the Atari ST.
>
>Thanks in advance.

I guess you are asking for a GDOS-driver wich supports color-printing
with 180 or 360 DPI. Sorry - did never see such a driver.
But if monochrome is ok for you, try drivers for Epson LQ, Star NB15
or NEC P6.

Ciao ...

--
Arno Welzel (aw@zaphot.abg.sub.org)
PGP public key available on request

3804. Re: Help Pinouts needed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 01:45:00 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <774150300snz@gw6hva.demon.co.uk>
Source record: 31535

In article <davehCsr6Bx.Iz9@netcom.com> daveh@netcom.com "Dave Halliday" writes:

Hi ...

> I have just aquired some simms I would like to wire into my Mega (I am
> still working on the memory upgrade I need and this may be a free
> solution.)
>
> The simms are 72pin and contain 8 4x256K and 2 1Mx1 drams (2Meg total
> with 2 parity bits?) The simms are manufactured by Bufalo and marked
> 200X MC-A. I don't think these are standard PC style simms (they came
> from an Japanese Kanji PC).

Just stuffed a 72pin 4Mb SIMM into my Mega, so I can give you the
pinouts of the relevant pins but .....

> What I need is the following:
>
> a) The pinouts for the simm if known.

No problem, see below.

> b) The pinouts for 4x256 and 1Mx1 ramchips (I can then check or work out
> the simm pinout.

I'll add this too.

> c) The pinouts of the MC68000 so I can work out how to wire these into
> the ST.

No, you don't need this, since the memory is all hung onto the MMU.

> d) What these simms will fit (and worth so I can sell them 4 simms in
> total) so I can then buy the 16x 1M chips I could then solder into my
> Mega.

Well, there are only the up-market motherboards that carry 72pin SIMM
sockets (a la IBM etc.)

It depends which Mega you have - the Mega 2 was fitted with (AFAIR) 16
1Mb*1 chips and had pads for the other 2Mb. The Mega 1 was fitted with 8
256Kb*4 chips and as such you couldn't upgrade this so easily. What you
need for this machine is 8 1Mb*4 chips (514400 or equiv). You then only
have to remove the existing 8 memories in the machine, stick the new
ones in there and connect the A9 line on them to MAD9 on the MMU via a
68 ohm resistor.

However, these chips are expensive and generally cost more than a complete SIMM. The easier way is to buy the 1Mb*36 (as it is setup for the PC) and this can be wired as 2 banks of 2Mb*16 (4Mb total). This SIMM is made up with the 514400 chips and uses 4 of the 1Mb*1 (511000) for the parity bits.

Simple upgrade then is to remove the onboard RAM (by tying CAS or RAS high via a resistor) and then wire in the new SIMM with a short length of ribbon cable. If you're experienced with a hot-air iron, you could remove the 4 parity chips off the back of the SIMM and stick the thing under the disk drive space with a double sided sticky pad.

OK, the 72pin SIMM pinouts (as you'll need them for a full 4Mb upgrade with one SIMM) :-

BANK0 BANK1 Description
2 3 D0
4 5 D1
6 7 D2
8 9 D3
20 21 D4
22 23 D5
24 25 D6 Note: Data lines are paralleled across banks
26 27 D7 0 and 1
49 50 D8
51 52 D9
53 54 D10
55 56 D11
57 58 D13
61 60 D13
63 62 D14
65 64 D15

12 A0
13 A1
14 A2
15 A3
16 A4 (These lines all go to the MADx lines on the MMU with a 68
17 A5 ohm resistor in series with them)
18 A6
28 A7
31 A8
32 A9

44 RAS0
34 RAS1
40 CAS1L
43 CAS0H
41 CAS1L
42 CAS1H

1 Gnd
30 Vcc

47 /W (this is active low, shown with a bar above normally)
72 /OE (also active low) All OE pin's on the Atari's I have seen
are permanently grounded, as are the chips on the SIMM's)

Tip: You will need a good grounding lead as there is quite a bit of
current drawn by RAM chips and I suggest you wire a fat piece of cable
from OE to the ground track around the edge of the motherboard.

256Kb*4 RAM Chips

1 DQ1 Vss 20
2 DQ2 DQ4 19
3 /W DQ3 18
4 /RAS /CAS 17
5 NC /OE 16
6 A0 A8 15
7 A1 A7 14
8 A2 A6 13
9 A3 A5 12
10 Vcc A4 11

The 1Mb*4 RAM pinouts are identical to the 256Kb*4 except that pin 5 is
A9 (it's NC on the smaller ram).

It _should_ be possible to decode additional address blocks to put extra
banks of 256Kb*4 chips into the memory map but it's NOT an easy task. I
am currently doing just this and when I crack the problems, I will post
the details (if anyones's interested).

Hope that helps you out.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3805. Re: ?: Connecting Falcon and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 01:56:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.D9RQnUiRVhE@semprini.waterloo-rdp.on.ca>
Source record: 31440

In <Cs9GwI.7H2@ztivax.zfe.siemens.de>, Michael Klug writes:
> Hey guys,
>
> I own a Falcon (which I truly love, Mr. PSD), and a PC. Does anybody know
> of a network-like connection between Falcon and PC?

MiNT + MiNTnet + nfs on the Falcon.
Linux or PC-NFS (Linux is free, AFAIK PC-NFS is too) on the PC.

Connect them via the serial ports (you'll need a "null-modem" adapter
thingy, or a "null-modem" cable), run SLIP on both, and NFS on both.
This will allow you to mount the disk of one machine on the other.

Eventually, MiNT will have real support for SCSI devices, which will
allow you to buy a cheap Ethernet card for your PC, and a SCSI Ethernet
device for your Falcon; then you can use normal TCP/IP (MiNTnet will
support that before we've got real SCSI on MiNT) for NFS instead of
SLIP... it'll be much faster.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3806. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 02:00:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.7jnuicZEGwQ@semprini.waterloo-rdp.on.ca>
Source record: 31292

In <2vcb3l$a5b@ornews.intel.com>, Michael H Smith writes:
> I could be wrong, but last I read Linux was being ported to the ST but
> hasn't been completed. You can find MINIX and MinixFS and MiNT on
> atari.archive.umich.edu.. or when that's busy, wuarchive.wustl.edu.
> Get the Minix distribution kit for "ease" of installation.

PLEASE people, Linux is being ported to the TT and Falcon ONLY; it
requires the studly memory management unit that first appeared in the
68020. As far as I know, no ST has an '020 in it, though some
accelarated ones might have an '030.

CURRENTLY, AFAIK, Linux runs (somewhat) on the TT; dunno if the Falcon
port is progressing. Last I heard, they were working on device drivers
(which would be a big stumbling block for '030-accelarated ST's...
they'd need different device drivers for almost everything).

IMHO, it might be easier to port the Amiga version of NETBSD; it already
works on the 68k platform.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3807. Re: Video Scan Rates needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 03:34:15 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Jul14.033415.386@isle.waterloo-rdp.on.ca>
Source record: 31375

Lars-Erik Oesterud (larserik@oslonett.no) wrote:
: > Isn't the ST mono monitor a TTL monitor, and the color an analog RGB with

: If it is any help the mono-signal can be used as input to a multisync
: (but then it must be on both the R, G and B lines), works OK...

: The VBL frequency is 50 or 60 Hz for color and 71 Hz for monochrome

: Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
: Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
: SysOp ABK-BBS

Color: Horiz. 15.750KHz, Vert. 50/60Hz..
Mono: Horiz. 31.500KHz, Vert. 71Hz..

Color is analog RGB, 1v peak-to-peak, mono is TTL.

3808. FD connector vendor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 03:53:59 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <302csn$3jb@constellation.ecn.uoknor.edu>
Source record: 31534

>Dean Arpajian aka-> dean_arpajian@isr.syr.edu
Asked about a din plug for the floppy drive connector.

B&C Computervisions
2730 Scott Boulevard
Santa Clara, CA 95050
408-986-9960

Bill

3809. HACK for HACK: Narrow-font AES?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 05:00:54 UTC
From: warwick@cs.uq.oz.au
Message-ID: <302gq6$28r@uqcspe.cs.uq.oz.au>
Source record: 31536

Could someone who loves to hack into the bowels of the Atari come up
with a hack that allows the AES to use any GDOS font (including fonts
which are not 8 pixels wide) for all dialog boxes, menus, etc?

This would allow 80-columns in ST-Low by using a 4-pixel-wide font.

What an amazing and useful hack it would be! People would sing your
praises for many years to come. And you would be able to run GEM NetHack!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

3810. Debuggers and graphic cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 08:14:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <302s5d$877@percy.cs.bham.ac.uk>
Source record: 31539

What's the best way to debug programs on a TT with a graphics card?
Most debuggers I've seen write directly to the screen, which is bad
news if your screen is a non-standard res (eg 24-bit True Colour) and
doesn't support Logbase and Physbase (ie most video cards :-).

Is it possible to run a debugger on the built-in TT video to debug GEM
programs running on the graphics card?

Thanks in advance!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3811. re: Debuggers and graphics cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 09:41:43 UTC
From: MOECKLIN@SATAN.VMSMAIL.ETHZ.CH
Message-ID: <30318n$jf1@elna.ethz.ch>
Source record: 31540

It is possible:
1. You need a second monitor connected to the normal monitor interface
2. You need Peacebug (e.g. ftp.uni-kl.de, /pub/atari/programming/pbug1_21.zip)
3. You have to configure it to the resolution the second monitor uses at the moment the debugger is started

We tested this on a TT with ET4000 gfx board, if u have problems just send me a mail.

Emanuel Moecklin
FREDDY@ezrz1.vmsmail.ethz.ch

3812. ATTN: All 2.05 Owners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 10:35:25 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1994Jul14.113525.5995@zippy.dct.ac.uk>
Source record: 31341

A few weeks ago, a number of TOS 2.05 users were asking about upgrading. In the UK, Atari no longer produce TOS 2.06 themselves for resale. Instead, Compo have been given the rights to sell copies. If you already own the EPROMs (like all 2.05 owners I know of) they will copy 2.06 onto them for
19, including return postage and VAT. There is probably a distributor like this in other countries, and they are the only people allowed to distribute the docs as well as the chips.

the hatter

3813. Re: Fix for Lynx power connector?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 11:28:59 UTC
From: Joost.vanderleij@phil.ruu.nl
Message-ID: <Joost.vanderleij-1407941328590001@bransen.mac.phil.ruu.nl>
Source record: 31347
Cross-posted to: alt.games.lynx,comp.sys.atari.st.tech

Hi,

can you share the answer to the lynx problem with me? I also have a broken
down lynx.

Joost.\

--
Joost.

Computers: Atari 2600, 800 XL, Mega STE, Falcon, Lynx and Jaguar.
Esoteric: Episkopos of the Fraternitas Novus Ordo Rosae Dei. (If you don't believe, so do
I)
Mail to: Joost.vanderleij@phil.ruu.nl

3814. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 11:38:04 UTC
From: steve-j@teleport.com
Message-ID: <30382s$12p@elaine.teleport.com>
Source record: 31538

In article <3009gp$6on@nyheter.chalmers.se>,
Thed Lyngmo <thed@mtek.chalmers.se> wrote:

>: There is no automatic copying of MIDI-in to MIDI-out. The ST's MIDI-out
>: port is non-standard though, and has a -thru lead in addition to the
>: -out lead. If you have the wrong kind of MIDI cable, it may be merging
>: your ST's thru lead with the out lead, giving you this problem. I don't
>: remember the pinout off the top of my head, but you should be able to
>: make or purchase a MIDI cable that will work correctly with the ST...

>If my cables where merging the OUT and THRU -pins I wouldn't be able to
>turn the MIDI-thru behaviour off on the MIDI-out pin with Cubase or any
>other software, and that I can. Plus, I've checked the cables.
>
>So, there must be some software in my ST that is echoing MIDI-in to MIDI-
>out. It may be a bizarre virus but I get the feeling that some programmer
>freaked after to many cups of coffee when creating the BIOS I've got.

In order to pass MIDI-in data to the MIDI-out pins on the MIDI-out
jack, some piece of software (OTHER THAN TOS!) has to be echoing
the data (by the way, retransmitting MIDI-in data to the MIDI-out
jack is technically called 'MIDI echo'). Have you tried booting
from a clean system (no AUTO programs or ACCs) to see if it still
does this?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3815. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 11:49:23 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-140794114924@ngalm099.gal.nt.com>
Source record: 31344

In article <2e214d96@master.ct.se>, stefan.andreasson@master.ct.se (Stefan Andreasson) wrote:

> Hi,
>
> I have read about a (simple ?) upgrade to get the ST(E) up to 12 MHz.
> It is supposed to be in a feature of ST_Format.
>
> Has anyone this issue ?? Which one is it ??? I want to get hold of this !!
>
> Regards Stefan

Somebody from Germany posted some information on this a few months ago.
It appears that the STE can run @ 12 Mhz, (I presume they change the the 32 Mhz Master Oscillator to a 48 Mhz one).

You have to have a multisync because of the new video rates!!

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3816. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 12:06:05 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3039nd$fge@bognor.barclays.co.uk>
Source record: 31342

I've been half following this thread. I thought that MIDI thru was echoed
to MIDI Out as a hardwired thing. It certainly used to be like this on old
machines AFAIK and I've never read of this being changed. Hence theneed for
proper MIDI cables as just buying a DIN cable would cause problems due to
the STs non-standard handling of the pins in this respect.
Have I missed the point of the discussion?

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3817. Mint questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 13:25:23 UTC
From: mattk@netcom.com
Message-ID: <mattkCsxMMC.4rs@netcom.com>
Source record: 31351

Hi all...

First, I have a problem. I have mint more or less installed the way the Distribution kit sets it up. One difference. Initially, I let the DK do it. I've since put a new hard drive online. I made a new partition ready using SETUP.PRG and then copyed the tree from the "old" minix partiton to the new one. Everything seems fine, the system runs good. Until I try to man something. I have the environmental variable TMACDIR pointing right where tmac.an is. It keeps saying "can't open c:\lib\tmac\tmac.an". Well, shouldn't it be looking where TMACDIR says to? Also, I put tmac.an into a /lib/tmac dir on C: and it gave me the same error...anyone have a clue?

Second, now that I'm happy with the distribution kit, how do I upgrade Mint and minixfs? I've seen lots of thingers on a.a.u.e, but don't know where to start. also, what's the deal with "patchlevel"? (ie what does that mean?)

Thanks in advance,
Matt Koundakjian <mattk@netcom.com>

3818. Teac floppy setings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 13:27:31 UTC
From: mattk@netcom.com
Message-ID: <mattkCsxMpv.4x6@netcom.com>
Source record: 31350

Howdy.

I ahve a Teac FD-235HF drive I'd like to use in my STF. (Of course, I should ask if it is in fact a HD drive--I'm pretty sure). What are the proper jumper settings to use it as drive A inside my ST? I'm planning on putting in the little circuit that switches 8mhz-16mhz feeds depending on the media...any caveats?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3819. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 13:33:18 UTC
From: mattk@netcom.com
Message-ID: <mattkCsxMzJ.5Cv@netcom.com>
Source record: 31343

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Buy a Computer Shopper magazine, and look at the Dirt Cheap Drives ad (really).

Funny you mention that. I have a Quantum LPS540S I bought from them
installed right now....I broke it up into 3 100mb partitions, 4 16mb, and
1 75mb partition (which I'm using for minix)

>Only very old disk utilities (Cheetah comes to mine, but it has other
>horrible bugs as well). You probably don't have to worry about it if you
>have kept your utility software fairly current.

I've got cheetah 3.0, which seems to work fine with the BGM partitions.
The old version I had would make FAT entries that a system fixer like
Edge might choke on. 3.0 hasn't done anything wierd yet.

>> Second problem would be if you wanted a 250mb
>> partition, you'd have 8k logical sectors. This would be wasteful when it
>> cones to small files, right?

>They are more wasteful than 512 byte sectors. Such is life :-). I don't
>think it will be a major problem (or even noticable). You would probably be
>better off making a few smaller (but still large) partitions. Of course,
>your boot partition must be non-BGM.

another user here said that 8k sectors are used normally, that is, a 1k
file doesn't eat an entire 8k sector...

>> I guess I'd like to know if anyone is using BGM partitions on a daily
>> basis. The Minix filesystem driver seems to not mind BGM partitions,
>> since my minix partition began its life as a BGM. And, do optimizers
>> work correctly--such as Diamond Edge--with BGM partitions. Or does ICD
>> offer an optimizer...?

>I use them all the time, and they work fine. I was apprehensive at first
>myself, but I have been using BGM partitions for a couple of years now with
>no problems. Anything made in the last 4 years or so (that is a guestimate,
>I'm not sure when BGMs came out but it should be around there) won't have a
>problem with them. Only programs that work with the disk at very low
>levels are eligible for suspicion.

I'm usually pretty suspicious of lowlevel things anyway. At a low level,
there's too much opportunity for "illegal" calls that may not pop up
until months later and there goes your files....it's happened to me, with
the old ver of Cheetah...wonder if he's put out a new version?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3820. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 14:15:04 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGOOEGWK@dksoft.ping.dk>
Source record: 31349

In <2e214d96@master.ct.se> Stefan Andreasson wrote :

>Hi,
>
>I have read about a (simple ?) upgrade to get the ST(E) up to 12 MHz.
>It is supposed to be in a feature of ST_Format.
>
>Has anyone this issue ?? Which one is it ??? I want to get hold of this !!
>

Why do you want 12Hmz, when there's easy and cheap ways of getting 16Mhz on
a straight ST or STE
My HyperCache16 was installed in 2 seconds. Take out the old CPU and plugg
in the new picked back print with the new CPU on it.
What did take long time was to take all the screews out 8-)

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3821. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 14:21:53 UTC
From: djs@jet.uk
Message-ID: <1994Jul14.142153.16158@jet.uk>
Source record: 31345

In <3039nd$fge@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:

>I've been half following this thread. I thought that MIDI thru was echoed
>...
>Have I missed the point of the discussion?
I'm afraid you have, Iain (either that or I've missed it!). The original
poster said that anything going to his MIDI in was coming out of the
MIDI out. Therefore, either
a) Some software is doing this echo (eg Cubase can do it).
b) He has funny cables that is swapping signals, such that the
MIDI thru signal (that Atari added in, in defiance of the
MIDI spec) appears on the OUT pin.

Either scenario is easy to check. For (a), buoot with a clean system.
For (b), use a genuine MIDI cable, which does NOT connect the pin that
Atari use for the thru.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3822. Re: Debuggers and graphic cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 15:19:22 UTC
From: djs@jet.uk
Message-ID: <1994Jul14.151922.16646@jet.uk>
Source record: 31346

In <1994Jul14.150320.13116@jet.uk> dba@jet.uk (Dennis Armstrong) writes:

>In <302s5d$877@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>What's the best way to debug programs on a TT with a graphics card?
>>Most debuggers I've seen write directly to the screen, which is bad
>>...
IIRC, Xdebug comes with instructions on writing a screen driver.

>One way is to get an old dumb terminal (vt100 adm3 or even the printer)
>...
>If you wish to debug at the single step assembler level then I know of no
>product that you can use on the atari.
Xdebug gives assembly-level and half-hearted-source-level debugging,
provided you can sort out the screen display.

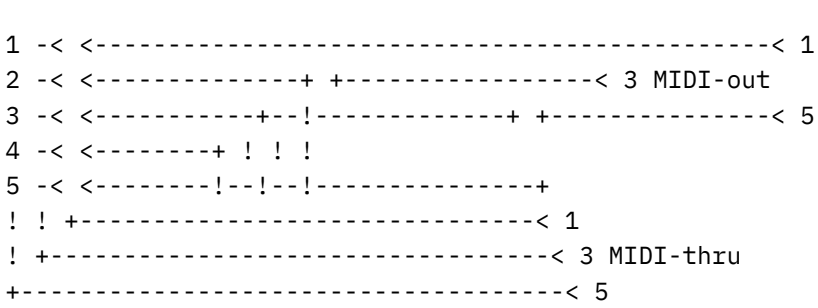
I must try it on the Falcon sometime...
Lattice' MON030 works OK on the Falcon (don't know about TT graphics cards
though).

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3823. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 15:23:17 UTC
From: cgra@se.alcbel.be
Message-ID: <4742@btmwj1.se.bel.alcatel.be>
Source record: 31357

The ST has hardware MIDI-thru on the two pins of the DIN socket for MIDI-out which aren't normally used (i.e., pins 2 and 4). You can buy or make an adaptor cable to give you a MIDI-thru, something like:



Or something like that. :)

Disclaimer: what I just drew may very well "let the smoke out" of you're ST. Check it before you try to do it. Or buy a "ST MIDI thru" cable. And then tell me where you found it...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

3824. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 16:00:17 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <303neh$fge@bognor.barclays.co.uk>
Source record: 31353

In article <1994Jul14.142153.16158@jet.uk>, djs@jet.uk (David Stevenson) writes:
|> In <3039nd$fge@bognor.barclays.co.uk> Iain.Laskey@barclays.co.uk writes:
|> >Have I missed the point of the discussion?
|> I'm afraid you have, Iain (either that or I've missed it!). The original
|> poster said that anything going to his MIDI in was coming out of the
|> MIDI out.
Was it coming out on the MIDI out pins or the MIDI thru pins? If it is the MIDI thru pins then this is normal behaviour, yes?

Maybe I should keep quiet before I confuse everyone..
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3825. Re: Teac floppy setings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 17:54:54 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <303u5f$fv2@agate.berkeley.edu>
Source record: 31348

If I remember the part number correctly, I believe that I have the same drive working with my ST (it is HD). I did not have to change any drive jumpers from the factory settings. I use a manual switch to go between 8MHz and 16MHz on the floppy controller, since I am using the Teac as an external drive while still keeping the original 720k drive in my ST. This setup works great for me with no problems. It should be easy to replace the manual switch with the floppy HD detect signal. Let me know if you have amy questions. Note that you may want to put a heat sink on your floppy controller chip. Mine seemed to do funny things after running at 16MHz for a while. After a put a little heat sink on there, there were no more problems.

Doug Tarico
dtarico@ocf.berkeley.edu

3826. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-14 19:05:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.774212745@acp5>
Source record: 31352

mattk@netcom.com (Matt Koundakjian) writes:

>another user here said that 8k sectors are used normally, that is, a 1k
>file doesn't eat an entire 8k sector...

In fact if you have 8k sectors every files uses multiples of 16k. Tha's
because 2 sectors form 1 cluster and a cluster is the smallest unit available
for a file regardless of its length.

>>no problems. Anything made in the last 4 years or so (that is a guestimate,
>>I'm not sure when BGMs came out but it should be around there) won't have a

It came out in summer 1989. That was when Atari released the AHDI 3.00
release notes describing the new format.

>>problem with them. Only programs that work with the disk at very low
>>levels are eligible for suspicion.

They should work or the programs are simply rubbish. Since 1989 there was
more than enough time to read the appropriate release notes.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3827. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 00:08:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <304k10$bc3@golem.wcc.govt.nz>
Source record: 31356

In article <647_9407122128@wmeonlin.sacbbx.com>, Jeff.Fehlman@mindkeep.wmeonlin.sacbbx.com (Jeff Fehlman) writes:
>In a message of 10 Jul 94 14:02:59, Hjv@phil.Ruu.Nl wrote:
>
>
>Shhhhh, I have been running 60Meg+ boot partitions with ICD... Now they are
>gonna break. ;-)
>
>--
>: Fidonet: Jeff Fehlman 1:203/1657 .. speaking for only myself.
>: Internet: Jeff.Fehlman@mindkeep.wmeonlin.sacbbx.com

Does any one read the Doc's that comes with ICD Utils, it does state a small boot partition is better, in fact the default set up is for a 5 meg partition, this is because the boot partition seems to be the one that gets stuffed on Atari, and it then makes it easy to back up a 5 meg partition, but then again ICD does not know what its taking about, every one else knows better....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3828. ST monitor to IBM monitor conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 01:38:20 UTC
From: sunos@ephsa.sat.tx.us
Message-ID: <LeeHPc2w165w@ephsa.sat.tx.us>
Source record: 31363

Is there a way to convert an ST monitor to an IBM compatible monitor (color)? Is there a way to create a cable with the right pinouts?
Thanks for any replys.
Larry Loe

--
sunos@ephsa.sat.tx.us (Larry Loe)
Rivercity Matrix -- +1 (210) 561-9815/21 -- San Antonio, Texas

3829. Parking a 30MB Supra Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 01:40:59 UTC
From: sammcgee@crl.com
Message-ID: <304pfb$k4l@crl5.crl.com>
Source record: 31354

I bypassed the interface on my 30MB Supra Drive and I now control it directly through the Falcon SCSI port instead of the Atari DMA cable. The problem is that I can't park the heads using the Supra park program. I tried other PD park programs and none of them work.

Also, any suggestions on a good replacement mechanism, somewhere in the 300MB range? What specs. do I need - mounting dimensions, size, height, power requirements? Can I just buy any 3.5 inch half height SCSI drive and throw it in the Supra case?

Sam

sammcgee@crl.com

3830. Storm's BASIC to make UNIX shell

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 01:42:48 UTC
From: sammcgee@crl.com
Message-ID: <304pio$k5g@crl5.crl.com>
Source record: 31355

I'm trying to program a shell program using Storm BASIC for file utilities through UNIX. (delete, rename, download, etc.) I tried reading the file names into an array:

```
SEND "ls -1" ' List file names one on each line.
TERM OFF ' The BASIC doc's say to use this???
i=0 ' Clear the array counter.
WHILE i=0 or n$<>"" ' Repeat loop until no files left.
COMINPUT n$ ' This reads a line from the com port.
i = i + 1 ' Increase the array counter.
files$(i)=n$ ' Load the array.
WEND
```

This doesn't work. Sometimes COMINPUT reads one line, sometimes several. Basically, I don't know how COMINPUT works. Please help, thanks.

Sam

ps If there is a shell that already does file utilities like pine or elm do to text editing, let me know.

sammcgee@crl.com
or
s.mcgee2@genie.geis.com

3831. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 03:24:19 UTC
From: swhatley@blkbox.COM
Message-ID: <304vh3$fr6@blkbox.blkbox.COM>
Source record: 31358

Kim@dksoft.ping.dk (Kim Andersen) writes:
>My HyperCache16 was installed in 2 seconds. Take out the old CPU and plugg
>in the new picked back print with the new CPU on it.
>What did take long time was to take all the screews out 8-)

Of course, the next question is: (You guesed it!)

Q: Where can I get HyperCache16?

Thanks,
Steven Whatley

3832. Re: ATTN: All 2.05 Owners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 04:03:21 UTC
From: hoga0006@gold.tc.umn.edu
Message-ID: <Csyr87.75C@news.cis.umn.edu>
Source record: 31359

In article <1994Jul14.113525.5995@zippy.dct.ac.uk>,
<buxmjp@zippy.dct.ac.uk> wrote:
>A few weeks ago, a number of TOS 2.05 users were asking about upgrading. In
>the UK, Atari no longer produce TOS 2.06 themselves for resale. Instead,
>Compo have been given the rights to sell copies. If you already own the
>EPROMs (like all 2.05 owners I know of) they will copy 2.06 onto them for
>£19, including return postage and VAT. There is probably a distributor like
>this in other countries, and they are the only people allowed to distribute
>the docs as well as the chips.

Would Compo of USA do the same thing? I don't think it would be good to
send my chips over to the UK from the USA.

Thanks,

joseph

3833. Re: Debuggers and graphic cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 07:57:43 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <305fhn$p67@percy.cs.bham.ac.uk>
Source record: 31360

djs@jet.uk (David Stevenson) writes:
>IIRC, Xdebug comes with instructions on writing a screen driver.

It would need to know enough to ignore the VDI's idea of the screen
size, as that would be for my Crazy Dots.

>Xdebug gives assembly-level and half-hearted-source-level debugging,
>provided you can sort out the screen display.

The criticism I've heard of Xdebug is that it doesn't support typedefs
or structs, which is actually because the Lattice debug format doesn't
support them. I recall the original Zortech debugger (not made by
Zortech!) had to 'compile' the source files itself to figure out the
struct and typedef info.

>I must try it on the Falcon sometime...
>Lattice' MON030 works OK on the Falcon (don't know about TT graphics cards
>though).

No, it doesn't (hence my posting!!!)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3834. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 08:04:53 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <1994Jul15.080453.23013@peavax.mlo.dec.com>
Source record: 31361

In article <300ebt$7be@nyheter.chalmers.se>, thed@mtek.chalmers.se (Thed Lyngmo) writes:
|> Marc CR Bouron (bouronm@trout.ime.dec.com) wrote:
|> : Howard may indeed be right about the cable: one not specifically made for MIDI
|> : could be merging the out and thru - not a good idea! The ST has kludged the
|> : MIDI out to include MIDI thru as well; this could be the root of the problem.
|> : The usual pin-out for MIDI out is:
|>
|> <ascii-graphic and explaining text removed>
|>
|> I still can't understand how I can turn the MIDI-thru off with software if this
|> behaviour depends on my cable.
|> I've tried some cables (all of them made for MIDI) but with the same result.

Sorry, perhaps I misunderstood. If you can turn off the soft-thru (in Cubase, or whatever) then you don't have cable problems.

|> : I also have some code (tucked away somewhere at home) which copies MIDI in to
|> : MIDI out, i.e. implements a rudimentary thru. If you're interested, I'll see if
|> : I can dig it out.
|>
|> Maybe I can find something in that code that can be useful for turning the damn
|> 'feature' off. I'd like to take a look at it, plaese.

OK, I'll take some time at the weekend to look for it. It's a really short piece of code (and not originally my own work) - shall I post it here for everyone's benefit or just email a copy? (BTW: it's 68000 assembly code.)

Cheers,

[M][a][r][c]

** -------------------------- ** -------------------------- **
** Marc CR Bouron ** Digital Capital Markets. **
** +44 (0)895 208260 ** Harefield Place, The Drive, **
** Marc.Bouron@ime.mts.dec.com ** Uxbridge, Middlesex, **
** bouronm@trout.ime.dec.com ** UB10 8AQ. UK. **
** -------------------------- ** -------------------------- **

And for my next trick, I shall disappear in a puff of smo

3835. T28 / PAK3 Summary :-)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 11:11:08 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Jul15.111108.5605@etek.chalmers.se>
Source record: 31362

(New try, since I forgot the Subject-line the last time)

Hi everybody! Sorry for being off the net for a while, but I've been collecting as much info as possible during a few days...

I finally got my hands on two issues of the German magazine "ST Computer" that tested acceleratorcards, including HBS 640 and PAK3.

I also want to thank two Germans who have been informing me on the subject.

Hi Till! Hi Karlheinz! :-)

OK, here is what I've come up with:

Harware info (short):

PAK3 is an accelerator card that substitutes any(!) 68000 with a 68030 and an optional 68881/2. To run a PAK3 on an Atari, you will need at least TOS 2.06, but the better choice is a (patched) TOS 3.06. The PAK3 has a 32kB cache.

HBS 640 T28 and T36 are accelerator cards that speed up a 68000 to 28 or 36 MHz. An interesting thing with this card is the Fast-ROM (switchable) 16MHz access to the ROMs/EPROMs. 64kB cache is implemented. TOS 2.06 recommended.

Experiences, tests etc:

The MegaSTE seems to have some problems with the HBS 640 T28 and HBS 640 T36, especially with the 36MHz card. Any ST seems to have some problems to handle signals of > 32MHz (approx.). The safest, fastest, and most expensive (depending on how much you have to pay for the CPU/FPU) card seems to be the PAK3 (full name PAK 68/3-030) sold by the following companies:

edicta GmbH
Karl-Pfaff-Strasse 30
D-70597 Stuttgart
Germany
Tel: +49 711 763381
Fax: +49 711 7653824

MW Electronic (The developers of PAK3)
Heisterbacher Strasse 96
D-53639 Koenigswinter
Tel: +49 2223 1567
Fax: +49 2223 26982

The HBS 640 cards are sold by the following companies:

Germany:

Hard & Software T28: from 333DM (ST/e)
Markus Dinter T36: from 539DM (ST/e)
Muhlenweg 36
50170 Kerpen-Buir
Germany

Tel/fax: ++49 2275-5757

Klaus Peters Elektronik + Software T28: from 319DM
Moltkestrasse 29 T36: from 519DM
42551 Velbert

Tel/fax: ++49 2051/85784
16.00-20.00 CET

BR T28: 325DM
Dipl-Ing J Becker
Kastanienweg 5
50274 Aachen

Tel: ++49 241-870022
Fax: ++49 241-870023
14.00-17.30 CET

Great Britain

System Solutions T28: 189 Pounds
Windsor Business Centre T36: 279 Pounds
Vanisttart Road
Windsor SL4 1SE

Fax: 0753-830344 (I don't know their country code)

GEM Bench results:

T28 T36 PAK3 ST+NVDI
32MHz 8MHz

GEM Dialog Box 695 761 898 300
VDI Text 2127 2437 2822 873
VDI Text Effects 1740 2146 2500 738
VDI Small Text 1423 1633 2290 555
VDI Graphics 1068 1295 1836 361
GEM Window 505 555 692 268
Integer Division 356 459 1164 99
Float Math 295 359 342 99
RAM Access 351 452 841 99
ROM Access 351 450 685 87
Blitting 471 575 827 171
VDI Scroll 850 900 888 447
Justified Text 567 676 847 243

VDI Enquire 442 541 553 188
Average 802 945 1227 323
Graphics 988 1151 1415 414
CPU 338 430 758 96

All nubers are in % rel. an 8MHz ST

Summary:

You get what you pay for! The T28 works fine on an STfm (according to "ST Computer") and costs approx. half as much as the MUCH quicker PAK3.

Hope this helps :-) !

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
____

3836. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 11:38:45 UTC
From: thed@mtek.chalmers.se
Message-ID: <305sg5$eh0@nyheter.chalmers.se>
Source record: 31364

Howard Chu (hyc@hanauma.jpl.nasa.gov) wrote:
: In article <3009gp$6on@nyheter.chalmers.se>,
: Thed Lyngmo <thed@mtek.chalmers.se> wrote:
: >If my cables where merging the OUT and THRU -pins I wouldn't be able to
: >turn the MIDI-thru behaviour off on the MIDI-out pin with Cubase or any
: >other software, and that I can. Plus, I've checked the cables.
: >
: >So, there must be some software in my ST that is echoing MIDI-in to MIDI-
: >out. It may be a bizarre virus but I get the feeling that some programmer
: >freaked after to many cups of coffee when creating the BIOS I've got.

: You never mentioned what kind of software you're running. Cubase sets
: their MIDI drivers to copy In to Out, and yes, you can turn it off. But
: that's a feature of the Cubase program, not anything in the Atari BIOS
: or XBIOS or anywhere else in the Atari ROMs.

I said that I can TURN OFF the MIDI-echo by running Cubase.
If I don't run Cubase (or any other program), MIDI-echo is ON.

: The only reason for you to see MIDI in data being copied to MIDI out is
: if some package you installed is doing the copying itself. The obvious
: solution is to remove that software. I would suspect some kind of AUTO
: folder program or desk accessory which you explicitly installed for this
: feature, although I'm surprised that it doesn't interfere with Cubase.

The only auto-installed program in my ST is a program that turns off the
key-click and that one I made myself. Is .ACC files really executed
when I turn on my ST? I thought that they just where loaded into memory.
BTW: The Cubase developers most certainly made their own MIDI-in-interrupt-
routine when creating MROS.

Here's how it is:

* I bought a new Atari 2080ST with Swedish TOS (don't know which version) a
long time ago, which I have never opened, changed proms in, or altered the
original configuration in, in ANY way.

* I turn it on with no harddisk connected, no disc in the drive, no cartridge
in the cartridge-slot. It's not connected to anything but the monitor and
my MIDI-stuff.

* I send MIDI-data to the MIDI-in-port and I receive the same data from the
MIDI-out-port, pin 4 and pin 5.

* With some software (Cubase) I can turn off this MIDI-echoing.

Reading your responses to my question makes me come to the conclusion that,
a) something is wrong with the Swedish TOS I've got.
b) I've got a TOS that not many people know of.

The fact that my 2080 is one of the first 2080's around (doesn't even got a serial-number), makes me think that the reason for this behaviour is a combination between both a and b.

Ted Lyngmo thed@taxikedj.se
thed@mtek.chalmers.se

3837. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 12:09:40 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CszDs5.CxE@hpbbrd.bbn.hp.com>
Source record: 31381

Brian Eliassen (eliassen@aviris382.jpl.nasa.gov) wrote:
> Unfortunately, when I was doing the same thing, I was told by Aaron, the
> author of Freeze Dried Term, while at a local programmers meeting, that it
> is IMPOSSIBLE to fix the GFA memory management problems and therefore, a
> BBS written in GFA will crash after a maximum of 5 days without a reboot.
> Why? Poor coding by GFA themselves. GFA<>BBS.

This may be true when using the GFA-internal possibilities for
memory "management", i.e. RESERVE. RESERVE has its bugs. You can,
however, use Malloc() and Mfree() freely, which gives you the
same flexibility as in other languages.

Malloc() and Mfree(), however, have their own limitations, mainly
that a process should not call Malloc() too often. Instead, it
should Malloc() large chunks and manage the chunks itself
in a malloc library, just as it is done in C.

Having said that, I still wouldn't recommend anyone to write a BBS
(or any other large application) in GFABASIC - but not necessarily
because of the memory management.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

3838. Seagate ST-157N and AdSCSI Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 12:10:42 UTC
From: John_Collis@equinox.gen.nz
Message-ID: <John_Collis.1rlt@equinox.gen.nz>
Source record: 31367

Hi there,

I'm trying to use a Seagate ST-157N with an ICD AdSCSI Micro Host Adaptor
and I'm having problems. The HOst-adpator does not want to talk to the
drive. Are there any known problems with this combination?

Also can anyone help/advise me on the jumpering of this drive? there are 5
set's of jumper pins. I assume that 3 of them are for SCSI ID, but what are
the other 2 for parity?? please I need help as I don't have any documetation
for the drive mechanism.

Thanks in advance!

--
|John Collis |Email to: john@albemuth.equinox.gen.nz
|53 Springfield Rd |or: John_Collis@equinox.gen.nz
|Christchurch 8001 |
|New Zealand |Phone: +64-3-379-8921

3839. Storm's BASIC to make UNIX shell

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 13:06:40 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3061l0$vhs@msuinfo.cl.msu.edu>
Source record: 31365

How does one go about getting docs for Storm's BASIC? Is this a part of the registration, or can you d-l them from someplace? I'm still trying to decide between registering for Connect or Storm, and programming might just be the key.

Thanks in advance,
Tom Hopper
hopper_t@msupa.pa.msu.edu

3840. Re: ATTN: All 2.05 Owners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 13:10:33 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3061s9$vhs@msuinfo.cl.msu.edu>
Source record: 31366

In article <Csyr87.75C@news.cis.umn.edu>, hoga0006@gold.tc.umn.edu (James A Hogan) writes:
>In article <1994Jul14.113525.5995@zippy.dct.ac.uk>,
> <buxmjp@zippy.dct.ac.uk> wrote:
[Compo upgrades TOS 2.05 to 2.06 in the UK by reburning the EPROMs]

>Would Compo of USA do the same thing? I don't think it would be good to
>send my chips over to the UK from the USA.
>
>Thanks,
>joseph

Don't know about Compo, but you might check with Codehead; last I checked
(couple of months ago) they handled upgrades and manuals for TOS 2.06.

Tom Hopper
hopper_t@msupa.pa.msu.edu

3841. Re: Falcon` DCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 16:08:26 UTC
From: millert@grad.csee.usf.edu
Message-ID: <306c9q$vj@mother.usf.edu>
Source record: 31368

Lars-Erik Oesterud (larserik@oslonett.no) wrote:
: In message #3, mitala@sara.cc.utu.fi writes:
:
: > Any ideas how and where I can read the status of the Falcon's Rs port's
: > DCD?

: I have tried to get this info myself for a long time, but I have no
: easy way to read the DCD or set the DTR on Falcon. And people using
: my comm-programs needs new program versions to use on Falcon.

: ISn't there a simple solution (as on the ST and STE) for reading the
: DCD and setting the DTR ??

: And please, no referances to articles, documents etc... I have them
: all, but still can't figure out this (and I have no Falcon to test on)

: Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
: Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
: SysOp ABK-BBS

The next issue of Processor Direct magazine will have an article detailing the majority of what you need to know about doing everything from setting a wide range of baud rates to handling the control signals. Since you're outside of the US, if you want a copy, you can order one directly from us (the money exchange won't be fun), or you can talk to your local dealer and get in contact with your local magazine distributor and get them to order some. The last issue was very nice too, so you may want them to order some of them too.

3842. TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 17:31:39 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <306h5r$kl4@cxc1.cl.msu.edu>
Source record: 31369
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a problem with some accessories conflicting with System Audio Manager and, with the help of XBoot, was going throught the process of elimination to figure which was the culprit. In the process, I also concluded that there might be correlation with the order in which they are installed in the system. Using a directory sorter, I alter the order in which they were arranged on drive C: but found that it didn't have the expected effect in the order in which they appear under the DESK drop-down menu. Anyone know if there's any rhyme or reason to the way they appear? In TOS 1.4, the first ACC loaded was at the bottom of the list, the next was second from bottom, etc. In TOS 4.04, they are not in order at all.

Here's how they stack up for me:

On disk in this order:	In drop-down in this order:
WARP9 control panel	EdHak
STalker SAM Config	
MultiDesk Deluxe	MultiDesk
XControl WARP9 c.p.	
SAM Config	XControl
EdHak	STalker

Anybody have any clue why this is?
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

3843. Seagate ST-157N

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 18:37:08 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <306l0k$h0e@constellation.ecn.uoknor.edu>
Source record: 31370

```
***>>>John_Collis@equinox.gen.nz asks about Segate ST-157N<<<***

SEAGATE TECHNOLOGY, INC.
Customer Technical Support FAX Network +1 408 438-8137
Customer Technical Support Bulletin Boards (300-9600, 8-N-1)

_____________________________________________________________________
| United States +1 408 438-8771 | United Kingdom +44 628 478011 |
|---------------------------------|-------------------------------|
| Germany +49 89 140-9331 | Singapore +65 227-2217 |
---------------------------------------------------------------------
(C)opyright 1991

ST-157N SCSI

o 12v
o G
o G
o 5v
SCSI Connector power

o o o o o ::::::::::::::::::::::::1
o o o o o
4 2 1 P
| | | | |
----- | |
| | |
| | - Parity Check enable
| --- Not Used
------- Drive ID's, ID 0 (none) for single drive system

ST - 157N

UNFORMATTED CAPACITY (MB) _____________57
FORMATTED CAPACITY (26 SECTORS) (MB) _____48.6
ACTUATOR TYPE _____________________STEPPER
TRACKS ____________________________3,678
CYLINDERS _________________________615
HEADS _____________________________6
DISCS ______________________________3
MEDIA TYPE ________________________THIN FILM
RECORDING METHOD __________________RLL
TRANSFER RATE (mbits/sec) _____________7.5
SPINDLE SPEED (RPM) _____________3,600
INTERFACE _________________________SCSI
TPI (TRACKS PER INCH) _____________824
BPI (BITS PER INCH) _____________22,430SINGLE TRACK SEEK (ms)
```

_____8
MTBF (power-on hours) _____150,000
POWER REQUIREMENTS: +12V START-UP (amps) _2.0
+12V TYPICAions. (6/26/90)

Bill

3844. Re: Seagate ST-157N and AdSCSI Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 18:50:00 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CszwBD.MK@cix.compulink.co.uk>
Source record: 31374

```
>I'm trying to use a Seagate ST-157N with an ICD AdSCSI Micro Host Adaptor
>and I'm having problems. The HOst-adpator does not want to talk to the
>drive. Are there any known problems with this combination?
>
>Also can anyone help/advise me on the jumpering of this drive? there are 5
>set's of jumper pins. I assume that 3 of them are for SCSI ID, but what are
>the other 2 for parity?? please I need help as I don't have any documetation
>for the drive mechanism.
>
>Thanks in advance!

Here is some information I have here about the ST157N,

ST-157N SCSI

/���\
| O |12
| O |G
| O |G
| O |5
SCSI Connector \___/
-----------------------------------------------
| o o o o o ..... |
| o o o o o ..... |
| 4 2 1 P ooooooo ooooooo ooooooo |
---------------\-----------------------------
| | | Resistor Termination Packs
| | |
| | ------Parity Check Enable
| |--Not Used
------ Drive ID's, ID 0 (none) for single drive system

ST - 157N

UNFORMATTED CAPACITY (MB) _____________57
FORMATTED CAPACITY (26 SECTORS) (MB) _____48.6
ACTUATOR TYPE _____________________STEPPER
TRACKS ____________________________3,678
CYLINDERS _________________________615
HEADS ______________________________6
DISCS ______________________________3
MEDIA TYPE ________________________THIN FILM
RECORDING METHOD __________________RLL (2,7)
TRANSFER RATE (mbits/sec) _____________7.5
SPINDLE SPEED (RPM) _____________3,600
```

AVERAGE LATENCY (mSEC) _____8.3
BUFFER _____2 Kbyte
INTERFACE _____SCSI
SECTORS PER DRIVE _____94,860
TPI (TRACKS PER INCH) _____824
BPI (BITS PER INCH) _____22,430
AVERAGE ACCESS (ms) _____40/28*
SINGLE TRACK SEEK (ms) _____8
MAX FULL SEEK (ms) _____ /70
MTBF (power-on hours) _____150,000
POWER REQUIREMENTS: +12V START-UP (amps) _2.0
+12V TYPICAL (amps) __0.35
+5V TYPICAL (amps) ___0.9
TYPICAL (watts) ______9
MAXIMUM (watts) ______29
BUFFERED STEP PULSE RATE (micro sec) _____3-200
WRITE PRECOMP (cyl) _____N/A (616)
REDUCED WRITE CURRENT (cyl) _____N/A (616)
LANDING ZONE (cyl)_____AUTO PARK
IBM AT DRIVE TYPE _____0 or NONE

The AdSCSI manual I have indicates that parity should be
disabled, perhaps check the parity jumper setting?

Hope this is of some help,

Brian

brobson@cix.compulink.co.uk

3845. For Sale: SupraDrive case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 19:12:16 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <306n2g$1fq@mailer.fsu.edu>
Source record: 31371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the case from a SupraDrive 80mb for sale. It includes a shoebox style case (marked "SupraDrive Atari Hard Disk" on the front), power supply, fan, Supra host adaptor, and all cables and such. It is exactly as it was from the factory, except there is no hard drive contained within (it takes one standard 3.5" SCSI device). The mounting hardware for the drive is included (it had a Quantum 80S in it before). The case is grey enameled metal, with a green power and red activity LED on the front. I do not have a copy of the Supra host adaptor software, but I could probably dig one up if needed. I believe the ICD Pro utilities will work with this card, which would be a much better choice IMHO.

Toad computers sells a very similar case for $99 (without host adaptor!), which I think is a bit high. I'm asking $50. It is in like-new condition. Alternately, I would be very interested in some trading, as opposed to cash. I am in search of an external DSDD floppy drive (must format out to at least 83 tracks, which can be checked with DC MaxTracks on atari.archive.umich.edu), a MC68881 math coprocessor, Wico bat handle or Ergo joysticks, and numerous software thingies (particularly games).

Please email all replies.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3846. Re: How do I turn off MIDI-thru

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-15 23:38:44 UTC
From: ktessner@isle.waterloo-rdp.on.ca
Message-ID: <1994Jul15.233844.1318@isle.waterloo-rdp.on.ca>
Source record: 31403

> : In order to realise MIDI-though you'd either have to write a routine that copies
> : every byte from MIDI-in to MIDI-out or change the hardware to do so (I read that
> : it's quite easy, but I wouldn't do it!).

According to the sources that I have, Atari routed the MIDI-Thru onto the MIDI
out port in a non-standard way so that they could save a connector. Normally
the MIDI current loop is carried on pins 4 and 5 of the 5 pin DIN plug, Atari
has put the MIDI-Thru onto pins 1 and 3 (normally unused) of the MIDI-Out port.
A simple y-cable could be made up which plugs into the ST's MIDI-Out and
produces a proper MIDI-Out and MIDI-Thru port using pins 4 and 5 on both.

--
| / Neat and Nify Creators of:
| \EVIN TESSNER 43 Carwood Cres _____ __ _____
Kitchener Ontario _ _// __ /
ktessner@isle.waterloo-rdp.on.ca N2G 3C6 Canada /_\/_/_\/___\

3847. Re: atari st as controller wi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 00:57:43 UTC
From: hallvart@ifi.uio.no
Message-ID: <307ba7$9b0@dyggve.ifi.uio.no>
Source record: 31372

In article <2vs2f7$p4m@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) writes:
> In message #2, olava@ilf.uio.no writes:
..... (SNIP) .....

> > can work without the monitor beeing connected ?
>
> Without monitor it will boot i low og medium resolution

But it is possible to fool the computer into thinking it has a hi-res display I think, by connecting the hires- detect pin to somewhere.. (ground??)...

Hallvard, Oslo, Norway

3848. Re: Storm's BASIC to make UNIX shell

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 02:41:42 UTC
From: sammcgee@crl.com
Message-ID: <307hd6$kb1@crl5.crl.com>
Source record: 31373

hopper_t@msupa.pa.msu.edu wrote:

: How does one go about getting docs for Storm's BASIC? Is this a part of
: the registration, or can you d-l them from someplace? I'm still trying to
: decide between registering for Connect or Storm, and programming might just
: be the key.

My version of Storm came with a 68k BASIC.DOC file explaining the
commands. It's ok but sketchy at times. (ex COMINPUT)

Storm has been unsupported for several months and I don't see Alan
returning any time soon. Your registration will NOT go towards an upgrade.

Maybe he will return and Atari will make new computers and there will be
world peace, no hunger...

Sam

sammcgee@crl.com

3849. Re: Parking a 30MB Supra Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 10:34:15 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <308d37$1sa@golem.wcc.govt.nz>
Source record: 31377

In article <304pfb$k4l@crl5.crl.com>, sammcgee@crl.com (Sam McGee) writes:
>I bypassed the interface on my 30MB Supra Drive and I now control it
>directly through the Falcon SCSI port instead of the Atari DMA cable.
>The problem is that I can't park the heads using the Supra park program.
>I tried other PD park programs and none of them work.

I don't think there is a need to park it, its a Seagate ST157n from memory,
these Auto park....

>Also, any suggestions on a good replacement mechanism, somewhere in the
>300MB range? What specs. do I need - mounting dimensions, size, height, power
>requirements? Can I just buy any 3.5 inch half height SCSI drive and
>throw it in the Supra case?

I fitted 2 Quantums LPS240s drives to Supra cases, worked 100% but you will
have to get the ICD Pro software to drive it, the Supra stuff does not support
these later drives....

>Sam
>
>sammcgee@crl.com

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3850. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 11:12:44 UTC
From: dburns@world.std.com
Message-ID: <Ct15t8.FKr@world.std.com>
Source record: 31376

Saw a mention of "HyperCache 16" in your post. What it is it, and where can it be purchased? I want to speed up my STe, and was only aware of the Adspeed.

Thanks.

Dave Burns
Lowell, MA

3851. Re: atari st as controlle

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 13:08:40 UTC
From: larserik@oslonett.no
Message-ID: <308m4o$c07@hasle.oslonett.no>
Source record: 31391

In message #4, hallvart@ifi.uio.no writes:

> But it is possible to fool the computer into thinking it has a hi-res
> display I think,
> by connecting the hires- detect pin to somewhere.. (ground??)...

Yes, that shold work nicely....

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3852. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 16:19:19 UTC
From: mattk@netcom.com
Message-ID: <mattkCt1K08.1M4@netcom.com>
Source record: 31378

There was some discussion about whether BGM partitions can be booted.
Some said the ICD manual was affirmative about it and some said no. I
looked my ICD manual, copyright 1990, and it said Tos can't boot from a
BGM. Are those who use BGMs as boot partitions running a higher Tos version?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3853. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 17:22:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGQSADVZ@dksoft.ping.dk>
Source record: 31389

In <304vh3$fr6@blkbox.blkbox.COM> Steven Whatley wrote :

>Kim@dksoft.ping.dk (Kim Andersen) writes:
>>My HyperCache16 was installed in 2 seconds. Take out the old CPU and plugg
>>in the new picked back print with the new CPU on it.
>>What did take long time was to take all the screews out 8-)
>
>Of course, the next question is: (You guesed it!)
>
>Q: Where can I get HyperCache16?
>

Got mine secondhand, but it's made by GeSoft, (i think) and maybe AtariWorkshop
got it as well.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3854. STacy for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 19:06:46 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <309b46$2ho@charm.magnus.acs.ohio-state.edu>
Source record: 31379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There was a person in AZ or NM who made me an offer on my STacy. My host
has destroyed my mailbox and your address has been lost.

Please send e-mail (with a reminder of how much was offered and on what).

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3855. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 20:08:08 UTC
From: walra%moacs11@nl.net
Message-ID: <3yhogfkwrli@moacs11>
Source record: 31382

In <mattkCt1K08.1M4@netcom.com>, Matt Koundakjian wrote:

> I looked my ICD manual, copyright 1990, and it said Tos can't boot from
> a BGM.

AFAIK the TOS startup code doesn't care about the logical sectorsize of
any partition. The TOS startup code reads and checks the rootsector of
any harddisk it detects, and executes the programcode contained in that
rootsector. This rootsectorcode is responsible for loading the harddisk
driver software. Off course it is possible that the ICD bootloader was
not able to load the driver from a BGM partition.

Regards,
Waldi (walra%moacs11@nl.net)

3856. D.A.M.E Author

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 20:25:48 UTC
From: bondservant@delphi.com
Message-ID: <5c1Ry+0.bondservant@delphi.com>
Source record: 31380

Does anyone have an e-mail address for the author of Digital Audio
Multilayering editing program?
I am interested in finding out what is available for the Falcon.
The Shareware version is constantly bombimg but looks like a very powerful
program if he has worked out the bugs.
Any and all help would be appreciated.

Thanks

Binary Rick
Binary Sounds(formerly Barefoot Software)
Houston, Tx

3857. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 20:29:34 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <774390574snz@midmarsh.demon.co.uk>
Source record: 31401

In article <Up-EGOOEGWK@dksoft.ping.dk> Kim@dksoft.ping.dk "Kim Andersen" writes:

> Why do you want 12Hmz, when there's easy and cheap ways of getting 16Mhz on
> a straight ST or STE
> My HyperCache16 was installed in 2 seconds. Take out the old CPU and plugg
> in the new picked back print with the new CPU on it.

Unfortunately not all CPU chips are socketed :(
Mine is soldered in so it might take me just an itsy bit longer...

> What did take long time was to take all the screews out 8-)

It takes even longer to find the last one

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

3858. Expire problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 21:02:12 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <774392532snz@midmarsh.demon.co.uk>
Source record: 31402

Has anyone else had problems with the expire facility in NOS?

Twice recently this has reported a disk fault and zeroed a whole newsgroup for me. When this happens, trying to access this newsgroup from the Usenet menu causes problems and leaves locked files around. The only way out that I've found is to delete the newsgroup and add it in again.

I've checked the drive with Diamond Edge and found no problems as yet.

Also I seem to have problems with the 'add a newsgroup' facility: It appears to create everything OK and always adds the correct line to NNTP.DAT but the newsgroup doesn't show in the list. A second attempt adds second copy to NNTP.DAT but it now shows. Then I delete the extra line from NNTP.DAT and all is OK.

Both these problems are intermittent.

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

3859. Wanted: Games

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 22:11:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <309lus$b4k@mailer.fsu.edu>
Source record: 31392
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in search of the following games. If you have any of these and would
like to sell them, email me directly. Thanks in advance.

Chaos Engine
Vroom
Microprose Formula One Grand Prix
No Second Prize
James Pond
RoboCod (yes, Cod, part II of James Pond)
Armour-Geddon
ThunderHawk
Panza Kick Boxing
Prince of Persia
RoboCop 3
Cadaver

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3860. Re: Seagate ST-157N and AdSCSI Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-16 22:17:10 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.OF&27vTQLOg@albemuth.equinox.gen.nz>
Source record: 31383

In <John_Collis.1rlt@equinox.gen.nz>, John Collis writes:

>I'm trying to use a Seagate ST-157N with an ICD AdSCSI Micro Host Adaptor
>and I'm having problems. The Host-adpator does not want to talk to the
>drive. Are there any known problems with this combination?

Thanks to those who helped so far. I now have the jumpering questions
sorted.

I now think that the AdSCSI Micro is not getting power. Can anyone
advise me how I could check this out?? (For those who don't know, it
sits on the SCSI connector of an embedded drive and gets powered from
the drive through the bus.) What pins in the SCSI bus carry power, and
what voltage?? Are there any other solder pads on the ICD unit where I
could connect a 5v or 12v power supply to??

If neccessary I could make up a short 50-way SCSI connector with
external power supplied, if I know which lines to connect it to but
obviously I need to know which ones first! :-(

Any help would be much appreciated.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3861. Floppy Formatting

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 00:16:08 UTC
From: magic@mtu.edu
Message-ID: <309t88$6t@maxwell1.ee>
Source record: 31384

Howdy,

I am currently attempting to write a disk formatter/copier to work
within a database program (so that back-ups can be made without having to
exit the program) Currently my problem is formatting the disk, I have
the routs coded for a sector copy, but I am having trouble formatting
an exact copy (i.e. reading parameters and then formatting to those parameters)
I am using xbios 10 according to the parameters found in the atari compendium,
but unfortunately the xbios call is returning a -1 (general error) when it
attempts to format a track. The drive light never comes on, but I can hear
the drive stepping from track to track... Any ideas/info would be appreciated

Thanx,

-Magic

3862. Re: Embedded SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 00:27:40 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <774404860snz@gw6hva.demon.co.uk>
Source record: 31398

In article <2v12k2$2ah@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> In article <2e11d4da505ef@discworld.oche.de>, rincewind@discworld.oche.de
> (Michael Schwingen) writes:
> >In <dehall.772515151@vincent1.iastate.edu>,
> >A.D. (dehall@iastate.edu) wrote:
> >I have one of those, too - they're great. Mine does about 1450KB/s (Ratehd
> >with ICD ADSCSI). The LPS270 is very good, too, only you can't disable parity
> ^^^
>
> Should this read ELS...??
>
> >checking with a jumper.
> > After all that I have heard from many users, quantum drives are very
> >reliable (opposed to Seagate).

You can set the Quantum ELS drives' parity in software but to do this is
complex (think it was "mode select" command, byte 4 bit three etc) the
easy solution is to get ICD Pro utils, this has a "fix" program for the
Quantum drives and also the Seagate ones AFAIR.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3863. RE: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 00:34:23 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <774405263snz@gw6hva.demon.co.uk>
Source record: 31397

In article <1994Jun26.184735.7025@powertech.no>
jabrana@powertech.no "Jabran Akhtar" writes:

> Has someone ever tried the original PC-Ditto on the Falcon/TT ?
> If PC-Ditto is compitable then I suppose it will run at a very
> nice speed ,ok for most DOS programs.
>
> Even on an ST ,DOS espacially ran at a very useable speed.

You _ARE_ joking surely - I have a 486DX66 running the BBS here and even
THAT doesn't produce VERY useable speeds.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

3864. Re: Parking a 30MB Supra Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 01:26:28 UTC
From: scotty@cais.cais.com
Message-ID: <30a1c4$pgk@sun.cais.com>
Source record: 31385

Sam McGee (sammcgee@crl.com) wrote:
: I bypassed the interface on my 30MB Supra Drive and I now control it
: directly through the Falcon SCSI port instead of the Atari DMA cable.
: The problem is that I can't park the heads using the Supra park program.
: I tried other PD park programs and none of them work.

The ICD Hard disk parking utilities don't work either. I used to like to spin down and park my Syquest drives before powering off, and it's not an option with the Falcon.

The odd thing is that Atari describes two ways to park the hard disk in the Falcon manuals, and neither of them are available. SHIP.PRG is not provided, but appendix B of the manual says it is. HDX is supposed to have a menu selection called "Ship", but this has been removed from the Falcon version. I downloaded an older version of HDX, and it had the selection -- it just didn't do anything.

The conspiracy-minded might suspect that Atari discovered that the Falcon didn't park drive heads, and it was easier to doctor the software than to fix the problem!

: Sam

: sammcgee@crl.com

--
==========
Scott R. Chilcote
scotty@cais.com

3865. MiNT 1.11

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 03:36:24 UTC
From: news@uncc.edu
Message-ID: <30a8vo$3dm@unccsun.uncc.edu>
Source record: 31386

Does anyone know a projected release date for MiNT 1.11?

ralunsfo@unccsun.uncc.edu

3866. Re: TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 05:10:54 UTC
From: steve-j@teleport.com
Message-ID: <30aegu$bdi@elaine.teleport.com>
Source record: 31387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <306h5r$kl4@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:

>Here's how they stack up for me:
>
> On disk in this order: In drop-down in this order:
> ---------------------- --------------------------
> WARP9 control panel EdHak
> STalker SAM Config
> MultiDesk Deluxe MultiDesk
> XControl WARP9 c.p.
> SAM Config XControl
> EdHak STalker

It's funny you should bring this up as it does the exact same thing
on my system. For some reason, STalker and Xcontrol seem to want
specific desk accessory slots (though not on the disk that way, they
show up with Xcontrol on the second to last slot and STalker on the
last slot on my system too).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3867. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 05:49:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <28d4dc00@straight.ct.se>
Source record: 31393

In a Message of <07-16-94 08:07> Kim Andersen writes:

KA> Why do you want 12Hmz, when there's easy and cheap ways of getting
KA> 16Mhz on a straight ST or STE
KA> My HyperCache16 was installed in 2 seconds. Take out the old CPU and
KA> plugg in the new picked back print with the new CPU on it.
KA> What did take long time was to take all the screews out 8-)

To speed up the motherboard so you can use > 32Mhz accelerator on it
ofcourse!..:-D

Regards Bertil Jagard..

= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone : +46-(0)31-363973. FidoNet 2:203/221, NeST 90:1101/104 =

3868. Re: HDs in the Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 10:14:25 UTC
From: kai@kub.escape.de
Message-ID: <940717307@kub.escape.de>
Source record: 31203

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> In article <2uhic4$bph@tibalt.supernet.ab.ca>, gwood@tibalt.supernet.ab.ca (Garth Wood) writes:
> >Boy, was I wrong. After about an hour of tinkering, including setting the
> >Conner's jumpers to every conceivable value, I came to the conclusion that
> >whatever I'm doing wrong, it's a doozy. AHDI 5.0 and its associated
> >utilities can't even *find* the drive, let alone format it.
> >
> >Anybody have any ideas?
> Yes get rid of it, a lot of Conner drives have Fixed Parity, the Mega
> does not support Parity....
>
> Or get a ICD Link II and use it in a external Box....

Another problem may arise with the "unit attention condition" most scsi drives report after power-up. The TOSROM routine reading the root sector is unable to handle this, hence you can't boot from the drive. I remember a special boot sector for floppies which clears the condition, enabling the TOS boot process to succeed.

Another way is to reprogram the drive and tell it not to produce unit attn. It's somewhere on the mode sense/select pages (page 0?).

-- Kai-Uwe Bloem, Fasanenstrasse 12, D-38102 Braunschweig, +49 531 339509
-- "<- this space intentionally left blank ->"

3869. DSP56001 and FALCON030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 12:25:46 UTC
From: wiecko_b@photon.epita.fr
Message-ID: <30b80a$b80@boson.epita.fr>
Source record: 31388
Cross-posted to: comp.dsp,comp.sys.atari.st.tech

I'd like to know how to use the DSP56001'sin tables and what are the values represented ?

Thanks for your help...

3870. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 14:14:47 UTC
From: larserik@oslonett.no
Message-ID: <30becn$nj1@hasle.oslonett.no>
Source record: 31390

In message #0, dburns@world.std.com writes:

> Saw a mention of "HyperCache 16" in your post. What it is it, and where
> can it be purchased? I want to speed up my STe, and was only aware of
> the Adspeed.

I had a Hypercache in my MEGE ST4 when I had one. Worked great.
It's a 16 Mhz 68000 with 8K cache-RAM (HyperCache 16 then has 16K).
Really speeds up things (when you buy an accelrator card with a 16
Mhz processor you MUST have cache-RAM, othervise no speed improvment)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

3871. Sample Conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 18:11:46 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <30bs92$2vr@Tut.MsState.Edu>
Source record: 31394

[No readable article body recovered]

3872. Re: TOS 4 and the order of .ACCs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 18:52:30 UTC
From: sammcgee@crl.com
Message-ID: <30bule$556@crl5.crl.com>
Source record: 31395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Johnson (steve-j@teleport.com) wrote:

: It's funny you should bring this up as it does the exact same thing
: on my system. For some reason, STalker and Xcontrol seem to want
: specific desk accessory slots (though not on the disk that way, they
: show up with Xcontrol on the second to last slot and STalker on the
: last slot on my system too).

One of the Codeheads discussed this on the topic of using CodeKeys on GEnie. The user wanted to know what order the desk acc's would be displayed in the DESK menu. I am not really a programmer but as I remember it he said the order could NOT be predicted. The acc's would load in order as they were on the disk (no sort) but they would appear in the menu according to which one executed some command (forgotten, sorry) first. This initialization command could be anywhere in the program and acc's that have it near the beginning would show up more towards the top of the menu.

The Codehead was of course more eloquent and technically accurate but that was the gist of his post. If I find it I'll repost.

I welcome any and all rebuttals, please.

Sam

sammcgee@crl.com

3873. Atari Touch Tablet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-17 23:05:15 UTC
From: jchappel@charon.engga.uwo.ca
Message-ID: <gZimPc1w165w@charon.engga.uwo.ca>
Source record: 31396

Thanks to those who helped me find the correct addresses, etc., I have gotten part of my Atari Touch Tablet interface to work. In fact, it works great with a joystick and it works great with the paddles. And of course, the touch tablet is supposed to work like an X-dir-paddle, and a Y-dir-paddle, with the buttons working as joystick buttons. But for some reason, it just won't return the paddle values.

Like I mentioned, regular paddles return values just fine, but the Touch Tablet will not return any but one value (which changes each time I try it).

Any ideas? I've come to the end of my rope here...

Thanks. -Jerry-

3874. VME graphics card wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 00:41:34 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Ct41xA.BoK@news.Hawaii.Edu>
Source record: 31399

Hey, I need a Matrix or other VME graphics card with ECL output for a Moniterm Viking 2/91 monitor. Please send E-mail if you have one that you might be willing to part with or if you know where I might find one.
Thanks....

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

3875. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 01:55:24 UTC
From: gathings@cs.utk.edu
Message-ID: <30cnecINN1at@duncan.cs.utk.edu>
Source record: 31400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $300
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3876. Re: Parking a 30MB Supra Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 05:47:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.As6X1kAx8wo@albemuth.equinox.gen.nz>
Source record: 31415

In <308d37$1sa@golem.wcc.govt.nz>, Roger Sheppard. writes:
>In article <304pfb$k4l@crl5.crl.com>, sammcgee@crl.com (Sam McGee) writes:
>>I bypassed the interface on my 30MB Supra Drive and I now control it
>>directly through the Falcon SCSI port instead of the Atari DMA cable.
>>The problem is that I can't park the heads using the Supra park program.
>>I tried other PD park programs and none of them work.
>
>
>I don't think there is a need to park it, its a Seagate ST157n from memory,
>these Auto park....

Hmm if it's a 30Mb drive, that can't be a ST-157N as they are rated as
48Mb formatted, 57Mb unformatted.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3877. Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 12:07:49 UTC
From: lefevre@virtus.irit.fr
Message-ID: <30dral$3jh@irit.irit.fr>
Source record: 31404

On my Falcon, I can't copy a folder from the internal hard disk to a floppy disk any longer: I get 2 bombs. I've had my Falcon for one year, and I've never had bombs before.

I've been told that many Falcons have the same problem. Where does it come from?

Vincent Lefevre

email: vlefevre@ens.ens-lyon.fr

3878. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 13:34:18 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <30e0cq$2dg@nyheter.chalmers.se>
Source record: 31405

In article <30dral$3jh@irit.irit.fr>,
Vincent LEFEVRE <lefevre@virtus.irit.fr> wrote:
>On my Falcon, I can't copy a folder from the internal hard disk
>to a floppy disk any longer: I get 2 bombs. I've had my Falcon
>for one year, and I've never had bombs before.

I used to have a similar problem. In my case the computer would
often lock up completely when I tried to do what you describe.
I had to do all file copying, between floppy and hard drive, one
file at a time.

After a while I realized that TCACHE was causing all the problems
(yes, I was using the latest version). Since I removed it, every-
thing has been working perfectly.

My theory is that TCACHE changes the DMA direction from HD->RAM
to RAM->floppy (or the other way around) too early, but I might
of course be wrong. It was TCACHE's fault, though.

If the author of TCACHE is around, I'd like to hear what he has
to say about it.

>I've been told that many Falcons have the same problem. Where
>does it come from?

Perhaps many are using TCACHE? It sure was a nice program!

Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3879. Re: Seagate ST-157N and AdSCSI Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 14:28:49 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <1994Jul18.142849.17760@ibr.cs.tu-bs.de>
Source record: 31407

>In <John_Collis.1rlt@equinox.gen.nz>, John Collis writes:

>>I'm trying to use a Seagate ST-157N with an ICD AdSCSI Micro Host Adaptor
>>and I'm having problems. The Host-adpator does not want to talk to the
>>drive. Are there any known problems with this combination?

>Thanks to those who helped so far. I now have the jumpering questions
>sorted.

>I now think that the AdSCSI Micro is not getting power. Can anyone
>advise me how I could check this out?? (For those who don't know, it
>sits on the SCSI connector of an embedded drive and gets powered from
>the drive through the bus.) What pins in the SCSI bus carry power, and
>what voltage?? Are there any other solder pads on the ICD unit where I
>could connect a 5v or 12v power supply to??

There's only one line that carries power: the termpwr-line powers the
terminal resistors on the last SCSI unit. It is driven by the computer
or host adaptor but usually not by the hard drive.
The 'last' pin of most ic's is connected to 5V (e.g. pin 20 of an 74LS245 or 373).
You may connect one of these chips to 5V.

>If neccessary I could make up a short 50-way SCSI connector with
>external power supplied, if I know which lines to connect it to but
>obviously I need to know which ones first! :-(

****
```
____________
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)
```
****

3880. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 14:54:35 UTC
From: lefevre@virtus.irit.fr
Message-ID: <30e53c$6f0@irit.irit.fr>
Source record: 31406

In article <30e0cq$2dg@nyheter.chalmers.se>, d8klojo@dtek.chalmers.se (Johan Klockars) writes:
|> In article <30dral$3jh@irit.irit.fr>,
|> Vincent LEFEVRE <lefevre@virtus.irit.fr> wrote:
|> >On my Falcon, I can't copy a folder from the internal hard disk
|> >to a floppy disk any longer: I get 2 bombs. I've had my Falcon
|> >for one year, and I've never had bombs before.
|>
|> I used to have a similar problem. In my case the computer would
|> often lock up completely when I tried to do what you describe.
|> I had to do all file copying, between floppy and hard drive, one
|> file at a time.
|>
|> After a while I realized that TCACHE was causing all the problems
|> (yes, I was using the latest version). Since I removed it, every-
|> thing has been working perfectly.
|>
|> My theory is that TCACHE changes the DMA direction from HD->RAM
|> to RAM->floppy (or the other way around) too early, but I might
|> of course be wrong. It was TCACHE's fault, though.
|>

I don't use TCACHE. I've even tried with NO auto program/accessory (by pressing CTRL while booting). And I've got 2 bombs.

But with Kobold 2, there is no problem.

Does anyone else have the same problem ?

Vincent Lefevre

email: vlefevre@ens.ens-lyon.fr

3881. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 15:20:59 UTC
From: sammcgee@crl.com
Message-ID: <30e6kr$j5@crl5.crl.com>
Source record: 31408

Vincent LEFEVRE (lefevre@virtus.irit.fr) wrote:

: Does anyone else have the same problem ?

I have heard this problem is caused by how the floppy is formatted. MSDOS preformatted disks can cause this - try using an Atari format.

Sam

sammcgee@crl.com

3882. Re: ICD Utils, >16mb partitions, and optimizing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 16:26:45 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.774548805@acp5>
Source record: 31409

mattk@netcom.com (Matt Koundakjian) writes:

>Some said the ICD manual was affirmative about it and some said no. I
>looked my ICD manual, copyright 1990, and it said Tos can't boot from a
>BGM. Are those who use BGMs as boot partitions running a higher Tos version?

The manual is wrong. TOS can and always could boot from BGMs regardless of
the TOS version.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

3883. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 16:48:34 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSREGUQ@dksoft.ping.dk>
Source record: 31420

In <Ct15t8.FKr@world.std.com> David R Burns wrote :

>Saw a mention of "HyperCache 16" in your post. What it is it, and where
>can it be purchased? I want to speed up my STe, and was only aware of
>the Adspeed.
>

As Lars so kindly said, it's a 16Mhz 68000 Cpu with Fast-cache, (although
my card has 32Kb cache).

Try call AtariWorkShop in the Uk, i know they have been selling it, though
i'm not sure if it's available any longer.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3884. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 16:49:34 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSREGUT@dksoft.ping.dk>
Source record: 31421

>Unfortunately not all CPU chips are socketed :(
>Mine is soldered in so it might take me just an itsy bit longer...

Hmm!.. Didn't think of that one 8-(

>
>> What did take long time was to take all the screews out 8-)
>
>It takes even longer to find the last one
>

Hehe.. never lost a screew (yet) 8-)

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3885. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 16:50:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSREGUW@dksoft.ping.dk>
Source record: 31422

In <28d4dc00@straight.ct.se> Bertil Jagard wrote :

>To speed up the motherboard so you can use > 32Mhz accelerator on it
>ofcourse!..:-D
>

Hmm!, now i'm confused.. Stefan wanted 12Mhz, and now you say it's for getting
32Mhz !?!?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3886. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 16:52:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EGSREGUZ@dksoft.ping.dk>
Source record: 31423

In <30becn$nj1@hasle.oslonett.no> Lars-Erik Oesterud wrote :

>I had a Hypercache in my MEGE ST4 when I had one. Worked great.
>It's a 16 Mhz 68000 with 8K cache-RAM (HyperCache 16 then has 16K).
>Really speeds up things (when you buy an accelrator card with a 16
>Mhz processor you MUST have cache-RAM, othervise no speed improvment)
>

Mine got 32kb cache-ram, and it gives 190-195% in performance. Otherweise
you'r right.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

3887. Order of ACCs in drop dwn menu

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 17:38:49 UTC
From: sammcgee@crl.com
Message-ID: <30een9$2nn@crl5.crl.com>
Source record: 31410

Here are two messages found on GEnie regarding accessory order:
Sam
sammcgee@crl.com

Category 32, Topic 22
Message 5 Fri Jan 28, 1994
J.EIDSVOOG1 [CodeHead] at 09:21 EST

Sorry, guys. Lots of incorrect info here.

There is no way to exactly predict the order of the ACCs in the menu. GEM loads them from disk in a no-sort order and then begins executing them through the event system. But there's no way to predict how many AES calls an ACC makes before it makes its menu_register call, and that's what determines when GEM stuffs their menu names into the drop-down.

If you copy ACCs in a no-sort order, they will install in the same order as they did on the source, but you can't predetermine this order to suit your needs.

MultiDesk loads its resident ACCs in the order that you tell it. It has nothing to do with the alphabet.

Our Auto Organizer program only sorts AUTO programs, not ACCs.

I do appreciate everyone's attempts to help, though. <grin>

John

Category 32, Topic 22
Message 13 Sat Jan 29, 1994
J.EIDSVOOG1 [CodeHead] at 18:49 EST

Here's an example showing why you can't predict the order of ACCs in the drop down menu. Let's say you have three ACCs, named APPLES.ACC, ORANGES.ACC, and PEARS.ACC. Let's also assume that they have been copied to your boot drive in that order (alphabetically) so that their unsorted order is alphabetical.

When GEM initializes, it will first load all ACCs in the (unsorted) order it finds them and then begin by jumping into the first one. Each ACC will execute until it makes an AES call and then GEM will pass the ball to the next ACC in a round-robin order. GEM's own desktop code will be one of the applications cycling through this coffee klatch, but for simplicity's sake, I'll leave it out.

The following table illustrates the order of execution of the ACCs routines. You can follow it by reading across, one line at a time. I've selected a purely hypothetical series of AES system calls to be made by each ACC:

```
APPLES.ACC ORANGES.ACC PEARS.ACC
---------- ---------- ---------
(loaded from disk) (loaded from disk) (loaded from disk)
appl_init() appl_init() appl_init()
rsrc_load() menu_register() appl_find()
rsrc_gaddr() evnt_mesag() menu_register()
rsrc_obfix() evnt_multi()
rsrc_obfix()
.
.
.
menu_register()
evnt_multi()
```

When GEM gets a menu_register call it puts the name of the ACC in the next available drop-down slot. Atari has never released any official rules as to the order of calls an ACC must make when it initializes (other than starting with appl_init), so none of the above scenarios are wrong but each one calls menu_register at a different point. Based on the order of execution of the AES calls in the above examples, the menu would look like this:

```
Oranges
Pears
Apples
```

The bottom line is that unless you know the exact order of the internal system calls made by every ACC you use, there's no way to predict for sure which order they will appear in the drop-down menu. Note that there might be other system calls (GEMDOS, VDI, etc.) in the above examples but I've only listed the AES calls since those are the calls which GEM uses to pass the order of execution between applications (in my understanding).

gnox,

You "tell" MultiDesk which order to load its resident ACCs by loading them in the order you want them (and then saving your setup).

Joe,

If you've found ACCs to load in "reverse non-sort" order, it's been by coincidence. <grin>

John

3888. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 18:30:16 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <30ehnoINN2cqm@rs1.rrz.Uni-Koeln.DE>
Source record: 31411

Brian Eliassen (eliassen@aviris382.jpl.nasa.gov) wrote:
: In article <9407132154.AA02399@ilmen.lanl.gov>, hutch@ilmen.lanl.gov
: (Hutch) wrote:

: > I had a GFA user call me last night with a question I need some help
: > answering. He is writing a bulletin board system in GFA and is having
: > some difficulty with memory management (what else is new, eh?).

: > He is using GEMDOS calls (72, 73 and 75, I think) to reserve blocks of
: > memory for his program and that part seems to work OK. But he reports
: > that he has been unable to release all reserved memory once he is done
: > with it.

Using the MALLOC() and MFREE() calls, I never had any problem
like the one you describe. These functions are available in
GFA 3.0 and later; they generate the corresponding GEMDOS calls
without adornment as far as I could find out.
The basic pattern to use these is:

```
adr%=MALLOC(length%)
IF adr%>0
'
' use allocated block
'
~MFREE(adr%)
ENDIF
```

This can be repeated arbitrarily often, but the nunber of allocated
block at any time is limited by GEMDOS.

: Unfortunately, when I was doing the same thing, I was told by Aaron, the
: author of Freeze Dried Term, while at a local programmers meeting, that it
: is IMPOSSIBLE to fix the GFA memory management problems and therefore, a
: BBS written in GFA will crash after a maximum of 5 days without a reboot.
: Why? Poor coding by GFA themselves. GFA<>BBS.

It is true that GFA's *internal* memory management is buggy, but that
does neither affect the functionality of the built-in GEMDOS interface,
nor does it interfere with the MALLOC() and MFREE() calls; they work
flawlessly.
It may be true that GFA's internal memory management bugs cannot be fixed
(at least I know of no way). However, it is still possible to write
programs that can run for arbitrarily long times, or at least substantially
longer than a week -- I've done it. Here are some guidelines I usually
try to follow in order to minimize the chances of being bitten by the
internal GFA bugs:

1. Don't use RESERVE, use the $m compiler directive instead. For testing the program in the interpreter, switch to direct mode and enter a RESERVE command manually before even loading your program into the interpreter if your program needs to allocate substantial amounts of memory. Do not call RESERVE without arguments; this fails with some newer TOS versions. Never call RESERVE after strings or arrays have been created.

2. Insert the line

~FRE(0)

frequently. It causes a garbage collection, and frequent calls prevent the internal memory from becoming seriously fragmented. This in turn seems to reduce chances for creeping up of internal bugs. I tend precede all RETURNs from functions or procedures with ~FRE(0).

3. Avoid unnecessary string operation and creating and erasing arrays (with DIM and ERASE). Follow ERASE statements and heavy string computations with ~FRE(0).

I have come to these rules by using common sense, not by checking the interpreter with a debugger or somesuch. All I can say is that adhering to them has eliminated some problems that seemed to be due to GFA's internal memory management bugs.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

3889. HiSoft Basic 2 (ex. GFA memory management...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 21:21:24 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul18.212124.10483@abo.fi>
Source record: 31413

In <CszDs5.CxE@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com writes:

> Having said that, I still wouldn't recommend anyone to write a BBS
> (or any other large application) in GFABASIC - but not necessarily
> because of the memory management.

Does anyone have experiences about HiSoft Basic 2? Is it worth the price (the quality and compatibility of the code, etc)? Good and bad sides?
That compiler claims to support Speedo-GDOS, Falcon, MultiTOS, etc quite well. What's the truth?

Tommi

3890. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 21:47:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e2b0944@daggskim.ct.se>
Source record: 31417

Hutch wrote using postfix electrons on 14 Jul 94 (to All)...

> From: hutch@ilmen.lanl.gov (Hutch)
>
> I had a GFA user call me last night with a question I need some help
> answering. He is writing a bulletin board system in GFA and is having
> some difficulty with memory management (what else is new, eh?).
> [...]

It rather depends what he's trying to do. I've heard and found that it can be a bad idea to mess about too much with multiple malloc() (and especially GFA RESERVE). GEM wasn't really well written on that point and even with patches such as poolfix etc, the system is likely to run afoul of fragmentation of the free memory given enough allocation and reallocation. This is not specific to GFA, even though RESERVE has definite problems in this respect, especially as many never fully understand the usage given the skimpy documentation in the manual.

For a stable BBS, recommend to have well placed ~FRE(0) calls prior to setting up or redefining any new string variables. The best is probably to use predefined arrays or other fixed blocks of memory as much as possible to minimize such problems.

Another problem that GEMDOS appears to have is handling many open files simultaniously.

Otherwise the main problems I see turn out to be some careless turn or other of source code which eventually hangs the program.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

3891. D.A.M.E Author

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-18 21:59:31 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <31107SIUGCWIIGSOWTH@sterbbs.nl>
Source record: 31412

bondservant@delphi.com wrote on 07-17-94:

>Does anyone have an e-mail address for the author of Digital Audio
>Multilayering editing program?
>I am interested in finding out what is available for the Falcon.
>The Shareware version is constantly bombimg but looks like a very
>powerful program if he has worked out the bugs.
>Any and all help would be appreciated.

As far as I know Joost Bloemen (Author of DAME) doesn't have an Email
addres.

You can contact him on:

OMT
Joost Bloemen
PO Box 522
6130 AM Sittard
The Netherlands

TEL: +31 (0)43 290428
FAX: +31 (0)43 639700

At the time I worked for Atari he was one of the developers I had to
support.

Regards,

Wilfred

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3892. Atari HArdware for Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 00:13:08 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <Z2ywShc.ari2550@delphi.com>
Source record: 31416

I need the cash so I'm willing to parcel out my system:

*1040Ste w/Rimik Beatle mouse & TOS 1.62
* Magnavox 1CM-435 stereo RGB monitor w/tilt swivel stand
* Supra 45meg Hard Drive
* Epyx 500xj Joystick
* Dungeon Master, Time Bandits, CopyIIST, SUnDog, GFA Basic 3.5 upgrade
* MAGE 10 pak arcade games, GP_Edit Library, Word Writer ST, Marcel WP
* Gunship

E-mail me at: ARI2550@delphi.com

Make me an offer!!!

Ari

3893. Re: HiSoft Basic 2 (ex. GFA memory management...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 00:56:02 UTC
From: sammcgee@crl.com
Message-ID: <30f8b2$b59@crl5.crl.com>
Source record: 31419

Tommi Hietavuo TKKK (THIETAVUO@FINABO.ABO.FI) wrote:
: Does anyone have experiences about HiSoft Basic 2? Is it worth the price (the
: quality and compatibility of the code, etc)? Good and bad sides?
: That compiler claims to support Speedo-GDOS, Falcon, MultiTOS, etc quite well.
: What's the truth?

I think HiSoft BASIC 2.1 is the only way to go with a Falcon. It's the best
BASIC I've ever used and I'm very happy with it. The price is steep but
you get what you pay for. (in this case anyway:)

I wrote little Falcon icon editing program with it. (46k of code) If you
want it to help you get familiar with windows/dialogs etc. let me know.

Sam

sammcgee@crl.com

3894. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 04:53:06 UTC
From: gathings@cs.utk.edu
Message-ID: <30fm7iINN94d@duncan.cs.utk.edu>
Source record: 31425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $300
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3895. Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 05:39:38 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <22801GLUTWJSPCSADPD@ars.ath.forthnet.gr>
Source record: 31414

IL>On my Falcon, I can't copy a folder from the internal hard disk
IL>to a floppy disk any longer: I get 2 bombs. I've had my Falcon
IL>for one year, and I've never had bombs before.
IL>I've been told that many Falcons have the same problem. Where
IL>does it come from?
IL>Vincent Lefevre
IL>email: vlefevre@ens.ens-lyon.fr

I bet your hard disk does a clicking sound and is VERY slow at times.

There is a lead that goes from the power supply to the motheboard right next to the hard disk. This lead (has several wires) passes right next to a component on the power supply (marked L2 i think, it is cylinder shape and has a wire that goes around it). If you take the wires and push them to the opposite side of the component the problem will be fixed.

After you done with the fix the best thing is to backup the boot partition, erase it and reinstall the driver.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3896. Re: Put my ST motherboard in my PC.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 05:52:22 UTC
From: normw@delphi.com
Message-ID: <pKxR6Be.normw@delphi.com>
Source record: 31424

Having remounted two ST's into tower cases, let me set you straight on a couple items. The main problem is finding a PC case that has room for the long ST motherboard. If you can find that, you're halfway there.

I use Teac 1.44 floppy drives....but only as 720K drives. There have been a couple of attempts at upgrading the ST to use 1.44, but i don't know if any have been successful. You don't use IDE drives...you just mount your host adapter card (I use ICD's) in the PC case and mount SCSI drives in there with it.

I invented a gadget called DEKA that lets you use PC keyboards with Atari's. It had been out of production until just this week. Another company has bought the design and it manufacturing them again. Call 516-473-2507 for info on it.

I am just now retiring my 1040 STe, which has been tower-mounted for three years, and replacing it with a Mega4, with ADSpeed, mounted in another tower case.

Norm normw@delphi.com

3897. Re: Falcon` DCD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 06:15:48 UTC
From: bammbamm@dswhq.omahug.org
Message-ID: <949_9407190357@dswhq.omahug.org>
Source record: 31268

In a message of <15 Jul 94 16:08:26>, Timothy Miller (1:286/2) writes:

TM> The next issue of Processor Direct magazine will have an article

When will this critter be available to the public???

~

3898. Re: Seagate ST-157N and AdSCSI Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 07:02:22 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.qji66cjYll2@albemuth.equinox.gen.nz>
Source record: 31433

In <1994Jul18.142849.17760@ibr.cs.tu-bs.de>, Harbaum writes:
>In <John_Collis.1rlt@equinox.gen.nz>, John Collis writes:
>>I now think that the AdSCSI Micro is not getting power. Can anyone
>>advise me how I could check this out?? (For those who don't know, it
>>sits on the SCSI connector of an embedded drive and gets powered from
>>the drive through the bus.) What pins in the SCSI bus carry power, and
>>what voltage?? Are there any other solder pads on the ICD unit where I
>>could connect a 5v or 12v power supply to??
>
>There's only one line that carries power: the termpwr-line powers the
>terminal resistors on the last SCSI unit. It is driven by the computer
>or host adaptor but usually not by the hard drive.

Yes, that's the impression I've had when I've read stuff about SCSI.
On the other hand, the ICD Host adaptor definitely expects to _get_
power from the disk drive via the SCSI bus. This is an AdSCSI Micro.
The Link and I assume the Link II do the same. Is this a bit of a
shortcoming??

Does anyone know whether the Seagate ST-157N is supposed to supply
voltage on the TERMPWR line of the SCSI bus?? I know the particular
one I am trying to get working, doesn't seem to be.

>The 'last' pin of most ic's is connected to 5V (e.g. pin 20 of an 74LS245 or 373).
>You may connect one of these chips to 5V.

Thanks, that's another option I hadn't thought of!

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

3899. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 08:37:25 UTC
From: lefevre@virtus.irit.fr
Message-ID: <30g3c5$ldp@irit.irit.fr>
Source record: 31428

In article <22801GLUTWJSPCSADPD@ars.ath.forthnet.gr>, mipap@ars.ath.forthnet.gr writes:
|> [...]
|>
|> I bet your hard disk does a clicking sound and is VERY slow at times.

Yes

|>
|> There is a lead that goes from the power supply to the motheboard right
|> next to the hard disk. This lead (has several wires) passes right next
|> to a component on the power supply (marked L2 i think, it is cylinder
|> shape and has a wire that goes around it). If you take the wires and
|> push them to the opposite side of the component the problem will be
|> fixed.
|>
|> After you done with the fix the best thing is to backup the boot
|> partition, erase it and reinstall the driver.
|>

I'll try. Thanks a lot.

Vincent Lefevre

3900. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 08:48:42 UTC
From: news.otago.ac.nz
Message-ID: <news.otago.ac.nz-190794114842@n056244.otago.ac.nz>
Source record: 31418

In article <2e214d96@master.ct.se>, stefan.andreasson@master.ct.se (Stefan Andreasson) wrote:

> Hi,
>
> I have read about a (simple ?) upgrade to get the ST(E) up to 12 MHz.
> It is supposed to be in a feature of ST_Format.
>
> Has anyone this issue ?? Which one is it ??? I want to get hold of this !!
>
> Regards Stefan

The article is about installing 12 Mbytes of memory into a [Mega] STe with the help of a board called Xtra-ram +8, and you need to have 4 megs to start with.

The article is from ST-format issue 57, I think thats march 1994

3901. Re: ST monitor to IBM monitor conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 08:50:14 UTC
From: ts0smu@orac
Message-ID: <1994Jul19.085014.8662@city.ac.uk>
Source record: 31427

Larry Loe (sunos@ephsa.sat.tx.us) wrote:
: Is there a way to convert an ST monitor to an IBM compatible monitor
: (color)? Is there a way to create a cable with the right pinouts?
: Thanks for any replys.
: Larry Loe

i would also like this information please thnx in advance please
email ts0smu@orac.sund.ac.uk or 27256@anon.penet.fi
m

3902. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 10:04:18 UTC
From: tmpmrd@eua.ericsson.se
Message-ID: <30g8f2$kh0@euas20.eua.ericsson.se>
Source record: 31426

In article EGOOEGWK@dksoft.ping.dk, Kim@dksoft.ping.dk (Kim Andersen) writes:
>
>Why do you want 12Hmz, when there's easy and cheap ways of getting 16Mhz on
>a straight ST or STE
>My HyperCache16 was installed in 2 seconds. Take out the old CPU and plugg
>in the new picked back print with the new CPU on it.
>What did take long time was to take all the screews out 8-)
>
How much does this thing cost and what has been your experience of compatability?
Is it possible to switch to 8Mhz?

Regards /Mehrdad

3903. For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 11:16:24 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Ct6pzC.ED7@bbc.co.uk>
Source record: 31429

All of these for sale notices are winding me up, not because they're there,
but because they fail to mention what country they are for sale in on the
title.
-David White

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

3904. Fitting double-sided disk drive to old 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 12:03:35 UTC
From: sffc1@central.susx.ac.uk
Message-ID: <30gfen$a4a@infa.central.susx.ac.uk>
Source record: 31431
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Are there any possible catches anyone knows of to watch out for when fitting a double-sided floppy drive from a 1040STF to an *old*-style 520STFM which previously had only a single-sided drive?

I assumed this would be completely simple, but tried it yesterday and the drive at first acted as single-sided, then eventually wasn't recognised at all.

Cheers,
Matt

PS - Where can I find a FAQ for this group (pref. in the UK)?

3905. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 12:20:24 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30gge8$mdf@bognor.barclays.co.uk>
Source record: 31430

```
In article <Ct6pzC.ED7@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
|>
|> All of these for sale notices are winding me up, not because they're there,
|> but because they fail to mention what country they are for sale in on the
|> title.
Didin't you realise that Internet == US only? :-)

--
+-------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3906. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 12:40:24 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Ct6tvD.F6D@bbc.co.uk>
Source record: 31432

Iain.Laskey@barclays.co.uk wrote:
: In article <Ct6pzC.ED7@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
: |>
: |> All of these for sale notices are winding me up, not because they're there,
: |> but because they fail to mention what country they are for sale in on the
: |> title.

: Didin't you realise that Internet == US only? :-)

Oh, yes. Silly me! How could I forget that? :-))

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

3907. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 14:25:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407191341.AA03316@ilmen.lanl.gov>
Source record: 31434

In article 30ehnoINN2cqm@rs1.rrz.Uni-Koeln.DE, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:
>
>Using the MALLOC() and MFREE() calls, I never had any problem
>like the one you describe. These functions are available in
>GFA 3.0 and later; they generate the corresponding GEMDOS calls
>without adornment as far as I could find out.

[Lots of good GFA tips deleted]

Thanks, Jan. I've already replied to the user having the problems by mail and pretty much told him what you said. Great minds think alike, eh? :) Although I admit, I am not in the habit of doing a ~FRE(0) as much as you suggest. It makes since though and sounds like a good practice.

Thanks to all who replied.

-Hutch- @ Fair Dinkum Tech

3908. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 14:58:32 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407191413.AA03322@ilmen.lanl.gov>
Source record: 31436

In article mdf@bognor.barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>In article <Ct6pzC.ED7@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
>|>
>|> All of these for sale notices are winding me up, not because they're there,
>|> but because they fail to mention what country they are for sale in on the
>|> title.
>
>Didin't you realise that Internet == US only? :-)

First of all, look at the email address of the poster. If it does NOT have a country designator (uk, de, au, etc) then you can bet the poster is sending from the USA.

Secondly, if it's a for sale ad, a good tip off is the currency in his/her asking price. Dollars, pounds, deutschemarks, yen, etc...

While I do not argue the fact that posting a country of origin in the ad or in the poster's signature would be a courtesy, I hardly think it a necessary requirement to do so in the subject line, IMHO.

And Ian, your tongue-in-cheek comment sounds like 'sour grapes' to me. :) The majority of postings on the Usenet come from users in the USA. It's only natural, then, for it to assume a certain US behavior norm. It's an understandable side-effect (although you don't have to like it). Besides, the international traffic in the Atari forums is significantly heavier than the other computer topics because of the preponderence of European Atari users. The apparent level of Atari support in the way of magazines, dealers, and products in Europe makes many US Atarians turn green. :)

What bothers ME about all these for-sale ads IS the fact that they are here. I'm not complaining about them being in the comp.sys topics, only that their preponderence indicates a further downward slide in the installed user base.

Ah, 'the times they are a changin.' <sigh>

-Hutch- @ Fair Dinkum Tech

3909. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 15:13:47 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <30gqjb$s9h@RW320B49.rz.fhtw-berlin.de>
Source record: 31437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you don`t say how the routines look like I see no change
for an answer. Maybe that you use "killed registers"?

Greetings HS

3910. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 16:13:43 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <30gu3n$9i8@lyra.csx.cam.ac.uk>
Source record: 31438

hutch@ilmen.lanl.gov (Hutch) writes:

>What bothers ME about all these for-sale ads IS the fact that they are here.
>I'm not complaining about them being in the comp.sys topics, only that their
>preponderence indicates a further downward slide in the installed user base.

Maybe they are selling their ST's to get a Falcon or Jaguar :) :)
Like me, except I bought a falcon without selling the ST first. Bad move
cash wise... :)

>Ah, 'the times they are a changin.' <sigh>
>-Hutch- @ Fair Dinkum Tech

Hopefully for the better...

Phil
Proud owner of Falcon030 (4/65+330)
Mega ST4 + SH205 (fine vintage and still going strong!)
520STFM (2.5m) soon to be sold :(
And now penniless (well OK, not quite...)
[E-mail pd@mole.bio.cam.ac.uk]

3911. form_keybd() and objc_edit()

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 20:37:52 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <30hdj0$l4v@acmex.gatech.edu>
Source record: 31291

I'm trying to use these two for editable text fields in a custom form_do() handler. I can't seem to get them to work at all. I'm using TOS 2.06. This is the abridged form of my code:

```
myform_do( tree, editobj )
OBJECT *tree;
WORD editobj;
{
WORD idx, events, key, clicks, newobj, etc... ;
static WORD msg[8];
/*
Supposed to turn on edit cursor in 1st field but it doesn't
*/
objc_edit( tree, editobj, 0, &idx, ED_INIT );
events = evnt_multi( etc. );
if ( events & MU_MESAG )
{
/*
This part works perfectly
*/
}
if ( events & MU_BUTTON )
{
objc_find( etc. );
if ( !form_button( tree, obj, clicks, &newobj ) )
{
return( newobj );
}
/*
This is how I'm handling editable field selections.
It works but not real well as text cursors get screwed
up after a while.
*/
if ( newobj != editobj )
{
objc_edit( tree, editobj, 0, &idx, ED_END );
edit_obj = newobj;
objc_edit( tree, editobj, 0, &idx, ED_INIT );
}
}
if ( events & MU_KEYBD )
{
/*
This does absolutely nothing to the editable fields.
```

```
*/
if ( !form_keybd( tree, editobj, 1, key, &newobj, &newkey ) )
{
return( newobj );
}
if ( newobj != editobj )
{
objc_edit( tree, editobj, 0, &idx, ED_END );
editobj = newobj;
objc_edit( tree, editobj, 0, &idx, ED_INIT );
}
if ( newkey )
{
objc_edit( tree, editobj, newkey, &idx, ED_CHAR );
}
}
}
```

Any suggestions will be greatly appreciated!

--

David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

3912. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 21:29:44 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <30hgk8$djq@news.rhrz.uni-bonn.de>
Source record: 31298

To all who don't follow the discussion on Atari Linux:

Linux has been ported to the TT and to the Falcon. STs with 68030 accelerators and the Medusa are not supported. ST(E)s without 68030 accelerators cannot be supported since there is no MMU to support virtual memory.

In my opinion, MiNT can be made so much unix-lookalike that only the possibility of having virtual memory is a real argument to favour linux over mint (but i feel it is indeed an extremly strong argument).

Greetings

M. Ritzert
--

3913. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 21:47:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGTWCJVC@ttgk.textlitho.nl>
Source record: 31294
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <30086f$frr@m1.cs.man.ac.uk> David Oldcorn wrote :

>Could anyone also explain why a program that works fine on 2M STe's won't work
>on some 4M STe's despite not making any different use of memory?

Some programs do not understand that screen memory lies at the end of the
memory. On a 2 Mb machine it will use up the last 32k of memory, any write
beyond that 32k lands in the unused 2Mb zone behind the real 2Mb of memory.
As the ST(E) generates DTACK (memory acknowledge) signals for the whole 4Mb
it won't do any harm. But when 4 Mb is present, writing beyond screen
memory lands in unused space and the system gives a 'bus error' (bombs
away..) I had several programs which did not run properly on a 4 Mb system,
by writing a small loader program which set up a new (larger) screen
somewhere else in memory and then launching the troublesome program solved
the problem.

On my TT nowadays it isn't a problem anymore because it can have up to 8 Mb
of ST RAM and this was never possible on a 'normal' ST...

Gert

--

-- --
Atari TT-Point
-- --

3914. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 22:12:47 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <30hj4v$of2@brachio.zrz.TU-Berlin.DE>
Source record: 31293

AFAIK there is only one bug in the GFA memory management, but what
a big, fat, hairy one. This sample listing is taken from
GFA_PTCH, which is available in several mailboxes (doc in german only)

```
' Compilerversion mit $m
' statt RESERVE
RESERVE 1000
$m 4711
' RESERVE damit's etwas schneller abst�rzt aber eigentlich unn�tig
' Die (**) Zeilen braucht man beim Interpreter, damit
' nach dem RESERVE auch wirklich danach (FRE() MOD 16) == 0 gilt
' minus 4: wegen Backtrailer bei rest16$ beim Compiler falls $m XXXX
' mit (XXXX MOD 16)<>0
rest16%=(FRE(0) MOD 16)-4 ! **
IF rest16%<0 ! **
ADD rest16%,16 ! **
ENDIF ! **
rest16$=STRING$(rest16%,0) ! **
' (FRE() MOD 16) == 0 jetzt erf�llt
str$="AHAH"
DO
@crash(str$)
LOOP
PROCEDURE crash(str$)
str$="OHOH"
RETURN
```

The remarks roughly say: Use $m instead of RESERVE in the compiler.
It crashes when a function/procedure is passed strings as call-by-value.
Since the strings have to be copied for this, a garbage collection can
occur. Under special conditions this causes a nasty crash (the system
usually locks up)

To avoid this, call a function that does something like

```
IF FRE()<2000
~FRE(0)
ENDIF
```

before every call of a procedure call that passes strings as call-by-value.
This avoids unreasonably frequent garbage collections that could slow
things down, but makes sure the call does not result in a garbage collection.
Since I did this, my GFA programs never crashed unpredictably again (BTW I mostly use
C now anyway). Call-by-reference is harmless BTW. I'm not sure about
local strings, I'm too careful to use any.

This bug has been known for years, but Frank Ostrofsky at GFA never fixed any bugs since about 1991 when they went for the DOS/Windows market, though they continued selling a buggy product. This single bug probably causes most GFA programs to run instably - unless you know the magic lines. Things like these really go against my programmer's soul. I heard GFA has big problems now. Hope they drown quickly :-)

Angrily,
Christian

3915. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-19 23:47:44 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.4RIDZBOHFfo@semprini.waterloo-rdp.on.ca>
Source record: 31303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>, Theo Janssen writes:
> For that reason, here is an idea of what COULD be done:
>
> (Note: it's just my personal idea, perhaps someone has a better solution)
>
> Following Groups:
>
> 1) comp.sys.atari.st /* already there ! */
> 2) comp.sys.atari.st.tech /* already there ! */
> 3) comp.sys.atari.st.advovacy /* already there ! */
> 4) comp.sys.atari.st.hardware /* Hardware related topics */
> 5) comp.sys.atari.st.software /* Software related topics */
> 6) comp.sys.atari.st.programming /* Programming the Atari's */
> 7) comp.sys.atari.st.mtask /* All about MiNT/MTOS/Mag!X/Geneva */
> 8) comp.sys.atari.st.games /* Games and Fun */

Is it just me, or should this be added to the FAQ?

Every couple of months (or so it seems) someone who's feeling jealous of
the PC and Amiga newsgroups suggests that we should create a zillion new
Atari newsgroups, as if it were some sort of competition. There are a
couple of problems with this:

1) People already cross-post inappropriately between comp.sys.atari.st
and comp.sys.atari.st.tech (like this message...).

2) Adding more newsgroups isn't going to create more traffic (except for
the inevitable cross-post-mania) or, for that matter, more interest
in Atari computers.

3) The current bandwidth in comp.sys.atari.* doesn't justify creating a
half-dozen more newsgroups.

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3916. Wow! (GNU C/C++ 2.6.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 01:22:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.ToddRZHeSZI@semprini.waterloo-rdp.on.ca>
Source record: 31304

Did you see the GNU C/C++ 2.6.0 announcement?

Atari SysV UNIX is now supported... what the hell!?!? There must be,
oh, a dozen users of Atari SysV UNIX (for the TT030) out there...

Last I heard, they still wouldn't include Jwahar Bammi's patches in the
main GNU C/C++ distribution (which is why he posts them to
atari.archive, usually a little while after FSF releases a new version)
for Atari TOS/MiNT support. Which AFAIK has probably 100,000x as many
users as Atari SysV... strange, eh? Must be because the configure
script won't (usually) run properly on an ST...

--
------------------==------------------
cherborth@semprini.waterloo-rdp.on.ca
Chris Herborth

3917. Re: Fitting double-sided disk drive to old 520STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 03:20:33 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <30i561$khq@mailer.fsu.edu>
Source record: 31305
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Matthew Platts (sffc1@central.susx.ac.uk) wrote:
> Are there any possible catches anyone knows of to watch out for when fitting a
> double-sided floppy drive from a 1040STF to an *old*-style 520STFM which
> previously had only a single-sided drive?
>
> I assumed this would be completely simple, but tried it yesterday and the
> drive at first acted as single-sided, then eventually wasn't recognised at
> all.

There are two instructional files on atari.archive.umich.edu that deal
with floppy drives. One is genflop.lzh, the other ibmflop.lzh (or something
like that). Grab the 0index file to find them. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

3918. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 06:57:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30ihsh$m5p@golem.wcc.govt.nz>
Source record: 31295

In article <30gu3n$9i8@lyra.csx.cam.ac.uk>, pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>>What bothers ME about all these for-sale ads IS the fact that they are here.
>>I'm not complaining about them being in the comp.sys topics, only that their
>>preponderence indicates a further downward slide in the installed user base.
>
>_Maybe_ they are selling their ST's to get a Falcon or Jaguar :) :)
>Like me, except I bought a falcon without selling the ST first. Bad move
>cash wise... :)

I think one thing that some one has forgot to think about, that its a good sign that these old Atari are being put up for sale, my reason is that they could still be used, not just trashed or put into the basement/garage and never used again..

A few people here would rather do just that, put them in there basement, be cause of what they payed for them and the low price they would get for them, so they don't sell them, funny logic that is...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3919. Re: HiSoft Basic 2 (ex. GFA memory management...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 07:44:47 UTC
From: error@stack.urc.tue.nl
Message-ID: <30iklf$7fv@tuegate.tue.nl>
Source record: 31297

THIETAVUO@FINABO.ABO.FI (Tommi Hietavuo TKKK) writes:

>Does anyone have experiences about HiSoft Basic 2? Is it worth the price (the
>quality and compatibility of the code, etc)? Good and bad sides?
>That compiler claims to support Speedo-GDOS, Falcon, MultiTOS, etc quite well.

I don't have HiSoft Basic 2, but I do have Power Basic, which supposedly
is Hisoft Basic 1. And this basic is really very good. I can have access
to the entire OS, I was even able to write some cookie routines. I heard
that version 2 is even better, so if you want to try HiSoft Basic is
might be a good idea to get the very cheap v1 first. You can upgrade
later. The best thing about HiSoft basic (and the reason why I bought
it) is that it is compatible with many basics, from ST-Basic to GW-Basic
(which is handy for the Natuur & Techniek simulation programs ;-)

Erlend.
--

3920. Re: Upgrading an STe to 2.5Mb?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 08:14:46 UTC
From: Bales_N@CIRAD.fr
Message-ID: <9407201503.AA00118@montp.cirad.fr>
Source record: 31296

CEO file contents:
Hi Ian,

I don't think you have a speed problem. In fact there is a bug/feature in ST memory management so you can only have 1/2, 1, 2, or 4Mb. All other combinations fail to work properly :(

However ther is a way to use your extra .5Mb. you need to boot with the program MEMFIX.PRG (or is it MEMMFIX ?) in your AUTO folder (first program). This one is available on the a.a.u.e. It has been said that there are sometimes incompatibilities with some programs, and games have to be booted after MEMMFIX. Also keep a backup boot disk because you won't be able to boot your Atari without this or taking out the 512Kb.

So you have the choice: either 2.5Mb and a few drawbacks, or you take out the 2x256Kb Simms and stick to a 2Mb configuration and you are completely compatible.

Hope this helps...

Wouldn't it be possible to connect a switch somewhere on the extra SIMMs to turn them on/off depending on whether you need the .5 or not ?

Nick

_)|||(_/ "I'm a poor lonesome traversier..."
.o'o. Nicolas Bales - Montpellier (France) : Bales_N@montp.cirad.fr
(-)
\u/ <ESPACE PUBLICITAIRE A LOUER>

3921. Re: Upgrading an STe to 2.5Mb?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 10:23:24 UTC
From: steve-j@teleport.com
Message-ID: <30itus$8pf@kelly.teleport.com>
Source record: 31299

In article <1994Jul13.132537.2957@nessie.mcc.ac.uk>,
Ian Pallfreeman <ip@nessie.mcc.ac.uk> wrote:

>My battered and ancient STe has had it's 4Mb of 60ns SIMMs removed to add to
>my Linux box. I still have the 4*256K SIMMs (which work fine) and recently,
>uh, liberated 2*1Mb 80ns (surplus from a Sun). I've tried replacing two of
>the 256K SIMMs in the STe to take it to 2.5Mb, but can't get it to work. The
>beast gets to the stage of loading the HD boot program, then stripes the
>screen and hangs.

The problem is that the STE's MCU assumes all installed SIMMs are of
the same size. I don't remember which bank is which, but the STE has
two RAM banks, arranged as:

rear of STE

```
----------************
|
Bank 1 ************---------
| |
----------************ Bank 2
|
************---------
```

front of STE

Like I said, I forget which bank is which, but if the first bank has
1MB SIMMs, the STE will assume any SIMMs in the second bank are also
1MB. If you put 256K SIMMs in the first bank, the STE will assume
any SIMMs in the second bank are also 256K SIMMs (this will work
with putting 1MB SIMMs in the second bank, but you'll end up with
only 1MB RAM total).

In order to use 2.5MB on an STE, you need one of the 'fixer' programs
(SIMMFIX/SIMMFIX2 was one, plus there was another one that I'm not
sure about the name on (it was on an ST FORMAT cover disk)). The docs
for these program SHOULD tell how how to install the SIMMs correctly
and then you just need to put the program as the first executed file
in your AUTO folder.

The way the fixer programs work is by having you put the 1MB SIMMs in
the first bank and the 256K SIMMs in the second bank, making the STE
think there's 4MB RAM total. The AUTO program just tells your
machine that the upper 1.5MB isn't available for use and then you
just HOPE all the software you run doesn't bypass TOS trying to use
that non-existant 1.5MB (some games do this, so if you want to play
them, you'll have to open your machine up and take the 256K SIMMs

out). Due to some of the problems that can occur, it's probably
better to either just use 2MB, or go ahead and upgrade it to 4MB.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3922. Re: Upgrading an STe to 2.5Mb?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 10:32:59 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <30iugr$hnt@clss3.bangor.ac.uk>
Source record: 31300

Ian Pallfreeman (ip@nessie.mcc.ac.uk) wrote:
: I've tried replacing two of
: the 256K SIMMs in the STe to take it to 2.5Mb, but can't get it to work.

You need simmfix.prg from a.a.u.e in directory Ste. This'll allow
TOS to recognise that you have 2.5Mb, otherwise it assumes you have
4Mb. When you've got your Ste set up with 2.5Mb you'll have to _always_
boot with simmfix whenever the Ste is turned on (or after a cold boot)....

Dylan
---
dbanarse@sees.bangor.ac.uk

3923. Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 12:45:02 UTC
From: reschke@uni-muenster.de
Message-ID: <30j68e$159l@obelix.uni-muenster.de>
Source record: 31301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
fixes a lot of small bugs in the last release from December (1.99).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3924. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 13:48:28 UTC
From: osantiag@sumac.gesd
Message-ID: <30j9vc$kga@cnn.MOTOWN.GE.COM>
Source record: 31302

Where can I find this Hypercache and how much is it.

orlando

osantiag@motown.ge.com

3925. Re: DSP56001 and FALCON030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 16:01:10 UTC
From: skaiser@uci.edu
Message-ID: <skaiser-2007940801100001@path2.medsurge.hsis.uci.edu>
Source record: 31306
Cross-posted to: comp.dsp,comp.sys.atari.st.tech

In article <30b80a$b80@boson.epita.fr>, wiecko_b@photon.epita.fr (bruno wieckowski) wrote:

> I'd like to know how to use the DSP56001'sin tables and what are the values
> represented ?

How to use: first enable the internal ROMs, so that they appear in your memory space.

```
ori #04,OMR ;enable Data ROMs
```

The 256 point 360 degree sine table will be mapped into y space at y:0100 - y:01ff. Setting up some pointers makes it easy.

```
move #$0100,r2 ;ROM sine table
move #$0001,n2
move #$00ff,m2
```

Then set n2 to be the integer offset into the table, and grab a point with something like this:

```
move y:(r2+n2),b
```

You can print out all 256 points for yourself, or they are documented in the Appendixof Motorola's document DSP56001/D. Order it. But briefly:

```
y:0100 = 0.0000000000 = 0 degrees
y:0140 = 0.9999998808 = 90 degrees
y:0180 = 0.0000000000 = 180 degrees
y:01c0 = -1.0000000000 = 270 degrees
y:01ff = -0.0245412998 = 359.? degrees
```

You can interpolate between points for more accuracy. --steve

3926. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 16:50:58 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30jkli$s3d@mother.usf.edu>
Source record: 31307

I've had this problem with not being able to copy folders to floppy before.

Your floppy is a preformatted DOS disk, right? That's the problem.

Reformat the disk from the desktop and it's guaranteed to work properly.

3927. Sound Recording???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 17:54:14 UTC
From: radams@phantom.wiltel.com
Message-ID: <30joc6$e4@gateway.wiltel.com>
Source record: 31308

I am looking for a way to record a sound source (from a cassette recorder or some other source via RCA plugs or otherwise) onto my Atari 520st. Do I need and expansion card of some sort? Is there a device which plugs into my midi inputs?

Any suggestions would be appreciated.

-=-
Robert Adams
Wiltel (Lan Lab - Plaza) Voice: 918-588-2643
P.O. Box 21348 FAX: 918-561-6292
Tulsa, OK 74121 e-mail: robert_adams@wiltel.com

** Oh isn't it a yummy, sunny day .... (NARF)! **

3928. Help! dead floppy after memory upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 18:06:27 UTC
From: daveh@netcom.com
Message-ID: <davehCt93Ms.Cq4@netcom.com>
Source record: 31309

Last night I spent several hours soldering 2 x 1Meg simms into a Mega ST (not E) after I had soldered the 50 or so wires from the simms to various points were the second bank of memory should be and adding the 3 33ohm resistors. The machine then ran fine of the hard disk but the floppy will not recognise most disks. After many tries I managed to copy a memory tester of a floppy. The memory tester reported no errors in either the original bank or the new bank of memory.

A few other facts:

Bank 1 is 16 120ns 1megabit drams (on mother board).

Bank 2 is 2 1Megx9 80ns simms (parity disabled) these are wired by short wires (<4inches) to the motherboard.

The new simms are located below the floppy but well insulated.

Is there any way my memory upgrade could have affected my floppy or is it just coincidence? If I do have a dead floppy can anyone recomend a good source for a new one? B&C and Best whant to chage $150 for a 720K drive!

Many thanks,

Dave.
(daveh@netcom.com or daveh@silvaco.com)

3929. Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 19:46:38 UTC
From: tasmeran@ars.ath.forthnet.gr
Message-ID: <28942JFKDHVETMCWUYB@ars.ath.forthnet.gr>
Source record: 31313

I am writing a big commercial application which requires the use of
many databases.
For the develloping i use TT030 and Pure C.
Everything was ok until i tried to run the (ready) program on a falcon
with 4MB ram/430MB IDE HD: The falcon OS didn't permit the openning of
more than 26 files at the same time!!!
Is there any way to increase this limit?
Thanks in advance.

Note 1: The Falcon OS is 4.04.
Note 2: The problem dosn't occurs on a MegaSte with 2 MB RAM or ST/TT
Note 3: I tried both Atari driver 6.06 and XHDI utilities.
Note 4: Maybe the number of 26 files seems too big to be reached, but
when you are using databases with four or five index files
eache...
Note 5: The same limit exist and under MultiTOS.
Note 6: For anyone is interested about: on a TT030 (TOS 3.01) is
possible to have 74 different file handles at once. On Falcon
only 26.
Note 7: For the test i used both open function of Pure C and Fopen of
GEMDOS.

Please, any idea ?

Kyriakos Tasos
Athens
Greece

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3930. Re: Wow! (GNU C/C++ 2.6.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 23:34:09 UTC
From: cavanaug@ecn.purdue.edu
Message-ID: <Ct9Isy.A1z@noose.ecn.purdue.edu>
Source record: 31311

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> Did you see the GNU C/C++ 2.6.0 announcement?

> Atari SysV UNIX is now supported... what the hell!?!? There must be,
> oh, a dozen users of Atari SysV UNIX (for the TT030) out there...

> Last I heard, they still wouldn't include Jwahar Bammi's patches in the
> main GNU C/C++ distribution (which is why he posts them to
> atari.archive, usually a little while after FSF releases a new version)
> for Atari TOS/MiNT support. Which AFAIK has probably 100,000x as many
> users as Atari SysV... strange, eh? Must be because the configure
> script won't (usually) run properly on an ST...

Bash 1.14 handles gnu configure scripts and it is available for MiNT.
On the following host.

machine ftp.germany.eu.net
macdef init
cd /pub/comp/atari-st/mint

Im all for GNU adding support for MiNT. Maybe for the 2.6.x release
but Im not holding my breath..........

John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University

Lord, grant that I may always desire more than I can accomplish.
-- Michelangelo

3931. COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-20 23:59:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <30kdo4$s9@golem.wcc.govt.nz>
Source record: 31310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well after playing with a Demo version of Coma 210
plus the early ones, it looks like it could be the best
Fax program for the Atari...

Good Points....

1. Has a built in Text Editor, I have not found this with otheres
that I have managed to play with..

2. Very Easy to use...

3. Uses IMG format for pictures, well supported for the Atari..

4. Can access Fax messages remotely, I think this is a first..

5. Works in Medium Res, some otheres don't..

6. Built in debuger..

Bad Points..

1. Doc's are all in German, a Big minus here...

2. No class 1 support, not a big minus if you buy a good modem..

3. No Voice support for Linelink modems, or any support for Linelinks..?

So have any otheres have any other Faxinfos, good points bad points..

Just my 10c worth....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3932. WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 04:06:04 UTC
From: merlin@pacush.frmug.fr.net
Message-ID: <7747599@pacush.frmug.fr.net>
Source record: 31331

Could anybody send me a binary dump of eproms of the TOS 1.62
TOS 2.6 and TOS 3.6 (or only one of them) , I've the french
versions but i need the english ones . For using with a JUNIOR
PROMMER (add a recent version of this soft if you have) .
I've made some modifications on the frenchs tos what I would
take on the english versions.

My MAIL ADRESS is :

Regis BAUSSIN
21 Rue TREZEL
92300 LEVALLOIS
FRANCE

If I succeed you will receive the fixed versions.

I search a sailor of the "AJAX" chip , the HD 1.44Mo FDC , at low
price for 1 to 10 units , maybe more .

What the "rate" of the comp.sys.atari.st.hardware ?

Thanks.

3933. Re: Strange bugs on ST with HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 04:40:10 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <30ku7a$eq4@golem.wcc.govt.nz>
Source record: 31312
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Another little Hard-Drive tip I've found.....

Often, when using the ICD-Booter, holding down ALTERNATE won't always boot from the AUTO folder of the disk in drive A:. So, to fix this problem, do a keyboard-cold reset (Control+Alternate+Right Shift+Delete), and then when the drive light blinks off for the 1st time after the reset hold down ALTERNATE for about 2 seconds (Until the hard-drive blips and stops), and about 95% of the time, the AUTO folder will be booted from, not just the boot-sector!

Turning the machine off & on again never seems to work....

(Small variations work as well, but this seems to be okay....)

3934. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 07:13:06 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30l762$g6v@golem.wcc.govt.nz>
Source record: 31315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30j68e$159l@obelix.uni-muenster.de>, reschke@uni-muenster.de (Julian Reschke) writes:
>Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
>available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
>fixes a lot of small bugs in the last release from December (1.99).
>

>Julian F. Reschke, Hensenstr. 142, D-48161 Muenster

Julian plus otheres that put files on Archive sites, Please Please could you rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA extensions can't be access via most Gopher servers, this due to Admin staff not setting up the Tables to reconise these extensions as Binary files...

The same I have found with Jpeg files, Gopher servers think these are Text files and not <Picture>...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3935. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 07:20:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30l7k5$g6v@golem.wcc.govt.nz>
Source record: 31314

In article <30j9vc$kga@cnn.MOTOWN.GE.COM>, osantiag@sumac.gesd (Orlando Santiago, x7822) writes:
>Where can I find this Hypercache and how much is it.
>
>orlando
>
>osantiag@motown.ge.com

ICD were selling out ADspeed, its also a 16 mhz Turbo 68000 with 32k of Cache, the STE version can also have a FPU...

Easy to install and the ST/Mega version is very small....

The ST version was going for $100us, far cheaper than Hypercache...!!!

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3936. Re: Sound Recording???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 08:38:03 UTC
From: steve-j@teleport.com
Message-ID: <30lc5b$ceh@kelly.teleport.com>
Source record: 31317

In article <30joc6$e4@gateway.wiltel.com>,
Robert Adams <radams@phantom.wiltel.com> wrote:

>I am looking for a way to record a sound source (from a cassette recorder
>or some other source via RCA plugs or otherwise) onto my Atari 520st. Do I
>need and expansion card of some sort? Is there a device which plugs into my
>midi inputs?

You need to buy one of a variety of audio sampler cartridges --
Microdeal's REPLAY series of cartridges seem to be the main ones
available. They plug into the ST's cartridge port and have RCA
phono jacks on them. New, they cost anywhere from $50 to $100+
depending on which one you buy (basic 8-bit mono, 8-bit stereo,
or 16-bit). Used, you can sometimes find the basic 8-bit mono
sampler cartridges for $30 or less.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3937. If you love ATARI : read this !!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 08:48:56 UTC
From: jcmonier@saclay.cea.fr
Message-ID: <30lcpo$19m@anemone.saclay.cea.fr>
Source record: 31318

ATARI MEGA ST 2 System :

- 2 Mo RAM
- 68000 / 8 Mhz ... etc

Equipe de / come with :

- ATARI SM 124 : moniteur monochrome / monochrome hi-res monitor
- ATARI MEGAFILE 44 : disque dur / hard disk unit
- souri ATARI d'origine / original ATARI mouse

Avec soft suivants / with these software :

- Steinberg CUBASE : sequenceur + editeur de partitions / sequencer + scores editor
- Steinberg SYNTWORKS D : editeur de sons pour / sounds editor for Roland D10/D20/D110
- Band in a Box : arrangeur/sequenceur
- STE Compte : gestion financiere personnelle / personnal financial gestion
- compilateur C / C compiler
- Xlisp : interpreteur Lisp / Lisp interpreter
- bien d'autres freeware et shareware / some other software in free or shareware

L'ensemble est vendu en parfait etat et avec toutes les documentations.
All things are sale in very mint condition and with all books.

```
+-------------------------------------------------------------+
| |
| FAIRE OFFRE PAR E-MAIL A / MAKE OFFER BY E-MAIL TO : |
| |
| jcmonier@muguet.saclay.cea.fr |
| |
+-------------------------------------------------------------+
```

Nota bene : toute proposition sera prise en compte / all offer take all my attention.


```
___ _____
.'/,-Y" "~-.
l.Y ^. DON'T USE DRUGS BUT... USE CONDOMS :-)
/\ _\_
i ___/" "\
| /" "\ o !
l ] o !__./ MONIER Jean-Christophe
\ _ _ \.___./ "~\ E-Mail : jcmonier@muguet.saclay.cea.fr
X \/ \ ___./ MS-Mail: monier@ulysse.cea.fr
( \ ___. _..--~~~" ~`-.
` Z,-- / \ ATHESA France
\__. ( / ______) Agence C.E.A. - Defense
\ l /------~~" / BP 28
```

Y \ / 91192 GIF SUR YVETTE
| "x_____.^ Fax : (1) 69.08.87.55
| \ Tel : (1) 69.08.56.41
j Y

3938. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 09:18:11 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtA9or.5qB@westminster.ac.uk>
Source record: 31319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <30j68e$159l@obelix.uni-muenster.de>, reschke@uni-muenster.de (Julian
Reschke) writes:
: >Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
: >available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
: >fixes a lot of small bugs in the last release from December (1.99).
: >

: >Julian F. Reschke, Hensenstr. 142, D-48161 Muenster

: Julian plus otheres that put files on Archive sites, Please Please could you
: rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
: extensions can't be access via most Gopher servers, this due to Admin staff
: not setting up the Tables to reconise these extensions as Binary files...

: The same I have found with Jpeg files, Gopher servers think these are Text
: files and not <Picture>...

They can be at hensa 8). I made sure of this as soon as I started here.
;-).

gopher address: micros.hensa.ac.uk

Gemini 2 / 1.999 will be making an appearance here later on today.

Danny.

: Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
: r.sheppard5@genie.geis.com
:
: GEnie - r.sheppard5
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

3939. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 09:27:07 UTC
From: chris-m@pz-oekosys.uni-kiel.d400.de
Message-ID: <chris-m.88.00097409@pz-oekosys.uni-kiel.d400.de>
Source record: 31316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30kdo4$s9@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
Hi!

>Bad Points..
>1. Doc's are all in German, a Big minus here...
If you are interested why don't you ask the author to translate it? I think that can't be the problem. (It's just a question of time.)

Christian

****
* Christian Mittendorf * Phone: +49 - (0)431 - 338838 ||| *
* Manrade 41 * eMail: christian_mittendorf@ki.maus.de / | \ *
* 24106 Kiel-Germany * chris-m@pz-oekosys.uni-kiel.d400.de ATARI F030 *
****

3940. Re: Help! dead floppy after memory upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 10:37:28 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30lj58$i2n@golem.wcc.govt.nz>
Source record: 31320

In article <davehCt93Ms.Cq4@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
>Last night I spent several hours soldering 2 x 1Meg simms into a Mega ST
>(not E) after I had soldered the 50 or so wires from the simms to
>various points were the second bank of memory should be and adding
>the 3 33ohm resistors. The machine then ran fine of the hard disk but
>the floppy will not recognise most disks. After many tries I managed
>to copy a memory tester of a floppy. The memory tester reported no
>errors in either the original bank or the new bank of memory.

Gee 50 wires, there are only 30 pins on a SIMM board, and most of these
pins are connected together, plus 8 more for the upper data bank and one more
for the bank select line, no way near 50 wires....

You did stick the SIMMS on top of each other..?

I can't see how a memory upgrade can affect the disk drive unless you don't
have 5 volts and may be 12 volts for the drive, or the track alignment
has got out some way or another, does it work with its own new formated
disks..??

>
>Dave.
>(daveh@netcom.com or daveh@silvaco.com)

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3941. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 10:57:58 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.774788278@echo>
Source record: 31321

tasmeran@ars.ath.forthnet.gr writes:

>The falcon OS didn't permit the openning of
>more than 26 files at the same time!!!
>Is there any way to increase this limit?

yes try the good old FOLDERxxx.PRG for the AUTO folder.
This program will increase the buffers for Malloc and Filehandles.
AFAIK it works on _all_ TOS related OS's.

Bye Wolfgang

3942. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 11:33:24 UTC
From: reschke@uni-muenster.de
Message-ID: <30lme4$1jdd@obelix.uni-muenster.de>
Source record: 31322

In article g6v@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
> Julian plus otheres that put files on Archive sites, Please Please could you
> rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
> extensions can't be access via most Gopher servers, this due to Admin staff
> not setting up the Tables to reconise these extensions as Binary files...
>
> The same I have found with Jpeg files, Gopher servers think these are Text
> files and not <Picture>...

Sorry, but Steve wants to have Gemini self-extracting, and he win't change
that just because there's one program on the net which can't access them.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

3943. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 12:27:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30lpj1$7hl@percy.cs.bham.ac.uk>
Source record: 31323

wz@echo.chem.TU-Berlin.DE (Wolfgang Zweygart) writes:
>tasmeran@ars.ath.forthnet.gr writes:
>
>>The falcon OS didn't permit the openning of
>>more than 26 files at the same time!!!
>>Is there any way to increase this limit?
>
>yes try the good old FOLDERxxx.PRG for the AUTO folder.
>This program will increase the buffers for Malloc and Filehandles.
>AFAIK it works on _all_ TOS related OS's.
>

Except the original poster also tried under MultiTOS, and as far as I
know, MTOS doesn't need FOLDRxxx (because the MTOS memory management
is completely different from TOSes).

Still, it could be worth a try.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3944. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 13:20:34 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.774796834@echo>
Source record: 31324

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>>The falcon OS didn't permit the openning of
>>>more than 26 files at the same time!!!
>>>Is there any way to increase this limit?
>>yes try the good old FOLDERxxx.PRG for the AUTO folder.

>Except the original poster also tried under MultiTOS, and as far as I
>know, MTOS doesn't need FOLDRxxx (because the MTOS memory management
>is completely different from TOSes).

yes the memory managemanet is different, FOLDERxxx will change this to a
static managment (for open folders and open files).
As FOLDERxxx only acesses documented TOS variables (AFAICR) it should work
with MiNT and MTOS.

You may also give the famous harddisk driver HUSHI a try. There you can
set the maximum space allocated for such things...

Bye Wolfgang

3945. Re: More Atari Newsgroups !?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 13:30:46 UTC
From: tj@aiscube.AIS-dortmund.de
Message-ID: <30lta6$cds@aiscube.AIS-Dortmund.DE>
Source record: 31326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <2vjdqt$p8p@aiscube.AIS-Dortmund.DE>, Theo Janssen writes:

: Is it just me, or should this be added to the FAQ?

Don't know, what do YOU think ?? ;-)

: 1) People already cross-post inappropriately between comp.sys.atari.st
: and comp.sys.atari.st.tech (like this message...).

Yep, that's true. Anyway:

- i never ment to create more groups for cross-posting.

IMHO this is a problem of those "cross-posting maniacs", not a problem
of the net. But _just beacuse_ there is so much cross-posting here, it's
probably useful to have more groups. With just two most used groups here,
i believe we have a very "crossposting-friendly" enviroment.
Think about it ....

: 2) Adding more newsgroups isn't going to create more traffic (except for
: the inevitable cross-post-mania) or, for that matter, more interest
: in Atari computers.

- i never ment to create more groups to create more traffic or more interest
for Atari computers.

Seem's you really have a problem with cross-posting/cross-posters, but
as i said; Crosspostings are created by users, not by more groups.
For that reason it's IMHO not a solution to avoid cross-postings by
having only a few groups. Where is the end ? Only one group, so we
don't have crospostings anymore !!???

: 3) The current bandwidth in comp.sys.atari.* doesn't justify creating a
: half-dozen more newsgroups.

What bandwith DOES justify more groups ? 10 Articles/per Day ? 100 ? 1000 ?
and who decides which bandwith does justify more groups ?

My idea was, to create more groups, so that everybody can read and write
in sections of special interest, he or she is interested in, relating to
Atari-Computers. Just have a look now at c.s.a.s and c.s.a.s.t and count
all those "for sale ..."- or "where can i find ...."- or "what program to
use .."- articles, mixed together with articles of people who disuss
heavy programming-problems or whatever.
Don't get me wrong, it's really ok that people ask. At least that's of
course what this net is for, but why EVERYTHING in just two main groups

and than often in both groups at the same time (yes, cross-postings) ???!!!

Answer: Because there ARE only two mainly used groups !

I personally would really enjoy to have a section of which i know, here
i can read all those things about my Atari i'm interested in.

But maybe, this disussion is useless, because nobody has contacted me
yet, and i won't do all the work alone, that's for sure.
If so, we'll keep on having two mainly used groups, and you can keep
on being annoyed about cross-posting .. (sorry, couldn't resist)

cheerio Theo

--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-dortmund.de | MausNet : Theo Janssen@UN
--------------------Don't force it, use a bigger hammer !----------------------

3946. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 13:35:32 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30ltj4$r0d@msuinfo.cl.msu.edu>
Source record: 31325

In article <30lme4$1jdd@obelix.uni-muenster.de>, reschke@uni-muenster.de
(Julian Reschke) writes:
>In article g6v@golem.wcc.govt.nz, sheppard_r@ix.wcc.govt.nz (Roger
>Sheppard.) writes:
>> Julian plus otheres that put files on Archive sites, Please Please could you
>> rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
[...]
>Sorry, but Steve wants to have Gemini self-extracting, and he win't change
>that just because there's one program on the net which can't access them.

What's the big problem? Why doesn't some who has the self-extracting
archive just ZIP (or whatever) the archive so it can be accessed by *all*
systems. Un-ZIPping it would then leave you with the original
self-extracting file, and everyone would be happy.

Tom
hopper_t@msupa.pa.msu.edu

3947. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 14:45:26 UTC
From: hjv@phil.ruu.nl
Message-ID: <30m1m6$5c2@chico.staf.phil.ruu.nl>
Source record: 31327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

reschke@uni-muenster.de (Julian Reschke) writes:

|Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
|available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
|fixes a lot of small bugs in the last release from December (1.99).

Yeah!!!! God bless Julian and companions!!! The best news of the week...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

3948. strange crashes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 15:12:46 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30m39e$j87@msuinfo.cl.msu.edu>
Source record: 31328

Hi! My system just crashed for no apparant reason, and I was hoping someone would have an explanation.

What happened is that two characters I typed started being printed repeatedly to the screen, until the program I was in (Storm) crashed back to the desktop, then in few seconds bombs appeared and everything hung.

I'm working on a MegaSTE 4, but this isn't the first time I've encountered this problem; back on my 1040STfm this used to happen periodically, mainly in WordUp. I don't *think* it's a virus, as I have Protect6 and it doesn't give me any warnings (except when unarching ZIP and ZOO files). Anyone else ever have this problem? Know what it is? Could it have something to do with Warp9 (or QuickST, as I think it did it before I got Warp9, too)? Version 3.75 on Warp9, BTW.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

3949. Minixfs Turbo mode

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 15:55:38 UTC
From: ralunsfo@unccsun.uncc.edu
Message-ID: <30m5pq$fnb@news.uncc.edu>
Source record: 31329

How do I go about turning off turbo mode in Minixfs? It says in the docs that this will improve stability on a Falcon, but not how to do it. Also, while I'm asking, what is (where is) the LISP "stuff" that most of the editors seem to need, but do not include?

Russ
ralunsfo@unccsun.uncc.edu

3950. Mega ST4 Memory Map?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 18:05:17 UTC
From: nemetz@bigdog.engr.arizona.edu
Message-ID: <30mdct$9a2@news.CCIT.Arizona.EDU>
Source record: 31330

I want to test some DRAM and a DRAM controller I recently got from surplus by adding 2Meg of RAM to my Mega ST4. I will use the internal Expansion Bus.

I know that the memory space: $C00000 - $CFFFFF is free for me to use. This is only a 1 meg space; does anyone know if the Mega ST has anything mapped into the 1 Meg memory space after (or before) the $C00000-$CFFFFF space? I'll page in and out 1 Meg chunks of memory if I have to, but I rather not.

I don't care if I use parts of the memory map that Atari has reserved as long as there are no hardware conflicts.

Thanks for any help,
Brian K. Nemetz

3951. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 21:48:13 UTC
From: daveh@netcom.com
Message-ID: <davehCtB8KE.3nn@netcom.com>
Source record: 31332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: Julian plus otheres that put files on Archive sites, Please Please could you
: rap them up with say LZH/ZOO or ZIP, this is because TOS/PRG/ACC/TTP and MSA
: extensions can't be access via most Gopher servers, this due to Admin staff
: not setting up the Tables to reconise these extensions as Binary files...

: The same I have found with Jpeg files, Gopher servers think these are Text
: files and not <Picture>...

Self extracting TOS acrchives are much nicer. Saves all that tedious
looking around for the correct archiver, I wish all archives were self
extracting.

Dave.
```

3952. Re: Help! dead floppy after memory upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 22:51:39 UTC
From: daveh@netcom.com
Message-ID: <davehCtBBI4.AuA@netcom.com>
Source record: 31333

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <davehCt93Ms.Cq4@netcom.com>, daveh@netcom.com (Dave Halliday) writes:
: >Last night I spent several hours soldering 2 x 1Meg simms into a Mega ST
: >(not E) after I had soldered the 50 or so wires from the simms to
: >various points were the second bank of memory should be and adding
: >the 3 33ohm resistors. The machine then ran fine of the hard disk but
: >the floppy will not recognise most disks. After many tries I managed
: >to copy a memory tester of a floppy. The memory tester reported no
: >errors in either the original bank or the new bank of memory.

: Gee 50 wires, there are only 30 pins on a SIMM board, and most of these
: pins are connected together, plus 8 more for the upper data bank and one more
: for the bank select line, no way near 50 wires....

: You did stick the SIMMS on top of each other..?

Well no I found it more fiddly wiring the address lines together on
the simm so I just soldered then to the motherboard. This was still
easyer than desoldering 16 chip locations and a damn sight
cheeper. ($55 for some second hand simms and a pile of shredded ribbon
cable.)

: I can't see how a memory upgrade can affect the disk drive unless you don't
: have 5 volts and may be 12 volts for the drive, or the track alignment
: has got out some way or another, does it work with its own new formated
: disks..??

I solved this also, when removing the floppy I disturbed my GCR extra
shielding (ie. pile of baking foil) so that it was rubbing on the
motor wich slowed things down just enough to cause problems.

Dave.

3953. PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-21 23:30:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtBDAv.C2x@cix.compulink.co.uk>
Source record: 31334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Apparently usenet messages haven't been forwarded from CiX in recent days, so you've all been spared my comments ;-)

However I'll report the following one just in case it didn't get through:

I'm seriously thinking of getting a PAK3/33 accelerator fitted in my MSTE. This is mainly because I'd like it to run faster, and also so that I can use Virtual Memeory using something like Outside.

I'd be very interested in hearing from any users who have PAK acelerators of any type in their STs, especially if they are using VM drivers like Outside.

I'd also be very interested in hearing from users of *any* type of Atari using *any* type of VM driver.

The programs I'd want to use under VM, would mainly be MiNT/MTOS and GCC. OTOH I'd still like the machine to be as ST compatible as possible as there are other ST applications I use. However its mainly with GCC I have memory problems.

I have heard that GCC doesn't like Outside. Anybody got it to work?

Thanks

Roland.

@CiX

PS I *have* thought about buying a Falcon, but aren't very impressed with it. All the reports so far indicate the PAK3 is faster than the Falcon, and anyway many of the advantages of the Falcon I wouldn't use (sound, graphics etc), or are already built into the MSTE (1.44 floppy). However I am more than willing to listen to arguments in the Falcon's favour ;-)

3954. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 00:07:15 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul22.000715.12010@abo.fi>
Source record: 31335

In <30e53c$6f0@irit.irit.fr> lefevre@virtus.irit.fr writes:

> |> >On my Falcon, I can't copy a folder from the internal hard disk
> |> >to a floppy disk any longer: I get 2 bombs. I've had my Falcon
> |> >for one year, and I've never had bombs before.

> I don't use TCACHE. I've even tried with NO auto program/accessory (by
> pressing CTRL while booting). And I've got 2 bombs.
>
> But with Kobold 2, there is no problem.
>
> Does anyone else have the same problem ?

The problem really exists - in virtually every Falcon I know... =-(
Its origin is a bit unclear for me yet, but some things are clear. It isn't related to Tcache or any utility program. It's a bug of TOS 4.

Curiously enough, it _only_ occurs when trying to copy folders from HD to certain types of 1.44 MB floppies. I may be wrong, but this is the theory: TOS 4 bombs, if you use a PC-formatted (e.g. unused, pre-formatted) disk. A disk with NO Atari-specific info, that is.. I guess, disks formatted on Mac might have the same problem. One thing is certain, however. Disks I format with E-Copy (great copy/format prg!) don't bomb - ever... Neither do FastCopy formatted disks, I think. So, you can draw your conclusions - and try if I was right or not...

Strange but true: when I format a 100% IBM-compatible 1.44 MB floppy with E-Copy 1.63, it won't bomb... When I format a similar disk under MS-DOS, it bombs. So, there is some difference somewhere.

> email: vlefevre@ens.ens-lyon.fr

3955. popup menus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 01:19:24 UTC
From: millert@grad.csee.usf.edu
Message-ID: <30n6qs$8pc@mother.usf.edu>
Source record: 31336

Could someone help me with pop-up menus?

What do you make in the resource editor and how is it structured?

What do you do in your program source code? What do I do with the return values of the calls I make?

Could someone give me an example of the whole process of making a popup menu and attaching it to a dialog?

Thanks.

3956. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 04:24:49 UTC
From: daveh@netcom.com
Message-ID: <davehCtBqxE.8oy@netcom.com>
Source record: 31338

```
: What's the big problem? Why doesn't some who has the self-extracting
: archive just ZIP (or whatever) the archive so it can be accessed by *all*
: systems. Un-ZIPping it would then leave you with the original
: self-extracting file, and everyone would be happy.

This is silly and defeats the whole idea of a self extracting
archive. It seems to me that the problem is not in the archives but in
the gopher servers. I really do wish all archives were self extracting.

Dave.
```

3957. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 05:14:41 UTC
From: abarbiero@delphi.com
Message-ID: <hi3TS55.abarbiero@delphi.com>
Source record: 31337

<Iain.Laskey@barclays.co.uk> writes:

>|> Yes, but a lot of Windows software will run (and run FASTER!) in
>|> non-protected mode, so it's NOT worthless. There's also the
>|> fact that Falcon Speed 286 is a PDS board and the Falcon's PDS
>|> is only 16-bit -- it was just a MUCH easier and less expensive
>|> project. The 486 board they have coming out may require some
>|> soldering.
>As a case in point, a Uk magazine reviewed it when it came out last year and
>found you could run Word for Windows on it at a useable speed.

The IBM 486SLC2-66 is a VERY nice chip and only has a external 16bit
bus. On the average SLC2-66 I put together for the PC consuming
individuals I work for I can get 25 FPS in DOOM (using their TIMEDEMO)

More than acceptable. The emphasis for a PC-on-a-card for the Falcon
should be GAMES compatability.... after all, that is all they are used
for anyway.

Andreas@AEO

3958. Re: Minixfs Turbo mode

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 07:24:13 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Jul22.072413.6662@cc.ruu.nl>
Source record: 31244

In article fnb@news.uncc.edu, ralunsfo@unccsun.uncc.edu (Russell A Lunsford) writes:
>
>How do I go about turning off turbo mode in Minixfs? It says in the docs that
>this will improve stability on a Falcon, but not how to do it.

As far as I know, you have to change this in the source and recompile.
I looked at it once. You should only have to change one constant,
but I don't remember which...

Richard.

3959. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 08:27:52 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30nvu8$nhj@percy.cs.bham.ac.uk>
Source record: 31339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>reschke@uni-muenster.de (Julian Reschke) writes:
>
>|Gemini 2, Release 1.999 (tonight I'm gonna party like it's 1999) now is
>|available from ftp.uni-muenster.de, pub/atari/Gemini/gmni1999.tos. It
>|fixes a lot of small bugs in the last release from December (1.99).
>
>Yeah!!!! God bless Julian and companions!!! The best news of the week...

It is *excellent* news! I've replaced the MTOS desktop and it works
fabulously well, and the colour icons work properly in 16-bit and
24-bit modes etc etc.

Now, if only there was a complete English translation available...

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3960. Re: Minixfs Turbo mode

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 08:34:04 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <30o09s$nl6@percy.cs.bham.ac.uk>
Source record: 31340

ralunsfo@unccsun.uncc.edu (Russell A Lunsford) writes:
>
>How do I go about turning off turbo mode in Minixfs? It says in the docs that
>this will improve stability on a Falcon, but not how to do it. Also, while
>I'm asking, what is (where is) the LISP "stuff" that most of the editors seem
>to need, but do not include?

You don't want non-turbo mode. Really. You do need to patch your MiNT
kernel to include the addrootimeout patches - get one of the
Mega-patches from atari.archive.

The emacs lisp files are found in the full emacs source distribution,
which can be found in any good ftp site (and probably some bad ones
too).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

3961. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 08:41:06 UTC
From: lefevre@virtus.irit.fr
Message-ID: <30o0n2$hkr@irit.irit.fr>
Source record: 31241

Thanks to everybody who answered.

I've reformatted a disk from the desktop, and copied a folder
without any problem.

So there is a difference between MS-DOS format and GEMDOS format.
But I've read in the docs that the GEMDOS format was 100% MS-DOS
compatable.

Vincent Lefevre, vlefevre@ens.ens-lyon.fr

3962. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 11:33:26 UTC
From: steve-j@teleport.com
Message-ID: <30oaq6$fgh@kelly.teleport.com>
Source record: 31242

In article <7747599@pacush.frmug.fr.net>,
Regis Baussin <merlin@pacush.frmug.fr.net> wrote:

>Could anybody send me a binary dump of eproms of the TOS 1.62
>TOS 2.6 and TOS 3.6 (or only one of them) , I've the french
>versions but i need the english ones . For using with a JUNIOR
>PROMMER (add a recent version of this soft if you have) .
>I've made some modifications on the frenchs tos what I would
>take on the english versions.
>
>My MAIL ADRESS is :
>
>Regis BAUSSIN
>21 Rue TREZEL
>92300 LEVALLOIS
>FRANCE
>
>If I succeed you will receive the fixed versions.
>
>I search a sailor of the "AJAX" chip , the HD 1.44Mo FDC , at low
>price for 1 to 10 units , maybe more .
>
>What the "rate" of the comp.sys.atari.st.hardware ?
>
>Thanks.

You ARE aware that what you are asking for is entirely illegal,
don't you? Or do you make it a point to also pirate every
piece of software ever written???

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3963. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 11:59:13 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30ocah$3vs@bognor.barclays.co.uk>
Source record: 31245

The TOS ROMS are copyright and what you are asking is very illegal. Stop it!

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3964. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 12:55:00 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Jul22145500@issan.informatik.uni-dortmund.de>
Source record: 31247

In article <5971LYAMHDUICIKKAT@ars.ath.forthnet.gr>, tasmeran@ars.ath.forthnet.gr writes:

|> In all the tests (on MegaSTE, ST, TT & Falcon) i have used FOLDR330.PRG
|> but the problem on Falcon with max of 26 opened files remains.
|> I believe that only a system patch (as Winx for 8 windows limit) can
|> solve the problem. Is anything like this on road???

Under MiNT, one process can only have upto 32 files open at one time,
including the first six reserved numbers, leaving 26 files for the
user. (You can also use the first six handled with some tricks.)
Most modern Unix's have a limit of 256 files per process. If you
really need more files you should try a more sophiticated management
that tries to close some currently unused file descriptors. Note that
if the files are all on a TOS filesystem, there is a *global* limit of
about 80 open files, which is imposed by GEMDOS. Thus if there are
three processes that each have 26 files open on a TOS filesystem, a
fourth process could only open two more files. But if you use other
filesystems (like MinixFS) there is no global limit (other than
available memory).
--
+---+
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

3965. Faulty Floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 13:07:32 UTC
From: ptucker@scu.edu.au
Message-ID: <CtCF4K.2nw@scu.edu.au>
Source record: 31248

My Mega 4 STe has of late been having trouble formatting disks
particularly to 1.44 Meg. It most often reads the 720k disks from
my 1040STfm but has great difficulty reading disks from a friend's
Mega STe at either 720 or 1.44.
I ran a speed test on the drive and it returns approx. 302 most of
the time but every now and then the speed drops to 251/266/258.
The average speed is always around 290 rpm (my 1040 averages 302)
Does anyone know what may be the cause of this intermittent speed
drop? -shot drive motor?- and would this speed drop account for
the inability to format/read?
Any advice greatly appreciated,
Peter

--
Peter Tucker
ptucker@scu.edu.au
--
Peter Tucker
ptucker@scu.edu.au

3966. Re: Faulty Floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 13:45:01 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <30oigt$11fb@msuinfo.cl.msu.edu>
Source record: 31249

In article <CtCF4K.2nw@scu.edu.au>, ptucker@scu.edu.au (Peter Tucker) writes:
>My Mega 4 STe has of late been having trouble formatting disks
>particularly to 1.44 Meg. It most often reads the 720k disks from
>my 1040STfm but has great difficulty reading disks from a friend's
>Mega STe at either 720 or 1.44.
>I ran a speed test on the drive and it returns approx. 302 most of
>the time but every now and then the speed drops to 251/266/258.
>The average speed is always around 290 rpm (my 1040 averages 302)
>Does anyone know what may be the cause of this intermittent speed
>drop? -shot drive motor?- and would this speed drop account for
>the inability to format/read?
>Any advice greatly appreciated,
>Peter Tucker
>ptucker@scu.edu.au

For reading a disk, I've found that a difference of even just a few RPM (on a DSDD disk) can make a disk mostly unreadable; my 1040 spins at 300, but my father's 520 tends to spin a little high - 303 or 304 - and we have a devil of a time transfering files. Find out what speed your friend's disk runs at; you may have to try a null modem connection instead of swapping disks. I would imagine that the speed affects formatting, as well, since your system is expecting a disk that spins at 300 RPM, not 290.

-Tom
hopper_t@msupa.pa.msu.edu

3967. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 14:12:07 UTC
From: kantor@hspt.tu-graz.ac.at
Message-ID: <kantor.1.000E3427@hspt.tu-graz.ac.at>
Source record: 31246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Roger!

>Bad Points..

>2. No class 1 support, not a big minus if you buy a good modem..

Yes, but the only Modems I know with FCLASS=1 are the US-Robotics Modems.
And the newer ones of the support FCLASS=2.0 and this option works very fine
in COMA 2.10.
That was the reason, why i bought the programm.

Ciao,
Bertl.

3968. Re: Mega ST4 Memory Map?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 16:05:33 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <1994Jul22.160533.12974@ibr.cs.tu-bs.de>
Source record: 31250

In article <30mdct$9a2@news.CCIT.Arizona.EDU>, nemetz@bigdog.engr.arizona.edu (Brian Nemetz)
writes:

>I want to test some DRAM and a DRAM controller I recently got from
>surplus by adding 2Meg of RAM to my Mega ST4. I will use the
>internal Expansion Bus.

>I know that the memory space: $C00000 - $CFFFFF is free for me to
>use. This is only a 1 meg space; does anyone know if the Mega ST
>has anything mapped into the 1 Meg memory space after (or before) the
>$C00000-$CFFFFF space? I'll page in and out 1 Meg chunks of memory
>if I have to, but I rather not.

>I don't care if I use parts of the memory map that Atari has
>reserved as long as there are no hardware conflicts.

>Thanks for any help,
>Brian K. Nemetz

While developing my STGA (VGA-ST-Adaptor) i needed two meg address space.
It was no problem to use $c00000 - $dfffff. If you are using a TOS <= 1.4
you may access to $e00000-$efffff as well. I think the whole space from
$400000-$dfffff (wow 10MB!!) can be accessed by giving it a DTACK.

Ciao,
Till

****
____
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)

****

3969. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 20:00:35 UTC
From: tasmeran@ars.ath.forthnet.gr
Message-ID: <5971LYAMHDUICIKKAT@ars.ath.forthnet.gr>
Source record: 31243

IW>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

IW>>>>The falcon OS didn't permit the openning of
IW>>>>more than 26 files at the same time!!!
IW>>>>Is there any way to increase this limit?
IW>>>yes try the good old FOLDERxxx.PRG for the AUTO folder.

IW>>Except the original poster also tried under MultiTOS, and as far as I
IW>>know, MTOS doesn't need FOLDRxxx (because the MTOS memory management
IW>>is completely different from TOSes).

IW>yes the memory managemanet is different, FOLDERxxx will change this to a
IW>static managment (for open folders and open files).
IW>As FOLDERxxx only acesses documented TOS variables (AFAICR) it should work
IW>with MiNT and MTOS.

IW>You may also give the famous harddisk driver HUSHI a try. There you can
IW>set the maximum space allocated for such things...

IW>Bye Wolfgang

B

In all the tests (on MegaSTE, ST, TT & Falcon) i have used FOLDR330.PRG
but the problem on Falcon with max of 26 opened files remains.
I believe that only a system patch (as Winx for 8 windows limit) can
solve the problem. Is anything like this on road???

In any case thanks for the answers.
T.Kyriakos
Athens
Greece

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

3970. Moniterm VY1000 pinouts ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 20:26:29 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <30pa1l$jk@news.CCIT.Arizona.EDU>
Source record: 31251

I just got a Moniterm VY1000 monitor (high-res mono) for use with my TT.
But I got it used and it has no docs. Could someone tell me what the
pinouts are and/or how to connect it to a TT?

Thanks

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

3971. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 21:22:28 UTC
From: brusch@eslapion.sh.sub.de
Message-ID: <EGWWBAUU1UP@eslapion.sh.sub.de>
Source record: 31264
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <30nvu8$nhj@percy.cs.bham.ac.uk> Chris Ridd wrote :

>>Yeah!!!! God bless Julian and companions!!! The best news of the week...
>
>It is *excellent* news! I've replaced the MTOS desktop and it works
>fabulously well, and the colour icons work properly in 16-bit and
>24-bit modes etc etc.
>
>Now, if only there was a complete English translation available...

If only there was any documentation available...

--

UUCP auf dem Atari ST(E),TT,Falcon: UPoint 'medium'
-- --
** Stefan Brusch, Am Bast 15, 25335 Bokholt-Hanredder, Germany, Earth **
** brusch@eslapion.sh.sub.de **
-- --
pgp public-key available on request

3972. ST and HD not talking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 22:04:39 UTC
From: brianp@netcom.com
Message-ID: <brianpCtD3zr.Hxu@netcom.com>
Source record: 31252

Hi there.
I have a 1986 1040 STf with a BMS-200 ACSI->SCSI board
and a Fujitsu 2249sa 318M (formatted) drive.
The drive and computer stopped talking to each other one day.
The clock setting part of some BMS boot software said it
couldn't find the clock. I took the card to a store, hooked
it up to their system, which could find the clock (which needed
to be set). My ST also had troubles reading floppies. It would
not be able to run programs on many floppy disks. Later, the
floppy drive wouldn't even work at all. On powerup, it would spin
a moment, on reboot it wouldn't even budge. In either case, no
icons. Got it repaired, the floppy controller chip was at fault.
The DMA chip and the rest of the computer were all tested and found
fine.

The ST and HD still aren't talking.
Any suggestions?

Brian Peterson, brianp@netcom.com
(Also, any idea where BMS is now located?)
--

--> Brian Peterson, brianp@netcom.com <--

"bionic sin ok!" -- VR

3973. Fujitsu HD & autobooting?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 22:09:07 UTC
From: brianp@netcom.com
Message-ID: <brianpCtD477.IHD@netcom.com>
Source record: 31253

I have a fujitsu 2249sa hard drive (with a BMS-200 adapter)
which I haven't gotten to be autobooting.
I seem to recall someone saying that HDs with too complete
scsi functioning would do something that the atari
(1040STf, just upgraded to 1.4) didn't know how to recognize.
The drive would send some sort of wake-up sequence that the ST
didn't recognize, and thus the ST wouldn't autoboot from the drive.
Does anyone know if such a drive CAN autoboot, and how to do it?

Brian Peterson, brianp@netcom.com

--

--> Brian Peterson, brianp@netcom.com <--

"bionic sin ok!" -- VR

3974. Re: Wow! (GNU C/C++ 2.6.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 23:02:13 UTC
From: howard@lloyd.com
Message-ID: <30pj5l$brm@harry.lloyd.com>
Source record: 31254

In article <H.eg.ToddRZHeSZI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>Did you see the GNU C/C++ 2.6.0 announcement?
>
>Atari SysV UNIX is now supported... what the hell!?!? There must be,
>oh, a dozen users of Atari SysV UNIX (for the TT030) out there...
>
>Last I heard, they still wouldn't include Jwahar Bammi's patches in the
>main GNU C/C++ distribution (which is why he posts them to
>atari.archive, usually a little while after FSF releases a new version)
>for Atari TOS/MiNT support. Which AFAIK has probably 100,000x as many
>users as Atari SysV... strange, eh? Must be because the configure
>script won't (usually) run properly on an ST...

That's amazing. I wonder who did the Atari SYSV support. (Probably not
hard, SVR4 is SVR4...) Actually, I think the configure problem is all that
prevents us from getting regular ST support integrated. There's kind of a
chicken-and-egg problem here; if you install all of the other GNU utils
(including bash) then you *can* run everything Just Like a Unix Box. But,
I guess you really need to be running MiNT to have everything work nicely.

There are a couple other things I noted that I've been trying to remove.
There are a lot of ST-specific code segments in the supposed-to-be-generic
GCC code that we can now eliminate because the Mintlib takes care of the
compatibility/emulation problems... If we just cleaned things up a bit more,
things would probably move along nicer for us.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

3975. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 23:40:35 UTC
From: ab164@yfn.ysu.edu
Message-ID: <30pldj$of9@news.ysu.edu>
Source record: 31256

I don't know about other, but my Gopher server won't even show
a file that doesn't have either txt, asc, bin or no extension at all.
The darn thing is setup for UNIX, and that's that! I have to E-Mail
everything but the 0new and 0index from umich. We could really confuse
everyone by using a .bin extension on self extracting files. Then
just about everyone could get them through Gopher or FTP. All you'd
have to do is rename it after you d/led it to your home machine!
Hey I never said it was a perfect solution, just a way around
a whole bunch of system administrators that never heard of an ST!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3976. patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-22 23:52:36 UTC
From: ralunsfo@unccsun.uncc.edu
Message-ID: <30pm44$hk3@news.uncc.edu>
Source record: 31255

Another question....do I need to get all the patches available (for instance on umich in /atari/Mint/MPatches) to patch Mint1.10 to work with Minixfs, or should I just get the last patch available? I tried this, and get messages when running patch like failed on Hunk #1, etc...

It seems to succeed every now and then, but fails on 95% of them...

Russ
ralunsfo@unccsun.uncc.edu

3977. Adspeed questions....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 04:23:32 UTC
From: mattk@netcom.com
Message-ID: <mattkCtDLJ9.9Iw@netcom.com>
Source record: 31257

Hi all...

I put in an Adspeed last night into my Revision D 1040stf. So far it's been nice...somethings run faster, but others do strange things. For instance when I am booting, things that never gave me bombs do now. It seems like half the time something in the Auto folder gives me two or four bombs. (This is in 16mhz mode). I've never gotten 4 bombs as often as now. The question is did I blow the upgrade? I would think that an improper upgrade would render this thing dead...but I am not sure I'd know!

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3978. Re: 12 MHz ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 04:32:17 UTC
From: mattk@netcom.com
Message-ID: <mattkCtDLxu.A5M@netcom.com>
Source record: 31258

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>ICD were selling out ADspeed, its also a 16 mhz Turbo 68000 with 32k of Cache,
>the STE version can also have a FPU...

>Easy to install and the ST/Mega version is very small....

>The ST version was going for $100us, far cheaper than Hypercache...!!!

Hi Roger,

I bought my Adspeed yesterday from TCN in Glendale, CA, USA for $200.
They wanted $225 but sold it to me for $200. Consequently, I am not sure
that it is "far cheaper"...

It's definitely small, though not as short as I'd like...in my
motherboard the 68000 chip resides under the keyboard between the x and
the b keys, I think...I had to put it in without the socket and it still
pushes up on the shield...

I can't decide (no pun intended) if I am happy with it, as it has been
only 1 day wsince I've had it. Also, it takes a while to figure out what
programs don't like it. The little speed indicator icon seems to cause
more problems than does the speed increase. I have noticed an increase
in 4 bomb errors (illegal instruction) which might be timing errors. I
wish I knew...I'd like it if ICD had included a "burn-in" type program
for people like me with less than perfect motherboards (had to fix two
broken traces)

To the techies out there, would a 68000 function by and large correctly
if any of the pins on it were broken?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

3979. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 07:52:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30qi8d$dhq@golem.wcc.govt.nz>
Source record: 31259

In article <30oaq6$fgh@kelly.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <7747599@pacush.frmug.fr.net>,
>Regis Baussin <merlin@pacush.frmug.fr.net> wrote:
>
>>Could anybody send me a binary dump of eproms of the TOS 1.62
>>TOS 2.6 and TOS 3.6 (or only one of them) , I've the french
>>versions but i need the english ones . For using with a JUNIOR
>>PROMMER (add a recent version of this soft if you have) .
>>I've made some modifications on the frenchs tos what I would
>>take on the english versions.
>
>You ARE aware that what you are asking for is entirely illegal,
>don't you? Or do you make it a point to also pirate every
>piece of software ever written???

Pleople like you really get up my Nose, you can't buy TOS 1.62 or 1.6,
so were is this chap to go, get Real if you can....

A copy of a old TOS is not going to hurt any one at all, Atari should have got
there act together and recalled all there faulty machines, like the STE problem
the DMA problem the noisy sound problem the lack of 1.44 drive support in the
Mega STE, I could go on and on, but people like you just make me sick....

There are many many firms selling copies of TOS 1.4 and 2.06 in the UK and they
are all illegal copies, I should know I had one of them...

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |
> | or steve-j@teleport.com | written on it." -- Andy Partridge |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3980. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 07:56:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30qig6$dhq@golem.wcc.govt.nz>
Source record: 31260

In article <30ocah$3vs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>The TOS ROMS are copyright and what you are asking is very illegal. Stop it!
>

Please tell me how does this person get a legal copy of TOS 1.62, Atari never sold it, or recalled the faulty ones, so Please get real....

Another person with a very sick attitude....

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3981. Re: For sale notices

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 14:11:07 UTC
From: sys1@exnet.com
Message-ID: <CtECqL.nC@exnet.com>
Source record: 31261

In article <9407191413.AA03322@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In article mdf@bognor.barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>>In article <Ct6pzC.ED7@bbc.co.uk>, dwhite@rd.eng.bbc.co.uk (David White) writes:
>>|>
>>|> All of these for sale notices are winding me up, not because they're there,
>>|> but because they fail to mention what country they are for sale in on the
>>|> title.
>
>First of all, look at the email address of the poster. If it does NOT have a
>country designator (uk, de, au, etc) then you can bet the poster is sending
>from the USA.

No, that is not true. ExNet is based in Catford, London, UK and is
known as exnet.com. There are more and more companies getting .com, .org
and the ilk regardless of geography.

>And Ian, your tongue-in-cheek comment sounds like 'sour grapes' to me. :)

Sounds like someone who uses a lot of USENET and is used to pcertain
people (Lord Thanatos or Sinclap, for example) talking about the USA
as if there is nothing else out there.

3982. Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 14:33:43 UTC
From: jmo@fy.chalmers.se
Message-ID: <30r9o7$db7@nyheter.chalmers.se>
Source record: 31262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've heard that it was already possible to connect the Jaguar to some PC or TT computer to program the console.

Does anyone know if Atari intend to release a kit or something to do the same with the Falcon ?

3983. Help: Uniterm on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 14:37:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <30r9vr$9vc@dux.dundee.ac.uk>
Source record: 31145

Is it possible to get this program to work?

I use ConNect usually but cannot get kermit to work with it. and since
uniterm has built in kermit, I thoughtlife may be on the up./
rod

3984. Re: patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 16:00:51 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <30rerj$em1@irzr17.inf.tu-dresden.de>
Source record: 31263

In article <30pm44$hk3@news.uncc.edu>,
Russell A Lunsford <ralunsfo@unccsun.uncc.edu> wrote:

> Another question....do I need to get all the patches available (for instance
> on umich in /atari/Mint/MPatches) to patch Mint1.10 to work with Minixfs, or
> should I just get the last patch available? I tried this, and get messages
> when running patch like failed on Hunk #1, etc...

Howard Chu has answered this before on the MiNT mailing list: see after
my .sig. In short, mint-1.10-1.10h7-diffs.gz is the latest patch
that brings your unpatched 1.10 to 1.10h7. If you have difficulties
applying the patch, please read the hints at the beginning of the patch
file.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

From: Howard Chu <howard@harry.lloyd.com>
To: rgivan@cix.compulink.co.uk
Cc: mint@atari.archive.umich.edu
Subject: Re: Patches for MiNT 1.10
Date: Thu, 14 Jul 1994 17:00:04 -0700
Message-Id: <m0qOahB-0000abC@lloyd.com>

Hello, I'm new here, but I've been playing with MiNT since v0.6.

At the moment I'm trying to compile a version of MiNT 1.10 which has all
the up to date patches. I've found the following files on umich

MPatches:

```
-r--r--r-- root root 26137 Jun 3 00:41 mint-1.10-1.10h1-diffs.gz
-r--r--r-- root root 48479 Jul 11 23:54 mint-1.10-1.10h6-diffs.gz
-r--r--r-- root root 3695 Jul 11 19:42 mint-1.10h1-1.10h2-diffs.gz
-r--r--r-- root root 1810 Jul 11 19:43 mint-1.10h2-1.10h3-diffs.gz
-r--r--r-- root root 9060 Jul 11 19:44 mint-1.10h3-1.10h4-diffs.gz
-r--r--r-- root root 8208 Jul 11 19:45 mint-1.10h4-1.10h5-diffs.gz
-r--r--r-- root root 9853 Jul 11 23:46 mint-1.10h5-1.10h6-diffs.gz
-r--r--r-- root root 19667 Jul 11 23:49 mint-1.10h6-README.1ST
```

- but I'm not entirely sure which if any of these patches is what I'm
after. I also keep seeing references to:

mint110-h[123]-diffs.gz

but have never found a file of this name to ftp from anywhere.

I'm trying to keep my MiNT in line to use the new MiNT-Net stuff that is appearing.

In the directory listing above, you really only need the file
mint-1.10-1.10h6-diffs.gz

This is the complete set of patches to go
from mint-1.10 to 1.10h6

All of the other files there represent the incremental changes from one patch set to the next. While we have to suffer and wait for each new bug fix to appear, and thus patch things a step at a time, you don't need to. Just get a complete 1.10 source archive, and then go straight to h6 in one fell swoop. Of course, we're not done yet, so there will be more incremental patches beyond #6, so at that point you get to play the catch up game with everyone else...

3985. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 19:29:45 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <30rr39$dut@gumby.cc.wmich.edu>
Source record: 31265

In article <30o0n2$hkr@irit.irit.fr>,
Vincent LEFEVRE <lefevre@virtus.irit.fr> wrote:
>
> So there is a difference between MS-DOS format and GEMDOS format.
> But I've read in the docs that the GEMDOS format was 100% MS-DOS
> compatable.

It may be 100% _data_ format compatible, but there are timing issues
involved regarding the Inter-Record-Gaps, number of sync bytes, etc.
that may well deviate. (This is all the stuff _between_ your data
sectors and at the start of the track, that you never even think about.)

It's possible that the floppy controller chip in the ST needs a bit
more time to sync up to the data stream than the pre-formatted PC
floppies provide for. Especially when running 1.44 disks, the timing
is tighter. I.e., you have 18 sectors per track, instead of 9, and
the IRG spacing is smaller.

To see the kind of thing I'm talking about, use Knife (from HiSoft)
and do a Read Physical Track & Marks command. You could actually
go in and count the sync bytes, marker bytes, etc. if you wanted.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

3986. Re: Connecting Jaguar to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 20:27:40 UTC
From: steve-j@teleport.com
Message-ID: <30ruft$diu@elaine.teleport.com>
Source record: 31266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <30r9o7$db7@nyheter.chalmers.se>,
Jean-Marc ORLIAGUET <jmo@fy.chalmers.se> wrote:

>I've heard that it was already possible to connect the Jaguar to some
>PC or TT computer to program the console.
>
>Does anyone know if Atari intend to release a kit or something to do
>the same with the Falcon ?

Yes, there IS a Falcon-based Jaguar dev. kit (I think it plugs into
the DSP port, but I'm not sure).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3987. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-23 20:33:41 UTC
From: steve-j@teleport.com
Message-ID: <30rur5$dph@elaine.teleport.com>
Source record: 31267

In article <30qig6$dhq@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:

>>The TOS ROMS are copyright and what you are asking is very illegal. Stop it!
>>

>Please tell me how does this person get a legal copy of TOS 1.62, Atari never
>sold it, or recalled the faulty ones, so Please get real....

Somehow, it doesn't surprise me, Roger, that you're advocating
illegal activities. He could always try to find someone selling
USED sets. Also, he wasn't JUST wanting 1.62, but also 2.06
and 3.06, which Atari (or licensed parties) DOES sell. Since
TOS 2.06 IS available, there's no need to sell TOS 1.62 sets!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

3988. Re: Falcon problem: folder copy --> 2 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 10:04:10 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EGYKEAVL@ttgk.textlitho.nl>
Source record: 31192

In <30rr39$dut@gumby.cc.wmich.edu> Joan O'Bryan wrote :

>It's possible that the floppy controller chip in the ST needs a bit
>more time to sync up to the data stream than the pre-formatted PC
>floppies provide for. Especially when running 1.44 disks, the timing
>is tighter. I.e., you have 18 sectors per track, instead of 9, and
>the IRG spacing is smaller.
>
>To see the kind of thing I'm talking about, use Knife (from HiSoft)
>and do a Read Physical Track & Marks command. You could actually
>go in and count the sync bytes, marker bytes, etc. if you wanted.

Why oh why does it work flawless on a TT then ?
I can use whatever PC preformatted HD disks and never got a hitch, just
slip the disk in, copy a folder from whatever partition and it copies...
No the 2 bomb folder copy problem is defintely a bug in the Falcons TOS.

Gert

--

-- --
Atari TT-Point
-- --

3989. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 10:16:34 UTC
From: hjv@phil.ruu.nl
Message-ID: <30tf22$7s2@chico.staf.phil.ruu.nl>
Source record: 31269
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brusch@eslapion.sh.sub.de (Stefan Brusch) writes:

>In <30nvu8$nhj@percy.cs.bham.ac.uk> Chris Ridd wrote :

>>Now, if only there was a complete English translation available...

>If only there was any documentation available...

Excuse me? There is quite some documentation in the package imo, although it indeed is all in German. The new version has even some stuff on the new Mupfel (something that was lacking in the previous release unfortunately).

And then, even without any docs at all, I think installing and using Gemini is quite straightforward. Sure, all the deep ins and outs of the Mupfel shell is a whole other piece of cake, but getting a functioning setup isn't that hard. And if you know Unix a bit, and stuff like shell-scripts, it's even easier, since Mupfel resembles those quite a lot.

The only changes I made to the default setup is renaming the 'user' directory to 'usr', and merging the MAN1, CAT1 and CAT1M directories into one big MAN1 directory, since I use a real manpager which expects all manpages to be in the MANx directories... And that's it. Additionally pick up copies of awk, sed, perl, nroff, man, mkproto, and all Julian's tools (mupfeltools and texttools), and perhaps a few more, and you have an unbeatable setup... I really wished there was something like the Gemini/Mupfel pair for my Mac...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

3990. Re: ICD Utils, >16mb partition

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 10:54:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199407241254.a23520@m4.maus.de>
Source record: 31191

```
>looked my ICD manual, copyright 1990, and it said Tos can't boot from a
>BGM. Are those who use BGMs as boot partitions running a higher Tos
>version?

No, even TOS 1.00 does boot from BGM partitions.
```

3991. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 12:34:17 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <30tn49$rv3@golem.wcc.govt.nz>
Source record: 31270

In article <30rur5$dph@elaine.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>In article <30qig6$dhq@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
>>>The TOS ROMS are copyright and what you are asking is very illegal. Stop it!
>>>
>
>
>>Please tell me how does this person get a legal copy of TOS 1.62, Atari never
>>sold it, or recalled the faulty ones, so Please get real....
>
>
>Somehow, it doesn't surprise me, Roger, that you're advocating
>illegal activities. He could always try to find someone selling
>USED sets. Also, he wasn't JUST wanting 1.62, but also 2.06
>and 3.06, which Atari (or licensed parties) DOES sell. Since
>TOS 2.06 IS available, there's no need to sell TOS 1.62 sets!

What is illegal in the USA is not allways illegal in other counties,
so Please don't force your Laws on others...

I also need a Copy of TOS 1.62 as I wish to have that as a back up for TOS
2.06, not every thing runs on TOS 2.06, and I do not wish to have all those
patch programs for TOS 1.6...

There are very little sales of TOS 1.62, and as most of the TOS 2.06
upgrades allow you to switch TOS's so why would people be selling them,
Plus USA TOS is not the same as UK TOS...

So Please don't preach to me, Atari has done more illegal things that all of us
put together, and You are no Atari GOD....

So I will say again Please get real, and stop acting like some God allmighty,
as it is stated in the Bible those with no Sin cast the first stone...

> | Steve Johnson | "People will always be tempted to wipe |
> | Email: steve-j@genie.geis.com | their feet on anything with 'Welcome' |

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

3992. STuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 16:16:29 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <30u44t$73l@charm.magnus.acs.ohio-state.edu>
Source record: 31271
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST external keyboard ready (keyboard not included), joypad, padded carry case
* Atari Mega STe external keyboard $75
* $1200 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $150 obo

Black Lamp (game)
* $3.00

Atari 2600
* console, 2 joysticks, paddle controllers, hard storage case, all hardware and manuals
* games: The Empire Strikes Back, Star Trek Stratetic Operations Simulator, Combat, Air-Sea Battle, Battlezone, Vanguard, Atlantis, Super Challenge Football, Starmaster, Frogger, Wizard of Wor, Video Olympics, Asteroids, Defender, Missile Command, Phoenix
* $75 obo

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

MAPPING THE ATARI
* $5.00

(6502) MACHINE LANGUAGE FOR BEGINNERS
* $3.00

(6502) MACHINE LANGUAGE II
* $3.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

3993. Cable for atari monitor to IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 16:40:05 UTC
From: sunos@ephsa.sat.tx.us
Message-ID: <i68yPc1w165w@ephsa.sat.tx.us>
Source record: 31272

I missed about four days of messages, and I had a question on how to
create a cable that would allow an IBM compatible use an Atari monitor.
Is this feasible, or am I just wasting time? Does anyone sell this kind
of cable?
I appreciate any response.
Thanks,
Larry Loe

--
sunos@ephsa.sat.tx.us (Larry Loe)
Rivercity Matrix -- +1 (210) 561-9815/21 -- San Antonio, Texas

3994. IDE drives for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 19:14:17 UTC
From: michaelk@pacifier.com
Message-ID: <30uei9$jm3@pacifier.com>
Source record: 31273
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have seen local advertizements for up to 540meg IDE drives for sale for less than $300. One brand is Western Digital. What was wondering is are there only certain drives as such which will work with the Falcon, if which ones ?

thanks,

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3995. Re: strange crashes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 19:26:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e32d378@daggskim.ct.se>
Source record: 31091

hopper_t wrote using postfix electrons on 21 Jul 94 (to All)...

> From hopper_t@msupa.pa.msu.edu
> [...]
> What happened is that two characters I typed started being printed
> repeatedly to the screen, until the program I was in (Storm) crashed
> back to the desktop, then in few seconds bombs appeared and everything
> hung.

I used to see this on stock 1040 and Mega in 1st Word Plus. The ghost typist strikes again...

> I'm working on a MegaSTE 4, but this isn't the first time I've
> encountered this problem; back on my 1040STfm this used to happen
> periodically, mainly in WordUp. I don't *think* it's a virus [...]

No. Saw something written about it years ago, but can't recall now what explanation was given. Some internal buffer overwritten? I know it used to happen (1st Word plus) when I had gotten up to a rather quick typing speed and had just entered a particularily fast combination ("the" "ler"...).

The phantom <esc>/F1/! repeating on some machines at some moments, was another oddity.

> Could it have something to do with Warp9 (or QuickST, as I think it did
> it before I got Warp9, too)? Version 3.75 on Warp9, BTW.

No, could happen to clean system.

(illegible signature) Bo Leuf
- Email: bo.leuf@daggskim.ct.se

3996. Megabus / Moniterm problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 21:13:04 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EGYUFEUQ22-UP@deluxe.textlitho.nl>
Source record: 31276

Hi,

I have an old Mega4 in a towercase with a Moniterm SM194 monitor
plus a card on the Megabus that drives it. Until recently it worked
fine, but then suddenly it didn't. The image on the 19" gets distorted,
and there seems to be some sort of contact problem. I dismounted the
card several times and put it on again - sometimes it works fine and
then all over sudden the image gets disturbed again. When I disconnect
the card from the bus the image on the screen doesn't change at all -
you get the same blurry picture regardless the card's on the bus or
not. The only thing that seems to help sometimes is (sorrysorry) give
the case a good bash - then suddenly the image is ok again (might switch
back to blurry mode anytime though..)
Between the card and the motherboard sits an accellerator and a TOS 2.06
card, so the standard bus connector had to be extended by extra bus plugs.
But - when I plug the 68000 back on the board and remove all the extra's
and then connect the card without the extensions it still won't work.
Everything else works fine - the machine boots, the screen driver 'sees'
a monitor connected, boots on in TT highres - but all of this with blurry
screen output. Does anyone know what's causing this and how to fix it?

thanks a lot,

Paul
--

Paul Tuijnman
paul@textlitho.nl

3997. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 21:17:38 UTC
From: ab164@yfn.ysu.edu
Message-ID: <30ulpi$ma1@news.ysu.edu>
Source record: 31274

>Please tell me how does this person get a legal copy of TOS 1.62, Atari never

>sold it, or recalled the faulty ones, so Please get real....

The only Legal way to get a copy of TOS 1.62 is buy an STe that has
this version installed. An otherwise dead STe ought to come cheap!

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3998. Re: IDE drives for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 21:45:13 UTC
From: sammcgee@crl.com
Message-ID: <30und9$hqg@crl5.crl.com>
Source record: 31275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Kelsey (michaelk@pacifier.com) wrote:
: I have seen local advertizements for up to 540meg IDE drives for sale for
: less than $300. One brand is Western Digital. What was wondering is are
: there only certain drives as such which will work with the Falcon, if
: which ones ?

If you want to replace the internal Falcon IDE drive I believe it must be
a 2.5 inch unit. The most popular IDE drives are 3.5 inch and I don't
think they will fit. That's a good question, maybe someone else replaced
their internal drive...

Sam

sammcgee@crl.com

3999. Re: patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 22:38:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtGuwJ.AtC@cix.compulink.co.uk>
Source record: 31277

>It seems to succeed every now and then, but fails on 95% of them...

I had this. Either your 'patch' is broken, or it doesn't like the
parameters supplied.

I used:

patch -l < <patch_file>

with a 'patch' program pulled of a Umich mirror (I forget exactly where).
This particular one doen't like TOS FS either :-(

Its also a unified patch file FWIR, and some patch programs don't like
that.

Roland.

@CiX

4000. Re: Faulty Floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-24 22:38:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CtGuwL.Atx@cix.compulink.co.uk>
Source record: 31278

>My Mega 4 STe has of late been having trouble formatting disks
>particularly to 1.44 Meg. It most often reads the 720k disks from

When my MSTE was new it had these problems among others. It went back under warrenty and had the disk drive replaced. All problems since disapeared, although it still rejects disks which a PC will *grind* its way through to 'successful' formating ;-)

OTOH I also had the following parts replaced at the same time.

Hard disk
Host Adaptor
Shifter

I was trying to get it to run MINIX, but it wouldn't run for more than 20 minutes without crashing. Nothing else ever had a problem.

Roland.

@CiX

4001. Re: patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 03:00:20 UTC
From: dawinic@eos.ncsu.edu
Message-ID: <30v9s4$mrv@taco.cc.ncsu.edu>
Source record: 31279

In article <CtGuwJ.AtC@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>
>>>It seems to succeed every now and then, but fails on 95% of them...
>>
>>I had this. Either your 'patch' is broken, or it doesn't like the
>>parameters supplied.
>>
>>I used:
>>
>>patch -l < <patch_file>
>>
>>with a 'patch' program pulled of a Umich mirror (I forget exactly where).
>>This particular one doen't like TOS FS either :-(
>>
>>Its also a unified patch file FWIR, and some patch programs don't like
>>that.
>>
>>Roland.
>>
>>@CiX
>>

I had this problem earlier. FYI: the patch program in the Utilities directory at atari.archive.umich.edu or any of its mirrors does not accept unified format. The ones in 'Mint' or 'Gnustuff' directories (based on Gnu Patch 2.0 work fine, however (but may need '-l').

- dave.
--

++@++++++++++++++++++++++++++++++++++++
+ To build a computer that knows \`---.----/| dawinic@eos.ncsu.edu +
+ more about itself than I won't `!8^},~~~;====>| (David "Dez" Winick) +
+ require much thinking, I think. >@=======---'-----\| Yo, save the humans. +
++
+ #include /as_many/disclaimers/as_necessary/to_keep/me/from_any/more_trouble +
++

4002. Looking for sound samples format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 04:02:34 UTC
From: aw167@FreeNet.Carleton.CA
Message-ID: <CtH9wA.4rv@freenet.carleton.ca>
Source record: 31281

I don't have access to an Atari ST dealer and none of my friend uses one.
So, my problem is that I'm looking for ST/Falcon sound samples file format
description (the most common ones) and some ftp sites where to get some.

Anyone can help ?

Thank you much!

(reply be e-mail please)

Jean-Christophe Clement
aw167@freenet.carleton.ca
--

Jean-Christophe Clement
aw167@freenet.carleton.ca

4003. Re: Falcon Max Opened Files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 04:29:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199407250629.a24166@ms.maus.de>
Source record: 31193

In article <wz.774796834@echo>, Wolfgang Zweygart (wz.774796834@echo)
wrote:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>>>The falcon OS didn't permit the openning of
>>>>more than 26 files at the same time!!!
>>>>Is there any way to increase this limit?
>>>yes try the good old FOLDERxxx.PRG for the AUTO folder.
>
>>Except the original poster also tried under MultiTOS, and as far as I
>>know, MTOS doesn't need FOLDRxxx (because the MTOS memory management
>>is completely different from TOSes).
>
>yes the memory managemanet is different, FOLDERxxx will change this to a
>static managment (for open folders and open files).
>As FOLDERxxx only acesses documented TOS variables (AFAICR) it should
work
>with MiNT and MTOS.

GEMDOS 0.30 (the GEMDOS in TOS 4.x) has a limit of <32 open files per
process (including the standard handles). FOLDRxxx won't change that.

>You may also give the famous harddisk driver HUSHI a try. There you can
>set the maximum space allocated for such things...

Yes, it does exactly what FOLDRxxx does, this will be no help.

4004. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 08:45:55 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.775125955@acp5>
Source record: 31287

mjr@geob7.geo.uni-bonn.de (Michael Ritzert) writes:

>In my opinion, MiNT can be made so much unix-lookalike that only the possibility
>of having virtual memory is a real argument to favour linux over mint (but i
>feel it is indeed an extremly strong argument).

Hmm. There is quite a lot of software that can be compiled unter linux but
not under MiNT. X11 for example and a bunch of other packages.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4005. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 10:47:56 UTC
From: reschke@uni-muenster.de
Message-ID: <31058s$1knv@obelix.uni-muenster.de>
Source record: 31280

In article EGWWBAUU1UP@eslapion.sh.sub.de, brusch@eslapion.sh.sub.de (Stefan Brusch) writes:
> In <30nvu8$nhj@percy.cs.bham.ac.uk> Chris Ridd wrote :
>
> >>Yeah!!!! God bless Julian and companions!!! The best news of the week...
> > >
> > >It is *excellent* news! I've replaced the MTOS desktop and it works
> > >fabulously well, and the colour icons work properly in 16-bit and
> > >24-bit modes etc etc.
> > >
> > >Now, if only there was a complete English translation available...
> >
> > If only there was any documentation available...
> >

Try the files in doc\ and man\.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4006. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 12:00:04 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3109g4$smp@bognor.barclays.co.uk>
Source record: 31214

In article <30qig6$dhq@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> In article <30ocah$3vs@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
|> >The TOS ROMS are copyright and what you are asking is very illegal. Stop it!
|> Please tell me how does this person get a legal copy of TOS 1.62, Atari never
|> sold it, or recalled the faulty ones, so Please get real....
Neither can I buy a lot of things that are no longer made. Does that mean I
can just go and steal one?

Atari make TOS2.0x. If you want an upgrade, get this. WHy go for an older
version. Do DOS users go and buy DOS3.3 when 6.2x is current?

|> Another person with a very sick attitude....
Not sick, just honest.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4007. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 12:06:48 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <3109so$smp@bognor.barclays.co.uk>
Source record: 31215

In article <30tn49$rv3@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> What is gal in the USA is not allways illegal in other counties,
|> so Please don't force your Laws on others...
It's illegal in the UK too.....

|> I also need a Copy of TOS 1.62 as I wish to have that as a back up for TOS
|> 2.06, not every thing runs on TOS 2.06, and I do not wish to have all those
|> patch programs for TOS 1.6...
If your software doesn't work on 2.06 then it needs upgrading or replacing.
Buying a computer and or/software does not give you carte-blanche permission
to flout the law just because something breaks somewhere along the line.

|> There are very little sales of TOS 1.62, and as most of the TOS 2.06
|> upgrades allow you to switch TOS's so why would people be selling them,
|> Plus USA TOS is not the same as UK TOS...
Most allow you to switch TOS's so you can keep your older TOS as well as the
new one. They are not made that way to enccourage piracy of copyright OS code.
As for US v UK TOS - I should damn well hope it's different.

|> So Please don't preach to me, Atari has done more illegal things that all of us
|> put together, and You are no Atari GOD....
What has Atari done that's illigal?

|> So I will say again Please get real, and stop acting like some God allmighty,
|> as it is stated in the Bible those with no Sin cast the first stone...
Just stop advocating illegal acts thatyou perceive to be OK because it doesn't
fit into your personal and IMHO shaky view on your rights as a consumer..

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4008. Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 12:31:44 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <310bbg$crk@golem.wcc.govt.nz>
Source record: 31282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** NODESK ****

Does any one know any thing about the Compo's Nodesk,
that I read about in ST-Review Dec, 93..

I gather is from Germany...??

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4009. Megabus / Moniterm problem fixed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 12:45:06 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EGZMABUT22-UP@deluxe.textlitho.nl>
Source record: 31284

In <EGYUFEUQ22-UP@deluxe.textlitho.nl> wrote :

>Hi,
>
>I have an old Mega4 in a towercase with a Moniterm SM194 monitor

etc etc

After fiddling around with the card a bit further I noticed this small red copper wire coil on the rear of the card - and it was loose. Wiggling it a bit produced the image on the screen to go off & on into blurry mode. Took the card out, soldered the coil back on - no go. Today a friendly Atari official told me that the coil should be some sort of filter and not essential at all. I then removed it, put a wire between the tin spots on the card - and voila.

But, thanks anyway -

Paul
--

Paul Tuijnman
paul@textlitho.nl

4010. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 13:44:43 UTC
From: error@stack.urc.tue.nl
Message-ID: <310fkb$nfk@tuegate.tue.nl>
Source record: 31283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kantor@hspt.tu-graz.ac.at (Bertram Kantor) writes:

>Yes, but the only Modems I know with FCLASS=1 are the US-Robotics Modems.
>And the newer ones of the support FCLASS=2.0 and this option works very fine
>in COMA 2.10.
>That was the reason, why i bought the programm.

Hmm the docs to my topline modem say that it is both Class 1 and 2. I'm
not sure what to think of that. Anyway, I have a question about Coma.
I've tried the Coma 1.40 demo and it is quite nice. It should be
compatible to QFax Pro and since QFax Pro from what I heard is no longer
being developed Coma seems like a good alternative (though I'll also
look at Straight Fax, and Teleoffica Fax or something like that) but if
one does not own QFax, where could one get the drivers needed for e.g.
Speedo or some wordprocessor.

Erlend.

--

4011. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 14:47:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <310j9n$ell@golem.wcc.govt.nz>
Source record: 31285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310fkb$nfk@tuegate.tue.nl>, error@stack.urc.tue.nl (Erlend Nagel) writes:
>kantor@hspt.tu-graz.ac.at (Bertram Kantor) writes:
>
>not sure what to think of that. Anyway, I have a question about Coma.
>I've tried the Coma 1.40 demo and it is quite nice. It should be
>compatible to QFax Pro and since QFax Pro from what I heard is no longer
>being developed Coma seems like a good alternative (though I'll also
>look at Straight Fax, and Teleoffica Fax or something like that) but if
>one does not own QFax, where could one get the drivers needed for e.g.
>Speedo or some wordprocessor.
>
>Erlend.

Coma has a built in Text editor, so there should be no need for a use of a
wordprocessor....

Also COMA 220 has the FTP option, yes you can now get files and faxes from a
remote site, plus it support voice, none of those other programs come any were
near it.....

So get the Coma 220 demo and find out about all these new things...

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4012. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 14:48:28 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <310jbs$smp@bognor.barclays.co.uk>
Source record: 31213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> **** NODESK ****
|>
|>
|> Does any one know any thing about the Compo's Nodesk,
|> that I read about in ST-Review Dec, 93..
If you mean Neodesk, I thought every ST user had it? It's almost as much of a must-have as NVDI, especially on older machines.
Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over here).
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4013. Processor Direct Magazine [Was Falcon DCD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 18:07:36 UTC
From: millert@grad.csee.usf.edu
Message-ID: <310v18$k8r@mother.usf.edu>
Source record: 31205

Jim Collins (bammbamm@dswhq.omahug.org) wrote:
: In a message of <15 Jul 94 16:08:26>, Timothy Miller (1:286/2) writes:

: TM> The next issue of Processor Direct magazine will have an article

: When will this critter be available to the public???

: ~

Of course! It's an Atari magazine. Ask your local dealer for it. You MIGHT also want to get the first issue too. It's quite nice.

The address of Two Worlds Publishing, publisher of Processor Direct, is:

Two Worlds Publishing
3837 Northdale Blvd. #225
Tampa, FL 33624
USA

If you are in the US or Canada, you can order a subscription from us. If you're somewhere else, you'll have to talk to your dealer and have him contact a distributor. Also get the address of your distributor and write them yourself. We can't ship to Europe until we a distributor because it's just too expensive.

4014. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX H

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 19:09:45 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9407251824.AA04154@ilmen.lanl.gov>
Source record: 31286

In comp.sys.atari.st.tech, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>Pleople like you really get up my Nose, you can't buy TOS 1.62 or 1.6,
>so were is this chap to go, get Real if you can....
>
>A copy of a old TOS is not going to hurt any one at all ...
> ... I could go on and on, but people like you just make me sick....
>
>There are many many firms selling copies of TOS 1.4 and 2.06 in the UK and they
>are all illegal copies, I should know I had one of them...

>Another person with a very sick attitude....

>What is illegal in the USA is not allways illegal in other counties,
>so Please don't force your Laws on others...

>So Please don't preach to me, Atari has done more illegal things that all of us
>put together, and You are no Atari GOD....

Roger, even I find it hard to believe that you have the gall to openly admit to piracy in this public forum, to advocate piracy to others, to flame those who denounce piracy, and still bitch about the level of support you think you deserve from fine companies such as ICD.

Your comments trying to rationalize the piracy of Atari TOS ROMs don't make sense. No matter how you try to justify it, it's still an ILLEGAL activity. Add the last I heard, TOS 1.62 ROMS were still available as a repair part.

If you think nothing of stealing ROM code, you probably feel the same way about _any_ software, regardless of the medium it is recorded on.

You apparently have never heard about "International Copyright Laws." Countries may enforce those laws differently, but the rights still exist. And regardless of any written law, you still KNOW what is right vs wrong.

And pray tell, what "illegal" things has Atari done that makes you feel justified in advocating THEFT of their copyrighted code?

Software piracy exists. It likely always will, to one extent or another. I can accept that even though I don't like it. What I will NOT tolerate are people that are so callous and uncaring as to publicly promote the fantasy that a form of 'piracy is OK.' That's a slap in the face of developers everywhere.

It DOES hurt people, Roger. First the developer and then the user. Read Charles Smeton's post about the actions he has been forced to take due to the rampant pirating of his fax software. No, piracy is not the cause of Atari's recent decline... but it IS a contributing factor!

I always knew you were very 'vocal,' Roger, but I never thought you a pirate.

-Hutch- @ Fair Dinkum Tech

P.S.: I apologize for the cross-posting of this reply but I consider it an important issue (see comp.sys.atari.st.tech for the full text of messages).

cc: permit$@genie.geis.com (Independent Association of Atari Developers)

4015. Atari support sought

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 20:29:59 UTC
From: dhomuth@ednet1.osl.or.gov
Message-ID: <1994Jul25.202959.23750@osl.or.gov>
Source record: 31288

This note is posted on behalf of my brother, who has an Atari 800 and a 520ST. He is looking for an address of a center that will repair Atari hardware, and which also might have a modem and supporting software available.

Please e-mail a reply including name, address and phone/fax number to the above e-mail address if you know of such a facility. Thank you.
--
He took his vorpal sword in hand.
Long time the manxome foe he sought.
Then rested he by the tum tum tree
And stood a while in thought. (dhomuth@ednet1.osl.or.gov)

4016. Major TT & Moniterm VY1000 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-25 20:58:07 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <31190v$nv8@news.CCIT.Arizona.EDU>
Source record: 31289

A few days ago I received a Moniterm VY1000 monitor for use as a high-rez mono monitor with my TT. But I'm having some toubles getting it to work. I got from Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> the following connections, which he uses:

DB15(TT side) DB9(Monitor Side)
5,10 7,8 (these are all ground pins)
4 1 ECL video+
15 6 ECL video-
13 5 Hsync
14 9 Vsync
9--> 10 Mono monitor detect

However, these seem to be wrong for the monitor I have. Using a bit of trial and error, I found the following:

DB15(TT side) DB9(Monitor Side)
5,10 7,8 (these are all ground pins)
4 6 ECL video+
15 1 ECL video-
13 3 ??? Hsync
14 4 Vsync
9--> 10 Mono monitor detect

With 1 & 6 the way you say, everything is inverted, and I can see the scan line going back up the screen. 5, 9 seem to have nothing to do with sync, only 3 and 4. The vertical sync seems to work all right (ie, the menu bar, etc, is where it should be). But the horizontal is all messed up. The left and right edges are very irregular (and moving), and I seem to be able to see each scan line several times across the screen, even a couple times going backwards. My guess is that it's putting the lines at different places at different times. But all of this seemed faily stable.

BUT, now I seem to have shot something in my TT while fooling around with all this, as I now get no picture, and I get no reading from pin 15 on the TT. So I'm a bit frustrated now.

So: has any one with a Moniterm VY1000 had similar problems? Has anyone used the second connection scheme? Any idea where the problem could be (in the TT, the monitor, or the connection) or how I could fix it?

Thanks for your time.

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

4017. Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 01:44:54 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <311pqm$kft@golem.wcc.govt.nz>
Source record: 31290
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just some of my thoughts, take them any way
you like...

People refer to Theft as egual to Piracy..!!!

My equations goes like this Software Authors/Programers
egual Pirates....

How come some one can produce a Article for sale (Software)
and find that there are no guarantee that it will work, its often
refered to as Sold as is...???

Also it is often stated you don't own the article at all (Software)
you are only leasing it..? my thouhts are I payed for it I own it, and I can do
what I like with it.

Also they claim that you can't alter it or touch it in any way,

Please Please can I trash your piece of Rubish software....!!

They also claim that if this Article does any damage that they are no liable,
so if it wipes you hard drive tough luck.!!

Plus to get this Article fixed if its faulty (Bugs) you have to Pay..!!

With Laws such as this you deserve to be ripted off, its called tit for tat..

Theft is Theft no matter how you look at it....

Posted to combat this allmighty God like attitude that some Programers/Authors
have..

So Programers/Authors Please take a look at yourselfs as others might look at
you....!!!

PLease note: these are just my fealings on the subject, no one has to take them
personally, but as they say, if the cap fits wear it....

Roger W. Sheppard Internet - sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

GEnie - r.sheppard5

4018. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 06:52:45 UTC
From: mabdul@viking.dvc.edu
Message-ID: <312brt$6ee@viking.dvc.edu>
Source record: 31194

MiNT (MultiTOS v1.08) lacks several features that when available (and implemented) will make it more UNIX like.. although it will never be UNIX.

I hope that Atari works on their UNIX and releases it for their PowerPC (hypothetically speaking) platform and includes an emulator (run-time or binary converter/re-compiler) to enable MultiTOS-aware programs to work on their boxes.

So pinch me.. :-)

4019. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 08:34:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtJGzq.A2v@westminster.ac.uk>
Source record: 31195

tom lamparty (ab164@yfn.ysu.edu) wrote:

: I don't know about other, but my Gopher server won't even show
: a file that doesn't have either txt, asc, bin or no extension at all.
: The darn thing is setup for UNIX, and that's that! I have to E-Mail
: everything but the 0new and 0index from umich. We could really confuse
: everyone by using a .bin extension on self extracting files. Then
: just about everyone could get them through Gopher or FTP. All you'd
: have to do is rename it after you d/led it to your home machine!
: Hey I never said it was a perfect solution, just a way around
: a whole bunch of system administrators that never heard of an ST!

Well, if you always have this problem with a.a nad other archive sites,
why don't you try HENSA/micros in the UK?

You will definitely not have this problem you mention. I made sure of
that when I statred at HENSA.

telnet/ftp/gopher to
micros.hensa.ac.uk

WWW: http://micros.hensa.ac.uk/

Hope this helps.

Danny
Atari Moderator
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4020. Re: PC 386 EMULATOR FOR F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 08:37:38 UTC
From: cgra@se.alcbel.be
Message-ID: <4770@btmwj1.se.bel.alcatel.be>
Source record: 31197

In article <hi3TS55.abarbiero@delphi.com>, abarbiero@delphi.com writes:

> [...] The emphasis for a PC-on-a-card for the Falcon
> should be GAMES compatability.... after all, that is all they are used
> for anyway.

Where "they" means "PCs", right?

> Andreas@AEO

Chris

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

4021. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 08:49:29 UTC
From: diehl@io.org
Message-ID: <312imp$hdd@ionews.io.org>
Source record: 31198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think the point that you are missing is that what you are paying for is not the product itself -- not entirely, anyway. You are paying for the time it took the author to develop the software. You are paying for the distributors and the store that helped bring it to you. (In the case of shareware, most of the time, it is simply a matter of paying for the author's time to develop such a product)

To call software developers pirates simply by the idea that they sell or request a donation for their software is a ludicrous assertion. I develop software. Why shouldn't I be at least in some way compensated for my efforts? I spent ten months working on FANSI. Am I to give it out free of charge and expect nothing in return? To say that those ten months were spent working hours each day on this program while still holding down a day job for nothing? If this is your position, then why? It seems hardly fair that you should get a program that you use and you find worthwhile for absolutely nothing if the programmer expects or requests some form of payment for it if you keep it and use it. If you don't like the program, don't pay for it. But to make the assertion that paying for a peice of software is the equivalent of contributing to your idea of piracy is just plain wrong no matter how you look at it.

```
__________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

4022. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 08:51:10 UTC
From: diehl@io.org
Message-ID: <312ipu$hgc@ionews.io.org>
Source record: 31199

> Try the files in doc\ and man\.

Is there an English version available? The version I have (1.999) is
completely in German, and as I do not speak German, it makes using Gemini
nearly impossible, since I can't puzzle out what half of it does.

```
__________ ______ ______ ___________________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
```

4023. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 08:56:23 UTC
From: error@stack.urc.tue.nl
Message-ID: <312j3n$dt2@tuegate.tue.nl>
Source record: 31196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>Coma has a built in Text editor, so there should be no need for a use of a
>wordprocessor....

But there is a need if I want to FAX documents with ppictures. It would
be so easy if I could finish a report at home and fax it to my professor
so he could find it on his desk in the morning.

>Also COMA 220 has the FTP option, yes you can now get files and faxes from a
>remote site, plus it support voice, none of those other programs come any were
>near it.....

I need a Zyxel for these special functions. Right?

>So get the Coma 220 demo and find out about all these new things...

I will of course, but I do need at least a Speedo driver.

Erlend.
--

4024. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 09:16:36 UTC
From: steve-j@teleport.com
Message-ID: <312k9k$pp6@kelly.teleport.com>
Source record: 31200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <311pqm$kft@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@kosmos.wcc.govt.nz> wrote:

>[idiotic nonsense deleted]

I hope you don't wonder why most people think you're a jerk,
Roger!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4025. Re: Wow! (GNU C/C++ 2.6.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 09:20:03 UTC
From: laurent@brasil.frmug.fr.net
Message-ID: <312kg3$68p@brasil.frmug.fr.net>
Source record: 31209

John P Cavanaugh (cavanaug@ecn.purdue.edu) wrote:
: Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:

: > Last I heard, they still wouldn't include Jwahar Bammi's patches in the
: > main GNU C/C++ distribution (which is why he posts them to
: > atari.archive, usually a little while after FSF releases a new version)
: > for Atari TOS/MiNT support. Which AFAIK has probably 100,000x as many
: > users as Atari SysV... strange, eh? Must be because the configure
: > script won't (usually) run properly on an ST...

: Bash 1.14 handles gnu configure scripts and it is available for MiNT.
: On the following host.

: machine ftp.germany.eu.net
: macdef init
: cd /pub/comp/atari-st/mint

--

And for those who [don't want , can't] run MiNT, there is a complete Gnu
package with a TOS bash version on:

ftp.cnam.fr:/pub/Atari/Gnukit

--
Laurent Chemla : chemla@cnam.cnam.fr or laurent@brasil.frmug.fr.net
Brasil BBS - +33 1 44 67 08 44 - Atari France developpers support

4026. RE: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 11:19:26 UTC
From: wsen@skyfox.usask.ca
Message-ID: <26JUL94.11192672@skyfox.usask.ca>
Source record: 31207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey, if you are going to pay for the licence to use the software, you have to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think of all the starving software authors who are cheated out of $$$ because some one stole(copied) it!!!! If you think that these programmers are getting heavy-handed, they HAVE TO! It never used to be like this...be then the pirates came....

If you wish to E-mail me, mention"For Wade Lahoda" in the title.
--Wade Lahoda

4027. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 11:35:15 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul26.113515.19357@govonca.gov.on.ca>
Source record: 31201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

First, I program in my spare time and also make my living with
computers--partly by programming. If I try to make money from that
effort, I believe there are two reasonable results:
A person likes what I've done and buys it, or
A person doesn't like it and ignores it.
The other two possibilities are unfair...that is, a person should not
use the results of my labour without paying AND I should not be able to
make someone pay for something they don't find usable. So, in a sense,
I think you're perfectly right that there's shold be a "tit for tat".
But by both sides acting reasonable rather than both sides acting like
criminals.

>People refer to Theft as egual to Piracy..!!!
...which isn't a really good equation, but at least counters some of the
cute, romantic connotations of the word pirate.

>How come some one can produce a Article for sale (Software)
>and find that there are no guarantee that it will work, its often
>refered to as Sold as is...???
Agreed. Most licensing agreements read as if they were written by
weasels. Unfortunately, I suspect that people with a nasty habit of
bringing law suits for ANYTHING have driven companies to hire lawyers
who create these "cover your ass" idiocies.
Most programmers I know would be ashamed to act that way...it would be
like disowning one of your children to give up all responsibility for
something you created.

>Also it is often stated you don't own the article at all (Software)
>you are only leasing it..? my thouhts are I payed for it I own it, and I can do
>what I like with it.
No more than a hotel room you rent. The conditions of the lease are
part of the product. Once again, if you have problems with any part of
the product (including the conditions), you get to ignore the product
entirely. If enough people feel likewise, the company goes broke...or
maybe changes a bad licensing policy.
Software consumers have made pretty good progress afainst hardware copy
protection by saying, "We ARE paying you and in return you're pissing us
off," to manufacturers.

> Please Please can I trash your piece of Rubish software....!!
Absolutely! If it's rubbish, don't buy it...but don't FRIGGIN' use it
either!

>With Laws such as this you deserve to be ripted off, its called tit for tat..
No, it's called wanting to rationalize being a cheap, greedy thief.

4028. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 12:41:19 UTC
From: larserik@oslonett.no
Message-ID: <31309f$4fo@hasle.oslonett.no>
Source record: 31202

In message #0, error@stack.urc.tue.nl writes:

> But there is a need if I want to FAX documents with ppictures. It would
> be so easy if I could finish a report at home and fax it to my professor
> so he could find it on his desk in the morning.

TeleOffice has a small "DTP" inside it that alllows you to put together
ASCII text and pictures to construct a fax - very very very smart !!

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4029. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 13:28:24 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31331o$dfi@mudraker.mtholyoke.edu>
Source record: 31204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

> How come some one can produce a Article for sale (Software)
> and find that there are no guarantee that it will work, its often
> refered to as Sold as is...???

You are not paying for what the software is promised to do, but for what it does now. This difference is important, or we would find ourselves sued for every bug or limitation that someone ran into. Trust me, this has happened in the past to other developers.

> Also it is often stated you don't own the article at all (Software)
> you are only leasing it..? my thouhts are I payed for it I own it,
> and I can do what I like with it.

Do what with it? Make your own copies and sell them? See? It is important that the developer retain clear ownership of the product. If not, someone might try to do something that isn't protected by copyright (or not protected as well). BTW, you are not leasing it, you are licensing its use.

> Also they claim that you can't alter it or touch it in any way.

If you wrote a program. Would you want someone to go in and modify its code? And if they did, and then it erased someone's hard disk, would you want them to sue you (over a change you didn't even do)? See how these problems can get aggravated. Again, this exact example HAS happened. A database company had its program modified by a consultant. The database then damaged expensive records, and the end user sued the pants off the database company. They (the database company) are not in business any more.

> They also claim that if this Article does any damage that they are no liable,
> so if it wipes you hard drive tough luck.!!

See above. Most developers (especially Atari developers) are pretty poor. Just the legal costs for a lawsuit (even if they didn't lose it) would bankrupt us. These DISCLAIMERS are necessary to prevent these problems. Of course, this never really happens (at least I haven't heard of it happening), but you never know. If someone is too lazy to back up their hard disk, then drags the drive to the trashcan by accident, should they be able to sue us?

> Plus to get this Article fixed if its faulty (Bugs) you have to Pay..!!

Again, this is a defence mechanism. We have never charged someone to fix a bug they ran into (all the free patches we've uploaded to online

services prove this). But, if this wasn't in there, someone could sue a developer and demand that they fix a bug for free. In some cases that might be unrealistic (where fixing the bug will take so many resources, that it would bankrupt the developer).

> With Laws such as this you deserve to be ripted off, its called tit for tat..

Tit for tat? Doesn't that infer that we would first get something before we were ripped off? The truth is that we usually get nothing. In the Atari market, a best selling product can, at best, hope to sell to 10% of the current Atari market. Does that mean that the other 90% don't use that product? Take a guess. Find out how many people use UIS, QuickST, or NVDI and then ask them all if they bought it. I'm not blaming piracy for the current Atari market (I never have), but it is something that does affect us developers directly. Trust me, I never was able to buy that lovely house I always wanted.

> Theft is Theft no matter how you look at it....

For once, I completely agree with you.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

4030. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 16:49:26 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtK3wo.F3r@westminster.ac.uk>
Source record: 31206

Eric March (diehl@io.org) wrote:
: > Try the files in doc\ and man\.

: Is there an English version available? The version I have (1.999) is
: completely in German, and as I do not speak German, it makes using Gemini
: nearly impossible, since I can't puzzle out what half of it does.

I have written off to the author regarding me and Joe Connor doing UK
support for this program...which will entail translating the docs and
resource files into English. Hopefully, we will be allowed to do this.
Watch this space.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4031. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 18:44:04 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <313lhkINN3c7g@rs1.rrz.Uni-Koeln.DE>
Source record: 31208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:
: In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:

: >With Laws such as this you deserve to be ripted off, its called tit for tat..
: No, it's called wanting to rationalize being a cheap, greedy thief.

Please please... can we cool down a bit? I can certainly see why many
folks are provoked by Roger's posting. His stuff strikes me as being
one-sided and lacking any ideas how to tackle the problem (e.g. alternative
systems of software distribution, such as the FSF's concept). OTOH,
his posting leaves me with the impression of being written by someone
who has been seriously bothered by some problems that simply do exist
with the current system of commercial software distribution. Calling
someone who is frustrated and probably annoyed by these problems a
"thief", a "jerk", or stating he shows "stupidity" is missing the real
point and won't do any good. It's merely a step towards a full-fledged,
pointless flame war.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4032. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 20:39:09 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul26.203909.1178@govonca.gov.on.ca>
Source record: 31210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca writes:

> Hey, if you are going to pay for the licence to use the software, you have
>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>of all the starving software authors who are cheated out of $$$ because
>some one stole(copied) it!!!!
I agree with the position you present in the first two sentences above,
but not in the logic of the third. *Mostly*, the people who steal
software wouldn't buy it anyway...they're too cheap.

The companies that claim they're losing a mint to piracy are just
pulling numbers out of thin air to make a big case and impress the law
makers/enforcers. Even if they could shut down every one of the warez
dweebz, it wouldn't add a cent to their profits. (On the other hand,
focussing on corporate-level theft *might* get them a few extra
dollars...but not those in the Atari software business.)

4033. RE: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 21:21:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EG1VDIVK@ttgk.textlitho.nl>
Source record: 31211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca wrote :

> Hey, if you are going to pay for the licence to use the software, you have
>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>of all the starving software authors who are cheated out of $$$ because
>some one stole(copied) it!!!! If you think that these programmers are getting
>heavy-handed, they HAVE TO! It never used to be like this...be then the
>pirates came....
>

Those programmers could of course do something REAL for living... I never expected to become very rich from MY programming efforts... Fact is that by programming for Atari computers you will never earn a decent income (anymore)... Too bad but fact is fact.

The whole system is wrong. If I buy a bread toaster for say $25, I open the package at home (not allowed in the store because of immediate agreement with the rules and regulations on the outside..) only to find out that I need a separate cable and a plug to connect it (referring to crippleware) You can get it to work when you send the maker of the product an extra $10 or so...
That stinks, no one would buy such a product.

I bought a set of CD-UTILS ($50) for my SCSI CD-ROM player only to find out that it also wouldn't read all CD-ROM titles. Ok you can get an update for $?? and also no guarantee... I recently bought a CD-ROM player for my PC and with it came a nice little driver which hasn't got any problems reading whatever CD-ROM disc, the cost of this Mitsumi player was: $75 !!!!! Ok, ok, it's single speed but my SCSI drive for the TT cost me $300 !! Atari computers just aren't any fun anymore, everything for it is expensive (graphic cards, harddrives, memory expansions, you name it)

I'm not interested in putting my whole salary into my TT !! So I admit I sometimes also 'try' software... Here in Holland it is almost impossible to go and look for decent software for the Atari, for a PC you can get everything on every streetcorner. I don't like PC's, I don't like VHS videos either but fact is THEY make the rules.

Gert

--

-- --
Atari TT-Point
-- --

4034. Re: Wow! (GNU C/C++ 2.6.0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 23:37:34 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3146nu$s7o@irzr17.inf.tu-dresden.de>
Source record: 31212

In article <H.eg.ToddRZHeSZI@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:

> Last I heard, they still wouldn't include Jwahar Bammi's patches in the
> main GNU C/C++ distribution [...]

The last thing I heard was that they were willing to include support
for m68k-atari-mint, but before sending patches, bammi and/or Howard
first wanted to throw out some old kludges for the TOS support that
aren't needed any longer, as the TOS/MiNT libraries do all the
necessary kludging already.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4035. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-26 23:56:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EG2ADIUW@dksoft.ping.dk>
Source record: 31220
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1994Jul26.113515.19357@govonca.gov.on.ca> Phil Mills wrote :

>No more than a hotel room you rent. The conditions of the lease are
>part of the product. Once again, if you have problems with any part of
>the product (including the conditions), you get to ignore the product
>entirely. If enough people feel likewise, the company goes broke...or
>maybe changes a bad licensing policy.

When you rent or lease anything, there's obligations stated for the authors.
But speaking about software, there's no obligations for the author what so
ever.

And how can you ignore a peace of software you'r not able to test ?

>> Please Please can I trash your piece of Rubish software....!!
>Absolutely! If it's rubbish, don't buy it...but don't FRIGGIN' use it
>either!

Ofcouse, if you use something, pay for it. But thats mostly shareware products
you can say this about. What about commercial products ?

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4036. Re: Megabus / Moniterm problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 01:23:10 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Jul27.012310.23217@abo.fi>
Source record: 31218

In <EGYUFEUQ22-UP@deluxe.textlitho.nl> paul@deluxe.textlitho.nl writes:

> Between the card and the motherboard sits an accellerator and a TOS 2.06
> card, so the standard bus connector had to be extended by extra bus plugs.
> But - when I plug the 68000 back on the board and remove all the extra's
> and then connect the card without the extensions it still won't work.
> Everything else works fine - the machine boots, the screen driver 'sees'
> a monitor connected, boots on in TT highres - but all of this with blurry
> screen output. Does anyone know what's causing this and how to fix it?

That Moniterm card (Atari's own) seems to be one hell of a troublemaker... I couldn't get the thing to work with either a Turbo 16 2.0 (16 MHz 68000) or Turbo 030 (40 MHz 68030) acceletor cards at all..! So you're a lucky one, if your combination _has_ worked... Did you have to make any hardware modifications?

But... There are some possible problems: one is the power supply that doesn't seem to be strong enough for even the Moniterm card, let alone both that and an accelerator card (and your TOS 2.06 card..). Maybe you PSU just has partly died. It wouldn't be the first one to do that...

Second, the MegaBus driver ICs are weak in many Mega individuals.. That can cause some strange problems, but I doubt yours is one of them..

Sorry for not being able to help more - but measure your PSU's voltages first. If they are below 5 and 12 volts - maybe that is the reason...

And I would be very happy, if someone knew how that damned SM194 Moniterm card can be made to work with Tiny Turbo 030-40 accelerator together.. ;-) !

Greetings,

Tommi

4037. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 05:33:43 UTC
From: dburns@world.std.com
Message-ID: <CtL3G8.2HH@world.std.com>
Source record: 31216
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Rick. Quit wasting your time trying to educate this guy, and finish
that index for NeoDesk 4. . .

. . . ooops! Nevermind. Just kidding. ;^)

Dave Burns
Lowell, MA

4038. TEAC drive settings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 06:03:49 UTC
From: mattk@netcom.com
Message-ID: <mattkCtL4uD.lp7@netcom.com>
Source record: 31217

Hi all...

I have a Teac FD-235HF 217-U, P/NO 19307322-17 (all the numbers save the serial number from the back label) that has the following jumpers: D0, D1, HHI, LHI, OP, HHO, FG.

FG has what looks like a capacitor (tiny blue jobby)

I'd like to know how to set the drive. I am using it right now as a double density drive, with D0 and OP jumpered. Using a meter, I tried all sorts of jumper combinations, I tried to get pin 2 to switch from lo to hi with DD and HD media. No matter what I did, pin 2 was always +5 volts WRT the case. The little media hole sensor works...with a HD disk in, the "switch" opens and 5v flows.

The guy I got it from's roommate thinks that it's a special breed of Teac that's only low density. (But I don't know how I could tell that)

Now I could use the media hole sensor to drive a 74F157 (commonly used for switching 8 & 16mhz lines to the FDC) but I don't know if the drive is "switching" densities. Is the only way I can tell to do the mod and see what happens?

Bye for now,
Matt Koundakjian <mattk@netcom.com>

4039. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 08:51:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31576m$n3j@percy.cs.bham.ac.uk>
Source record: 31219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Iain.Laskey@barclays.co.uk writes:
>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>|> **** NODESK ****
>|>
>|>
>|> Does any one know any thing about the Compo's Nodesk,
>|> that I read about in ST-Review Dec, 93..
>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>must-have as NVDI, especially on older machines.
>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>here).

No, "Nodesk" appeared in an ST Review article on Compo, a while back.
It appeared in a photo of one of the developers' desktops.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4040. Falcon, CDs and Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 09:27:32 UTC
From: geoff@damp.apana.org.au
Message-ID: <3159ai$bq1@frisbee.damp.apana.org.au>
Source record: 31226

Help.......

I have a Falcon (Tos 4.01) with 4 megs Ram, 65Meg internal HD, 240Meg SCSI drive, and now a Vertos CD drive (panasonic internals) and am haing trouble copying files from the CD rom to another drive.

I get 2 bombs if coying a single file from the CD to any of HDs.

I can copy a folder of files, usually successfully but will eventually get 2 or 3 bobms after a message saying that the drive isn't responding or some other sinilar message.

I can quite happily read the CD directories all day, and can happily read the files from GemView (it's a CD of space pics(.PCX) in ISO 9660 format and I haven't spent (wasted??) my money on other CDs until I get this fixed.

I am using ICD pro-utils, and have tried HDX and Hushi with the same results.

I am using MetaDos 2.4 with the Falcon drivers from CD Tools.

OK - Is that enough info for one of the buffs out there to give me an answer to solve this problem - be it hardware, CD drive, HD driver, CD driver, or me.

Thanks for the help.

Take care... Geoff

geoff@damp.apana.org.au

4041. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 11:35:45 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul27.113545.25295@govonca.gov.on.ca>
Source record: 31222
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <313lhkINN3c7g@rs1.rrz.Uni-Koeln.DE> a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

>Phil Mills (millsp@govonca.gov.on.ca) wrote:
>: In <311pqm$kft@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>: >With Laws such as this you deserve to be ripted off, its called tit for tat..
>: No, it's called wanting to rationalize being a cheap, greedy thief.

>Please please... can we cool down a bit?
If you read (and understood) the majority of what I wrote instead of just grabbing the last few lines out of context, you may notice that I too agreed with a number of Roger's points.

When I say that, "you deserve to be ripted [sic] off," is a rationalization of theft, I don't consider it an insult particularly. If being ripped off isn't another phrase *meaning* theft, what is it? ...and dreaming up nobel-sounding excuses for screwing others always has seemed to me less honorable than the screwing itself.

4042. Re: patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 11:54:02 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Jul27.115403.1269@cathy.ijs.si>
Source record: 31221

In article <CtGuwJ.AtC@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>>It seems to succeed every now and then, but fails on 95% of them...
>
>I had this. Either your 'patch' is broken, or it doesn't like the
>parameters supplied.
> (stuff about -l parameter deleted).
There is another problem. The patch that I found on a.a somewhere, had the
code to create a TMP file broken. Specificaly, it didn't work without a /tmp
directory, and then it wanted to create files with too long names. They got
written, but could not be re-opened for reading. I had to get patch sources
from somewhere else on a.a and rewrite the routine responsible for creating
the TMP filenames.

It would probably work if I had a proper MinT running at the time, but since I
was patching Mint...

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4043. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 13:08:44 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul27.130844.1223@govonca.gov.on.ca>
Source record: 31223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Up-EG2ADIUW@dksoft.ping.dk> Kim@dksoft.ping.dk (Kim Andersen) writes:

>When you rent or lease anything, there's obligations stated for the authors.
>But speaking about software, there's no obligations for the author what so
>ever.
Like I said, the conditions are part of the product. If you don't like
the conditions, don't buy the product. (As an example, Borland came out
years ago with a better-than-average licensing policy. I bought some of
their products rather than their competitors' products mostly because of
it. Early this year, Borland brought out a remarkably stupid licensing
policy for one of their compilers; CompuServe users flamed it to cinders
and Borland backed off.)

>And how can you ignore a peace of software you'r not able to test ?
By letting it sit on the seller's shelf?

>Ofcouse, if you use something, pay for it. But thats mostly shareware products
>you can say this about. What about commercial products ?
Demo versions, magazine reviews, the Internet, friends and co-workers,
in-store demonstrations.... I certainly realize that there's not as
much information for those of us in the Atari world, but we knew that
going in, right?

4044. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 16:44:59 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <3162ubINN1rmg@rs1.rrz.Uni-Koeln.DE>
Source record: 31224

Uwe Seimet (seimet@chemie.uni-kl.de) wrote:

: Hmm. There is quite a lot of software that can be compiled unter linux but
: not under MiNT. X11 for example and a bunch of other packages.

Hmm^2... I wonder whether it would be possible to come up with some
sort of Xlib on top of GEM? This thing would not need to be network-
capable, I rather think of a library that emulates Xlib calls on the
local screen.
I faintly recall that something along these lines has already been
suggested in a thread in this newsgroup several months ago, but I
haven't seen any conclusions.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4045. Re: Processor Direct Magazine [Was Falcon DCD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 17:42:57 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CtM17M.Kr1@usenews.nrlssc.navy.mil>
Source record: 31229

Timothy Miller (millert@grad.csee.usf.edu) wrote:
: Jim Collins (bammbamm@dswhq.omahug.org) wrote:
: : In a message of <15 Jul 94 16:08:26>, Timothy Miller (1:286/2) writes:

: : TM> The next issue of Processor Direct magazine will have an article

: : When will this critter be available to the public???

The first issue of PD was quite good, but so far that's the only
one I've seen... Have they published more than this premier issue?

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

4046. Re: WANTED dump 1.62;2.6;

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 18:58:55 UTC
From: larserik@oslonett.no
Message-ID: <316apf$pcs@hasle.oslonett.no>
Source record: 31237

In message #7, Iain.Laskey@barclays.co.u writes:

> Atari make TOS2.0x. If you want an upgrade, get this. WHy go for an older
> version. Do DOS users go and buy DOS3.3 when 6.2x is current?

Many uses DOS 5.0x because of several small bugs in 6.xx
And many games on Atari does not work with TOS 2.0x

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4047. SCC Chip question...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 19:54:25 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <316e1h$gf1@bronze.coil.com>
Source record: 31225

Just a question... in my months now trying to get MintNet to work properly with my Falcon030, I've come across a few problems. With MiNT 1.10h3 and 1.10h7, dumbterm.ttp will not send/receive and CoNnect 2.46 will not send/receive. STalker will send/receive, but under 1.10h7, the modem will not react to an "ATDT" command. Under MiNT 1.10h1, all the term programs I've tried work.

Now for the MintNet problem. When I run ftp-03, finger, or really any utility, the modem undergoes some sending and receiving, as if it were actually working, but nothing is printed to the screen.

For all of this, I've been running tcsh 6.02. Any Falcon owners have this problem? And does anyone know how to fix it?
--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4048. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-27 22:56:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <316on7$hvs@golem.wcc.govt.nz>
Source record: 31227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <310jbs$smp@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>|> **** NODESK ****
>|>
>|>
>|> Does any one know any thing about the Compo's Nodesk,
>|> that I read about in ST-Review Dec, 93..
>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>must-have as NVDI, especially on older machines.
>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>here).

No I do meen Nodesk not Neodesk, Nodesk is a German Product sold by Compo,
ge the mag a read....

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4049. Re: Atari support sought

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 02:52:52 UTC
From: tilso@loose.apana.org.au
Message-ID: <3176i4$50g@loose.apana.org.au>
Source record: 31228

dhomuth@ednet1.osl.or.gov (Don Homuth) writes:

>This note is posted on behalf of my brother, who has an Atari 800 and
>a 520ST. He is looking for an address of a center that will repair
>Atari hardware, and which also might have a modem and supporting
>software available.

>Please e-mail a reply including name, address and phone/fax number to
>the above e-mail address if you know of such a facility. Thank you.

Me too.any info would be good,,:-)

4050. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 03:39:30 UTC
From: rflashma@mtholyoke.edu
Message-ID: <31799i$job@mudraker.mtholyoke.edu>
Source record: 31230
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:
> The companies that claim they're losing a mint to piracy are just
> pulling numbers out of thin air to make a big case and impress the law
> makers/enforcers. Even if they could shut down every one of the warez
> dweebz, it wouldn't add a cent to their profits. (On the other hand,
> focussing on corporate-level theft *might* get them a few extra
> dollars...but not those in the Atari software business.)

If I only had back all the dollars that "non-legal" owners have chewed up
over the years when they call us (usually on our 1-800 line) tring to get
free technical support for something they did not buy...

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

4051. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 10:07:24 UTC
From: reschke@uni-muenster.de
Message-ID: <31800s$11fs@obelix.uni-muenster.de>
Source record: 31232

In article 7s2@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> brusch@eslapion.sh.sub.de (Stefan Brusch) writes:

>
> The only changes I made to the default setup is renaming the 'user' directory
> to 'usr', and merging the MAN1, CAT1 and CAT1M directories into one big MAN1
> directory, since I use a real manpager which expects all manpages to be in the
> MANx directories... And that's it. Additionally pick up copies of awk, sed,
> perl, nroff, man, mkproto, and all Julian's tools (mupfeltools and texttools),
> and perhaps a few more, and you have an unbeatable setup... I really wished
> there was something like the Gemini/Mupfel pair for my Mac...
>

A `real' manpager? :-) Obviously not. Normally, you have man* (with nroff files)
and cat* (with formatted files) folders in one man folder.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4052. Re: Falcon, CDs and Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 10:10:32 UTC
From: reschke@uni-muenster.de
Message-ID: <31806o$11fs@obelix.uni-muenster.de>
Source record: 31233

In article bq1@frisbee.damp.apana.org.au, geoff@damp.apana.org.au (Geoff Camp) writes:
>
>
> I am using MetaDos 2.4 with the Falcon drivers from CD Tools.
>

Please email me a detailed bug report *including* the report file created by CD-Tool.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4053. Re: WANTED dump 1.62;2.6;3.6 WANTED AJAX HD FDC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 10:51:04 UTC
From: steve-j@teleport.com
Message-ID: <3182io$jsa@elaine.teleport.com>
Source record: 31231

In article <3109g4$smp@bognor.barclays.co.uk>,
<Iain.Laskey@barclays.co.uk> wrote:

>Atari make TOS2.0x. If you want an upgrade, get this. WHy go for an older
>version. Do DOS users go and buy DOS3.3 when 6.2x is current?

Well, when Microsoft released MS-DOS 4.0x, MANY clone users went
looking for older copies of v3.2 or v3.3! <grin> Newer doesn't
always equal better!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4054. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 11:28:35 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.112835.9030@govonca.gov.on.ca>
Source record: 31234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <31799i$job@mudraker.mtholyoke.edu> rflashma@mtholyoke.edu (Rick Flashman) writes:

>If I only had back all the dollars that "non-legal" owners have chewed up
>over the years when they call us (usually on our 1-800 line) tring to get
>free technical support for something they did not buy...
A point I hadn't considered....

To be more specific then, when companies, and groups such as SPA,
publish statements such as, "We estimate that there are [x*100000]
pirated copies of product [Y] in the world, each with a retail value of
$499.95. Therefore we've lost [x*100000*499.95] dollars of revenue to
piracy," the lack of logic annoys me. Something in the back of my mind
says, "these weasels are trying to make a case for royalties on blank
diskettes!"

I can always hope that their code makes more sense than their press
announcements.

4055. Copyright Laws...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 11:56:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3186dt$plm@golem.wcc.govt.nz>
Source record: 31235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A few Points I would like to mention about Copyright and the
Laws in New Zealand...

Some of the USA shrinkrap software Licence agreements can no be
enforced here in N.Z, they are just no Legal...

A person that has a Legal copy of TOS 1.6 is entitled to a full
working copy (TOS 1.62) with out the Bugs, by any means possible,
that does mean getting a copy of these ROMs, on this point the Law
is on his side..

This person should not have to buy ROMS at all, also TOS 2.06 ROMs
have problems with a lot of Software, to suggest that this person
has to get the Software upgraded, get real, most of these software
houses no longer exist, how do I update my Copy of Script...?

Also to suggest that you can't alter Copyrighted software, gee look
at all the patch programs for TOS, like KAOS TOS 1.4, did Atari
shut them down, no, as it does not have a case....

A friend of mine a few years back brought a copy from the USA the
Atari Wordperfect, as it was much cheaper than here, some time
later he heard about a update and send his warranty card back to
Wordperfect, some months later he received a letter from the agents
here, asking some $600nz for New Zealand registration, this was
more than he paid for it in the first place, he asked the agents
here what he would be getting for his $600, they could not tell
him...

Since then Wordperfect Corp has instructed there agent here to
have every imported copy of Wordperfect to be confiscated by
customs here, as they hold the Copyrights.....

The same has happened to Apple computer imports, the import
agent holds the Copyrights...

The Problems with all this is that most USA PC software is some 5
times the USA Price, this is also correct for the new Power Macs..

Current exchange rate = 1.66 times the USA $

A person time time back wrote a article in a New Zealand Mag and
refered the software importer/agents as Pirates here, as there high
prices = theft...

One of the Big problems here is schools, they copy any thing they
can get, if a school has 10 PC computers in can't afford to get 10

copies of ther software, they just don't have the money, and the government here does not help at all...

Please Please don't get me wrong I have more brought pieces of software then most of you on this net, I wonder how many of you that has a illegal copy of some piece of software...

Own up those that have illegal copies of UIS III..

And NOTE: I have been asked for copies of Neodesk many time, even last week..

As the Bible states, those with out sin can cast the first stone...

So why not try and be honest with your self ...!!

From a owner a a Rwal Atari computer, nou one of those Copies that I keep hearing about....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4056. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 12:28:59 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.775398539@txfs1.hfb.se>
Source record: 31238

In <31800s$11fs@obelix.uni-muenster.de> reschke@uni-muenster.de (Julian Reschke) writes:
>In article 7s2@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>
>> there was something like the Gemini/Mupfel pair for my Mac...
>>

But there is!

Try MacMiNT! What i've heard of it it should just work fine on Mac, providing you to use most of the nice things that is out for AtariMiNT.

>A `real' manpager? :-) Obviously not. Normally, you have man* (with nroff files)
>and cat* (with formatted files) folders in one man folder.

:^D were did he get the idea that man?/* and cat?/* should be in the same folder??

I have a question for you, Julian:
Do mupfel work under MiNT and will Gemini ever work as a GUI (instead of GEM.SYS) for MiNT?

Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
Finger me for my public PGP-Key _/ _/ _/ _/ _/ _/ _/ _/ F-030

4057. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 12:53:11 UTC
From: rflashma@mtholyoke.edu
Message-ID: <3189nn$lg4@mudraker.mtholyoke.edu>
Source record: 31239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Mills (millsp@govonca.gov.on.ca) wrote:

> To be more specific then, when companies, and groups such as SPA,
> publish statements such as, "We estimate that there are [x*100000]
> pirated copies of product [Y] in the world, each with a retail value of
> $499.95. Therefore we've lost [x*100000*499.95] dollars of revenue to
> piracy," the lack of logic annoys me. Something in the back of my mind
> says, "these weasels are trying to make a case for royalties on blank
> diskettes!"

Not being a member of the SPA I haven't really paid attention to their statements. However, I wasn't aware that any Atari developers were members of the SPA. So their figures (however innacurate) don't really apply to our market. Trust me, if I was selling 1,000 copies a month of a program on the PC market, I would not be as concerned about piracy. I could at least then maybe afford a vacation once in a while. The Atari market is unique because if we lose 10 sales, it might make the difference that month if we can meet our payroll!

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

4058. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 14:31:19 UTC
From: millsp@govonca.gov.on.ca
Message-ID: <1994Jul28.143119.24068@govonca.gov.on.ca>
Source record: 31236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3189nn$lg4@mudraker.mtholyoke.edu> rflashma@mtholyoke.edu (Rick Flashman) writes:

>However, I wasn't aware that any Atari developers were
>members of the SPA.
Perhaps there aren't. I work and play in so many different "platform"
markets that I lose track.

>The Atari
>market is unique because if we lose 10 sales, it might make the
>difference that month if we can meet our payroll!
Perhaps not that different...they make more sales; they "lose" more
sales; they have a bigger payroll.

It all comes down to (for the point I was trying to get at) whether you
count one pirated copy of a program as one lost sale. I think that the
people who support that equation are either fooling themselves or have a
hidden (almost) agenda.

If you had some way of knowing that you were being paid for all the
copies that anyone would be willing to buy no matter whether they were
able to steal copies or not, would you still want to stamp out software
theft?

(Personally, I vote yes...not because it makes good business sense, but
because I don't like having a thief think he's made a mark out of me.)

4059. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-28 15:24:58 UTC
From: UZS0E7@ibm.rhrz.uni-bonn.de
Message-ID: <17001D8CES85.UZS0E7@ibm.rhrz.uni-bonn.de>
Source record: 31240

In article <eliassen-1307941633360001@avirislab.jpl.nasa.gov>
eliassen@aviris382.jpl.nasa.gov (Brian Eliassen) writes:

>BBS written in GFA will crash after a maximum of 5 days without a reboot.
>Why? Poor coding by GFA themselves. GFA<>BBS.

Not necessaryly! You simply have to user VOID FRE(0) after each $-operation.
Markus

4060. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 01:58:05 UTC
From: stevedc@ac.dal.ca
Message-ID: <1994Jul28.225805.26163@dal1>
Source record: 31100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm not a pirate personally, but I do agree that things that the
software companies say is blown way out of the water, for example;
when Michael Jackson's largest album was released called Thriller
it made a estimated 400 million world wide, yet they estimated they
lost over another 200 million over piracy of that particular album
due to copies to cassettes etc. Come on, the album cost only a
mere 4 million to produce and distribute@!!! I'm sure that the
young buck at Microsoft is not eating my cat's leftovers. Think,
just think of the dough involved here! Think of how much piracy
goes on in the Dos world let alone Atari, and I believe that we all
know a few pirates on that platform don't we?

This is only my opinion of this entire situation and I still firmly
believe that if everyone was a pirate, of course we would have not
a platform for the Atari at all, but the piracy that is out there
is probably by the most part anyway, by person's who could not
afford the software anyway and the purchase of that said software
would not exist anyway, so I believe why bicker! I pay for what I
use, but this sort of topic is getting pretty old and boring as
far as I go anyway.
In article <1994Jul26.203909.1178@govonca.gov.on.ca>, millsp@govonca.gov.on.ca (Phil
Mills) writes:
> In <26JUL94.11192672@skyfox.usask.ca> wsen@skyfox.usask.ca writes:
>
>> Hey, if you are going to pay for the licence to use the software, you have
>>to abid by the law. If you don't like it, DON'T buy the stuff!!!! Think
>>of all the starving software authors who are cheated out of $$$ because
>>some one stole(copied) it!!!!
> I agree with the position you present in the first two sentences above,
> but not in the logic of the third. *Mostly*, the people who steal
> software wouldn't buy it anyway...they're too cheap.
>
> The companies that claim they're losing a mint to piracy are just
> pulling numbers out of thin air to make a big case and impress the law
> makers/enforcers. Even if they could shut down every one of the warez
> dweebz, it wouldn't add a cent to their profits. (On the other hand,
> focussing on corporate-level theft *might* get them a few extra
> dollars...but not those in the Atari software business.)

4061. DMA chips ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 06:49:23 UTC
From: plord@novell.co.uk
Message-ID: <CtowAB.529@novell.co.uk>
Source record: 31092

Does anyone have a full list of what DMA chips work and which ones
don't in an STE ?

I have the following in my STE :-

C025913-38
PH23-030
9J4 93

Atari UK tell me this is a faulty one ... but they have a backlog of repairs
of about 9 weeks!

Can I use the DMA chip from my old STFM ? Or do I need to buy a new one if
I can't afford to wait the 9 weeks for Atari to replace it.

Thanks,

Pete

4062. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 08:27:23 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31aehb$1nh@percy.cs.bham.ac.uk>
Source record: 31094
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz writes:
>In article <310jbs$smp@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>>In article <310bbg$crk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
>>|> **** NODESK ****
>>|>
>>|>
>>|> Does any one know any thing about the Compo's Nodesk,
>>|> that I read about in ST-Review Dec, 93..
>>If you mean Neodesk, I thought every ST user had it? It's almost as much of a
>>must-have as NVDI, especially on older machines.
>>Currently at V3 with V4 any day now (say Compo UK who distribute Neodesk over
>>here).
>
>
>
>
>No I do meen Nodesk not Neodesk, Nodesk is a German Product sold by Compo,
>ge the mag a read....

Well, if you read the article, you'll find that noDesk will not be
sold outside of Germany.

It seemed to handle LZH (etc?) archives exactly the same as normal
GEMDOS folders, which was clever. (Opening an archive appeared to be
the same as opening a folder on the desktop, if you see what I
mean...)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4063. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 08:31:54 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31aepq$1qu@percy.cs.bham.ac.uk>
Source record: 31093

d93rkr@t.hfb.se (Robert Krenn) writes:
>I have a question for you, Julian:
>Do mupfel work under MiNT and will Gemini ever work as a GUI (instead
>of GEM.SYS) for MiNT?

Robert, you're confusing a desktop program with an operating system!
They are different, which is why Gribnif sell a desktop (NeoDesk) and
an [part of an] operating system (Geneva). Or in the Mac world, the
Finder and the System.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4064. Re: GFA memory management

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 17:07:29 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2907940907290001@avirislab.jpl.nasa.gov>
Source record: 31101

In article <17001D8CES85.UZS0E7@ibm.rhrz.uni-bonn.de>,
UZS0E7@ibm.rhrz.uni-bonn.de (Markus Hoffmann) wrote:

> Not necessaryly! You simply have to user VOID FRE(0) after each $-operation.
> Markus

What will that do for us? I believe Aaron (author of Freeze Dried Term)
tried everything. I'd assume he tried that or knew why it wouldn't work.
I'll have to look that one up because I'm not familiar with it myself.
Thanks for the lead though.

Brian

--
"My views do not necessarily reflect those of my employer"
-Brian Eliassen

4065. Diagnosing Hard Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 17:51:18 UTC
From: Paul Purdom <pwp@cs.indiana.edu>
Message-ID: <1994Jul29.175126.23733@news.cs.indiana.edu>
Source record: 31096

I have a Supra hard disk that has stopped working. The busy light still comes on, but programs do not seem to recognize the logical unit.

1. What is available in programs to diagnose hard disk problems?

2. Has some one had similar problems with a Supra hard disk? If so what was the cure?

The trouble with the disk arose just after the disk when across the US in a car, so I will first reset the various connectors in the unit unless I get a better idea first.

Any suggestions on how to attack this disk problem are welcome.

4066. DMA CHIPS ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 18:24:35 UTC
From: jabrana@powertech.no
Message-ID: <1994Jul29.182435.30442@powertech.no>
Source record: 31095

In an article of <29 July 1994 ,06:49> (Plord@novell.co.uk) writes:

p> C025913-38
p> PH23-030
p> 9J4 93

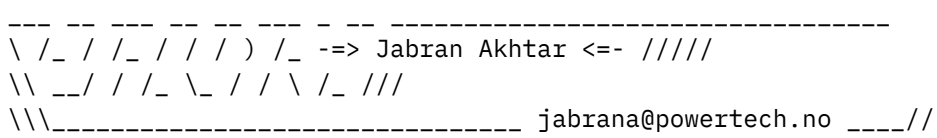
Yeah ,that's the faulty one.

p> Can I use the DMA chip from my old STFM ? Or do I need to buy a new one if
p> I can't afford to wait the 9 weeks for Atari to replace it.

No ,you can't use the FM DMA chip on an STE. What would then be the
point of having an STE rather than an STFM?

Try to get (or buy) the DMA chip from Atari and replace it yourself.
It shouldn't (hopefully) be a very big problem.

--



... FORMAT A:\MIGA ...
/// IMHO V1.07

4067. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 19:38:05 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31blqt$gl0@mother.usf.edu>
Source record: 31097
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know all about people who use software they haven't paid for.

I've gotten first, second, and third-hand reports from all over the world
about people who use and absolutely LOVE ANSITerm.

Yet the number of registrations totals to just over 30.

I've had countless requests for version 1.90 (the unregistered version),
but I never hear from these people again. They do not register.

No, programs should NOT all be released as shareware because most people
are not honest enough to pay for shareware software that they frequently use.

4068. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 19:47:11 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bmbv$gl0@mother.usf.edu>
Source record: 31098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rick Flashman (rflashma@mtholyoke.edu) wrote:
: Phil Mills (millsp@govonca.gov.on.ca) wrote:
: > The companies that claim they're losing a mint to piracy are just
: > pulling numbers out of thin air to make a big case and impress the law
: > makers/enforcers. Even if they could shut down every one of the warez
: > dweebz, it wouldn't add a cent to their profits. (On the other hand,
: > focussing on corporate-level theft *might* get them a few extra
: > dollars...but not those in the Atari software business.)

: If I only had back all the dollars that "non-legal" owners have chewed up
: over the years when they call us (usually on our 1-800 line) tring to get
: free technical support for something they did not buy...

Ugh! Doesn't that just make you SICK? Wouldn't you just like to pound
the living excrement out of them? The arrogance of some of these
people who expect you to give them technical support for a product they
didn't buy is disgusting!

GRRRRRRRRRRRRRRRRRRRR!

4069. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 19:52:05 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bml5$gl0@mother.usf.edu>
Source record: 31099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The SPA is a crock. They won't so anything for anyone who doesn't pay them lots of money to be a member.

I THINK Dorothy Brumleve even tried talking to them about all the Atari piracy that she had investigated. They weren't interested.

4070. Re: Processor Direct Magazine [Was Falcon DCD]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-29 20:02:14 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31bn86$gl0@mother.usf.edu>
Source record: 31105

Dan Fox (fox@nrlssc.navy.mil) wrote:
: Timothy Miller (millert@grad.csee.usf.edu) wrote:
: : Jim Collins (bammbamm@dswhq.omahug.org) wrote:
: : : In a message of <15 Jul 94 16:08:26>, Timothy Miller (1:286/2) writes:

: : : TM> The next issue of Processor Direct magazine will have an article

: : : When will this critter be available to the public???

: The first issue of PD was quite good, but so far that's the only
: one I've seen... Have they published more than this premier issue?

We're about to put out the second issue.

4071. Tera Desk/G+Plus problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 03:35:04 UTC
From: vicb@clark.edu
Message-ID: <31chp8$7k@clark.edu>
Source record: 31107

Has anybody ever had any problems with G+Plus and Tera Desk?

My G+Plus installation file has two programs listed, one of which is the spreadsheet OPUS. I have TOS 1.62, and from the TOS desktop have never had problems running OPUS with G+Plus.

The first time I call up OPUS after entering Tera Desk, G+Plus gives the error message, "Fonts/Device drivers in use; Default devices installed," rather than simply loading it up as it is supposed to.

The second time I call OPUS from Tera Desk, G+Plus loads in the proper ASSIGN.SYS file as it should normally. However, upon exiting OPUS, all windows and dialogs on the desktop show up with the windows and window text in the background color; all I get is a border of the window, although I can interact with them as normal (I just can't see what they are saying.)

Anyone else ever encounter this problem? I can duplicate it 100% of the time.

Any help will be appreciated; thanks--

Victor Bruhn
vicb@clark.edu

4072. Re: Tera Desk/G+Plus problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 04:15:29 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31ck51$lti@msuinfo.cl.msu.edu>
Source record: 31106

In article <31chp8$7k@clark.edu>, vicb@clark.edu (Victor Bruhn) writes:
>Has anybody ever had any problems with G+Plus and Tera Desk?
>
>My G+Plus installation file has two programs listed, one of which is the
>spreadsheet OPUS. I have TOS 1.62, and from the TOS desktop have never had
>problems running OPUS with G+Plus.
>
>The first time I call up OPUS after entering Tera Desk, G+Plus gives
>the error message, "Fonts/Device drivers in use; Default devices installed,"
>rather than simply loading it up as it is supposed to.
>
>The second time I call OPUS from Tera Desk, G+Plus loads in the proper
>ASSIGN.SYS file as it should normally. However, upon exiting OPUS, all
>windows and dialogs on the desktop show up with the windows and window text
>in the background color; all I get is a border of the window, although I can
>interact with them as normal (I just can't see what they are saying.)
>
>Anyone else ever encounter this problem? I can duplicate it 100% of the
>time.

Yes, I experienced the same problem, which is why I stopped using TeraDesk on my 1040 (now that I've a TOS 2.06 MSTE, it's not a problem :-). As near as I can tell, this happens because TeraDesk actually uses GDOS to replace the system font, and since TeraDesk is just a program (not an extension or what have you), it grabs GDOS and doesn't let go when another program is run. G+PLUS, I think, alters parts of VDI/GDOS to change the drivers when a program is run, and won't change those drivers when another program is using them. Sorry that's such a rough explanation, but it about matches my understanding. Maybe someone else can offer something better.

>Any help will be appreciated; thanks--
>
>Victor Bruhn
>vicb@clark.edu

Regards,
Tom
hopper_t@msupa.pa.msu.edu

4073. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 05:29:56 UTC
From: julian@loose.apana.org.au
Message-ID: <31cogk$dsl@loose.apana.org.au>
Source record: 31102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where can I find COMA 220? It wasn't on archie.au or src.....
Thanks. julian@loose.apana.org.au

4074. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 07:45:02 UTC
From: diehl@io.org
Message-ID: <31d0du$r5o@ionews.io.org>
Source record: 31103

> I have written off to the author regarding me and Joe Connor doing UK
> support for this program...which will entail translating the docs and
> resource files into English. Hopefully, we will be allowed to do this.
> Watch this space.

Great! I'm hoping we'll see an English version ... as it's a shame when
a decent program never gets translated to the English language so that
the majority can enjoy it. I did check it out briefly, but the fact that
it was all in German made giving it a fair review next to impossible.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

4075. DSP Mod Routine needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 17:01:12 UTC
From: geoff@damp.apana.org.au
Message-ID: <31e116$nd9@frisbee.damp.apana.org.au>
Source record: 31108

Help.....

Can any bdsy out there have the source code for a good DSP Mod player routine for the Falcon? Urgently needed as a good Ozz coder wants to do some coding for the Falcon and some conversion of demos he has released for the STE/TT etc.

What else can I say, but to email anything you have to me at: geoff@damp.apana.org.au

Thanks guys... Geoff

4076. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 17:14:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CtrJwx.FBL@cix.compulink.co.uk>
Source record: 31104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Does any one know any thing about the Compo's Nodesk,
>that I read about in ST-Review Dec, 93..

Maybe you want to check out the MagiC/Ease/Kobold combination, it's very
good.

Ofir ogal@cix.compulink.co.uk

4077. TT-high to ST-high emulator wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 18:01:32 UTC
From: sbparker@harold.ukmail.NET
Message-ID: <EG5SFGUQ21-UP@harold.ukmail.NET>
Source record: 31111

Does anyone know of a program which would emulate ST-high resolution on
a TT-high monitor?

I know this sounds like a backwards step, but I have a few programs
which will not run in TT-high and demand a screen of at least 640x400
pixels instead ;-)

Not having FTP access, I would appreciate being directed to mail-servers
if at all possible.

Steve

--

-- --
Steve Parker sbparker@harold.ukmail.NET
-- --

4078. Horizontal scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-30 19:48:52 UTC
From: ralunsfo@unccsun.uncc.edu
Message-ID: <31ear4$p50@news.uncc.edu>
Source record: 31109

I'm having a problem with horizontal scrolling on the Falcon in 320x240 True color mode. I have no problem with vertical scrolling (duh!), but when trying to set the system up to scroll horizontally, using a virtual screen size of 640x240, I cannot get the linewid register to cooperate. My prepared graphics file is 640x240. I tried setting linewid (the word at address $ffff8210) to a variety of different values (640, 320, 1280, and a lot more) but cannot get my graphic to display correctly.

any ideas?

ralunsfo@unccsun.uncc.edu

4079. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-31 02:17:49 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.775621069@apanix.apana.org.au>
Source record: 31110

d93rkr@t.hfb.se (Robert Krenn) writes:

>>> there was something like the Gemini/Mupfel pair for my Mac...

>But there is!

>Try MacMiNT! What i've heard of it it should just work fine on Mac, providing
>you to use most of the nice things that is out for AtariMiNT.

MacMiNT is theoretically quite neat, but you can't run it with VM enabled,
which is a big loss for those of us with 'smaller' macs.

>Robert

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

4080. Re: Horizontal scrolling

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-31 17:57:34 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CttGJy.EFt@cix.compulink.co.uk>
Source record: 31122

In message <31ear4$p50@news.uncc.edu>, ralunsfo@unccsun.uncc.edu said:

>I'm having a problem with horizontal scrolling on the Falcon in 320x240 True
>color mode. I have no problem with vertical scrolling (duh!), but when
>trying to set the system up to scroll horizontally, using a virtual screen
>size of 640x240, I cannot get the linewid register to cooperate. My prepared
>graphics file is 640x240. I tried setting linewid (the word at address
>$ffff8210) to a variety of different values (640, 320, 1280, and a lot more)
>but cannot get my graphic to display correctly.

The line width register expects the width of the screen in WORDs not
pixels AFAIK. Therefore for a 320 screen you should use 20.
i.e 320/16 = 20

HTH

Simon Robins

****
* Internet: srobins@cix.compulink.co.uk NeST: 90:100/110.2@nest.ftn *
* Turbonet: 100:106/3.2@turbonet.ftn Atarinet: 51:6/4.2@atarinet.ftn *
* Yacknet: 345:1/10.2@yacknet.ftn Fishnet: 777:400/7.2@fishnet.ftn *
****

4081. sampled sound data formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-31 20:12:58 UTC
From: jaycee@midmarsh.demon.co.uk
Message-ID: <775685578snz@midmarsh.demon.co.uk>
Source record: 31116

I am trying to find out some information for a programmer friend
of mine. He wants information on the file formats used with sound
files in .SND .AVR .SPL .SAM and such like formats.
Do you know of a suitable FAQ, and its whereabouts?
Have already seen to one written by Guido.
Any help much appreciated.

--
+---+
| beST wishes >> JayCee << jaycee@midmarsh.demon.co.uk |
+---+

4082. Re: TT-high to ST-high emulator wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-31 20:35:50 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31h1v6$8u9@viking.dvc.edu>
Source record: 31112

I would like to find out if anyone has manged to use the TT-high resolution
on a multisync, specifically the NEC 5fg monitor. I bought the darn thing
on the assumption that its wide range of frequncies will be sufficient to
handle my TT and future computers.. alas, the TT manages to display some
----

(damn PC terminal does not support BS/DEL!!)

...as I was saying, it displays the TT-MED resolution /l/ but not properly.
And I cannot use the TT-Hi. I was told that I needed to get an analog to TTL
display converter, but I'm willing ot pay for it (nbot build it like I was
told.)

Thanks..

--- PLEASE IGNORE THE FOLLOWING ----
off

strange (well, notdist

tstisexon

4083. Re: TT-high to ST-high emulator wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-07-31 23:33:50 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EG6XCJUS22-UP@deluxe.textlitho.nl>
Source record: 31115

In <EG5SFGUQ21-UP@harold.ukmail.NET> Steve Parker wrote :

>Does anyone know of a program which would emulate ST-high resolution on
>a TT-high monitor?
>
>I know this sounds like a backwards step, but I have a few programs
>which will not run in TT-high and demand a screen of at least 640x400
>pixels instead ;-)
>
>Not having FTP access, I would appreciate being directed to mail-servers
>if at all possible.
>

I know of this problem and there's a solution - a program that emulates
the lower resolutions in monochrome. I'll dig it up for you and send it to
you UUEncoded a.s.a.p..

Paul
--

Paul Tuijnman
paul@textlitho.nl

4084. Re: DSP Mod Routine needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 01:01:02 UTC
From: steve-j@teleport.com
Message-ID: <31hhge$5rj@elaine.teleport.com>
Source record: 31113

In article <31e116$nd9@frisbee.damp.apana.org.au>,
Geoff Camp <geoff@damp.apana.org.au> wrote:

>Can any bdsy out there have the source code for a good DSP Mod player
>routine for the Falcon? Urgently needed as a good Ozz coder wants to do
>some coding for the Falcon and some conversion of demos he has released
>for the STE/TT etc.

Look for DSP_MOD.TTP on some FTP sites -- it includes source code for
playing 4-channel MODs on the Falcon's DSP.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4085. VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 02:41:34 UTC
From: Matt.McAlister@dataport.com
Message-ID: <a5c_9407311847@dataport.com>
Source record: 31117

Does anyone know of a good virus protection program for the hard drive. If it's in p.d. you can attach it with your reply.
thanks

Matt McAlister ----Sysop---Dragnet bbs
415-917-0227----2400 baud---24/hrs aday
Michtron 3.0-----Free

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

4086. Memory test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 03:39:59 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <31hqqf$cm5@Tut.MsState.Edu>
Source record: 31114

Does anyone know whaere I can get a memory checker that handles
ALL 4 meg. MEMTEST.PRG only checks 1 meg.

Please help.

--

Thanks,
Thomas

E-mail: ted2@Isis.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4087. Re: DMA CHIPS ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 07:02:15 UTC
From: plord@novell.co.uk
Message-ID: <CtuGvs.HC2@novell.co.uk>
Source record: 31119

Jabran Akhtar (jabrana@powertech.no) wrote:

: p> Can I use the DMA chip from my old STFM ? Or do I need to buy a new one if
: p> I can't afford to wait the 9 weeks for Atari to replace it.

: Try to get (or buy) the DMA chip from Atari and replace it yourself.
: It shouldn't (hopefully) be a very big problem.

Well .... over the weekend I de-soldered the DMA chip in my STE and put in
a socket. Plugging in the DMA chip from my old STFM worked a treat! My
hard disk is now up and running nicely.

: No ,you can't use the FM DMA chip on an STE. What would then be the
: point of having an STE rather than an STFM?

I don't understand this. Is the STE DMA chip somehow different to the
STFM one? (The reason I moved from an STFM to an STE is that my old STFM
was getting very unreliable (I think due to the MMU socket) - I did my best
to sort it out but I saw an STE going cheap ....)

Do you think it is worth me now buying an STE DMA chip?

Many thanks,

Pete

4088. faster serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 07:23:28 UTC
From: Andrew.Studer@st-keep.wmeonlin.sacbbx.com
Message-ID: <3dc_9408010211@wmeonlin.sacbbx.com>
Source record: 31127

Does anyone have specs on programming the faster serial ports on the MegaSTe
and the TT? Atari hasn't been able to supply me with said information for over
a year and my BBS software is suffering because of it. Thanks!
--
: Fidonet: Andrew Studer 1:203/1632 .. speaking for only myself.
: Internet: Andrew.Studer@st-keep.wmeonlin.sacbbx.com

4089. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 07:41:48 UTC
From: diehl@io.org
Message-ID: <31i8vs$3cf@ionews.io.org>
Source record: 31118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I know all about people who use software they haven't paid for.
>
> I've gotten first, second, and third-hand reports from all over the world
> about people who use and absolutely LOVE ANSITerm.

In my case, it's the fact that I'm dead broke ... but, see below about
part of the reason for that.

> Yet the number of registrations totals to just over 30.
>
> I've had countless requests for version 1.90 (the unregistered version),
> but I never hear from these people again. They do not register.
>
> No, programs should NOT all be released as shareware because most people
> are not honest enough to pay for shareware software that they
> frequently use.

Indeed. I know that FANSI has recieved around 200 downloads from GEnie
alone. Yet, the total number of registrations I have recieved is 6.
Now, granted, not everyone who downloads the software is going to like
it, and still more won't have a use for it, but I would expect that
some of those people would register; only one of the people I have
gotten a registration from has a GEnie account (excluding one of my beta
testers who's also a GEnie member - he's the one that reports download
counts to me), and I believe he got his copy from Strobe II BBS from word
of mouth from the SysOp there who registered my program first.

No, there don't seem to be a lot of honest individuals who register
software. I have tried to take some precautions to encourage people to
register my program -- disabling some of the more important features...
perhaps I _should_ have disabled saving.

Now, granted, my program has only been out there for a tad over two
months... but even so the response, or lack thereof, is somewhat
disheartening. It couldn't be from lack of distribution -- I've gotten
mail from Germany about my program.

Shareware IS a nice idea ... unfortunately, it's less than ideal, and it
doesn't seem to work as well as it might.

_____ _____ _____ _____________________________
____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
__________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
__________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____

4090. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 10:55:30 UTC
From: reschke@uni-muenster.de
Message-ID: <31ikb2$1qju@obelix.uni-muenster.de>
Source record: 31120

In article 775398539@txfs1.hfb.se, d93rkr@t.hfb.se (Robert Krenn) writes:
> In <31800s$11fs@obelix.uni-muenster.de> reschke@uni-muenster.de (Julian Reschke)
> I have a question for you, Julian:
> Do mupfel work under MiNT and will Gemini ever work as a GUI (instead of GEM.SYS) for MiNT?

Mupfel and Gemini work well with MiNT. In fact, Gemini is the only desktop I know of which supports long filenames.

Gemini is a desktop, not a replacement for AES.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4091. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 10:57:02 UTC
From: reschke@uni-muenster.de
Message-ID: <31ikdu$1qju@obelix.uni-muenster.de>
Source record: 31121

```
In article r5o@ionews.io.org, diehl@io.org (Eric March) writes:
> > I have written off to the author regarding me and Joe Connor doing UK
> > support for this program...which will entail translating the docs and
> > resource files into English. Hopefully, we will be allowed to do this.
> > Watch this space.
>
> Great! I'm hoping we'll see an English version ... as it's a shame when
> a decent program never gets translated to the English language so that
> the majority can enjoy it. I did check it out briefly, but the fact that
> it was all in German made giving it a fair review next to impossible.
>
> __________ ______ ______ ___________________________________
> ____<____ >/ __ // ____/ ___ Tail of ________ Eric March _____
> __________> // <_/ // <___ ___ The Comet ______ diehl@io.org _____
> __________<_/<_____/<_____/ ___ Productions ____ "ANSI? FANSI!" _____
>

Gemini 1.21 *has been* available in an english version for years. The response
was so poor that the author decided to drop this version.

---
--------------------------------------------------
Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de
--------------------------------------------------
```

4092. Gemini 1.9999, Text-Tools Release 05.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 11:08:03 UTC
From: reschke@uni-muenster.de
Message-ID: <31il2j$1qju@obelix.uni-muenster.de>
Source record: 31124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

New on ftp.uni-muenster.de:

pub/atari/Gemini/gmn19999.tos: new release of the desktop (small bugs fixed).
pub/atari/Gemini/texttl05.tos: release 05 of my collection of text oriented tools (bs2esc, cut, pr, vdiprint, wc).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4093. Dsp Graphic Library (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 11:09:38 UTC
From: csterpin@vub.ac.be
Message-ID: <31il5i$c4o@rc1.vub.ac.be>
Source record: 31123

Hello all Falcon Coders

I am Nemrod/Cster from the Channel 38 crew and I want to Know
if some people are interested by a 3D graphic Library using
the dsp for the Falcon.
That library will use the routs I have done for the 3DX VIEWER
utility, but making a library will take me a lot of time and
I need to know if it will interest some people.
The programmers who have done some others rout using Dsp
like mod players or others stuffs can contact me if they
want for solve the problem of more than one program in the Dsp.

cu , Cster

4094. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 13:37:06 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31itq2$mo1@percy.cs.bham.ac.uk>
Source record: 31125

reschke@uni-muenster.de writes:
>In article r5o@ionews.io.org, diehl@io.org (Eric March) writes:
>> > I have written off to the author regarding me and Joe Connor doing UK
>> > support for this program...which will entail translating the docs and
>> > resource files into English. Hopefully, we will be allowed to do this.
>> > Watch this space.
>>
>Gemini 1.21 *has been* available in an english version for years. The response
>was so poor that the author decided to drop this version.

But if someone else did the translation and handled shareware
registration in the UK, would this be a problem? After all, there are
bound to be *some* extra registrations because of the UK support.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4095. GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 14:29:04 UTC
From: dave.buss@studorg.uio.no
Message-ID: <31j0rg$ka4@hermod.uio.no>
Source record: 31126

Hello. there,

Can anyone tell me what is GEM? I'm using(exploring?) mint on my Mac, and is curious with everything that works with mint.

Also, what is mgr? and what's the difference between xxx, xxx.ttp, xxx.prg? If the error message is something like unexpected '(', what is this supposed to mean?

MacMiNT is still buggy, but I love it. And yet it's not easy to treat a mac as an atari ST.

Chuck
dave.buss@studorg.uio.no

4096. Re: faster serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 15:08:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31j35k$15l@bognor.barclays.co.uk>
Source record: 31049

The only person I know who has programmed the high speed modes on TTs & falcons
said he got the data from the chip manual, not from Atari.

```
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-------------------------------------------------------+
```

4097. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 15:23:21 UTC
From: hjv@phil.ruu.nl
Message-ID: <31j419$tc@chico.staf.phil.ruu.nl>
Source record: 31128

reschke@uni-muenster.de (Julian Reschke) writes:

|In article 7s2@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
|>
|> The only changes I made to the default setup is renaming the 'user' directory
|> to 'usr', and merging the MAN1, CAT1 and CAT1M directories into one big MAN1
|> directory, since I use a real manpager which expects all manpages to be in

|A `real' manpager? :-) Obviously not. Normally, you have man* (with nroff files)
|and cat* (with formatted files) folders in one man folder.

I know, but I don't like to have all the original nroff files hanging around,
while I never use them anymore after formatting. So I put all my manfiles in
man1-man9 (?), which in turn are all in man/ of course. Quite a bit more
logical to have man-pages in man? directories instead of cat? dirs imo...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

4098. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 15:25:16 UTC
From: hjv@phil.ruu.nl
Message-ID: <31j44s$u3@chico.staf.phil.ruu.nl>
Source record: 31129

d93rkr@t.hfb.se (Robert Krenn) writes:

>>In article 7s2@chico.staf.phil.ruu.nl, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>> wish there was something like the Gemini/Mupfel pair for my Mac...
>>>
>But there is!
>Try MacMiNT! What i've heard of it it should just work fine on Mac, providing you to use most of the nice things that is out for AtariMiNT.

Sure, I know, but 'emulating' an Atari on a Mac is not exactly what I had in mind...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

4099. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 16:53:31 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31j9ab$ne5@msuinfo.cl.msu.edu>
Source record: 31130

In article <a5c_9407311847@dataport.com>, Matt.McAlister@dataport.com (Matt McAlister) writes:
>Does anyone know of a good virus protection program for the hard drive. If
>it's in p.d. you can attach it with your reply.
>thanks

The shareware program Portect6 works great for me! It's a monitor-type antivirus which runs from the auto folder and checks for executable boot sectors and programs attempting to alter executable files. Registration is cheap (forget the actual amount). From Lars-Erik 0sterud.

>Matt McAlister ----Sysop---Dragnet bbs
>415-917-0227----2400 baud---24/hrs aday
>Michtron 3.0-----Free

Tom
hopper_t@msupa.pa.msu.edu

4100. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 17:37:43 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <31jbt7$f0d@lyra.csx.cam.ac.uk>
Source record: 31131

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>--
>Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
^^^^^^^^^^^^^
>(hjv@phil.ruu.nl)
>... I'd rather die than find myself betrayed again ...

Wow! A whole department secretly studying me! :) :) :) :)
I never noticed a thing! :)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

4101. Re: faster serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 17:42:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <31jc6i$o3s@mailer.fsu.edu>
Source record: 31133

Andrew Studer (Andrew.Studer@st-keep.wmeonlin.sacbbx.com) wrote:
> Does anyone have specs on programming the faster serial ports on the MegaSTe
> and the TT? Atari hasn't been able to supply me with said information for over
> a year and my BBS software is suffering because of it. Thanks!

I cannot help you with programming information, but you might be interested
in knowing that there are a couple of ways to use the faster ports without
any code modifications (given that your goal is to get a faster port).
Perhaps the easiest is to use HSMODA04 to bind a faster baud rate to whatever
you are currently using (for example, you could tell your program 1200 baud,
but it would really come out to be 57600 or whatever). Then, you can use the
serial CPX with Xcontrol to tell your machine to use a fast port instead of
MODEM 1. This should have the effect of allowing programs that are only
spec'ed for 19200 and below to use faster serial speeds.

If your goal is to use multiple ports, this will probably not help.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4102. Re: DMA chips

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 18:21:31 UTC
From: jabrana@powertech.no
Message-ID: <1994Aug1.182131.23124@powertech.no>
Source record: 31132

plord@novell.co.uk (Peter Lord) wrote:

>Well .... over the weekend I de-soldered the DMA chip in my STE and put in
>a socket. Plugging in the DMA chip from my old STFM worked a treat! My
>hard disk is now up and running nicely.

I might be wrong here ,but the DMA chip on an STE was also
responsible for the replaying of samples (replaying of samples
via hardware so they don't take up extra processor time).
The bass ,treble and stereo control was also provided by it.

Try to use a sample replayer for an STE on your STE ,and
most likely your machine will hang up .. . [Unless the
cookie jar reports that the DMA replaying isn't avaliable ,but
I don't think it will.
Run a cookie jar reporting program to check that out.]

>Do you think it is worth me now buying an STE DMA chip?

If you don't run sample-independent musical STE software on your
machine and you don't exprerience any other problems then you
probably don't need the new chip. On an STE a few games also
take advantage of the DMA chip ,and if they won't find the
DMA chip the game will most likely not run.

But then since you still have the original chip you may always
swap the DMA chip on the machine when want to play STE games (-:

--

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no _//

::
:SuperView - Fed up with GEM's awful Show/Print/Cancel? Replace it:
:with SuperView - Hundreds of options: pre-defined search strings,:
:up to 9 files in memory ,replaying of sample files ,displaying of:
:image files ,hex mode ,etc .. . - Loads from the AuTo folder > No:
:boaring re-loading each time -> also perfect for floppy only users:
::

4103. Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 19:44:30 UTC
From: larserik@oslonett.no
Message-ID: <31jjav$m2@hasle.oslonett.no>
Source record: 31134

Does anyone know how to get a Quantum LPS 270 to work on a MEGA STE ?
Is there a list of harddisks that will work with MEGA STE computers ?

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4104. VIRUS PROTECTION FOR THE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 19:57:42 UTC
From: larserik@oslonett.no
Message-ID: <31jk3m$150@hasle.oslonett.no>
Source record: 31135

In message #10, Matt.McAlister@dataport.c writes:

> Does anyone know of a good virus protection program for the hard drive.
> If
> it's in p.d. you can attach it with your reply.
> thanks

My own PROTECT6 at least gives a warning if something tries to modify
files and gives you a change to turn off your computer if so :-)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4105. Re: GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-01 23:17:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Ctvq0H.BFn@cix.compulink.co.uk>
Source record: 31136

>Can anyone tell me what is GEM? I'm using(exploring?) mint on my Mac, and is

Graphical Environment Manager (I hope ;-)

All the graphical routines which make up the GUI plus lots of other
assorted stuff. Its main user interface is the 'desktop' which does much
the same as 'finder' I believe. Its all normally held in ROM, and the ST
usually boots direct to the 'desktop'.

>Also, what is mgr? and what's the difference between xxx, xxx.ttp, xxx.prg? I

MGR is a Bell labs GUI which is a little like X-Windows. MGR is quite
small, essentially free and very portable, which is why there is a port
of it for MiNT.

I sure some more detailed answers will be forthcomming ....

:-)

Roland.

@CiX

4106. Re: Memory test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 00:07:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31k2nu$hl7@golem.wcc.govt.nz>
Source record: 31139

In article <31hqqf$cm5@Tut.MsState.Edu>, ted2@Isis.MsState.Edu (Thomas E. Dodd) writes:
>Does anyone know whaere I can get a memory checker that handles
>ALL 4 meg. MEMTEST.PRG only checks 1 meg.

One of the best is the Supra one, I will se if its on A.A if
not I will mail this to Mickey...

>

/**>** Thomas
>
>E-mail: ted2@Isis.MsState.edu
Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4107. Re: DMA chips

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 00:27:10 UTC
From: daveh@netcom.com
Message-ID: <davehCtvt9A.BG5@netcom.com>
Source record: 31141

Jabran Akhtar (jabrana@powertech.no) wrote:

: plord@novell.co.uk (Peter Lord) wrote:

: >Well .... over the weekend I de-soldered the DMA chip in my STE and put in
: >a socket. Plugging in the DMA chip from my old STFM worked a treat! My
: >hard disk is now up and running nicely.

: I might be wrong here ,but the DMA chip on an STE was also
: responsible for the replaying of samples (replaying of samples
: via hardware so they don't take up extra processor time).
: The bass ,treble and stereo control was also provided by it.

Hang on, doesn't the STE have the stereo sound hanging of the micro
wire bus not the DMA chip directly? I thought the ST and STE's DMA
chips were functionally identical just differnt drive stats.

Dave Halliday.
(daveh@netcom.com)

4108. STacy for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 01:08:58 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6ba$c7d@charm.magnus.acs.ohio-state.edu>
Source record: 31138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SUPER ATARI STacy DEAL!

The Atari STacy is a portable Mega ST with all the standard Atari ports plus a built in monochrome monitor.

At the recent Mid-Indiana ST AtariFest VI, an Atari 4/20 STacy with a special MIDI box and sequencing software was seen for sale at $1700.

The June 1994 Toad Computers flier advertises Atari 4/20 STacys for $1400.

I am selling my STacy for a price below either of these prices and you get so much more:

4 MB of memory
130 MB Maxtor HD
16 MHz AdSpeed CPU
Port for Mega ST keyboard (something no other STacy has)

Plus these items:

Joypad
Padded carry case (very nice)
External Mega STe keyboard (best keyboard ever made)

All for only $1000 plus S&H (US only, please).

Contact at (614) 262-2396 or jpoling@magnus.acs.ohio-state.edu

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4109. Atari color monitor and STuff for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 01:12:21 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6hl$c7m@charm.magnus.acs.ohio-state.edu>
Source record: 31137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari PS3000 monitor
* 12" color, BUILT IN DS/DD floppy drive
* $150

Black Lamp (game)
* $3.00

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
```

4110. Re: DMA CHIPS ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 03:51:58 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <775799518snz@gw6hva.demon.co.uk>
Source record: 31159

In article <CtuGvs.HC2@novell.co.uk> plord@novell.co.uk "Peter Lord" writes:

Ha ha !!! - just what I've been saying in comp.sys.atari.st - read on...
(Especially you Roger (with respect))

> Jabran Akhtar (jabrana@powertech.no) wrote:
>
> : p> Can I use the DMA chip from my old STFM ? Or do I need to buy a new one
> if
> : p> I can't afford to wait the 9 weeks for Atari to replace it.
>
> : Try to get (or buy) the DMA chip from Atari and replace it yourself.
> : It shouldn't (hopefully) be a very big problem.
>
> Well .... over the weekend I de-soldered the DMA chip in my STE and put in
> a socket. Plugging in the DMA chip from my old STFM worked a treat! My
> hard disk is now up and running nicely.

Exactly - the original STFM DMA chip _WAS_ the CO-25913-38 - this is the
one that Atari (and others) claim won't work.

>
> : No ,you can't use the FM DMA chip on an STE. What would then be the
> : point of having an STE rather than an STFM?
>
> I don't understand this. Is the STE DMA chip somehow different to the
> STFM one? (The reason I moved from an STFM to an STE is that my old STFM
> was getting very unreliable (I think due to the MMU socket) - I did my best
> to sort it out but I saw an STE going cheap ....)
>
>
> Do you think it is worth me now buying an STE DMA chip?
>
No. If it works as is, don't try and fix it (honestly).

I can only re-iterate my sentiments about this, you are not the only one
by any means Pete, I know of several who have had success with the
CO25913-38 as opposed to either of the 2 STe DMA chips. I tried relating
a story in another group to illustrate this but was shot down in flames
by one guy (who will hopefully, look a little deeper now).

There is a lot of HYPE about the DMA and the STFM/STE. If you look
carefully at the STE, it uses the same basic arrangement as the STFM but
has added BUS buffers between the DMA and the outside world and it is
often this delay that makes the already critical timing _too_ critical
and fails to work. This delay is around 12ns (for HC logic) and faster

for the more advanced families. This is also a reason why sometimes a short lead will cure the problems because there are reflections and "ringing" effects in any cable (take a look at VME busses and the lengths they go to with active terminations) and the use of short or better quality cable can often minimize this to a degree where it doesn't matter.

The DMA interface is running at a silly speed for a mutlicore cable and would be better off with decent ribbon interleaved with grounds, to avoid mutual inductance etc. There is a ribbon in a sheathed jacket that comes in a round outer sheath from 3M and I would expect this to extend the maximum length of cable that can be used with the DMA port but I've not tried it.

The real answer is to put the host adapter where it belong, inside the ST and then have a proper SCSI cable to the drives (not practical for many folk I know)....

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

4111. Gemulator... any feedback?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 04:07:16 UTC
From: dav <burnight@delphi.com>
Message-ID: <5iwQLxs.burnight@delphi.com>
Source record: 31140

Has any one had any feedback on the gemulator? A friend, ex atarian now
using a clone, purchased gemulator and after bout a week he is ready to
send it back... seems like it doesn't work very well and he can't
get it to print out Pagestream files (among other problems)
I would like some feedback from others who may have had or have heard
of experiences with the gemulator
Thanks.... (Email me)

4112. Need Help! (MiNT Net)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 04:43:21 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <31kit9$h9f@bronze.coil.com>
Source record: 31142

I posted in another message, but no-one seemed to reply (I suppose the title was a bit imposing). MiNT-Net 0.51 works wonderfully on my ST (TOS 1.04, 2.5MB), but when I try using it on my Falcon (TOS 4.02, 14MB) it does not work.

I run the commands that I am told to run (and that work on the ST), but when I run a utility (ftp, irc, etc...) information is sent to the modem, information is received (as if the program was working), but nothing is sent to the screen.

My personal thought on the subject is that the fault lies in the patched mint I'm using. With 1.10h1, I have no problems sending/receiving to the SCC, but with 1.10h3 and 1.10h7, no term programs function. Is there any Falcon owner who has gotten MiNT-Net to work? Is there a patch available to fix this problem?

Incidentally, a friend of mine with a TT can't get his SCC ports to work, either, but the MFP's work fine.
--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4113. Re: DMA chips

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 06:40:10 UTC
From: plord@novell.co.uk
Message-ID: <CtwAIy.AFH@novell.co.uk>
Source record: 31143

Jabran Akhtar (jabrana@powertech.no) wrote:

: plord@novell.co.uk (Peter Lord) wrote:

: I might be wrong here ,but the DMA chip on an STE was also
: responsible for the replaying of samples (replaying of samples
: via hardware so they don't take up extra processor time).
: The bass ,treble and stereo control was also provided by it.

Ah ...

I don't actually use many games or sound (boring eh!).

Thanks for your responses - I guess I'll get 'round to replacing the
DMA chip at sometime....

Cheers,

Pete

4114. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 07:41:35 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <31ktbf$ed7@ccpnws.in2p3.fr>
Source record: 31144

Lars-Erik Oesterud (larserik@oslonett.no) once wrote:
> Does anyone know how to get a Quantum LPS 270 to work on a MEGA STE ?
> Is there a list of harddisks that will work with MEGA STE computers ?

> Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
> Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
> SysOp ABK-BBS

>
There is a jumper called PE (parity enable), leave the space empty !!!
Mine works great with a AdSCSI+ on a MST4.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

4115. Re: Copyright Laws...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:09:34 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c41564d@discworld.oche.de>
Source record: 31167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3186dt$plm@golem.wcc.govt.nz>,
Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

RS>Also to suggest that you can't alter Copyrighted software, gee look
RS>at all the patch programs for TOS, like KAOS TOS 1.4, did Atari
RS>shut them down, no, as it does not have a case....

We had the problem in Germany - Harun Scheutzow made a bugfixed version of
Xcontrol, and Atari prohibited distributing it. However, a patch program is no
problem - the modification takes place at every end user, and Atari can't sue
all of them :-)

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Yes, bugger all that." said Nanny. "Let's curse somebody."
-- Even Nanny Ogg gets upset occasionally
(Terry Pratchett, Wyrd Sisters)

4116. Re: DMA CHIPS ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:11:24 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c41572c@discworld.oche.de>
Source record: 31164

In <CtuGvs.HC2@novell.co.uk>,
Peter Lord (plord@novell.co.uk) wrote:

PL>Do you think it is worth me now buying an STE DMA chip?

If the STFM DMA works - why should you? Just because someone tells you it
can't possibly work?

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"A man could go far, knowing his rights like you do," said Granny.
"But right now he should go home." -- (Terry Pratchett, Wyrd Sisters)

4117. Re: Comp's Nodesk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:19:47 UTC
From: cgra@se.alcbel.be
Message-ID: <4782@btmwj1.se.bel.alcatel.be>
Source record: 31146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <31aehb$1nh@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

> Well, if you read the article, you'll find that noDesk will not be
> sold outside of Germany.

Warum nicht?

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

4118. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:19:58 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c615805@discworld.oche.de>
Source record: 31169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <davehCtB8KE.3nn@netcom.com>,
Dave Halliday (daveh@netcom.com) wrote:

DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
DH>looking around for the correct archiver, I wish all archives were self
DH>extracting.

Self extracting archives are a pain - you can't look what's in before
extracting, plus they consume extra file space and download time due to the
build-in extractor routines.
Furthermore, they don't profit from new packer/depacker versions. If I
install a new lharc which runs twice as fast on my computer, the TOS archives
still depack with the old, slow speed.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
The trouble is that things *never* get better, they just stay the same,
only more so. -- (Terry Pratchett, Eric)

4119. Re: Mega ST4 Memory Map?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:34:40 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c815a16@discworld.oche.de>
Source record: 31165

In <1994Jul22.160533.12974@ibr.cs.tu-bs.de>,
Harbaum (i1101202@ws.rz.tu-bs.de) wrote:

H>While developing my STGA (VGA-ST-Adaptor) i needed two meg address space.
H>It was no problem to use $c00000 - $dfffff. If you are using a TOS <= 1.4
H>you may access to $e00000-$efffff as well. I think the whole space from
H>$400000-$dfffff (wow 10MB!!) can be accessed by giving it a DTACK.

It can - however you should be careful that there is *no RAM* directly above
$400000 - the TOS memory test will find it (if you have 4MB installed) and try
to put the screen memory there - which of course fails.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Woof bloody woof."
-- Gaspode the Wonder Dog (Terry Pratchett, Moving Pictures)

4120. Re: Memory test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:35:54 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66c815ad9@discworld.oche.de>
Source record: 31163

In <31hqqf$cm5@Tut.MsState.Edu>,
Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:

TED>Does anyone know whaere I can get a memory checker that handles
TED>ALL 4 meg. MEMTEST.PRG only checks 1 meg.

MEMST1 should be available from various FTP sites - it's not too fast, but
it finds many errors.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"He's a man of few words, and he doesn't know what either of them mean,"
people said, but not when he was within hearing.
-- (Terry Pratchett, The Carpet People)

4121. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 08:40:36 UTC
From: rincewind@discworld.oche.de
Message-ID: <2e3f66ca15bf6@discworld.oche.de>
Source record: 31168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CtBDAv.C2x@cix.compulink.co.uk>,
Roland Givan (rgivan@cix.compulink.co.uk) wrote:

RG>I'd be very interested in hearing from any users who have PAK acelerators
RG>of any type in their STs, especially if they are using VM drivers like
RG>Outside.

I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I have tried Outside - it works if you use the supplied HDDRIVER instead of the ICD harddisk driver (I have been told that it is sufficient to turn of the ICD cache).

RG>The programs I'd want to use under VM, would mainly be MiNT/MTOS and GCC.
RG>OTOH I'd still like the machine to be as ST compatible as possible as there
RG>are other ST applications I use. However its mainly with GCC I have memory
RG>problems.

After installing the PAK, there was exactly 1 program that wouldn't work (MAPLE 4.2) - and I noticed that only after quite some time, since I didn't use it anyway.

RG>PS I *have* thought about buying a Falcon, but aren't very impressed with
RG>it. All the reports so far indicate the PAK3 is faster than the Falcon,

It definitely is.

RG>and anyway many of the advantages of the Falcon I wouldn't use
RG>(sound, graphics etc), or are already built into the MSTE (1.44 floppy).
RG>However I am more than willing to listen to arguments in the Falcon's favour
RG>;-)

If you need the DSP, then there is no argument - it's great what this little chip can do.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >30K
"Are you a physicist?"
"Me? I don't know anything about science!"
"Marvellous! Ideal qualification!"
-- (Terry Pratchett, Johnny and the dead)

4122. Re: GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 10:09:44 UTC
From: steve-j@teleport.com
Message-ID: <31l618$1qk@sandra.teleport.com>
Source record: 31147

In article <31j0rg$ka4@hermod.uio.no>,
Chuck An <dave.buss@studorg.uio.no> wrote:

>Can anyone tell me what is GEM? I'm using(exploring?) mint on my Mac, and is
>curious with everything that works with mint.

GEM = Graphic Environment Manager. GEM is the ST's GUI and handles
all the windowing/etc. MiNT (and therefore MacMiNT!) doesn't include
GEM, so it won't run any GUI-based ST software on its own.

>Also, what is mgr? and what's the difference between xxx, xxx.ttp, xxx.prg? If
>the error message is something like unexpected '(', what is this supposed to
>mean?

I'm not sure what you mean by "mgr" or what "xxx" is supposed to be
by itself. However, GEMTOS (and official Atari extensions) has
several file formats with the following file extensions:

.ACC - a desk accessory
.APP - a GEM program (doesn't HAVE to use GEM, but generally is
only used for GEM-based programs -- except for system
startup programs in the boot drive's AUTO folder, which
HAVE to be .PRG)
.CPX - Control Panel eXtension (a GEM program that runs from
the Atari Extended Control Panel desk accessory -- like
the Mac's Control Panels)
.FNT - a GDOS bitmap font file (though other font types for 3rd
party applications may use the same extension)
.GTP - "GEM Takes Parameters" meaning a GEM-based program that
accepts parameters via a command line
.INF - only in the case of a DESKTOP.INF or NEWDESK.INF file,
which contain data on how the GEM desktop is arranged,
what executable file extensions are used, and other
system info
.PRG - same as .APP
.RSC - GEM resource file (contains GUI data for a companion GEM
program -- if such data is NOT embedded in the main GEM
executable)
.SPD - a Speedo-format outline font file
.SYS - usually a driver file of some type (printer/hard drive
booter/etc.)
.TOS - a NON-GEM program (many games are in .TOS format)
.TTP - "Takes TOS Parameters" meaning a NON-GEM program that
accepts parameters via a command line

That's more complete than it needs to be, but I thought I'd be
thorough. Anyway, without GEM, MiNT can really only run .TOS
and .TTP programs (and mostly only text-based ones at that!).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4123. Re: GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 10:45:54 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31l852$h12@bognor.barclays.co.uk>
Source record: 31059

In article <31j0rg$ka4@hermod.uio.no>, dave.buss@studorg.uio.no (Chuck An) writes:
|> Hello. there,
|>
|> Can anyone tell me what is GEM? I'm using(exploring?) mint on my Mac, and is
|> curious with everything that works with mint.
Graphics Environment Manager. This is the GUID used by STs and formally by PCs
(before windows). It is made up of the VDI which is the Virtual Device Interface
which handles the graphics primatives and device independance and the AES
(Application Environment Services?? Not sure here) which handles Windows,
dialogue boxes, user interaction etc.

|> Also, what is mgr? and what's the difference between xxx, xxx.ttp, xxx.prg? If
|> the error message is something like unexpected '(', what is this supposed to
|> mean?
.ttp or .tos programs don't use GEM. They are pure TOS/Mint programs. .ttp means
TOS Takes Parameters and is used for any program that needs a command tail like
say a gif viewer may be called gif.ttp and is called by typing 'gif mypic.gif'.
.tos programs will ignore any typed after their name. GEM programs have .prg or
.app as their extenders.

|>
|> MacMiNT is still buggy, but I love it. And yet it's not easy to treat a mac as an
|> atari ST.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4124. Monitor Commands

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 11:18:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31la2u$ojo@golem.wcc.govt.nz>
Source record: 31149

HELP

How can I monitor what a Shell is sending to a PRG/TTP program,
are there any utils to capture this..??

Thanks......

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4125. Re: Need Help! (MiNT Net)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 12:39:55 UTC
From: troyc@bnr.ca
Message-ID: <31leqr$1fc@bmerha64.bnr.ca>
Source record: 31148

In article <31kit9$h9f@bronze.coil.com>,
James E. Baumgardner II <jbaumgar@bronze.coil.com> wrote:

>I run the commands that I am told to run (and that work on the ST), but
>when I run a utility (ftp, irc, etc...) information is sent to the modem,
>information is received (as if the program was working), but nothing is
>sent to the screen.
>
>My personal thought on the subject is that the fault lies in the patched
>mint I'm using. With 1.10h1, I have no problems sending/receiving to the
>SCC, but with 1.10h3 and 1.10h7, no term programs function. Is there any
>Falcon owner who has gotten MiNT-Net to work? Is there a patch available
>to fix this problem?
>
>Incidentally, a friend of mine with a TT can't get his SCC ports to work,
>either, but the MFP's work fine.

I have this problem with my Mega STE. Maybe it has something to do with the
serial ports in these machines, as compared to a regular ST.

My terminal programs worked until h4 or h6 (I don't recall now) then after
that nothing. I tried with MintNet and without MintNet and the problem seems
to be with MiNT itself.

I boot Mint + GEM, and use Uniterm, then the serial ports work fine. When I
boot Mint without GEM, and do the following:

% echo "ATTD" > /dev/ttya

Then the modem picks up and I hear the dialtone. Apparantly some call to the
modem ports broke in the patches and it has not been fixed yet.

I too have been waiting for some kind of fix to this problem.

Troy Carpenter
Bell-Northern Research
Atlanta, Georgia
troyc@bnr.ca

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4126. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 13:50:42 UTC
From: hjv@phil.ruu.nl
Message-ID: <31livi$1k2@chico.staf.phil.ruu.nl>
Source record: 31150

pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
> ^^^^^^^^^^^^^
>Wow! A whole department secretly studying me! :) :) :) :)
>I never noticed a thing! :)
>Phil

Yeah, we know ALL about you... We even know things YOU don't know... Be
careful - Big Brother is watching you... :-)

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

4127. Printer port I/O question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 14:43:11 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <31lm1v$cj1@infa.central.susx.ac.uk>
Source record: 31151

Could someone please tell me how I can control items trough the printer port.
I would like to be able to output to move a motor/motors and input from
different sensors.

I would very much appreciate if someone could give me an example in GFA/Hisoft
basic, C (prospero? the one given away by ST User i think), or assembly, that
I could use and build on.

Thanks for any help you're able to give me.

--
Andrew Collington @ University of Sussex, England

4128. Hi-Speed St ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 15:20:12 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <d32_9408022233@seuk.com>
Source record: 31162

Hi,
Just an idea......If I was to drop in a crystal of double the ST's normal frequency, would the thing run twice as fast ? .....or would it throw up all sorts of anomalies like screen updates & disk accesses going screwy ?

I did it once with an old computer I built from a kit, and it worked great !

Jusssssst a thhhhhhhought.

--
Standard disclaimer: My views are strictly my own.

4129. Re: Need Help! (MiNT Net)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 15:28:53 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31lonl$en8@percy.cs.bham.ac.uk>
Source record: 31153

troyc@bnr.ca (Troy Carpenter) writes:
>Then the modem picks up and I hear the dialtone. Apparantly some call to the
>modem ports broke in the patches and it has not been fixed yet.

Rsconf() is currently broken (in patches up to and including h8).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4130. Re: Need Help! (MiNT Net)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 17:17:02 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <31lv2e$9up@irzr17.inf.tu-dresden.de>
Source record: 31152

In article <31leqr$1fc@bmerha64.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:

> My terminal programs worked until h4 or h6 (I don't recall now) then after
> that nothing. I tried with MintNet and without MintNet and the problem seems
> to be with MiNT itself.

You should report your problems with MiNT to
mint@terminator.rs.itd.umich.edu (the MiNT mailing list). Some of the
hackers over there don't follow Usenet to closely.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4131. Mint & gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 18:57:54 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <31m4vi$sjt@avelon.lerc.nasa.gov>
Source record: 31154

I've been trying to install MiNT 0.95 on my company-owned TT. It's an
exercise in futility. If my hair were any looser, I'd be bald by now.
Does any of you know of a ready-made documentation instructing me
on how to install MiNT on my TT? It's got to be idiot-proof. How about
what files are required to install it properly?

Secondly, I was told that MiNT has an utility to perate SCSI tape drive
on the TT's SCSI bus. Is it true? What do I need to do to get it to work?

Lastly, what do I need to install gcc properly?

Clarence
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
-----------------------------------Aeronautics Directorate---------------

4132. 68030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 19:13:52 UTC
From: osantiag@fiji.gesd
Message-ID: <31m5tg$ktl@cnn.MOTOWN.GE.COM>
Source record: 31155

Hey I was wondering if anyone out there has an extensive knowledge of adding a 68030 cpu to the
68000 st's. I saw in a Tiger catalog a 68030 16mhz accelerator for a Mac plus computer for $100. I called the manufactorer of the accelerator and he told me that this upgrade sits on top of the
Motorolla 68000 of the Mac plus or SE. Now I was wondering maybe we can use this device to Mac our
64 pin 68000 ST in 030 machines for only $100. Ant comments could be glady appreciated.

Orlando Santiago
osantiag@motown.ge.com

4133. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 20:33:21 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <AZ8QBJX@heaven7.in-berlin.de>
Source record: 31156

I just want to remind you all that software piracy is the #1 software seller in the world. Many products would not have achieved the number of units sold they have had it not been for pirates spreading copies thus giving people access to the software and making them buy the software to console their consciences.

I myself have over the years seen a number of pirated programs. I've looked at them, and then either I've bought them or I've deleted them. And I'm not alone.

Then there are those who will use a pirated copy themselves, but persuade their boss to buy a couple of copies for their businesses.

This is not meant to say that software piracy is okay. I just want you to think before you post.

--
__ | Martin P. Ibert, Fï¿½rstenweg 11 - D-13589 Berlin-Spandau (Germany)
( )__ | martini@heaven7.in-berlin.de - Fon: +49-30-3753479 - Fax -3753699
( )_ |----------
(_________) | All that we see or seem/is but a dream within a dream. --- E.A.P.

4134. Re: Monitor Commands

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 21:09:45 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <31mcmpINN1poq@rs1.rrz.Uni-Koeln.DE>
Source record: 31161

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: How can I monitor what a Shell is sending to a PRG/TTP program,
: are there any utils to capture this..??

On occasions, I used a program that would simply print out its arguments,
then quit to find out about such questions. Something like

```
#include <stdio.h>

int main(int argc, char **argv)
{
int i;

printf("a shell said to me:\n");
for (i = 1; i < argc; i++)
printf("#%d: %s\n", i, argv[i]);
return (0);
}
```

Once you have such a thing, you can always rename it to the program
in question to see what argument that program receives. Of course,
before renaming that dummy to some real program, make a copy of the
real program...

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4135. Re: Memory test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 22:27:01 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <31mh7l$jrp@Tut.MsState.Edu>
Source record: 31157

On 1 Aug 1994 03:39:59 GMT, Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:
>Does anyone know whaere I can get a memory checker that handles
>ALL 4 meg. MEMTEST.PRG only checks 1 meg.

>Please help.

Someone replied but it was garbled. Could you please send it again?

Thanks,
Thomas

E-mail: ted2@Isis.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4136. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-02 23:42:14 UTC
From: sammcgee@crl.com
Message-ID: <31mlkm$e32@crl5.crl.com>
Source record: 31158

Martin P. Ibert (martini@heaven7.in-berlin.de) wrote:
: I just want to remind you all that software piracy is the #1 software seller
: in the world. Many products would not have achieved the number of units sold
: they have had it not been for pirates spreading copies thus giving people
: access to the software and making them buy the software to console their
: consciences.

This is the most pathetic excuse for pirating that I have ever heard.
Piracy sells so much software that software houses are creating their own
pirate distribution BBS's. Think of what you write before you write it.

: I myself have over the years seen a number of pirated programs. I've looked
: at them, and then either I've bought them or I've deleted them. And I'm not
: alone.

Right. Instead of just using this pirated software that's already
installed in my computer, I'm going to delete it, spend $200 on an
original, and reinstall it. Makes perfect sense.

: Then there are those who will use a pirated copy themselves, but persuade
: their boss to buy a couple of copies for their businesses.

: This is not meant to say that software piracy is okay. I just want you to
: think before you post.

Oh, yeah. Good idea, think before you post.

4137. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 00:29:44 UTC
From: Matt.McAlister@dataport.com
Message-ID: <3ee_9408021649@dataport.com>
Source record: 31171

Thanks for the info, would it be possible to attach to some e-mail for me?

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

4138. Slow clock on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 00:31:35 UTC
From: Paul_Modos@mindlink.bc.ca
Message-ID: <50559@mindlink.bc.ca>
Source record: 31160

Hi! I have a Falcon with a rowdy clock. It was supposed to have been fixed before, but that seems to have not been the case. I have a C-Lab Unitor 2 hooked up tho the cartage port for music. That shouldn't mess with the timing but i don't know anymore. The clock lost Half an hour a couple of days ago. I corrected it and today it lost three minutes in two hours. Any ideas would be greatly appreciated.

YIKES! out.

4139. LZH222-3101 Bug..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 03:46:30 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <31n3um$5fm@golem.wcc.govt.nz>
Source record: 31166
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have fould a big problem when replacing LZH201L with
Christian Grunenberg version..

There is a unlisted feature (I think) of setting the base
page with LZH201L, this does not work at all with LZH222-3101..

This is a compatibilty problem...

This is how LZH201l treats -r recursive directories...

Please note the use of the SPACE character..!!

:\dum1\dum2\ *.*

Archives all files in dum2 and adds no folder paths,
of dum1 and dum2 but adds all files and folders/paths to the right
of *.*, ie, tree..

:\dum1\ *.*

Archives all files in dum1, but not the dum1 folder but adds all
files and folders/paths to the right of *.* , ie, tree..

:\dum1\dum2*.*

Archives all files in dum2 and includes both folder paths,
and adds all files folders/paths to the right of *.*, ie, tree..

:\dum1*.*

Archives all files and folders/paths in the dum1 and adds
all files folders/paths to the right of the *.*, ie, tree..

I have sent this info/problem to Christian Grunenberg at

Christian_Grunenberg@S2.maus.de

But I don't know if he is still involved with LZH....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4140. Re: Help: Uniterm on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 07:02:10 UTC
From: djs@jet.uk
Message-ID: <1994Aug3.070210.29669@jet.uk>
Source record: 31050

In <30r9vr$9vc@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Is it possible to get this program to work?

>I use ConNect usually but cannot get kermit to work with it. and since
>uniterm has built in kermit, I thoughtlife may be on the up./
Yes, I have used Uniterm on a Falcon. It only likes the screen modes
that it runs with on an ST, though, ie ST High and ST Medium.

--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4141. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 08:38:09 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.775903089@acp5>
Source record: 31188

mabdul@viking.dvc.edu (M. Abdulkareem) writes:

>I hope that Atari works on their UNIX and releases it for their PowerPC

Atari working on Unix and with PowerPCs? Nice joke. They once had their Unix
for the TT and weren't able or willing to go onto the market with it. Why
hould they try it a second time? And if they did, why should anybody be
interested in this? Atari has dropped quite a lot of projects in the past
and I don't see how users can trust a company where dropping projects is the
normal way of doing business. For Unix you need substantial support and
Atari is not in the position to guarantee this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4142. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 09:34:52 UTC
From: vctec@westminster.ac.uk
Message-ID: <CtyD3y.GB@westminster.ac.uk>
Source record: 31170

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: reschke@uni-muenster.de writes:
: >In article r5o@ionews.io.org, diehl@io.org (Eric March) writes:
: >> > I have written off to the author regarding me and Joe Connor doing UK
: >> > support for this program...which will entail translating the docs and
: >> > resource files into English. Hopefully, we will be allowed to do this.
: >> > Watch this space.
: >>
: >Gemini 1.21 *has been* available in an english version for years. The response
: >was so poor that the author decided to drop this version.

: But if someone else did the translation and handled shareware
: registration in the UK, would this be a problem? After all, there are
: bound to be *some* extra registrations because of the UK support.

I'd like to point out that version 1.999 is not ShareWare....I still
have to check the status of v1.9999....coming soon on hensa.

Joe Connor and I will be doing the translations and UK support....we
have been given the go ahead by the author. 8)

More news later.....
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4143. Re: faster serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 10:18:46 UTC
From: Andrew.Studer@st-keep.wmeonlin.sacbbx.com
Message-ID: <8da_9408030303@wmeonlin.sacbbx.com>
Source record: 31041

```
B> any code modifications (given that your goal is to get a faster port).
B> Perhaps the easiest is to use HSMODA04 to bind a faster baud rate to
B> whatever
B> you are currently using (for example, you could tell your program 1200
B> baud,
B> but it would really come out to be 57600 or whatever). Then, you can use
B> the
B> serial CPX with Xcontrol to tell your machine to use a fast port instead
B> of
B> MODEM 1. This should have the effect of allowing programs that are only
B> spec'ed for 19200 and below to use faster serial speeds.
B>

That would be nice, would it also support DTR and CD? Those will be required as
well.
--
: Fidonet: Andrew Studer 1:203/1632 .. speaking for only myself.
: Internet: Andrew.Studer@st-keep.wmeonlin.sacbbx.com
```

4144. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 11:43:52 UTC
From: reschke@uni-muenster.de
Message-ID: <31nvto$187m@obelix.uni-muenster.de>
Source record: 31172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article 2e3f66c615805@discworld.oche.de, rincewind@discworld.oche.de (Michael Schwingen) writes:
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.
> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

The extra time is negligable for archives that large. And of course you can look into them. Try unzip -v gmn19999.tos on a Unix box.

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4145. Re: Memory test

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 14:12:54 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31o8l6$ln9@msuinfo.cl.msu.edu>
Source record: 31179

In article <2e3f66c815ad9@discworld.oche.de>, rincewind@discworld.oche.de
(Michael Schwingen) writes:
>In <31hqqf$cm5@Tut.MsState.Edu>,
>Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:
>
>TED>Does anyone know whaere I can get a memory checker that handles
>TED>ALL 4 meg. MEMTEST.PRG only checks 1 meg.
>
>MEMST1 should be available from various FTP sites - it's not too fast, but
>it finds many errors.

You might also try RAMTEST.TOS, don't know where you'd find it, but I think
it should work.

Tom
hopper_t@msupa.pa.msu.edu

4146. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 14:27:52 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <31o9h8INN38r4@rs1.rrz.Uni-Koeln.DE>
Source record: 31173

Sam McGee (sammcgee@crl.com) wrote:
: Martin P. Ibert (martini@heaven7.in-berlin.de) wrote:
: : I just want to remind you all that software piracy is the #1 software seller
: : in the world. Many products would not have achieved the number of units sold
: : they have had it not been for pirates spreading copies thus giving people
: : access to the software and making them buy the software to console their
: : consciences.
:
: This is the most pathetic excuse for pirating that I have ever heard.

It's a fact, in the first place. Using it to make up an excuse for
piracy is pathetic. Using it as an argument against unfounded
calculations of losses due to piracy makes perfect sense, however.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4147. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 14:46:14 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408031400.AA00467@ilmen.lanl.gov>
Source record: 31174

In article AZ8QBJX@heaven7.in-berlin.de, martini@heaven7.in-berlin.de (Martin P. Ibert) writes:
>I just want to remind you all that software piracy is the #1 software seller
>in the world. Many products would not have achieved the number of units sold
>they have had it not been for pirates spreading copies thus giving people
>access to the software and making them buy the software to console their
>consciences.

Oh, brother... now I've heard EVERYTHING!!!

>This is not meant to say that software piracy is okay. I just want you to
>think before you post.

Yeh, right. It seems to me a bit more 'thinking' around here IS in order.

-Hutch- @ Fair Dinkum Tech

4148. Re: strange crashes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 14:49:02 UTC
From: avesperm@powerup.com.au
Message-ID: <31oaou$f4d@grissom.powerup.com.au>
Source record: 31180

hopper_t@msupa.pa.msu.edu wrote:

: Hi! My system just crashed for no apparant reason, and I was hoping
: someone would have an explanation.

: What happened is that two characters I typed started being printed
: repeatedly to the screen, until the program I was in (Storm) crashed back
: to the desktop, then in few seconds bombs appeared and everything hung.

: I'm working on a MegaSTE 4, but this isn't the first time I've encountered
: this problem; back on my 1040STfm this used to happen periodically, mainly
: in WordUp. I don't *think* it's a virus, as I have Protect6 and it doesn't
: give me any warnings (except when unarching ZIP and ZOO files). Anyone
: else ever have this problem? Know what it is? Could it have something to
: do with Warp9 (or QuickST, as I think it did it before I got Warp9, too)?
: Version 3.75 on Warp9, BTW.

: Thanks,
: Tom
: hopper_t@msupa.pa.msu.edu

It's a bug in the keyboard processor's initialization. There is a program
called OVFIX1.PRG which was distributed by Atari some time ago...AFAIK it
cures the problem...It did for me anyway...

Dancer

4149. 3"5 IDE internal drives for Falcon (was Re: IDE drives for Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 15:10:11 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <31oc0j$jji@vishnu.jussieu.fr>
Source record: 31181
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Of course you can fit 3"5 IDE drives into a Falcon. Many french retailers do that, you just lose your internal HP, and the keyboard seems to move on 3 mm nearly. But, hey, 420Mo (that's what I have) or 540 is REALLY great, and the drive is faster than the previous 2"5 65 Mo I had....

MB.

4150. Hi-Speed St ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 15:38:59 UTC
From: larserik@oslonett.no
Message-ID: <31odmj$p2f@hasle.oslonett.no>
Source record: 31175

In message #19, Kevan.Winch@eccles.seuk.c writes:

> Hi,
> Just an idea......If I was to drop in a crystal of double the ST's normal
> frequency, would the thing run twice as fast ? .....or would it throw up
> all sorts of anomalies like screen updates & disk accesses going screwy ?

Without cache-RAM for the processor you will have no speed increase at
all. Buy yourself a accelerator card like Hypercahe (works great).

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4151. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 15:45:50 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1994Aug3.154550.11613@ue.ipc.hiroshima-u.ac.jp>
Source record: 31176

Sam McGee (sammcgee@crl.com) wrote:
: Martin P. Ibert (martini@heaven7.in-berlin.de) wrote:
: : I just want to remind you all that software piracy is the #1 software seller
: : in the world. Many products would not have achieved the number of units sold
: : they have had it not been for pirates spreading copies thus giving people
: : access to the software and making them buy the software to console their
: : consciences.
:
: This is the most pathetic excuse for pirating that I have ever heard.
: Piracy sells so much software that software houses are creating their own
: pirate distribution BBS's. Think of what you write before you write it.
I somewhat ageree here.

: : I myself have over the years seen a number of pirated programs. I've looked
: : at them, and then either I've bought them or I've deleted them. And I'm not
: : alone.
:
: Right. Instead of just using this pirated software that's already
: installed in my computer, I'm going to delete it, spend $200 on an
: original, and reinstall it. Makes perfect sense.
Well, it might not make sense to you, but it makes perfect sense to me.
Over the years I bought A LOT of software, but ONLY ONCE before I tried
it. I can proudly say that there is NO pirated program on my harddrive.
Does it mean that I will never use 'pirated' software again? I don't
think so. As soon as I need something else - maybe Atari works? - I will
make sure to get a trial copy first. You might call that piracy, but I
call it common sense.

: : This is not meant to say that software piracy is okay. I just want you to
: : think before you post.
:
: Oh, yeah. Good idea, think before you post.

I didn't want to get into this, but ... I know that there are a lot of people
out there who pirate stuff - although I wouldn't say that ST users are any worse
than other PC users. That doesn't mean that everyone who ever used an illegal
copy is a bad guy (not by MY deffinition anyway).Bad are the people wwho get
a program to 'try out' and the 'forget' to buy the program. Is spending $$$ on
a program you already have easy? Not allways, but _I_ do it, and I KNOW of other
people who also do it.

Just my 2 yen.

PS:you are wellkome to look at my harddrive anytime. you'll NEVER find any
pirated programs anywhere else than in the 'evaluate' diractory, and SELDOM for
more than two months(sometimes I am busy so I don't get a chance to try

them out)

--
To reach _ME_, reply directly. If you don't hear back after a couple days try:
~~~~
Junet/Bitnet: casca@aegis.or.jp | Disclaimer: I work for myself, thus
Internet:73040.2210@compuserve.com | I stand behind my words! SO THERE!
~~~~
"Good behaviour is the last refuge of mediocrity." - Henry S. Haskins

4152. Accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 16:13:42 UTC
From: osantiag@fiji.gesd
Message-ID: <31ofnm$9sq@cnn.MOTOWN.GE.COM>
Source record: 31177

Hey I was wondering if anyone out there has an extensive knowledge of adding a 68030 cpu to the 68000 st's. I saw in a Tiger Macintosh computer catalog a 68030 16mhz accelerator for a Mac plus computer for $100. I called the manufactorer of the accelerator and he told me that this upgrade sits on top of the 64 pin Motorolla 68000 of the Mac plus or SE. Now I was wondering would it be possible that we can use this Mac device on our
64 pin 68000 ST so that our machines can be 030 machines for only $100. Any comments could be glady appreciated.

Orlando Santiago
osantiag@motown.ge.com

P.S. I also heard about the PAK but I could also use more info this $100 accelerator sounds like it could work.

4153. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 17:22:56 UTC
From: dsb@duke.cs.duke.edu
Message-ID: <775934574@amazon.cs.duke.edu>
Source record: 31178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <31nvto$187m@obelix.uni-muenster.de>
as spake by reschke@uni-muenster.de :

>In article 2e3f66c615805@discworld.oche.de, rincewind@discworld.oche.de (Michael
Schwingen) writes:

>> Self extracting archives are a pain - you can't look what's in before
>> extracting [...]

> [...] And of course you can
>look into them. Try unzip -v gmn19999.tos on a Unix box.

_If_ you know which archiver was used to create it. Before you told us,
how would the user have known that this was a self-extracting zip
archive as opposed to, say, an AFX archive or something more exotic?
With a non-self-extracting archive, you can tell from the filename.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

4154. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 17:25:41 UTC
From: vctec@westminster.ac.uk
Message-ID: <Ctyywp.no@westminster.ac.uk>
Source record: 31183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen (rincewind@discworld.oche.de) wrote:
: In <davehCtB8KE.3nn@netcom.com>,
: Dave Halliday (daveh@netcom.com) wrote:

: Self extracting archives are a pain - you can't look what's in before
: extracting, plus they consume extra file space and download time due to the
: build-in extractor routines.

You can look into self extracting archives......unzip allows it at
least...I can't remember if LHarc allows it, but ST-Zip does.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4155. questions about MacMiNT, especially concerning the use of pipe(), fork(), etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 18:03:04 UTC
From: harbaugh@fcs260c.ncifcrf.gov
Message-ID: <Ctz0t4.B98@ncifcrf.gov>
Source record: 31184

Hello!

I recently downloaded and installed the latest version of MacMiNT, and I
am generally very pleased with the functionality it provides for basic UNIX-like
processing. However, I am having a few problems getting some simple IPC programs
(using pipe(), fork(), etc.) to work properly under mint. Here is an example
of the main() routine taken from Stevens' Advanced Unix Programming
book:

```
main()
{
int childpid, pipe1[2], pipe2[2];

if (pipe(pipe1) < 0 || pipe(pipe2) < 0)
err_sys("can't create pipes");

if ( (childpid = fork()) < 0) {
err_sys("can't fork");

} else if (childpid > 0) { /* parent */
close(pipe1[0]);
close(pipe2[1]);

client(pipe2[0], pipe1[1]);

while (wait((int *) 0) != childpid) /* wait for child */
;

close(pipe1[1]);
close(pipe2[0]);
exit(0);
} else { /* child */
close(pipe1[1]);
close(pipe2[0]);

server(pipe1[0], pipe2[1]);

close(pipe1[0]);
close(pipe2[1]);
exit(0);
}
}
```

The program compiles under gcc, but the childpid returned is ALWAYS 0.

My question is this: can this style of ipc programming be done in MacMiNT?
If so, could someone send me an example (*WITH* a Makefile)?

BTW, Is there a FAQ for MacMiNT? I am somewhat confused about the purpose of some items that came with MacMiNT. For instance, how do I make use of the items in the /mac directory? Do items such as oconv provide the same functionality that they do under MPW? How do I make use of libmac.olb?

Thanks for any information.

Toni L. Harbaugh-Blackford

E-mail: harbaugh@ncifcrf.gov

4156. Re: 3"5 IDE internal drives for Falcon (was Re: IDE drives for Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 18:38:48 UTC
From: sammcgee@crl.com
Message-ID: <31oo7o$bm6@crl5.crl.com>
Source record: 31185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: Of course you can fit 3"5 IDE drives into a Falcon. Many french
: retailers do that, you just lose your internal HP, and the keyboard seems
: to move on 3 mm nearly. But, hey, 420Mo (that's what I have) or 540 is
: REALLY great, and the drive is faster than the
: previous 2"5 65 Mo I had....

What's 'an internal HP?'

What does 'move on 3 mm' mean?

Thanks, Sam

4157. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 19:03:03 UTC
From: sammcgee@crl.com
Message-ID: <31opl7$c6i@crl5.crl.com>
Source record: 31186

Akinobu Watanabe (akinobu@ue.ipc.hiroshima-u.ac.jp) wrote:
: Well, it might not make sense to you, but it makes perfect sense to me.
: Over the years I bought A LOT of software, but ONLY ONCE before I tried
: it. I can proudly say that there is NO pirated program on my harddrive.
: Does it mean that I will never use 'pirated' software again? I don't
: think so. As soon as I need something else - maybe Atari works? - I will
: make sure to get a trial copy first. You might call that piracy, but I
: call it common sense.
:
: I didn't want to get into this, but ... I know that there are a lot of people
: out there who pirate stuff - although I wouldn't say that ST users are any worse
: than other PC users. That doesn't mean that everyone who ever used an illegal
: copy is a bad guy (not by MY deffinition anyway).Bad are the people wwho get
: a program to 'try out' and the 'forget' to buy the program. Is spending $$$ on
: a program you already have easy? Not allways, but _I_ do it, and I KNOW of other
: people who also do it.

I understand your point about trying the software before you buy it. This
is a problem with incompatibilities and hidden bugs. One solution is
Shareware, I have 15 registered applications. But what it finally comes
down to is that you have to do your homework. This requires reading
reviews, talking to dealers and other users who have used the program.
My dealer usually has a copy installed on one of the demos to test.
This isn't as easy as grabbing a pirated version from a friend but
honesty is not for the lazy.

If you are in any way associated with pirated software, you are a
pirate. This is a harsh view but it's what I believe. People who use
illegal drugs are as guilty as the dealers. If you take away the demand,
you take away the supply.

Please don't use the excuse that everyone is doing it. The last time I
got away with that was when I was 7. :)

Sam

4158. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 19:53:48 UTC
From: MASTER_FX@trashcan.escape.de
Message-ID: <3828574b.2041.4465@mtonne12.trashcan.escape.de>
Source record: 31047

ACOUNIS@LPNHP3.IN2P3.FR (STEPHANE ACOUNIS)
Aug 2, 94, 7:41:
A> There is a jumper called PE (parity enable), leave the space empty !!!

Some of them have 2 b configured by software also!

Cheerio,
F/x.
--
// THE_DOT V2.14c1 Regist. //

4159. Re: DMA chips

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 20:20:12 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <775967198.0@mettav.exnet>
Source record: 31051

On 2 Aug 94 at 06:40:10 (Peter Lord) wrote the following:

> : I might be wrong here ,but the DMA chip on an STE was also
> : responsible for the replaying of samples (replaying of samples
>
> Ah ...
>
> I don't actually use many games or sound (boring eh!).
>
> Thanks for your responses - I guess I'll get 'round to replacing the
> DMA chip at sometime....

Atari Workshop/System Solutions may be able to help you with a
replacement DMA chip. Addresses/phone numbers below.

You can also email them, ssolutions@cix.compulink.co.uk

Atari Workshop System Solutions
The Desktop Centre Windsor Business Centre
17-19 Blackwater Street Vansittart Estate
East Dulwich off Duke Street
London SE22 8RS Windsor SL4 1SE
Tel: +44 (0)81 693 3355 Tel: +44 (0)753 832212
Fax: +44 (0)81 693 6936 Fax: +44 (0)753 830344

-Paul-

--
~=~=~=

4160. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 21:32:47 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <31p2dv$9sc@charm.magnus.acs.ohio-state.edu>
Source record: 31182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I
>have tried Outside - it works if you use the supplied HDDRIVER instead of the
>ICD harddisk driver (I have been told that it is sufficient to turn of the ICD
>cache).

HELLO!!! Did you say *selfmade*, hmmm, sounds complex. Where can I find
information on how to do this (sounds great!)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's
'Statistics of Deadly Quarrels'. You've probably never heard of it even though
its relevance to the mess you're in is at least as great as that of Darwin's
'On the Origin of Species,' which you learned about in fourth grade. And that's
because it's so completely terrifying only those 'experts' who are adequately
armoured with preconceived contrary ideas which will enable them to disregard
Richardson's work completely ever get to study it."
- Chad C. Mulligan

4161. Re: 68030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 21:48:59 UTC
From: df@zippy.nimh.nih.gov
Message-ID: <df.775950539@nih-csl.dcrt.nih.gov>
Source record: 31189

osantiag@fiji.gesd (Orlando Santiago, x7822) writes:

>Hey I was wondering if anyone out there has an extensive knowledge of adding a 68030 cpu to the
>68000 st's. I saw in a Tiger catalog a 68030 16mhz accelerator for a Mac plus computer for $100. I called the manufactorer of the accelerator and he told me that this upgrade sits on top of the
>Motorolla 68000 of the Mac plus or SE. Now I was wondering maybe we can use this device to Mac our
>64 pin 68000 ST in 030 machines for only $100. Ant comments could be glady appreciated.

Even if it did work (The Mac is clocked at 7.3 MHz while the ST is at
8 MHz), I wouldn't think the performance would be that much better
than getting a 16 MHz 68000 AdSpeed ST which, the last I heard, ICD
sells for $100.

4162. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-03 21:56:01 UTC
From: martini@heaven7.in-berlin.de
Message-ID: <L69QBMRO@heaven7.in-berlin.de>
Source record: 31190

In <1994Aug3.154550.11613@ue.ipc.hiroshima-u.ac.jp>, Akinobu Watanabe
(akinobu@ue.ipc.hiroshima-u.ac.jp) writes:
: Sam McGee (sammcgee@crl.com) wrote:

: : Piracy sells so much software that software houses are creating their own
: : pirate distribution BBS's.

If it wouldn't be so, I'd be surprised.

: : Right. Instead of just using this pirated software that's already
: : installed in my computer, I'm going to delete it, spend $200 on an
: : original, and reinstall it. Makes perfect sense.

Yes, it does. First, I do have a conscience (while you obviously don't),
and second, I just _love_ merchandise, like original distribution disks,
manuals, the lot.

: Well, it might not make sense to you, but it makes perfect sense to me.

Like I said.

: : Oh, yeah. Good idea, think before you post.

I'm NOT going to answer this after the trailing period.

--
~~ It's hard to tell the poison from the cure ~~~~ Martin P Ibert/Fï¿½rstenweg 11
~~ Harder still to know the reason why--why--why ~ 13589 Berlin-Spandau/Germany
~~ The only thing I really know for sure ~[STING]~ Fon +49303753479 Fax 3753699
~~ Is that another day, another day's gone by! ~~~ martini@heaven7.in-berlin.de

4163. St Monitor>Amiga

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 02:04:08 UTC
From: zooropa@gate.net
Message-ID: <31piao$k50@tequesta.gate.net>
Source record: 31187

Anyone know wher I can get a cable that will allow me to use an atari St color monitor with an Amiga 500. I hear there might be some cable places that would have this...

thanx

4164. Serial Mouse Help Needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 02:39:00 UTC
From: jon.dinga@f422.n250.z1.tor250.org
Message-ID: <be3383d8@f422.n250.z1.tor250.org>
Source record: 31057

I realize this has been discussed before, but I hope everyone will indulge me a little. I have a XT/AT keyboard with a built in 3 button trackball that I want to use with a Mega & a MegaSTE & a 386 [all going into one tower]. I have a DEKA to take care of the keyboard stuff, but the trackball is a serial device, and I am trying to find an easy way to use it on the TOS boxes. I intend to use a switch box to be able to only have one keyboard [and one monitor - eventually]. I asked at a [formerly] Atari dealer, and was told I needed a serial->bus adapter, but it only looks like it moves the wires around, and my understanding is that I would need more than that. Does anyone have any thoughts or definite suggestions? The idea of useing a GEMulator type of card doesd not suit me at all, and I would like a solution that would allow me to just use a bit of the space in the switch box, if possible. I would use a serial driver from CyberCube, but I dont want to tie up the serial p[ort on the MegaST.
adTHANKSvance Jon

4165. Re: GEM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 06:05:31 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31q0fb$plo@viking.dvc.edu>
Source record: 31052

Regarding AtariMGR I have MultiTOS and have not been able to get it (MGR) working.

I tried: INIT=f:\atarimgr\bin\mgr.prg

What I get is: "Mouse not found or already in use."

Exactly what is missing here and how can I set it up so it works on my system?

I have: MultiTOS v.108 Speedo v4.1, AES 4.2 (which is disabled for MGR test) and Cache with Maccel.

Thanks.

4166. Re: Mint & gcc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 07:27:08 UTC
From: huveneer@math.ruu.nl
Message-ID: <1994Aug4.072708.10275@cc.ruu.nl>
Source record: 31042

In article sjt@avelon.lerc.nasa.gov, fsctc@lerc.nasa.gov (Clarence Chang) writes:
>I've been trying to install MiNT 0.95 on my company-owned TT. It's an
>exercise in futility. If my hair were any looser, I'd be bald by now.
>Does any of you know of a ready-made documentation instructing me
>on how to install MiNT on my TT? It's got to be idiot-proof. How about
>what files are required to install it properly?
>
>Secondly, I was told that MiNT has an utility to perate SCSI tape drive
>on the TT's SCSI bus. Is it true? What do I need to do to get it to work?
>
>Lastly, what do I need to install gcc properly?
>

Perhaps you should try the Distribution Kit (Mint/Distrib_kit at a.a.u.e.).
It has Mint 0.95 and gcc included.

Richard.

4167. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 07:52:20 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31q6nk$36m@percy.cs.bham.ac.uk>
Source record: 31043

vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: reschke@uni-muenster.de writes:
>: >In article r5o@ionews.io.org, diehl@io.org (Eric March) writes:
>: >> > I have written off to the author regarding me and Joe Connor doing UK
>: >> > support for this program...which will entail translating the docs and
>: >> > resource files into English. Hopefully, we will be allowed to do this.
>: >> > Watch this space.
>: >>
>: >Gemini 1.21 *has been* available in an english version for years. The response
>: >was so poor that the author decided to drop this version.
>
>: But if someone else did the translation and handled shareware
>: registration in the UK, would this be a problem? After all, there are
>: bound to be *some* extra registrations because of the UK support.
>
>I'd like to point out that version 1.999 is not ShareWare....I still
>have to check the status of v1.9999....coming soon on hensa.

I thought the 'Info' dialog box says that Gemini is shareware?

>Joe Connor and I will be doing the translations and UK support....we
>have been given the go ahead by the author. 8)

Hurrah!

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4168. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 09:29:59 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu07Js.E9@westminster.ac.uk>
Source record: 31044

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: vctec@westminster.ac.uk (Denesh Bhabuta) writes:

: >I'd like to point out that version 1.999 is not ShareWare....I still
: >have to check the status of v1.9999....coming soon on hensa.

: I thought the 'Info' dialog box says that Gemini is shareware?

The author told me to ignore that.
Later versions will be back to ShareWare status...when the true version
2 is out, I suppose.

: >Joe Connor and I will be doing the translations and UK support....we
: >have been given the go ahead by the author. 8)

: Hurrah!

I'm glad this has made you happy.

Dan.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4169. Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 09:47:59 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <31qdgf$32t@lyra.csx.cam.ac.uk>
Source record: 31045

Here's a plea from a non-networked Falcon user with too
much money....

Steeeeeeeeve could you stick this on an Atari (preferably
Falcon) Usenet group pleeeeeease. Thanks etc.

I have an Atari Falcon with SCSI hard drive and I would like
to plug in a SCSI CD-ROM drive. Does anyone know if I need a
special driver or something, and if so how do I get hold of it.

I have found a PD driver called CDROMM2.XFS which is
described as being Atari's CDROM driver and it has
instructions on how to use it with MiNT. I don't have MiNT
and thus don't have a clue what to do with it or if it will
work.

P.S. Which of the Atari CD-ROMs are best?

4170. Re: strange crashes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 10:42:18 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31qgma$68s@percy.cs.bham.ac.uk>
Source record: 31046

avesperm@powerup.com.au (Andrew Vesperman) writes:
>hopper_t@msupa.pa.msu.edu wrote:
>
>: Hi! My system just crashed for no apparant reason, and I was hoping
>: someone would have an explanation.
>
>: What happened is that two characters I typed started being printed
>: repeatedly to the screen, until the program I was in (Storm) crashed back
>: to the desktop, then in few seconds bombs appeared and everything hung.

Aha! The Phantom Typist strikes again!

>It's a bug in the keyboard processor's initialization. There is a program
>called OVFIX1.PRG which was distributed by Atari some time ago...AFAIK it
>cures the problem...It did for me anyway...

I didn't know they had a fix - is it ftp-able from anywhere? IIRC
either Let 'em Fly or WinX had a possible fix built-in, but since I
use neither at the moment... :-)

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4171. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 10:44:26 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.eg.BHAAZbh9_2c@albemuth.equinox.gen.nz>
Source record: 30945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rincewind@discworld.oche.de (Michael Schwingen) writes:
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.
> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

Well, this is not completely true. Most self-extracting archives on the
Atari though are either based on ZIP archives or LZH archives. Both
STZIP and LHarc allow you to load and treat them just like any other
type of archive.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

4172. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 11:09:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <31qi9v$bvj@bognor.barclays.co.uk>
Source record: 31076

Call System Solutions in the UK. They have a complete Apple CD300 based solution inc. driver, cables and so on. Plug and play! About 300GBP I believe whichlooks bad but if you add the cable price, driver software etc. into the equation, it isn't too bad. They also sell various Atari specific CDROMs.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4173. Binary Sounds Announcement!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 12:07:46 UTC
From: bondservant@delphi.com
Message-ID: <Rkxz8CK.bondservant@delphi.com>
Source record: 31048

Binary Sounds
ANNOUNCES !!!
We have taken over the marketing and distribution and support of The
MidiTrack ST Series (Smpte/Edit/EasyTrack), GenEdit, EZ-Score and MidiMaze
of Hybrid-Arts Fame. Stefan Daystrom will continue support and upgrading
of the MidiTrack ST Sequencers. We are also lowering prices to make
our products some of the best values for the amateur, semi-pro and
pro musician!

List prices are as follows , in addition we are offering special
pricing thru Oct-31-1994 as an incentive to get to know us.Demo's
will be available on Genie, Delphi and Compuserve as well as the
Midiworld BBS and other fine BBS's in your neighborhood!

SmpteTrack Platinum 7.1 W/SMPTEmate Plus...To be announced Soon!

EditTrack Platinum 7.1...List $149.95...Special $ 99.95

EditTrack/SmpteTrack Upgrades to Platinum 7.1 (software and manuals only)
From Gold 6.xx ....List $ 70.00
From before 6.xx.........List $ 95.00

EditTrack Gold...........List $ 89.95...Special $ 59.95

EasyTrack................List $ 24.95...Special $ 19.95

GenEdit 2.0..............List $124.95...Special $ 99.95

EZ-Score Plus............To be Announced Soon!!

MidiMaze.................List $ 24.95...Special $ 19.95...2 for $35.00

All prices are in U.S. Dollars plus shipping and handling.

For all those Platinum user who received Gold Manuals with addendums
we now have Platinum Manuals available for $18.95 plus shipping.

Binary Sounds is operated by:
Rick Ladage and Bob Semaan in Houston, TX. USA
We can be reach by E-mail or snailmail or tele or fax!

Rick Ladage
Genie...R.Ladage
Delphi...Bondservant
Internet...bondservant@delphi.com

Bob Semaan
Genie...B.semaan
Delphi...Bosem

Internet...bosem@delphi.com

Binary Sounds
431 Oak Dale
Houston, Tx. 77477 USA
713-776-9118 9am-9pm Cental Time Mon-Sat
713-449-3129 6pm-9pm Tue-thurs

look for us in the Binary/Barefoot/Hybrid areas of Genie,Delphi and Compuserve

4174. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 12:09:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHEMCJVI@dksoft.ping.dk>
Source record: 31058

In <31opl7$c6i@crl5.crl.com> Sam McGee wrote :

>I understand your point about trying the software before you buy it. This
>is a problem with incompatibilities and hidden bugs. One solution is
>Shareware, I have 15 registered applications. But what it finally comes
>down to is that you have to do your homework. This requires reading
>reviews, talking to dealers and other users who have used the program.
>My dealer usually has a copy installed on one of the demos to test.
>This isn't as easy as grabbing a pirated version from a friend but
>honesty is not for the lazy.

It's not as easy as you make it sounds like, when you talk about homework.
1. Many people can't get that kind of information, (like me).
2. rewiews doesn't say enough about a program. It may have been tested on
a machine with Tos xxxsomethingxxx and with other equipment, but not
your equipment. As an sysop i have seen MANY programs running on one
machine, but fail to run on others. This happens to commercial stuff as
well as shareware stuff.

It's a matter of money both for the developer and the users. The user is
seaking some kind of quarrantee for the software will work on his equipment.
If/when the developer can't give this quarantee, the user is left back on
his own, and has to seak his quarantee on other fields, or he'll have
to avoid the software, which will bring no money for the developer either.

So bottom line is, unless the developers take their act together, (i know i'm
beeing harsh now), and give that quarantee, the pirate will continue to
grow, just like the demand for the users.

This is the only kind of pirate i can accept. The other is the one who just
simply refuse to pay, and this is not acceptable.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4175. Re: Help: Uniterm on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 13:24:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94216.092428STIRRE31@MAINE.MAINE.EDU>
Source record: 30953

Rod,
Uniterm works fine on my Falcon in singletasking mode in
medium or high resolution. Have you tried this? What are
the results?
sincerely,
-scott tirrell
-stirre31@maine.maine.edu

4176. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 13:27:13 UTC
From: avg@cwi.nl
Message-ID: <Cu0IpD.CHH@cwi.nl>
Source record: 31067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>You can look into self extracting archives......unzip allows it at
>least...I can't remember if LHarc allows it, but ST-Zip does.

The LHarc executable itself contains other files, so I suppose LHarc
can look into self extracting archives as well. (Perhaps a bad case
of abduction?)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4177. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 13:33:06 UTC
From: avg@cwi.nl
Message-ID: <Cu0Iz6.CoG@cwi.nl>
Source record: 31054

reschke@uni-muenster.de (Julian Reschke) writes:

>Gemini 1.21 *has been* available in an english version for years. The response
>was so poor that the author decided to drop this version.

That is when it was shareware, and for most English speaking people
(i.e. across the atlantic), it is damn hard to get 50DM to Europe,
which I suppose is the only 'response' Julian is talking about in the
above.

As far as I am concerned, I am using the German version---I actually
didn't notice that it was in German until this discussion on the news
began :-)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
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--
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The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4178. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 13:34:50 UTC
From: avg@cwi.nl
Message-ID: <Cu0J22.Cr4@cwi.nl>
Source record: 31055

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

>>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>>>Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
>> ^^^^^^^^^^^^^
>>Wow! A whole department secretly studying me! :) :) :) :)
>>I never noticed a thing! :)
>>Phil

>Yeah, we know ALL about you... We even know things YOU don't know... Be
>careful - Big Brother is watching you... :-)

Oh well, I always thought you were studying Phil Collins.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4179. UUCP info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 16:38:00 UTC
From: hans.olsson@space.ct.se
Message-ID: <2e412802@ct.se>
Source record: 31069

Are there any UUCP protocol available for the humble ST? If so, where can
I get them? Please respond ASAP.
Regards Hans

4180. Notator SL and Adspeed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 16:39:55 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug4.133955.26371@dal1>
Source record: 31062

A friend in my user group is wondering if Notator SL (v3.21 ?) will run ok with the Adspeed accelerator installed. Does anyone have reliable information about this?

TIA,
John

4181. Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 16:49:01 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug4.134901.26372@dal1>
Source record: 31063

A member of my user group is looking for a utility which would enable batch modifying of the creation date stamp on groups of files. Apparently a glitch occurred in some clock setting device he's using and many megabytes of files were copied (to a floptical, I think) with the incorrect year in the date stamp.

If it were only a handful of files involved we could go in with a sector editor and modify the file creation date word in the directory structure, but this is not practical in the circumstances. My programming abilities don't feel up to messing at that level on a disk. Has anyone ever encountered a disk utility which would be able to modify the date stamp on groups of files? I know that 'touch' is available, but that would not be appropriate in this situation (it would lose the old month/day information).

Thanks very much for any info,
John

4182. Help with Dead Atari SH HarDrive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 17:49:16 UTC
From: matt@xenon.cchem.berkeley.edu
Message-ID: <31r9ms$bnl@agate.berkeley.edu>
Source record: 31065

I have an old STfm with 2.5 M of memory, and I recently inherited an old Atari SH Hard Drive sub system, but I am having problems with it.

It is one of the MFM variety with a 20M Tandon and I believe a 60M MiniScribe.

I hooked it up to my computer, and turned it all on properly, and booted it up off floppy, and no drive C. I then get AHDI6061 from atari.archive and put that in that AUTO folder of a disk, and nothing again.

Is there anything I can do to see what is dead? I have checked for loose cables and there aren't any. The drives spin up properly, so that isn't the problem.

I would appreciate any help. I am hoping to save this beast because it fills an important niche in my computer use needs.

--
Matt Asplund
matt@xenon.cchem.berkeley.edu

4183. what is *.tgz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 17:55:51 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <31ra37$8a8@avelon.lerc.nasa.gov>
Source record: 31060

I was looking at some TCP/IP related files on Umich and noticed three
files with .tgz extension. What are these and how do I extract them?

Clarence
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 Cleveland, OH 44135
email: fsctc@avelon.lerc.nasa.gov Aerothermochemistry Branch
----------Aeronautics Directorate----------

4184. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 18:23:14 UTC
From: sammcgee@crl.com
Message-ID: <31rbmi$cqb@crl5.crl.com>
Source record: 31053

Martin P. Ibert (martini@heaven7.in-berlin.de) wrote:
I wrote:

: : : Right. Instead of just using this pirated software that's already
: : : installed in my computer, I'm going to delete it, spend $200 on an
: : : original, and reinstall it. Makes perfect sense.

: Yes, it does. First, I do have a conscience (while you obviously don't),
: and second, I just _love_ merchandise, like original distribution disks,
: manuals, the lot.

That was sarcasm: a mocking or sneering remark meant to hurt someone or
make him seem foolish.

I am not advocating piracy, I was demonstrating how foolish it is for
people to think that pirates are just indefinitely testing the software.

I thought my comment was so blatantly sarcastic that no one would
misunderstand. Sorry for the mixup. (What's the Smilely for sarcasm?)

4185. Re: what is *.tgz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 18:29:10 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <31rc1m$3u9@mailer.fsu.edu>
Source record: 31056

Clarence Chang (fsctc@lerc.nasa.gov) wrote:
> I was looking at some TCP/IP related files on Umich and noticed three
> files with .tgz extension. What are these and how do I extract them?

This is an abreviation for tar.gz, which stands for a tar file that has
been compressed with GNUzip. The 8+3 naming format does not allow .tar.gz
to be used, obviously.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4186. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 20:19:34 UTC
From: gathings@cs.utk.edu
Message-ID: <31rigmINNpug@duncan.cs.utk.edu>
Source record: 31068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following are scanners I have with no docs or
drivers:

1) IBM model 3117
2) Golden Image Scanner Model Digital Eye 64
made by Kin-Tech Corp.

If any one has any of the drivers/docs for the above scanners,
please reply via email.

Thanks

Golando

4187. REALLY speedy VGA monitor! (very strange!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 20:50:12 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <31rka4$rgi@scapa.cs.ualberta.ca>
Source record: 31061

Hi guys, I have a strange dilemma.

I'm using a falcon030 with a PanaSync C1381i. This monitor is really nice, I beleive it is technically a multisync, not a vga monitor. But, I am experiencing some strange phenomena with it. Things that run on this monitor (in particular- games, demos, and music trackers) seem to be running TWICE as fast as they do on other vga monitors! I recently compared the speed of the knockout demo running on my system to another falcon030 with an "ultra-vga" (built in overscan), and mine was running twice as fast! I used to think that this problem was because it was a VGA, but it seems to be faster than the VGA's too, not just the RGB monitors.

It has a 30kHz to 38kHz continuous Horizontal sync rate, and a 50Hz to 90Hz continuous Vertical Sync rate.

Can anyone tell me why things are so speedy?? I DIDN'T upgrade my computer.

I also seem to get "mouse trails" when I try to use the falcon version of protracker (the one that's supposed to work with a vga monitor)!

P.S. Llamatron really goes FFFFffaaaasssstttt!!

--
|\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/| ||| email: cs93294@cs.ualberta.ca |
| L A T E R D U D E S | ||| DAVE the atari fanatic..... |
|<_\<_\<_\<_\/____/_\/_>/_>/_>/_>|_/ | _____

4188. Re: PAK3/33 accelerator in MSTE (repost)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 23:35:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cu1Avo.7t7@cix.compulink.co.uk>
Source record: 31071
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>I have a selfmade PAK3/030 running at 36MHz in my 1040ST - it works great. I
>>have tried Outside - it works if you use the supplied HDDRIVER instead of th
>>ICD harddisk driver (I have been told that it is sufficient to turn of the I
>>cache).

I seem to have missed the original of this message, but would be very interested in hearing some more about Outside on the PAK. I'm planning to use the ICD drivers so a possitive test would be *very* much appreciated.

Also How much memory do you have, and have you tried MiNT and/or GCC in it?

I'm *seriously* considering a PAK3 for my MSTE, but want to be sure of the Outside aspect before I buy. Mainly because I want Virtual Memory as well as speed.

Finally when you say the HDDRIVER is supplied, is it on the install disk or what?

Thanks

Roland.

@CiX

PS Please reply by mail as I'm away for a week or so, and my local site won't keep newsgroup stuff that long :-(

4189. Re: 68030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-04 23:35:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cu1Avp.7ts@cix.compulink.co.uk>
Source record: 31072

>Even if it did work (The Mac is clocked at 7.3 MHz while the ST is at
>8 MHz), I wouldn't think the performance would be that much better

Also most of the advantages will require at least TOS 2.06 (TT RAM) or 3.06
(Virtual Memory). Many programs will also break.

If you are going to go the 030 route, than a PAK would be the better bet.
Its the one I'm planning to buy.

:-)

Roland.

@CiX

4190. Re: REALLY speedy VGA monitor! (very strange!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 00:35:29 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <31s1gh$7ui@cxc1.cl.msu.edu>
Source record: 31075

cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>I also seem to get "mouse trails" when I try to use the falcon version of
>protracker (the one that's supposed to work with a vga monitor)!

You're not alone here... (Frankly, I thought MINE was the only Falcon with thgis problem, since my neighbor's does not behave this way nor does the one at work.) I've only found ONE protracker player that behaves properly on my Falcon, although they ALL _play_ properly, and that's the FALCPLAY.TTP program which, obviously, doesn't use the mouse at all.

I thought perhaps it was because of the EagleSonic 32MHz kit I installed in my machine, but even at 16MHz it still has the same problem with mouse droppings.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4191. NEC monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 02:25:52 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <31s7vg$25v@Tut.MsState.Edu>
Source record: 31064

I'm looking for a multisync monitor.
Someone has what he called 'the latest 3V 15 inch"
He paid $500 new and it's a month old will it work on
an STe and what is it worth?

I know a NEC 3D works, is $250 a good price?
Will a NEC Multisync II work, Is it worth $175?
What is a good price for a NEC 3D?

What other monitors can I use to get all 3 rez's on one monitor,
and used prices.

Thanks,
Thomas

Atari 1040 STe, 4Meg Ram, Maxtor 245Meg SCSI HD, ICD AdSCSI+
E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4192. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 03:07:28 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <31sadg$ri1@msuinfo.cl.msu.edu>
Source record: 31066

In article <31qi9v$bvj@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>Call System Solutions in the UK. They have a complete Apple CD300 based
>solution inc. driver, cables and so on. Plug and play! About 300GBP I
>believe which looks bad but if you add the cable price, driver software
>etc. into the equation, it isn't too bad. They also sell various Atari
>specific CDROMs.

Maybe I have this backwards, but last time I looked, I seem to remember the dollar (US) was worth roughly 0.6GBP, which puts the System Solutions' Apple CD300 kit at about $500. Now, here in the US, the CD300 (alone) sells for $199, which means you're paying $300 for driver, cables, "and so on." Does their kit come with software, speakers, microphone, and the like? Or am just totally confused here?

Tom
hopper_t@msupa.pa.msu.edu

>
>--
>+---+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

4193. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 04:00:25 UTC
From: akinobu@ue.ipc.hiroshima-u.ac.jp
Message-ID: <1994Aug5.040025.26964@ue.ipc.hiroshima-u.ac.jp>
Source record: 30942

Sam McGee (sammcgee@crl.com) wrote:

: I understand your point about trying the software before you buy it. This
: is a problem with incompatibilities and hidden bugs. One solution is
: Shareware, I have 15 registered applications. But what it finally comes
: down to is that you have to do your homework. This requires reading
: reviews, talking to dealers and other users who have used the program.
: My dealer usually has a copy installed on one of the demos to test.
: This isn't as easy as grabbing a pirated version from a friend but
: honesty is not for the lazy.
'Doing ones homework' is easy if 'one' is located somewhere where
there is some kind of local support. When you are like me, here today,
in Thailand tomorrow, that is a bit of a problem.
: If you are in any way associated with pirated software, you are a
: pirate. This is a harsh view but it's what I believe. People who use
: illegal drugs are as guilty as the dealers. If you take away the demand,
: you take away the supply.
I guess that if we were to use your deffinition I am a pirate.

: Please don't use the excuse that everyone is doing it. The last time I
: got away with that was when I was 7. :)
I wouldn't use that as an excuse. As my father told me when I was 5,
"would YOU jump of a bridge if everyone else did"?

The point I am trying to make, is that some people, perhaps VERy FEW, chose
to 'pirate' software - by YOUR deffinition of pirating - for reasons that
_I_ consider legitimate. Shareware IS GREAT, but.....When was the last time
you saw a shareware DTP package of the Calamus SL calibre. (I just recently
bought SL after using a 'pirated' version, WITH MANUALS, for a couple months.

Look, I am not trying to justify the actions of real pirates, but there are
a lot of people out there who use pirated programs for only a short time, and
only to evaluate the package.

PS: I am just speculating on this, but, would it not make sense that if
we had a slightly looser definition of piracy less people would be tempted to
become real pirates. I can see some poor misguided person thinking, " I
don't think I am a pirate, but they do. So, I might as well use this 'free'
program." Although _I_ think that this kind of thinking sucks, I can imagine
people thinking that way, no?

--
To reach _ME_, reply directly. If you don't hear back after a couple days try:
~~~~
Junet/Bitnet: casca@aegis.or.jp | Disclaimer: I work for myself, thus
Internet:73040.2210@compuserve.com | I stand behind my words! SO THERE!
~~~~

~~~~
"Good behaviour is the last refuge of mediocrity." - Henry S. Haskins
~~~~

4194. Self-extracting archives was Re: Gemini 2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 04:26:51 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Aug5.162651.1@csc.canterbury.ac.nz>
Source record: 31088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2e3f66c615805@discworld.oche.de>, rincewind@discworld.oche.de (Michael Schwingen) writes:
> In <davehCtB8KE.3nn@netcom.com>,
> Dave Halliday (daveh@netcom.com) wrote:
>
> DH>Self extracting TOS acrchives are much nicer. Saves all that tedious
> DH>looking around for the correct archiver, I wish all archives were self
> DH>extracting.
>
> Self extracting archives are a pain - you can't look what's in before
> extracting, plus they consume extra file space and download time due to the
> build-in extractor routines.

I'm sure that STZip can read it's self-extracting archives, and I think
it can rewrite them as well. I thought LHArc did this as well?
The header added by STZip is pretty small.

> Furthermore, they don't profit from new packer/depacker versions. If I
> install a new lharc which runs twice as fast on my computer, the TOS archives
> still depack with the old, slow speed.

Ummm... Okay, you've got a point :-). But as long as they're
readable anyway, no probs.

The only problem is working out _what_ they were packed with.
--
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~
~~~~~~

4195. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 04:52:32 UTC
From: sammcgee@crl.com
Message-ID: <31sgig$272@crl5.crl.com>
Source record: 31090

Kim Andersen (Kim@dksoft.ping.dk) wrote:

: It's a matter of money both for the developer and the users. The user is
: seaking some kind of quarrantee for the software will work on his equipment.
: If/when the developer can't give this quarantee, the user is left back on
: his own, and has to seak his quarantee on other fields, or he'll have
: to avoid the software, which will bring no money for the developer either.

: So bottom line is, unless the developers take their act together, (i know i'm
: beeing harsh now), and give that quarantee, the pirate will continue to
: grow, just like the demand for the users.

The guarantee you speak of is unreasonable. It would allow consumers to demand that programmers create custom applications for each user. For example, if you didn't like a certain keyboard shortcut you would want your money back.

What exactly a program does for you is highly subjective. A word processor created in 1985 for the ST would be considered garbage today. But it was leaps and bounds ahead of most packages for the 8-bit. A program isn't a stagnant list of code but a growing project, which increases in power and productivity with each new version. Only will there be a new version if there's a profit to sell them. How much profit is made of each pirated copy, I'd say none.

Well, there's one developer that doesn't have to worry about their new software showing up on a pirate BBS. It seems like a high price to pay but Codehead finally beat all you pirates. The tumor is removed but the patient has died.

: This is the only kind of pirate i can accept. The other is the one who just
: simply refuse to pay, and this is not acceptable.

You cannot be a selective pirate. You either are a pirate or you don't use pirated software.

Sam

4196. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 05:00:16 UTC
From: sammcgee@crl.com
Message-ID: <31sh10$2c3@crl5.crl.com>
Source record: 31070

It seems like the British are always getting screwed when it comes to price but all the great Atari hardware is there.

The NEC 3xp triple speed portable CD-ROM drive is about $400 here.
Apple double speed drives are less than $200.
I've seen single speed cheapos (still SCSI) for $80.

Sam

4197. Falcon development docs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 05:37:48 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <Cu1rn1.8yt@watserv2.uwaterloo.ca>
Source record: 30943

Is there any documentation publicly available for the Falcon? I have not
been very successful talking to anybody at Atari, and I am hesitant to
purchase the $80 dev kit (I don't even know what's in it).

I am looking for both a software reference (new bios/xbios calls), as well
as hardware documentation (all h/w chips, dsp communication, etc)

Thanks!
Art
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

4198. Re: Linux on an Atari???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 05:40:15 UTC
From: mabdul@viking.dvc.edu
Message-ID: <31sjbv$22m@viking.dvc.edu>
Source record: 30941

<sigh>

I could hope.

The fascinating aspect of UNIX is that it has support from sources beyond the normal first and third party. There are numerous sites where one can get software and support.

But you are correct, there would be a need for _GOOD_ tech. support if they want to sell it to anyone beyond self-taught hackers like ourselves.

I work as tech. support and network administrator and I would _NOT_ purchase software unless it has support or is trivial enough to do without it.

4199. Falcon SCSI problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 05:40:52 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <Cu1rs5.98L@watserv2.uwaterloo.ca>
Source record: 30944

I have a toshiba 877 meg hard-drive on my SCSI bus. Quite regulairly, after an idle period of not accessing the drive, it seems to fail to communicate. My machine locks up, I guess in a time-out state.

Any ideas??

By the way, I am using the ICD PRO utils.

Art
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

4200. Falcon Queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 08:55:33 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <31suq5$sm4@mserv1.dl.ac.uk>
Source record: 31079

Can anyone help me with a few little problems I'm having with my Falcon. I own a 4MB Falcon with 127Mb Hard Disk and TOS 4.04. The problem is sometimes when I reset my computer it doesn't come back on. The power is on and there is sometimes a quick drive access but no picture and the system doesn't try to boot. I have tried turning the power off for different durations and disconecting everthing bar the power cable, but it still doesn't clear the problem.

Normally after a lot of resets and power offs the machine comes back up. Some times it looks like it is working but locks when drawing the windows, other times it draws the windows but locks when you try to move the mouse.

Normally once the error has cleared operation is fine. I don't know what has triggered this, but I've owned my Falcon for around 10 months with no problems until now. I have tested it with GemBench and Systools and all seems fine. I have tried virus killers but I can't find one that recognizes the Falcon (Does anyone know if there is one?)

I would really appreciate help from anyone out there. I think the Falcon is great I just wish this problem hadn't occured.

PS. Does anyone know when ChromaStudio 24 is out, for how much and where from? I'm dying to get this program but all I ever hear is that the release date has been put back. Help please!!!

Thanks for any help

Mark msh@dl.ac.uk

4201. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 09:11:55 UTC
From: hjv@phil.ruu.nl
Message-ID: <31svor$3d7@chico.staf.phil.ruu.nl>
Source record: 30947

avg@cwi.nl (Annius Groenink) writes:
|hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
|>pd@mole.bio.cam.ac.uk (Phillip Davey (Path)) writes:

|>>hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
|>>>Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
|>> ^^^^^^^^^^^^^
|>>Wow! A whole department secretly studying me! :) :) :) :)
|>Yeah, we know ALL about you... We even know things YOU don't know... Be
|>careful - Big Brother is watching you... :-)

|Oh well, I always thought you were studying Phil Collins.

AAAAaaarrrgghh..... ** boink ** .....

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

4202. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 10:31:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <31t4d7$r5m@percy.cs.bham.ac.uk>
Source record: 31073

hopper_t@msupa.pa.msu.edu writes:
>In article <31qi9v$bvj@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk
>writes:
>>Call System Solutions in the UK. They have a complete Apple CD300 based
>>solution inc. driver, cables and so on. Plug and play! About 300GBP I
>>believe which looks bad but if you add the cable price, driver software
>>etc. into the equation, it isn't too bad. They also sell various Atari
>>specific CDROMs.
>
>Maybe I have this backwards, but last time I looked, I seem to remember the
>dollar (US) was worth roughly 0.6GBP, which puts the System Solutions'
>Apple CD300 kit at about $500. Now, here in the US, the CD300 (alone)
>sells for $199, which means you're paying $300 for driver, cables, "and so
>on." Does their kit come with software, speakers, microphone, and the
>like? Or am just totally confused here?

You have forgottoen Apple's $ -> GBP exchange rate is 1.0 :-(which
means that the drive itself costs 199GBP, and SS are charging about
100GBP for the cables, software and service. No speakers (IIRC).

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4203. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 14:25:58 UTC
From: graham@insignia.co.uk
Message-ID: <Cu2G3B.6yw@isltd.insignia.com>
Source record: 31087

A recent ST mag cover disk had Searcher on it which will look for files with one set of attributes and
modify a specified set of other attributes. I'll check up and see where to get it from.

4204. Re: Falcon Queries

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 14:38:30 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <31tit6$h9q@charm.magnus.acs.ohio-state.edu>
Source record: 30950

i.e. problems with reset on the falcon.

This could be a recurrence of one of the oldest atari problems around.
Your TOS chip may be loose. Sounds funny but the same thing happens to my
falcon from time to time after hauling it around the country. I don't have the
exact same symptoms, but I do have similar problems with formatting disks.
Half way through the format the machine locks up and I have to reboot. If you
have a store locally take it in and have them open it up and push the TOS chip
back in. It's fairly easy to locate, although alot smaller than the old ones.
Do not do the old 6 inch fix. Even if you didn't have an internal hard drive
this would still be pretty stupid with the daughter board setup on the Falcon.
It could also be that the ram daughter board has loosened up. This might cause
a similar problem. So have it opened up and everything pressed down.

Sounds crazy, but I bet one of these is the problem.

Dan
ackerman.29@osu.edu

4205. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 14:53:58 UTC
From: rrice@netnews.upenn.edu
Message-ID: <31tjq6$pcf@netnews.upenn.edu>
Source record: 31074

Graham Beint, (graham@insignia.co.uk) wrote:

: A recent ST mag cover disk had Searcher on it which will look for files with one set of attributes and
: modify a specified set of other attributes. I'll check up and see where to get it from.

It won't change a file's date stamp. To set one to the current
date, use Multifile's "Touch" command, and to REALLY re-set one,
use DATEFILE.PRG, which has a clunky interface, but does the job.
I believe it's PD.

Rob S. Rice
rrice@ccat.sas.upenn.edu
Imperator nullis vestimentis vestitur.

4206. Falcon Cd-rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 15:38:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <e9dc5575@f422.n250.z1.tor250.org>
Source record: 31083

SP> I have an Atari Falcon with SCSI hard drive and I would like
SP> to plug in a SCSI CD-ROM drive. Does anyone know if I need a
SP> special driver or something, and if so how do I get hold of it.

Steve Pope:

There's a couple of CD-ROM drivers available from Canada that
will work WITHOUT MinT. Let me see if I can find the press releases:

Anodyne Software announces:

ExtenDOS v1.20: multisession and more

ExtenDOS is an extension to Atari TOS to provide CD-ROM
support. ExtenDOS version 1.20, like previous versions, allows
you to access any ISO9660 or High Sierra format CD-ROM as
if it were a removable hard disk. You can switch between
supported disk formats without a reboot, and access files
of any size. ExtenDOS even provides a builtin configurable
cache facility to speed up data accesses.

Now, ExtenDOS v1.20 offers support for multisession photoCD
(on appropriate drives), and for several popular multitasking
environments, including MultiTOS, Mag!X, and Geneva.

Hardware requirements

ExtenDOS v1.20 requires a SCSI CD-ROM drive connected directly to
a SCSI port, or connected to an ACSI port via an ICD AdSCSI (or
equivalent) host adapter. ExtenDOS v1.20 runs on all TOS-based
Atari systems, including the ST, STe, Mega, TT, and Falcon.
Supported functions depend on the type of drive:

Function Type of drive
-------- -------------
read standard CD-ROMs Any
read single-session photoCD Most current drives
read multisession photoCD Selected drives, including the
NEC 74-1/84-1 and the Toshiba 3401

For the latest information on supported drives, please contact
Anodyne Software via GEnie (R.BURROWS1), or via the Internet
(r.burrows1@genie.geis.com), or write to the address below.

Availability

ExtenDOS v1.20 is available now, at a suggested retail price of $29.95. Order from your local Atari dealer, or directly from:

Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 0B8
CANADA.

Owners of previous versions of ExtenDOS may upgrade to v1.20 via the free upgrade package which will be available through the GEnie ST libraries. Alternatively, users may upgrade by sending their ExtenDOS master diskette plus $7 (including shipping) to the above address.

When ordering directly from Anodyne Software, please make your payment by cheque or money order, in US$ for shipping to the U.S.A., in Canadian$ for shipping within Canada. Ontario residents please add 8% sales tax.

... So, Puddy-tat's not so bwave in Gwanny's microwave....
___ Mountain Reader II - #00000007

4207. Re: faster serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 15:39:13 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <31tmf1$9q0@ugle.unit.no>
Source record: 31089

In message #37, Iain.Laskey@barclays.co.u writes:

> The only person I know who has programmed the high speed modes on TTs &
> falcons
> said he got the data from the chip manual, not from Atari.

This is also documented in the Profibuch.

Erling

4208. Falcon Cd-rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 15:41:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <463a307c@f422.n250.z1.tor250.org>
Source record: 31084

To Steve Pope (on getting a CD-ROM drive to work on his Falcon
WITHOUT MinT):

Here's the other press release:

Anodyne Software announces:

ExtenDOS Pro: the complete CD solution

Now you can have your data and audio too! With ExtenDOS Pro,
you can play audio CDs as easily as you can access the data
on CD-ROMs. Put a CD-ROM in your drive, and access it like a
large removable hard disk, or pop in an audio CD and use the
included program to turn your CD-ROM drive into an audio player.

Audio support

ExtenDOS Pro includes the following audio functions:
. play/pause/stop/eject
. track/index forward or back
. skip forward or back
. cd repeat/shuffle.

These are provided through an interface visually similar to a
standard audio CD player, with clearly-marked buttons and a
complete time/track display. If you have more than one attached
CD-ROM drive, you can control each of them individually from
the same easy-to-use control panel.

ExtenDOS Pro conforms to the proposed CD-ROM software interface
standard, simplifying use of CD audio by third-party products.
Further details are available on request from Anodyne Software
at the address below.

Data support

ExtenDOS Pro also satisfies your CD-ROM data needs. You can
access any ISO9660 or High Sierra format CD-ROM as if it were
a removable hard disk, switch between supported disk formats
without a reboot, and access files of any size. It even
provides a built-in configurable cache facility to speed up
data access. And with the right drive, ExtenDOS Pro supports
single-session or multisession photoCD as well.

Hardware requirements

ExtenDOS Pro requires a SCSI CD-ROM drive connected directly to a SCSI port, or connected to an ACSI port via an ICD AdSCSI (or equivalent) host adapter. ExtenDOS Pro runs on all TOS-based Atari systems, including the ST, STe, Mega, TT, and Falcon. Supported functions depend on the type of drive:

Function	Type of drive
read standard CD-ROMs	Any
read single-session photoCD	Most current drives
read multisession photoCD	Selected drives, including the NEC 74-1/84-1 and the Toshiba 3401
audio control/play	Any fully SCSI-2 compatible drive; selected SCSI-1 drives, including models from NEC and Sony

For the latest information on supported drives, please contact Anodyne Software via GEnie (R.BURROWS1), or via the Internet (r.burrows1@genie.geis.com), or write to the address below.

Availability

ExtenDOS Pro will be available beginning 15th August 1994 at a suggested retail price of $39.95. Order from your local Atari dealer, or directly from:

Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 0B8
CANADA.

If ordering direct, please make your payment by cheque or money order, in US$ for shipping to the U.S.A., in Canadian$ for shipping within Canada. Ontario residents please add 8% sales tax.

Upgrades

[Length Exceeded - Message Split by Mountain Reader II]

4209. Falcon Cd-rom/2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 15:41:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <bda7fa1b@f422.n250.z1.tor250.org>
Source record: 31085

[Continued From Previous Message]

Until 30th September, existing owners of ExtenDOS may upgrade
to ExtenDOS Pro by sending the master diskette plus $10
(including shipping) to the above address. After that date,
the upgrade cost will increase to $15. The upgrade includes
a new manual. Please make your payment by cheque or money
order, in US$ for shipping to the U.S.A., in Canadian$ for
shipping within Canada. Ontario residents please add 8% sales
tax.

... Squeak! Squeak! Squeak, I tell you! Squeak! - Ren
___ Mountain Reader II - #00000007

4210. VDI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 16:05:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <31to00$42o@mother.usf.edu>
Source record: 30952

Did you know that the VDI was originally jointly developed by Digital Research and AT&T? From what I hear, this is true, and AT&T even used it for some of their machines.

It seems that VDI was around for a while before GEM came about, and a lot of work and thought was put into it to carefully develop a good graphics standard.

4211. Re: what is *.tgz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 16:27:03 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu2LIv.ALJ@westminster.ac.uk>
Source record: 31078

Mickey Boyd (boyd@hardy.math.fsu.edu) wrote:
: Clarence Chang (fsctc@lerc.nasa.gov) wrote:
: > I was looking at some TCP/IP related files on Umich and noticed three
: > files with .tgz extension. What are these and how do I extract them?

: This is an abreviation for tar.gz, which stands for a tar file that has
: been compressed with GNUzip. The 8+3 naming format does not allow .tar.gz
: to be used, obviously.

Get the latest gzip and tar from hensa.

ftp to micros.hensa.ac.uk

micros/atari/tos/tools/

files gzip124.tos
and sttar.tos

these are self extracting archives, so no need to worry about the other
tools.

Dan.

PS. Mickey....are you going to upgrade the gzip at a.a? Just thought
I'd inform you.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4212. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 16:33:50 UTC
From: rcb@MCS.COM
Message-ID: <31tple$q0q@Venus.mcs.com>
Source record: 31077

rrice@netnews.upenn.edu (Rob S. Rice) writes:
> It won't change a file's date stamp. To set one to the current
> date, use Multifile's "Touch" command, and to REALLY re-set one,
> use DATEFILE.PRG, which has a clunky interface, but does the job.
> I believe it's PD.

Also, if you're into command-line computing, GNU touch (one of the GNU file utilities under atari.archive.umich.edu:/atari/Gnustuff/Tos/Futil) will do the job.

Roy
--
Nobody knows the troubles I've seen
.... and nobody cares!

4213. Re: what is *.tgz

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 17:02:55 UTC
From: daveh@netcom.com
Message-ID: <davehCu2nCv.EuM@netcom.com>
Source record: 31081

Clarence Chang (fsctc@lerc.nasa.gov) wrote:
: I was looking at some TCP/IP related files on Umich and noticed three
: files with .tgz extension. What are these and how do I extract them?

I am pretty sure they are tared then gziped. The unix extension would
be .tar.gz. Note: gzip is not zip but GNU zip.

Dave.

4214. Re: NEC monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 17:24:09 UTC
From: gaghon@nevada.edu
Message-ID: <31tsjp$hel@post-office.nevada.edu>
Source record: 31080

Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:

: I know a NEC 3D works, is $250 a good price?
: Will a NEC Multisync II work, Is it worth $175?
: What is a good price for a NEC 3D?

Where can you find an NEC 3D for $250. If there is more than one available,
could you refer me to it also? :)

Vince

4215. Re: Problem with GFA MALLOC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 17:29:32 UTC
From: gaghon@nevada.edu
Message-ID: <31tsts$hel@post-office.nevada.edu>
Source record: 31082

```
: Hi
: I have this problem. I made a program in GFA 3,6 (I have a FALCON) and
: when I try to MALLOC a block more than 16384 bytes the program crashes.
: When I tried to debug it I found that the problem is with the MALLOC
: command which cant set aside more than 16384 bytes of memory.
: Does anyone know what is wrong?

When you run GFA, it uses all available memory and leaves 16k outside of
GFA. That is why you only can access 16K with Malloc. A better way, might
be to create an array with the amount of space you need ie 64k = ARR%(16384)
that will hold 64k in memory to access it directly addr%=v:arr%(0)

If you need to use malloc, you must give back all memory you do not need in
GFA. When compiling you use the $mxxxxx xx= number of bytes for GFA to keep
for itself. (YOU DO NOT HAVE TO INCLUDE THE PROGRAM) as GFA handles that.

In interp. mode use the RESERVE command RESERVE xxxx. But use the $m for
you final version.

VInce
```

4216. Problem with GFA MALLOC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 19:10:58 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <032590VBVVIQJTVXMODN@ars.ath.forthnet.gr>
Source record: 30951

Hi
I have this problem. I made a program in GFA 3,6 (I have a FALCON) and
when I try to MALLOC a block more than 16384 bytes the program crashes.
When I tried to debug it I found that the problem is with the MALLOC
command which cant set aside more than 16384 bytes of memory.
Does anyone know what is wrong?

Thanks in advance

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4217. Re: 68030 accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-05 22:52:17 UTC
From: klassa@aur.alcatel.com
Message-ID: <31ufr1$it9@aurns1.aur.alcatel.com>
Source record: 31086

In article <Cu1Avp.7ts@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:

>If you are going to go the 030 route, than a PAK would be the better bet.
>Its the one I'm planning to buy.

I haven't heard anything about this... What's the scoop on the PAK --
price, availability, compatability, so on?

Thanks-
John

--
-- _ _ _ ___
| | ___ | |__ _ __ | |/ / | __ _ ___ ___ __ _ klassa@aur.alcatel.com
_ | |/ _ \| '_ \| '_ \ | ' /| |/ _` / __/ __|/ _` | Alcatel Network Systems
| |_| | (_) | | | | | | | | . \| | (_| __ __ \ (_| | Raleigh, NC
___/ ___/|_| |_|_| |_| |_|__|__,_|___/___/__,_| (919) 850-1246

4218. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 01:29:42 UTC
From: Kim@dksoft.ping.dk
Message-ID: <Up-EHGBFIVY@dksoft.ping.dk>
Source record: 30949

In <31sgig$272@crl5.crl.com> Sam McGee wrote :

>The guarantee you speak of is unreasonable. It would allow consumers to
>demand that programmers create custom applications for each user. For
>example, if you didn't like a certain keyboard shortcut you would want
>your money back.

You got that wrong. If this keyboard shortcut is well documented, there is
nothing wrong in having it. The user can read all about it. On the other
hand, if the shortcut is documented but isn't working, then we have the
problem.
Thats what i'm talking about. And i'm not going to pay for such an program
and i will not use it either.

>
>What exactly a program does for you is highly subjective. A word
>processor created in 1985 for the ST would be considered garbage today.

Thats not the point here. And thats not my issue here.

>But it was leaps and bounds ahead of most packages for the 8-bit. A
>program isn't a stagnant list of code but a growing project, which
>increases in power and productivity with each new version. Only will
>there be a new version if there's a profit to sell them. How much profit
>is made of each pirated copy, I'd say none.

Not all programs are continued, and many didn't stop developing because
of piracy, but simply because of profit. An good example is Steinberg's
Pro 24 version III. It was finished allright, but still bug's in it.
Steinberg stopped developing Pro 24 and started Cubase. The first few months
the offered Pro 24 owners cheap updates to Cubase in enchanged for their
Pro 24, but still they had to pay some money.
Steinberg did it once again with Cubase. From version 2 to 3 old users had
to pay once again. Version 2 did also have bug's. They claim you pay for
the new manual, but i'll say it's only a matter of money and profit.

>
>Well, there's one developer that doesn't have to worry about their new
>software showing up on a pirate BBS. It seems like a high price to pay
>but Codehead finally beat all you pirates. The tumor is removed but the
>patient has died.
>

I'm not sure what you talk about.

>
>: This is the only kind of pirate i can accept. The other is the one who just

>: simply refuse to pay, and this is not acceptable.
>
>You cannot be a selective pirate. You either are a pirate or you don't
>use pirated software.
>

Thats your opinion.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4219. Cyrix 287XL math co-processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 01:32:12 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <31up6s$l5e@agate.berkeley.edu>
Source record: 30946

Works in any 286 system. Faster than Intel 80287. $20 or best offer.
Please email if interested.

Doug Tarico
dtarico@ocf.berkeley.edu
.

4220. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 09:04:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <31vjmu$mav@golem.wcc.govt.nz>
Source record: 30948

In article <1994Aug4.134901.26372@dal1>, cordes@ac.dal.ca (John Cordes) writes:
>A member of my user group is looking for a utility which would
>enable batch modifying of the creation date stamp on groups of
>files. Apparently a glitch occurred in some clock setting device
>he's using and many megabytes of files were copied (to a
>floptical, I think) with the incorrect year in the date stamp.
>
>
> Thanks very much for any info,
> John

Here is one piece of info about a program that I found some were..

CopyStamp 1.00

A little utility to 'adjust' date and time info associated with a file.
After starting the program the fileselector box appears.
Simply click on a 'from' file and on one or more 'to' files.
Choose 'cancel' to select a new 'from' file, twice to leave the program.

CopyStamp uses fsel_exinput, so GEM >= 1.4.
Freeware without warranty.

Theo Driever
Hoenderstraat 6
5451 PX Mill
+31-8863-2214
foll

CSTAMP10.LZH is the archive name that I have....

Also if you have a ST or MEGA and you are not using TOS 1.4, then
Please get it, its worth ever $$$$ and fixes a lot of bugs, like
copy files with correct dates, set archive flag correctly etc...

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4221. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 18:34:08 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.776198048@acp5>
Source record: 30962

hopper_t@msupa.pa.msu.edu writes:

>The shareware program Portect6 works great for me! It's a monitor-type
>antivirus which runs from the auto folder and checks for executable boot
>sectors and programs attempting to alter executable files. Registration is

It's not possible for a virus to install on a hard disks executable boot
sector. Executable boot sectors on hard disk always contain a program to
boot the hard disk driver. There is no space left for a virus.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4222. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 19:35:22 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.776201722@acp5>
Source record: 30965

larserik@oslonett.no (Lars-Erik Oesterud) writes:

>Does anyone know how to get a Quantum LPS 270 to work on a MEGA STE ?

This drive works, you probably have to turn Parity Off. This can be done by
special software.

>Is there a list of harddisks that will work with MEGA STE computers ?

I doubt there is because nearly every hard disks works. Problems might
arouse with Quantum 1.08 GByte and 1.8 GByte drives. At least not all
firmware revisions of these work with TT or Falcon.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4223. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 20:52:02 UTC
From: frank@theshack.demon.co.uk
Message-ID: <776206322snz@theshack.demon.co.uk>
Source record: 30956

In article <Up-EHGBFIVY@dksoft.ping.dk> Kim@dksoft.ping.dk "Kim Andersen" writes:

> >You cannot be a selective pirate. You either are a pirate or you don't
> >use pirated software.
> >
>
> Thats your opinion.

Nope, it's also the opinion of Copyright Law. If you're using a
pirated piece of software for /any/ reason, you're breaking the law.
It's black and white, no grey areas, as simple as that.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4224. Re: NEC monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 22:10:08 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <776226728.1@mettav.exnet>
Source record: 30957

On 5 Aug 94 at 02:25:52 (Thomas E. Dodd) wrote the following:

> I'm looking for a multisync monitor.
> Someone has what he called 'the latest 3V 15 inch"
> He paid $500 new and it's a month old will it work on
> an STe and what is it worth?
>
> I know a NEC 3D works, is $250 a good price?
> Will a NEC Multisync II work, Is it worth $175?

The NEC II will work, I use one, dunno about the price as I'm in the UK.

The max res of the NEC II is 800x560 though which is a bit limiting for a
Falcon.

-Paul-

--
~=~=~=

4225. -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 23:35:21 UTC
From: taylord@netcom.com
Message-ID: <taylordCu506y.BIJ@netcom.com>
Source record: 30954

I picked up the teleoffice, but I'm having installation problems but the damn docs are all in german. Anyone offer any help?

Please reply in the newsgroup.

Doug

4226. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-06 23:38:24 UTC
From: taylord@netcom.com
Message-ID: <taylordCu50C0.BpJ@netcom.com>
Source record: 30955

: TeleOffice has a small "DTP" inside it that alllows you to put together
: ASCII text and pictures to construct a fax - very very very smart !!

teleoffice has great implements, it looks like, but none of the docs are
in english so it's useless to 99% of us americans.

Doug

4227. Re: COMA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 12:08:52 UTC
From: larserik@oslonett.no
Message-ID: <322isk$4qa@hasle.oslonett.no>
Source record: 30958

In message #8, taylord@netcom.com writes:

> teleoffice has great implements, it looks like, but none of the docs are
> in english so it's useless to 99% of us americans.

Do you need the docs to install it - it very easy.
BTW: Don't you have any foreign languages at school
(over here we have english and german (or french))

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4228. UIS III - IV

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 14:16:01 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <322qb1$ak3@golem.wcc.govt.nz>
Source record: 30959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just been reading the latest GEnie lamp mag,
and there is still support from ST-Informer for UIS,
soon it will be UIS IV.....

\\\

4229. IUS IV...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 14:21:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <322qkj$ak3@golem.wcc.govt.nz>
Source record: 30960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** UIS IV *****

\\
GEnieLamp Atari ST ~ A T/TalkNET OnLine Publication ~ Vol.4, Issue 71
""

Editor.....John Gniewkowski
Publisher.....John Peters
\\
~ GEnieLamp ST ~ GEnieLamp [PR] ~ GEnieLamp Windows ~ GEnieLamp IBM ~
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GE Mail: GENIELAMP Internet: genielamp@genie.geis.com FTP: sosi.com
//

USI IV Word is that not too much comment lately from folks, so we are
""""""" in initial stages of getting UIS.IV ready. This new version
should include some smoother buttons, unlimited number of files to be
displayed, info for connection of file and image viewers from several
developers, additional save paths, and a save feature to have more than
one set of save paths. Also work is progressing on developing a twin
window when making moves and copies. This would be file name wide only,
but two windows. User would have to be working in wide mode for the twin
windows to show up. For A&D Software, Rod MacDonald @ ST-INFORMER
(ST-INFORMER, CAT2, TOP2, MSG:106/M475)

\\
(c) Copyright 1994 T/TalkNET Online Publishing and GEnie. To join
GEnie, set your modem to 2400 baud (or less) and half duplex (local
echo). Have the modem dial 1-800-638-8369. When you get a CONNECT
message, type HHH. At the U#= prompt, type: JOINGENIE and hit the
[return] key. When you get the prompt asking for the signup code, type
DSD524 and hit RETURN. The system will then prompt you for your
sign-up information. Call (voice) 1-800-638-9636 for more information.
//

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4230. Re: REALLY speedy VGA monitor! (very strange!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 17:41:55 UTC
From: cs93294@assn030.cs.ualberta.ca
Message-ID: <3236d3$cl5@scapa.cs.ualberta.ca>
Source record: 30961

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:

>>I also seem to get "mouse trails" when I try to use the falcon version of
>>protracker (the one that's supposed to work with a vga monitor)!

>You're not alone here... (Frankly, I thought MINE was the only Falcon with
>thgis problem, since my neighbor's does not behave this way nor does the
>one at work.) I've only found ONE protracker player that behaves properly
>on my Falcon, although they ALL _play_ properly, and that's the FALCPLAY.TTP
>program which, obviously, doesn't use the mouse at all.

>I thought perhaps it was because of the EagleSonic 32MHz kit I installed
>in my machine, but even at 16MHz it still has the same problem with
>mouse droppings.
>--

Agreed, Falcplay is great!... but... the funny thing that I find is that
octalyser seems to work as far as the display goes. What type of monitor do
you have, and have you tried running things like the knockout demo on it
to see how fast it goes?

--
\o/\o/\o/\o/\o/ \o/\o/\o/\o/\o/				email: cs93294@cs.ualberta.ca
L A T E R D U D E S				DAVE the atari fanatic.....
<_\<_\<_\<_\/____/_\/_>/_>/_>/_>	_/	_____________________________

4231. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 21:20:02 UTC
From: sammcgee@crl.com
Message-ID: <323j62$mg8@crl5.crl.com>
Source record: 30964

Kim Andersen (Kim@dksoft.ping.dk) wrote:
: In <776206322snz@theshack.demon.co.uk> Frank Charlton wrote :

: >> Thats your opinion.
: >
: > Nope, it's also the opinion of Copyright Law. If you're using a
: >pirated piece of software for /any/ reason, you're breaking the law.
: >It's black and white, no grey areas, as simple as that.
: >

: Thats not interesting. What really is interesting, is why some people
: does it. If you gona fix a problem, often it doesn't help just to remove
: it. You have to find the reason for the problem, and remove that.
: Wether or not you like, most people break the law everyday, (hands up those
: who havn't broken the law just once.. I see no hands), and thats not an
: excuse, just some facts.

But mommy, everyone is doing it!

WEAK.

4232. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 21:29:44 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHHVAJWBUp@dksoft.ping.dk>
Source record: 30963

In <776206322snz@theshack.demon.co.uk> Frank Charlton wrote :

>> Thats your opinion.
>
> Nope, it's also the opinion of Copyright Law. If you're using a
>pirated piece of software for /any/ reason, you're breaking the law.
>It's black and white, no grey areas, as simple as that.
>

Thats not interesting. What really is interesting, is why some people
does it. If you gona fix a problem, often it doesn't help just to remove
it. You have to find the reason for the problem, and remove that.
Wether or not you like, most people break the law everyday, (hands up those
who havn't broken the law just once.. I see no hands), and thats not an
excuse, just some facts.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4233. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 22:38:20 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Aug7.223820.16902@abo.fi>
Source record: 30968

In <EHHVAJWBUp@dksoft.ping.dk> Kim@dksoft.ping.dk writes:

> In <776206322snz@theshack.demon.co.uk> Frank Charlton wrote :
>
> >> Thats your opinion.
> > >
> > > Nope, it's also the opinion of Copyright Law. If you're using a
> > >pirated piece of software for /any/ reason, you're breaking the law.
> > >It's black and white, no grey areas, as simple as that.

Is it?

From that point of view, the nazis had every right to do what they did in the nazi Germany, because they only followed the law... And it was right to shoot those who tried to get from East-Germany to West-Germany; they were breaking the laws... And so on. Do we have perfect laws today?

I don't think this subject is "black and white" at all.

..And it's far from simple.. What do you think? Do we have to forget all "common sense", when we obey the laws?

It's _very_ easy to say e.g. that hookers are bad people, worse than we are. And it's easy to judge them. But things have many sides - more than many of us ever want to understand... It's easy living to think simply; with strict rules. Life gets much more complex, when we start THINKING: why things are what they are..?! It's so much easier just to obey official and social rules - do as everybody does, with no need to think. And to hate those who don't follow those same rules..

I think, piracy is a very difficult subject; some people have pretty good reasons to behave like they do, but most do not. Copying games, e.g. is very definitely asshole business, harming everyone. But there are other areas of piracy well worth thinking.. Like programs that without their manuals (and often as old versions) serve as demos of those programs. There are programs that nobody wants to buy without good testing first (too expensive, complex, etc.) - and without official or decent demo versions. If someone buys such a program after having a chance to test it before (even illegally)... Can we blame him/her? The law was broken - but nobody was harmed.

That happens, too - no matter what some people say. It's a difficult problem... What we should think about it.

Well, those were just some thoughts - you others may continue, and disagree with me.. Maybe some might even agree.

Tommi

4234. Re: -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 22:56:16 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EHHWFDUY22-UP@deluxe.textlitho.nl>
Source record: 30974

In <taylordCu506y.BIJ@netcom.com> Doug Taylor wrote :

>I picked up the teleoffice, but I'm having installation problems but the
>damn docs are all in german. Anyone offer any help?
>
>Please reply in the newsgroup.
>
I suppose I could - what is your problem?

Me
--

Paul Tuijnman
paul@textlitho.nl

4235. Atari CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 23:39:54 UTC
From: Paul_Modos@mindlink.bc.ca
Message-ID: <50900@mindlink.bc.ca>
Source record: 30966

The CD-Rom driver I would recomend for the Falcon is called ExtenDOS. Its put out by Anodyne software. It works great because it doesn't need MiNt. That allows you to use a 4meg Falcon, and get some speed. The address is #6 cobbler court Ottawa, Ontairio, Canada. K1V 0b8. The GEnie address is:R.Burrows1.

YIKES! out.

4236. Notator Adspeed.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-07 23:42:06 UTC
From: Paul_Modos@mindlink.bc.ca
Message-ID: <50901@mindlink.bc.ca>
Source record: 30967

I use Notator SL and now Logic with out Adspeed, just fine.

YIKES! out.

4237. Re: -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 00:09:51 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <323t4f$fjq@golem.wcc.govt.nz>
Source record: 30969

In article <taylordCu506y.BIJ@netcom.com>, taylord@netcom.com (Doug Taylor) writes:
>I picked up the teleoffice, but I'm having installation problems but the
>damn docs are all in german. Anyone offer any help?
>
>Please reply in the newsgroup.
>
>Doug
>

I have had a few replied from some helpfull chap on how to get it running
from my E drive, I managed to get the ACC set up, but could never
get the program set up...

You hold I think the Control Key when you boot the program, this lets you set
the paths, this part works but it does not save the paths....

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4238. Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 08:13:28 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <324pf8$106@mserv1.dl.ac.uk>
Source record: 30975

Can anyone recommend a good colour monitor for the Falcon? I'm currently using my Falcon on my old Sony Triniton TV and I get a fairly respectable 768 x 560 in colour. However I would like to extend beyond this and still keep use of as many colours as possible. I believe the only way to extend beyond 600 lines is to use a monitor.

I have looked at VGA and SuperVGA monitors but these seem to put restrictions on the number of colours that can be used in the higher resolutions. I am on a fairly tight budget so I would welcome any suggestions for monitors which offer a balance of good value for money and good performance.

Also can anyone recommend which program is the best to expand resolution, "Screenblaster" or "BlowUP". I would be most grateful for any useful information anyone has regarding these matters. Oh, please note I live in the UK so if you could
give prices in pounds I would appreciate it.

Thanks

Mark msh@dl.ac.uk

4239. Re: Hi-Speed St ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 09:15:26 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-080894091526@ngalm099.gal.nt.com>
Source record: 30970

In article <31odmj$p2f@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) wrote:

> In message #19, Kevan.Winch@eccles.seuk.c writes:
>
> > Hi,
> > Just an idea......If I was to drop in a crystal of double the ST's normal
> > frequency, would the thing run twice as fast ? .....or would it throw up
> > all sorts of anomalies like screen updates & disk accesses going screwy ?
>
It's a bit more involved than just changing a crystal,but it can be done fairly easily,cheaply ($2 maybe). I did this on my STFM.

> Without cache-RAM for the processor you will have no speed increase at
> all. Buy yourself a accelerator card like Hypercahe (works great).
>
You will get a speed increase (13% reported by spedomet) & you will notice the difference, but it is true that an accelerator card with cache ram will be
much quicker.

Maybe I will get around to putting the instructions on a.a.u.e soon.

--
Gerry O'Rourke
Northern Telecom (IRELAND) Ltd
E-mail gigxr01@nt.com

4240. Thanks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 09:19:53 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <324tbp$lb8@lyra.csx.cam.ac.uk>
Source record: 30971

Thanks to Dan Dreibelbis ,Roger Burrows, and David.Stevenson who replied to my cd-rom request for Aidan Gibson.

He's found the info very useful and is about to part with large amounts of cash.

Steve Pope.

4241. Re: Gemini 2 (Release 1.999) released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 10:13:07 UTC
From: eedste@teamos43.ericsson.se
Message-ID: <EEDSTE.94Aug8121307@teamos43.ericsson.se>
Source record: 30972

```
>: >I'd like to point out that version 1.999 is not ShareWare....I still
>: >have to check the status of v1.9999....coming soon on hensa.
>
>: I thought the 'Info' dialog box says that Gemini is shareware?
>
>The author told me to ignore that.
>Later versions will be back to ShareWare status...when the true version
>2 is out, I suppose.

Well, it is still shareware but it doesn't cost a thing, so...

I just wanted to state that is it definitely _not_ public domain.

--

Stefan Eissing
eedste@eed.ericsson.se
```

4242. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 10:47:47 UTC
From: djs@jet.uk
Message-ID: <1994Aug8.104747.19176@jet.uk>
Source record: 30973

In <31sadg$ri1@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>dollar (US) was worth roughly 0.6GBP, which puts the System Solutions'
>Apple CD300 kit at about $500. Now, here in the US, the CD300 (alone)
>sells for $199
You can buy a CD300 for 150GBP without trying too hard, that's about $250.
--
David Stevenson, JET Joint Undertaking +44 235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4243. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 13:30:32 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <325c1o$mev@bognor.barclays.co.uk>
Source record: 30983

Most modern SVGAs are also multisync so anyof those would probably do you. I personally bought a slightly used Taxan 795 multiscan which gives me great picture and performance using Blowup030. I think the rule is use Screenblaster for SVGA/VGA and Blowup for multisyncs although that may change with the new Screenblaster software.
I paid 250GBP for my monitor (list price 500+VAT) and run at 896x768x16 as a rule although I've had 1400x1000 out of it. hard to read! I can also get about 600x400 in truecolor but for most uses, 256 colours will do.
For a potential monitor bargain, mail bubbles@cix.compulink.co.uk, he got me my monitor.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4244. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 14:19:28 UTC
From: cgra@se.alcbel.be
Message-ID: <4799@btmwj1.se.bel.alcatel.be>
Source record: 30981

I installed Hard&Soft's CD-Tools over the weekend and so far I'm very happy. A CD-ROM looks just like a hard disc partition, and I was able to control the playing of an audio CD (start, stop, FF, rewind...) and copy audio data direct from an audio CD into a .WAV file. This last trick impresses owners of clowns, most of whom would have to go via analogue to sample a CD. (NOTE: this only works with certain CD-ROM drives).

I haven't tried out the PhotoCD aspects yet, but I see there is a driver for Calamus (and some picture manipulation packages), which opens up some possibilities...

And the bad news: the manual is in German.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

"So how's life?"
"Hm, it's got mushrooms in it".

4245. Re: Falcon development docs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 14:34:08 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <325fp0$i44@rs18.hrz.th-darmstadt.de>
Source record: 30976

Here in germany it is just the same - Atari doesn't sell
their developer kit anymore, because Kilwinger is no longer
working for Atari and the got nobody to do the job.
They gave me a phone number in Berlin (I think it was
R.O.M.-Software) were I could buy a DSP-Assembler (Devpac DSP form
HiSoft) and the Atari Compendium. And so did I. The documentation
for the DSP assembler isn't the best - there are no hints how to
programm the Port B and C of the DSP so they work together.

Maybe somebody else (having the DSP56001 manual) could tell
how I can receive/send data through the matrix (sound data -
that's allready working) and receive some small quantities
of data (e.g. for options etc.) on another Port (C) ?

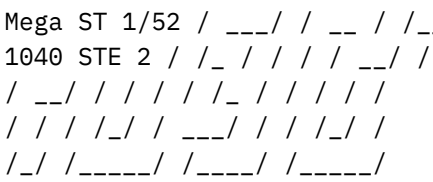
Or could somebody tell the price of the DSP56001 manual from
motorola ?

If you reply please send a Email to me too. Cause I'm on
vacation till October and I don't know when I will have
time to read in this group again, so data may get lost.

Thanx in advance

Alex

Alexander Graham Informatik TH-Darmstadt



4246. AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 15:47:58 UTC
From: mann@austin.wireline.slb.com
Message-ID: <325k3f$pc8@maggie.austin.wireline.slb.com>
Source record: 30977

I am using WARP9 3.75 and it seems to be incompatible with
Atari Works unless I turn off all accelerators. I tried
butting this command into the warp9.dat file but this does
not fix the problem.
Has anyone else seen this problem?
Will a newer version of Warp9 fix this problem?

4247. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 15:56:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHIPEIVUUp@dksoft.ping.dk>
Source record: 30989

In <1994Aug7.223820.16902@abo.fi> Tommi Hietavuo TKKK wrote :

>Well, those were just some thoughts - you others may continue, and disagree
>with me.. Maybe some might even agree.
>

I sure do agree. And this has been my point all the time.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4248. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 15:59:14 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHIPEIVWUp@dksoft.ping.dk>
Source record: 30988

In <323j62$mg8@crl5.crl.com> Sam McGee wrote :

>: Thats not interesting. What really is interesting, is why some people
>: does it. If you gona fix a problem, often it doesn't help just to remove
>: it. You have to find the reason for the problem, and remove that.
>: Wether or not you like, most people break the law everyday, (hands up those
>: who havn't broken the law just once.. I see no hands), and thats not an
>: excuse, just some facts.
>
>But mommy, everyone is doing it!
>
>WEAK.
>
>

Sure, for those who do not understand a single word which has been written
here. I can only try explain. But it seems like some people wont even listen.
No need for discuss with people like you.

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4249. FLI for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 17:35:46 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EHIRDDUQ22-UP@deluxe.textlitho.nl>
Source record: 30978

Does anyone know of a FLI-player for the F030?
I would be sort of happy if I sort of had one -

thanx,

Paul
--

Paul Tuijnman
paul@textlitho.nl

4250. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 20:19:47 UTC
From: larserik@oslonett.no
Message-ID: <326413$5dh@hasle.oslonett.no>
Source record: 30979

In message #6, seimet@chemie.uni-kl.de writes:

> This drive works, you probably have to turn Parity Off. This can be done
> by
> special software.

Where do I (or the person with this disk) get this software ?

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4251. Re: Falcon development do

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-08 20:19:49 UTC
From: larserik@oslonett.no
Message-ID: <326415$5dk@hasle.oslonett.no>
Source record: 30980

In message #17, graham@rbg.informatik.th- writes:

> Here in germany it is just the same - Atari doesn't sell
> their developer kit anymore, because Kilwinger is no longer

Since Wilfred quit we haven't heard ANYTHING from Atari up here
in Norway either, Kilwinger always had time for us and send us
info, newsletters, MultiTOS beta-tests, pictures etc etc....
Now it looks like Atari don't give a "&#/% about us anymore :-(

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4252. RSVE hardware available now.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 01:06:54 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.776394414@apanix.apana.org.au>
Source record: 30986
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Some people may remember I said I was relaying & manufacturing the RSVE
serial accelerator board...

Well, they're here now 8)

The board is designed to sit on top of your MFP (though you can put it
somewhere else instead if you like), and requires you to cut one pin
on the device and solder four wires. I'd put installation in the
'average hobbyist' range. (obviously on a MegaSTe or TT it's not
going to sit on top of the MFP because it's in a different package...)

I'm asking $50 Australian for it, including P&P anywhere in the world.
This also nets you english installation instructions, and includes a
royalty to the original designer.

Please note that I'm hardly covering my costs here - hence the significantly
lower than expected price. I'm not out to make my fortune on this one 8)

If you're interested, send me some mail & arrangements can be made.

mike

PS. If there's some other gizmo like this floating around that you think
would be useful to the ST community, let me know.

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

4253. Re: FLI for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 01:16:47 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.776395007@txfs1.hfb.se>
Source record: 30982

In <EHIRDDUQ22-UP@deluxe.textlitho.nl> paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

>Does anyone know of a FLI-player for the F030?
>I would be sort of happy if I sort of had one -

Yes brainstorm made one... I think it's called MOVIE100 or something.
It is a ACC that will play FLI's (Or more precice, two ACC's, one for
68000 and one for 680x0 processorss!)

You should be able to find it on atari.archive.umich.edu

It works pretty nice... Now just Brainstorm would let us have their
MPEG viever too, then it would be a lot nicer to show off the Falcon...

>thanx,
>Paul

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
Finger me for my public PGP-Key _/ _/ _/ _/ _/ _/ _/ _/ F-030

4254. NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 04:53:19 UTC
From: ac382@FreeNet.Carleton.CA
Message-ID: <Cu948v.H7q@freenet.carleton.ca>
Source record: 30984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline accesories) but if NVDI is on the I cant use my Speedo fonts. Could someone than has both working together send me their config files? (assign.sys and any tips you have for fixing the problem?) thanks a lot

Also, can anyone tell me how to install a new system font with NVDI? Every time I cange the assign.sys file from the regular font it ignores my changes and doesn't do anything.

Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030 Hard I.

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

4255. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 06:25:16 UTC
From: kfason@csn.org
Message-ID: <Cu98I4.JBt@csn.org>
Source record: 30987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
: accesories) but if NVDI is on the I cant use my Speedo fonts. Could
: someone than has both working together send me their config files?
: (assign.sys and any tips you have for fixing the problem?) thanks a lot
NVDI and Speedo v4.x dont like one another. me it bombs when I try to
print. Compo told me that Speedo 5.x is compatible with NVDI..

: Also, can anyone tell me how to install a new system font with NVDI? Every
: time I cange the assign.sys file from the regular font it ignores my
: changes and doesn't do anything.
Have no clue. always used the normal system font.

: Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
: Hard I.
same set up, just 14megs and more HDD.

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

4256. Re: -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 09:18:23 UTC
From: taylord@netcom.com
Message-ID: <taylordCu9GIn.9Kr@netcom.com>
Source record: 30992

```
: >I picked up the teleoffice, but I'm having installation problems but the
: >damn docs are all in german. Anyone offer any help?
: >
: >Please reply in the newsgroup.
: >
: I suppose I could - what is your problem?

: Me
: --

Well, I haven't the slightest idea what the 'faxdriver.acc' file is or
how it's supposed to work, nor can I set the directories. Oooh, so many
problems to list! If I only knew german!

Doug
```

4257. Re: FLI for F030?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 09:29:34 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cu9Gut.AFI@westminster.ac.uk>
Source record: 30991

Robert Krenn (d93rkr@t.hfb.se) wrote:
: In <EHIRDDUQ22-UP@deluxe.textlitho.nl> paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

: >Does anyone know of a FLI-player for the F030?
: >I would be sort of happy if I sort of had one -

: Yes brainstorm made one... I think it's called MOVIE100 or something.
: It is a ACC that will play FLI's (Or more precice, two ACC's, one for
: 68000 and one for 680x0 processorss!)

: You should be able to find it on atari.archive.umich.edu

You may also get it from hensa....
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4258. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 09:32:25 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <327if9$qb9@infa.central.susx.ac.uk>
Source record: 30993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Kevin Fason (kfason@csn.org) wrote:
: Jack Kitowicz (ac382@FreeNet.Carleton.CA) wrote:

: : I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
: : accesories) but if NVDI is on the I cant use my Speedo fonts. Could
: : someone than has both working together send me their config files?
: : (assign.sys and any tips you have for fixing the problem?) thanks a lot
: NVDI and Speedo v4.x dont like one another. me it bombs when I try to
: print. Compo told me that Speedo 5.x is compatible with NVDI..

: : Also, can anyone tell me how to install a new system font with NVDI? Every
: : time I cange the assign.sys file from the regular font it ignores my
: : changes and doesn't do anything.
: Have no clue. always used the normal system font.

To use NVDI to change system font (monaco) the assign.sys file must have
the letter 's' in front of each entry:

s monaco08.fnt
s monaco09.fnt etc.

Make sure that you have NVDI's GDOS switched off (though on my STe it
doesn't make any difference - if Speedo's loaded, the fonts will be
used).

I use speedo 4.1. with NVDI - no probs.!!

Steven
: : Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
: : Hard I.
: same set up, just 14megs and more HDD.

: -Kevin Fason - "Dominate the Rythm"

: kfason@CSN.Org
: ---
: | Atari Falcon030 | My Time is a Piece of Wax |
: | US Robotics Dual Standard | Falling on a Termite |
: | Atari Jaguar | (Who's Choking on the Splinters) |
: ---

4259. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 09:34:02 UTC
From: steve-j@teleport.com
Message-ID: <327iia$9aa@elaine.teleport.com>
Source record: 30985

In article <325k3f$pc8@maggie.austin.wireline.slb.com>,
Dave Mann <mann@austin.wireline.slb.com> wrote:

>I am using WARP9 3.75 and it seems to be incompatible with
>Atari Works unless I turn off all accelerators. I tried
>butting this command into the warp9.dat file but this does
>not fix the problem.
>Has anyone else seen this problem?
>Will a newer version of Warp9 fix this problem?

The problem isn't with AtariWorks, but SpeedoGDOS. You need
v3.8x to use Warp 9 w/ SpeedoGDOS.

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4260. connecting monitor to VCR..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 12:29:27 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Aug9.122927.9885@nntp.brisnet.org.au>
Source record: 30995

O.K. all, I've got one for you. I am currently using an Atari 520 STE with 4 MB RAM, 30 MB HD, and a "Thompson" color monitor. My problem you ask? I would like to use the color monitor with my VCR also. Now when I was back home I used a Thompson monitor with video and audio imputs. I just ran a couple of patch cables between the VCR and the monitor, set the selector switch to the #4 position, and Bob's your uncle! Now I'm here in Australia, Limited funds, another Thompson color monitor, however no video imputs. There is still the 4 position selector switch on the monitor, and a audio line level input, the video input from the computer is through a SCART lead with seperate inputs from the red, green, and blue, from the computer. I tried running the (line level?) output from the VCR into the monitor via the SCART connection, however the best I could obtain was a reverse black & white image. There is also another (IBM?) connector on the back that looks exactly like an Atari joystick connector. Any Ideas? Shotgun maybe <grin>

thanks heaps! bbrown@ozspace.brisnet.org.au

4261. Re: Problem with GFA MALLOC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 13:08:48 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <327v50INN1lbl@rs1.rrz.Uni-Koeln.DE>
Source record: 30990

GEORGE GAGHON (gaghon@nevada.edu) wrote:
: : Hi
: : I have this problem. I made a program in GFA 3,6 (I have a FALCON) and
: : when I try to MALLOC a block more than 16384 bytes the program crashes.
: : When I tried to debug it I found that the problem is with the MALLOC
: : command which cant set aside more than 16384 bytes of memory.
: : Does anyone know what is wrong?

: When you run GFA, it uses all available memory and leaves 16k outside of
: GFA. That is why you only can access 16K with Malloc. A better way, might
: be to create an array with the amount of space you need ie 64k = ARR%(16384)
: that will hold 64k in memory to access it directly addr%=v:arr%(0)

You should be aware of the possibility that the location of the array
changes. This can happen if you use DIM or ERASE after determining the
address. I don't think the docs specify anything about the location of
arrays and when they change, but I think if you don't use the commands
mentioned above, you can be reasonably sure that the array's location
will remain the same.

: If you need to use malloc, you must give back all memory you do not need in
: GFA. When compiling you use the $mxxxxx xx= number of bytes for GFA to keep
: for itself. (YOU DO NOT HAVE TO INCLUDE THE PROGRAM) as GFA handles that.

: In interp. mode use the RESERVE command RESERVE xxxx. But use the $m for
: you final version.

If you're developing a program that needs to MALLOC() more than 16K,
the best idea is to issue the RESERVE statement in direct mode, right
after starting up the interpreter. Multiple executions of RESERVE
can cause problems with some newer TOS versions. You should only issue
one RESERVE call per interpreter session, if possible.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4262. Question about animation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 14:10:21 UTC
From: vicb@clark.edu
Message-ID: <3282od$eus@clark.edu>
Source record: 30996
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

I have a question regarding animation technique.
The scenario is that of having a single pixel move across the
screen in a straight path, making jumps of about 3-4 pixels between each step.

If I do this with a refresh rate that matches the monitor's speed (50 or 60
Hz, depending on the setting), the movement is very smooth, and it looks like
a single point traversing the screen. However, if I delay each step by
putting in a delay of an extra vertical blank, the same animation looks like
two points are traversing the screen. In summary, the number of vertical
blanks between each step matches the number of points that appear to be
crossing the screen, up to about four or five, at which the eye can
distinguish the jumps. I tested this with an .FLM animation with just one
point moving as well as with a program.

Has anyone else ever experienced this or know why this is the way it looks, or
better yet, any ideas for getting around it? My starfield needs to run at 30
Hz, as the program is sure to need the extra time for other matters.

Any help appreciated,

Victor Bruhn
vicb@clark.edu

4263. Re: Falcon Cd-rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 14:13:44 UTC
From: reschke@uni-muenster.de
Message-ID: <3282uo$1a84@obelix.uni-muenster.de>
Source record: 30994

I suppose that I am allowed to add that you can get a similar package (incl. multisession support, audio player, installation and diagnostics program) from Hard & Soft, Castrop-Rauxel, Germany for DM 49.90. (99.90 with digital copy of audio data on Toshiba drives).

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4264. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 16:26:05 UTC
From: mann@austin.wireline.slb.com
Message-ID: <328amt$70q@maggie.austin.wireline.slb.com>
Source record: 31001

Can I still get a new copy of Warp 9 from the authors? (Since they
are in limbo). Is it best to just get one from mailorder?
Isn't there supposed to be a new version out soon if they release it?

4265. GCC cross compiler PC->ST or Mac->ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 20:07:46 UTC
From: johnk@crl.com
Message-ID: <328nmi$28o@crl5.crl.com>
Source record: 30997

For around 1 year, I was without and ST. Now I have one again, and
I'd like to use it. BUT!

It's a vintage 1986 1040ST with 1MB, a DSDD floppy, and TOS 1.0.
I'd like to use it as a BBS or something :-) But obviously, I
can't bear to program on this particular system, so I need some
kind of cross compiler.

Is there a GCC cross compiler for the PC or a Mac which will produce
executable binaries for the ST? Does it work? I need the whole
shebang: compiler, linker, multi screen source code debugger.

--
<johnk@crl.com> 1 2 3 4 5 6 7 8 9 0 ...the lowest common denominator...
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M

4266. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 22:08:25 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <328uop$3h0@gumby.cc.wmich.edu>
Source record: 30998

In article <328amt$70q@maggie.austin.wireline.slb.com>,
Dave Mann <mann@austin.wireline.slb.com> wrote:
>
> Can I still get a new copy of Warp 9 from the authors? (Since they
> are in limbo).

You can still get updates from CodeHead. They're still in business,
they just don't have anybody sitting at the office all day to answer
the phones (which, evidently, didn't ring very often).

Just mail your disk in with the upgrade fee, and wait a week or two
for the new version.

> Is it best to just get one from mailorder?

Since you've already bought and paid for it once, I see no reason to
do so again.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4267. Help connecting monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 22:45:23 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Aug9.224523.4289@nntp.brisnet.org.au>
Source record: 30999

O.K. all, I've got one for you. I am currently using an Atari 520 STE with 4 MB RAM, 30 MB HD, and a "Thompson" color monitor. My problem you ask? I would like to use the color monitor with my VCR also. Now when I was back home I used a Thompson monitor with video and audio imputs. I just ran a couple of patch cables between the VCR and the monitor, set the selector switch to the #4 position, and Bob's your uncle! Now I'm here in Australia, Limited funds, another Thompson color monitor, however no video imputs. There is still the 4 position selector switch on the monitor, and a audio line level input, the video input from the computer is through a SCART lead with seperate inputs from the red, green, and blue, from the computer. I tried running the (line level?) output from the VCR into the monitor via the SCART connection, however the best I could obtain was a reverse black & white image. There is also another (IBM?) connector on the back that looks exactly like an Atari joystick connector. Any Ideas? Shotgun maybe <grin>

thanks heaps! bbrown@ozspace.brisnet.org.au

4268. Help connecting monitor ??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-09 22:57:34 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Aug9.225734.5052@nntp.brisnet.org.au>
Source record: 31003

O.K. all, I've got one for you. I am currently using an Atari 520 STE with 4 MB RAM, 30 MB HD, and a "Thompson" color monitor. My problem you ask? I would like to use the color monitor with my VCR also. Now when I was back home I used a Thompson monitor with video and audio imputs. I just ran a couple of patch cables between the VCR and the monitor, set the selector switch to the #4 position, and Bob's your uncle! Now I'm here in Australia, Limited funds, another Thompson color monitor, however no video imputs. There is still the 4 position selector switch on the monitor, and a audio line level input, the video input from the computer is through a SCART lead with seperate inputs from the red, green, and blue, from the computer. I tried running the (line level?) output from the VCR into the monitor via the SCART connection, however the best I could obtain was a reverse black & white image. There is also another (IBM?) connector on the back that looks exactly like an Atari joystick connector. Any Ideas? Shotgun maybe <grin>

4269. Re: Theft = Piracy..!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 01:53:20 UTC
From: sammcgee@crl.com
Message-ID: <329bug$cfv@crl5.crl.com>
Source record: 31000

Kim Andersen (Kim@dksoft.ping.dk) wrote:
: Sure, for those who do not understand a single word which has been written
: here. I can only try explain. But it seems like some people wont even listen.
: No need for discuss with people like you.

Thank you, finally.

4270. Re: GCC cross compiler PC->ST or Mac->ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 02:27:10 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.94Aug10112710@ext221.sra.co.jp>
Source record: 31004

In article <328nmi$28o@crl5.crl.com> johnk@crl.com (John Kawakami) writes:

> Is there a GCC cross compiler for the PC or a Mac which will produce
> executable binaries for the ST? Does it work? I need the whole
> shebang: compiler, linker, multi screen source code debugger.

You may want to obtain MacMiNT from suniams1.statistik.tu-muenchen.de,
directory ~ftp/incoming/MacMiNT. It can run TOS (but not GEM) binaries
on your mac.

hoshi

4271. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 03:47:50 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCuAvvq.G7G@netcom.com>
Source record: 31002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cu948v.H7q@freenet.carleton.ca>,
Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>
>
>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>someone than has both working together send me their config files?
>(assign.sys and any tips you have for fixing the problem?) thanks a lot
>
>Also, can anyone tell me how to install a new system font with NVDI? Every
>time I cange the assign.sys file from the regular font it ignores my
>changes and doesn't do anything.
>
>Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
>Hard I.
>
>
>--
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **

4272. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 04:27:04 UTC
From: Matt.McAlister@dataport.com
Message-ID: <307_9408092046@dataport.com>
Source record: 31006

Thanks for the re-assurance. How about link viruses and the hard drive?

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

4273. Re: -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 04:32:46 UTC
From: Matt.McAlister@dataport.com
Message-ID: <308_9408092046@dataport.com>
Source record: 31007

I don't know German either but if you can find a program called Ger2Eng2 it will solve your doc problems. It's a very nice German to English doc translator. It translates about 95% of the doc and saves it in English.

InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106

4274. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 06:38:47 UTC
From: jpeters@netcom.com
Message-ID: <jpetersCuB3so.Myq@netcom.com>
Source record: 31005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <jpetersCuAvvq.G7G@netcom.com>,
John Peters <jpeters@netcom.com> wrote:
>In article <Cu948v.H7q@freenet.carleton.ca>,
>Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>
>>
>>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>>someone than has both working together send me their config files?
>>(assign.sys and any tips you have for fixing the problem?) thanks a lot

Oops--something screwed up--I'll try again. What I did was load all my Speedo fonts and drivers into my GEMSYS folder, where NVDI automatically put its files during the installation. Then I edited the path in the assign.sys file to the GEMSYS folder---also in the extend.sys file. It's essential that NVDI loads before other drivers from the AUTO folder--I put it second after XBOOT. (I'm using MAG!X and an ST). I hope this helps.

4275. SupraDrive: HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 13:33:31 UTC
From: em09@liverpool.ac.uk
Message-ID: <CuBMzw.Aw3@liverpool.ac.uk>
Source record: 31034

Please can anybody help me?

I have just bought a SupraDrive 30Mb hard disk for my STE but the guy who sold it to me did not have the manuals and, worse, some of the utility files on the disk are corrupt :-(

I have replaced the drive with a 45Mb one but I am not able to make it autoboot until I can get fresh copies of two of the programs and their resource files. They are;

SUPRMOD.PRG + SUPRMOD.RSC
and SUPUTIL.PRG + SUPUTIL.RSC

If anyone is able and willing to help, I can arrange for an ftp transfer. Please email me if you have a SupraDrive and a kind heart.

John.
--
John Boyes (em09@liverpool.ac.uk)
Department of Mechanical Engineering
Liverpool University 051-794-4861

4276. Re: -English- docs for junior/teleoffice?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-10 16:14:10 UTC
From: charly@senator.ppc.sub.org
Message-ID: <EHKQAFUS88-UP@senator.ppc.sub.org>
Source record: 31010

In <taylordCu506y.BIJ@netcom.com> Doug Taylor wrote :

>I picked up the teleoffice, but I'm having installation problems but the
>damn docs are all in german. Anyone offer any help?
;-)

What's your problem ?
--

Karlheinz Sauther / ++49 7274-8565
An Fronte Karl 31 / charly@senator.ppc.sub.org
76726 Germersheim / Karlheinz_Sauther@LU.maus.de

4277. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 00:24:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuCH59.57z@cix.compulink.co.uk>
Source record: 31013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>NVDI and Speedo v4.x dont like one another. me it bombs when I try to
>print. Compo told me that Speedo 5.x is compatible with NVDI..

No such problems here with Speedo 4.0, 4.1 or 4.2. NVDI must be loaded
before Speedo.

Ofir ogal@cix.compulink.co.uk

4278. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 01:04:39 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CuCIzs.7E8@cix.compulink.co.uk>
Source record: 31008

In message <328amt$70q@maggie.austin.wireline.slb.com>, mann@austin.wireline.slb.com said:
>
>Can I still get a new copy of Warp 9 from the authors? (Since they
>are in limbo). Is it best to just get one from mailorder?
>Isn't there supposed to be a new version out soon if they release it?

It is best to get NVDI which is much better and now costs only 30 UKP and
support programmers who will produce new versions.

4279. Clip board path

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 02:06:35 UTC
From: tdcflcn@infinet.com
Message-ID: <32c13b$f4e@rigel.infinet.com>
Source record: 31009

How do I set the Clip board path? or any PATH in general?

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/3 Programmer/Analyst/Software Consultant

4280. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 04:30:38 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <32c9he$ak5@gumby.cc.wmich.edu>
Source record: 31011

In article <1994Aug4.134901.26372@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>
> Has anyone ever encountered a disk
> utility which would be able to modify the date stamp on groups of
> files? I know that 'touch' is available, but that would not be
> appropriate in this situation (it would lose the old month/day
> information).

John, just use the control panel to set the date/time back to the
desired moment, use 'touch' to update the stamps on the desired
files, then set the date/time back to now.

That's the easiest way I can think of, with readily available tools.

Or did you want to keep a variety of different months/days, and just
update the year field?

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4281. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 07:36:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32ckee$auc@percy.cs.bham.ac.uk>
Source record: 31015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jpeters@netcom.com (John Peters) writes:
>In article <jpetersCuAvvq.G7G@netcom.com>,
>John Peters <jpeters@netcom.com> wrote:
>>In article <Cu948v.H7q@freenet.carleton.ca>,
>>Jack Kitowicz <ac382@FreeNet.Carleton.CA> wrote:
>>>
>>>
>>>I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
>>>accesories) but if NVDI is on the I cant use my Speedo fonts. Could
>>>someone than has both working together send me their config files?
>>>(assign.sys and any tips you have for fixing the problem?) thanks a lot
>
>Oops--something screwed up--I'll try again. What I did was load all my Speedo
>fonts and drivers into my GEMSYS folder, where NVDI automatically put its
>files during the installation. Then I edited the path in the assign.sys
>file to the GEMSYS folder---also in the extend.sys file. It's essential that
>NVDI loads before other drivers from the AUTO folder--I put it second after
>XBOOT. (I'm using MAG!X and an ST). I hope this helps.
>

Speedo 4.1 definitely *doesn't* like any comments in assign.sys if
NVDI is around. Also, be careful you haven't got a device ID of 10 in
assign.sys, since this also causes grief.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4282. Re: Clip board path

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 07:42:02 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <32ckoa$h7u@ccpnws.in2p3.fr>
Source record: 31014

Tom Chamberlain (tdcflcn@infinet.com) once wrote:

> How do I set the Clip board path? or any PATH in general?

> Thomas (Tom) Chamberlain, tdcflcn@infinet.com
> ==
> Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
> | P.O.BOX 29103 | 8-bit
> | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
> ==
> Also a IBM AS/400 RPG/3 Programmer/Analyst/Software Consultant

--
Use a small programm called ENVIRON.PRG which is available on a.a.u.e
For the clipboard, there is a CPX module to do the job.

+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

4283. Re: Falcon development d

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 10:35:16 UTC
From: wkilwngr@sterbbs.nl
Message-ID: <32036YGYAEYRBYVUCBK@sterbbs.nl>
Source record: 31019

graham@rbg.informatik.th- wrote on 08-08-94:

>Here in germany it is just the same - Atari doesn't sell
>their developer kit anymore, because Kilwinger is no longer
>working for Atari and the got nobody to do the job.

They don't want anybody new to do the job. That's a difference.

>Or could somebody tell the price of the DSP56001 manual from
>motorola ?

Less than 40DM. It will not help you how too program that port in a
Falcon. Call Jurek Ceglarek at Atari Benelux and ask him if you coeld
sign a confidential agreement and if you can get the sample disks that
belong by the Falcon toolkit that they don't sell anymore. I'm sure he
will help you.

Regards,

Wilfred

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4284. HELP - Stacy HD gone :(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 12:03:07 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug11.120307.7140@news.unige.ch>
Source record: 31012

Oh no! I (very) foolishly ran AHDI 5.04 on my poor Stacy - and now
she cannot find her HD any more. Does anybody know how I can get
it back again?
Thanks in advance, Mike
****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4285. seagate 1GB ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 14:36:26 UTC
From: wback@rs6000.mri.akh-wien.ac.at
Message-ID: <32dd1a$e9r@infosrv.edvz.univie.ac.at>
Source record: 31016

I have a Seagate 1GB SCSI-harddisc, is it possible to use it as
external harddisc attached to a TT-030 ?
Does anybody know the correct pin-connections from the TT-back
to the 50-pins of the SCSI-bus?
Is the Atati-Harddisc-driver (AHDI) able to drive such a disc?
There are a lot of questions, can anybody give me some hints?

Thanks
Werner

4286. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 14:59:08 UTC
From: rcb@MCS.COM
Message-ID: <32debs$3n8@Mercury.mcs.com>
Source record: 31018

obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:

>In article <1994Aug4.134901.26372@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>>
>> Has anyone ever encountered a disk
>> utility which would be able to modify the date stamp on groups of
>> files? I know that 'touch' is available, but that would not be
>> appropriate in this situation (it would lose the old month/day
>> information).

What do you mean by "it would lose the old month/day information"?
How do you expect to keep that information if you reset it by any
mechanism?

>John, just use the control panel to set the date/time back to the
>desired moment, use 'touch' to update the stamps on the desired
>files, then set the date/time back to now.

At least with GNU touch, you wouldn't have to fiddle with the system
date and/or time, since it has options to set the file date and time
stamp to whatever you want it to be.

Roy
--
Studies show that celibacy is not hereditary.

4287. Re: seagate 1GB ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 15:19:32 UTC
From: bjgrier@bnr.ca
Message-ID: <32dfi4$7e4@nrtphaa9.nt.com>
Source record: 31021

In article <32dd1a$e9r@infosrv.edvz.univie.ac.at>, wback@rs6000.mri.akh-wien.ac.at (Werner Backfrieder) writes:
|> I have a Seagate 1GB SCSI-harddisc, is it possible to use it as
|> external harddisc attached to a TT-030 ?
|> Does anybody know the correct pin-connections from the TT-back
|> to the 50-pins of the SCSI-bus?
|> Is the Atati-Harddisc-driver (AHDI) able to drive such a disc?
|> There are a lot of questions, can anybody give me some hints?
|>
|> Thanks
|> Werner
|>
|>

Put your 1GB hard drive in a case, with a standard 50 pin SCSI ribbon
cable. Get a Macintoh db25M to SCSI cable and enjoy!!

Brian

--

Disclaimer: The opinions expressed are mine not those of .

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

4288. Re: REALLY speedy VGA monitor! (very strange!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 15:52:14 UTC
From: mdg@ukc.ac.uk
Message-ID: <10475@gos.ukc.ac.uk>
Source record: 31020

In article <3236d3$cl5@scapa.cs.ualberta.ca> cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>Agreed, Falcplay is great!...

Well you'll be please to here its even greater now.. I've just uploaded Falcplay v1.6 to the Atari archive and various others - it features improved quality sound (linear interpolation), and support for 4-24 channel modules, the next version will hopefully support Scream Tracker and 32channel Ultra Tracker (PC) modules.

Cheers
Griff
--

4289. Help with NEC 3D.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 16:43:12 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32dkf0$f35@Tut.MsState.Edu>
Source record: 31017

I saw a file ,a long time ago, that showed how to
use a multisync on a STe. It showed how to build a
switch to get all resolutions, similar to the one
TOAD sells I'm sure. I got a good deal on a 3D
but don't have enough left for TOAD's switch :(
Anyone able to help me make one my self?
I need the 3D's pinouts and what pins from the
STe need to go where, for all resolutions.

btw, If any one wants I know where a 3D is forsale
for $250, and a Multisync II for $175.

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4290. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 18:43:16 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32drg4$roq@msuinfo.cl.msu.edu>
Source record: 31025

In article <307_9408092046@dataport.com>, Matt.McAlister@dataport.com (Matt McAlister) writes:
>Thanks for the re-assurance. How about link viruses and the hard drive?

They'll infect any executable file, regardless of what drive it's on, so long as the drive (and possibly the file) aren't write protected. I know on Macs you can prevent some link viruses by locking the programs and their resources. Anyone know if this works on the Atari?
If you own a hard drive, then that should be one of your main reasons for getting an antivirus, esp. one that monitors for possible link virus activity.

Regards,
Tom
hopper

>---
>InterNet: Matt.McAlister@dataport.com
>FidoNet : Matt McAlister 1:143/106
>---
>

4291. Re: RSVE hardware available now.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 20:29:15 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <32e1mr$l5t@mars.fb1.fhtw-berlin.de>
Source record: 31026
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry for using the account of my friend, please don't reply to this
artcile, send mail to Harun_Scheutzow@B.maus.de

Michael Smith (miff@apanix.apana.org.au) wrote:
> Some people may remember I said I was relaying & manufacturing the RSVE
> serial accelerator board...

Very, Very interesting.

> I'm asking $50 Australian for it, including P&P anywhere in the world.
> This also nets you english installation instructions, and includes a
> royalty to the original designer.

I am a bit surprised that I never heard of you in the past. No mail,
nothing. Sorry, that I read this article. But I don't remeber that I
gave permission for commercial use of RSVE to you. Yes, I think this
is a commercial useage, not only but too because of the price.

> Please note that I'm hardly covering my costs here - hence the significantly
> lower than expected price. I'm not out to make my fortune on this one 8)

I can't believe that. The price I sell RSVE for is 60DM in Germany, 61DM into
the rest of the world by "slow" mail and 66DM by air mail. I am convinced
that I put a bit more work into RSVE than you. And the price seems me to be
nearly the same as yours.

I'm wondering what your explaination is!

> PS. If there's some other gizmo like this floating around that you think
> would be useful to the ST community, let me know.

Hoping that nobody supports such kind of piracy ...

Regards, Harun Scheutzow (Harun_Scheutzow@b.maus.de)
(or alternate address: s002893@ypserv.rz.fhtw-berlin.de

4292. Auto-start

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 21:40:18 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <6402QSACUCIEJLMQCM@sterbbs.nl>
Source record: 31022

Hi!

Is there someone who knows howmy program can recognise wheter it's
AUTO-start (no GEM active) or is started from the desktop?
I'm writing it in GFA Basic, so please answer it with those sources....

My other question is: How can my program now there has been a cold boot
or reset the last time?

Frits.

P.S. I don't have an e-mail adres :-(, but I can read all messages
here...

I know, my English is very bad,
but now I've acess to Internet! :-)

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

4293. COMPUTE BOOKS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 23:15:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32ebf9$fmc@golem.wcc.govt.nz>
Source record: 31023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** COMPUTES BOOKS ****

Hi I was after some info about Computes books, so far
no one has replied...

Can some one mail or post here a list of the Compute books,
I do have the 3 Tech Ref ones, but there is a 'C' book and
one other that is sort of usefull..

Please can you give the ISBN numbers...

Thanks..............

Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz
r.sheppard5@genie.geis.com

P.S From a real person, not a Copy ! GEnie - r.sheppard5

4294. Re: GCC cross compiler PC->ST or Mac->ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-11 23:52:42 UTC
From: brad@tazboy.jpl.nasa.gov
Message-ID: <BRAD.94Aug11165243@tazboy.jpl.nasa.gov>
Source record: 31030

In article <HOSHI.94Aug10112710@ext221.sra.co.jp> hoshi@sra.co.jp (Hoshi Takanori) writes:

In article <328nmi$28o@crl5.crl.com> johnk@crl.com (John Kawakami) writes:

> Is there a GCC cross compiler for the PC or a Mac which will produce
> executable binaries for the ST? Does it work? I need the whole
> shebang: compiler, linker, multi screen source code debugger.

You may want to obtain MacMiNT from suniams1.statistik.tu-muenchen.de,
directory ~ftp/incoming/MacMiNT. It can run TOS (but not GEM) binaries
on your mac.

And the executables you build with GCC under MacMiNT will work on
your Atari ST, assuming you have a way to transfer files between the
two.

Brad

4295. Re: TEAC drive settings

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 00:52:25 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <776652745snz@gw6hva.demon.co.uk>
Source record: 31038

In article <mattkCtL4uD.Ip7@netcom.com>
mattk@netcom.com "Matt Koundakjian" writes:

> I have a Teac FD-235HF 217-U, P/NO 19307322-17 (all the numbers save the
> serial number from the back label) that has the following jumpers:
> D0, D1, HHI, LHI, OP, HHO, FG.
>
> FG has what looks like a capacitor (tiny blue jobby)

D0 and D1 are self-explanatory, HHI and LHI are for the host to tell the drive what density to use (inputs to the drive on pin 2) - inverted and normal. HH0 is an output from the drive to tell the host what the density is (this is the one you want on the Atari. FG is frame ground - strap it to logic ground.

> I'd like to know how to set the drive. I am using it right now as a
> double density drive, with D0 and OP jumpered. Using a meter, I tried
> all sorts of jumper combinations, I tried to get pin 2 to switch from lo
> to hi with DD and HD media. No matter what I did, pin 2 was always +5
> volts WRT the case. The little media hole sensor works...with a HD disk
> in, the "switch" opens and 5v flows.
>
> The guy I got it from's roommate thinks that it's a special breed of Teac
> that's only low density. (But I don't know how I could tell that)

No, it's the earlier version of the dual density drive, the most common being the FD-235-218HF.

> Now I could use the media hole sensor to drive a 74F157 (commonly used
> for switching 8 & 16mhz lines to the FDC) but I don't know if the drive
> is "switching" densities. Is the only way I can tell to do the mod and see
> what happens?

Yes, you'll need to switch between the 8Mhz and 16Mhz clock's - don't worry about the phase. Use an HC or LS157, no need to go for a fast version, I always use HC logic but correctly going between LS and CMOS, you should use HCT.

You will also have to gate the new HD select with drive-select if you have a B drive and watch the timing, you may need to add a gate or two to get the edges in the right places.

Also be aware that the stupid machine pulses the drive select many times per second as well.

Incedentally the controller that "works" at the 16Mhz clock is the WD1772-02-02 version (although it's only rated for 10Mhz) and I have

been told that VLSI do an equivalent device that also works but I've no part number.

Lastly, don't forget to change the step rate as doubling the clock halves the timing "ticks" and a 3ms step rate becomes a 1.5ms step rate and I've yet to find a drive that will go that fast.

Hope that helps,

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

4296. Re: NEC monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 01:19:13 UTC
From: h8ip021@stan.xx.swin.OZ.AU
Message-ID: <32eimhINN5fr@edna.cc.swin.edu.au>
Source record: 31024

In article <776226728.1@mettav.exnet> Paul.Civati@mettav.exnet.com (Paul Civati) writes:

>The NEC II will work, I use one, dunno about the price as I'm in the UK.
>
>The max res of the NEC II is 800x560 though which is a bit limiting for a
>Falcon.

Indeed, the NEC Multisync II, and the 3D, the upgraded version of the II work fine. Others work for Med and Hi res, but low only works on the II and 3D properly. If you use it on a Falcon (like me ;^)), you can easily get 868*600 out of it without flickers ....

I also have manuals for these beasties ;^)

Later,

Karl.

4297. Re: REALLY speedy VGA monitor! (very strange!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 11:47:42 UTC
From: steve-j@teleport.com
Message-ID: <32fngu$dq2@kelly.teleport.com>
Source record: 31027

In article <10475@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:

>>Agreed, Falcplay is great!...

>Well you'll be please to here its even greater now.. I've just uploaded
>Falcplay v1.6 to the Atari archive and various others - it features improved
>quality sound (linear interpolation), and support for 4-24 channel modules,
>the next version will hopefully support Scream Tracker and 32channel
> Ultra Tracker (PC) modules.

What formats does it play besides standard .MOD files?

I've been looking for a player that will handle .669, .S3M,
and even some .MED files, but no player I've run across
will play them (I have a few players that CLAIM to support
them but then choke to death when I try to load and play
one).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

4298. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 12:50:41 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <32fr71INN2m9i@rs1.rrz.Uni-Koeln.DE>
Source record: 31028

```
hopper_t@msupa.pa.msu.edu wrote:
: In article <307_9408092046@dataport.com>, Matt.McAlister@dataport.com (Matt
: McAlister) writes:
: >Thanks for the re-assurance. How about link viruses and the hard drive?
:
: They'll infect any executable file, regardless of what drive it's on, so
: long as the drive (and possibly the file) aren't write protected. I know
: on Macs you can prevent some link viruses by locking the programs and their
: resources. Anyone know if this works on the Atari?

Sure. Just make the executable read-only. To do this, select the file
(click on it once), then click on "show info" in the "file" menu, and
activate the "read only" radio button in the dialog box.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

4299. CD-ROM stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 13:50:43 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <32funj$fln@lyra.csx.cam.ac.uk>
Source record: 31029

Posted for Aidan:

Does anyone know of a U.K. distributor for ExtenDOS or any
other CD-ROM driver that *isn't* System Solutions. Thanks.

Also can any one recommend a cheap SCSI CD-ROM drive that
will allow audio data to be copied from it.

Does anyone have any of the Atari specific CD-ROMs? Any
recommendations?

Thanks a lot,

A. Gibson.

4300. Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 15:04:38 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <32g326$ek@infa.central.susx.ac.uk>
Source record: 31031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I keep reading about people looking in Toad for prices and hardware, etc.
Could someone please tell me what this is and if it is avalible in England, or
where I can get one from.

Thanks

--
Andrew Collington @ University of Sussex, England

4301. Re: CD-ROM stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 15:38:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32g51b$6ge@percy.cs.bham.ac.uk>
Source record: 31032

"/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb writes:
>
>Posted for Aidan:
>
>Does anyone know of a U.K. distributor for ExtenDOS or any
>other CD-ROM driver that *isn't* System Solutions. Thanks.

Err, Atari Workshop? Sorry, I'm being facetious. Why *not* System
Solutions?

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4302. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 16:39:23 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <32g8jr$u5r@msuinfo.cl.msu.edu>
Source record: 31033

In article <32fr71INN2m9i@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.
uni-koeln.de (Jan T. Kim) writes:
>hopper_t@msupa.pa.msu.edu wrote:
>: In article <307_9408092046@dataport.com>, Matt.McAlister@dataport.com (Matt
>: McAlister) writes:
>: >Thanks for the re-assurance. How about link viruses and the hard drive?
>:
>: They'll infect any executable file, regardless of what drive it's on, so
>: long as the drive (and possibly the file) aren't write protected. I know
>: on Macs you can prevent some link viruses by locking the programs and their
>: resources. Anyone know if this works on the Atari?
>
>Sure. Just make the executable read-only. To do this, select the file
>(click on it once), then click on "show info" in the "file" menu, and
>activate the "read only" radio button in the dialog box.

Yes, I know how to lock a file, but will viruses bypass the read only
attribute?

Just wondering,
Tom
hopper_t@msupa.pa.msu.edu

>Greetinx, Jan
>--
> +- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.d400.de |
> | |
> *-----=< hierarchical systems are for files, not for humans >=-----*

4303. TOS program output re-direction?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 17:21:30 UTC
From: vicb@clark.edu
Message-ID: <32gb2q$4pk@clark.edu>
Source record: 31039

How does one re-direct the output from a TOS (TTP) program to a window? Specifically, when a GEM program that is running inside a window makes a call to a program such as an archiver, how does one get the output to go to the window instead of to the desktop?

Thanks,
Victor Bruhn
vicb@clark.edu

4304. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 18:40:30 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <32gfmuINN1vm3@rs1.rrz.Uni-Koeln.DE>
Source record: 31035

hopper_t@msupa.pa.msu.edu wrote:

: Yes, I know how to lock a file, but will viruses bypass the read only
: attribute?

I'm no expert, but that's what I've read in some readme files accompanying
antivirus kits.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4305. Unixmode and GCC w/out minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-12 20:30:19 UTC
From: selick@acs3.bu.edu
Message-ID: <32gm4r$31m@news.bu.edu>
Source record: 31036

Quite simply, what should my UNIXMODE variable be set to for use with GCC and a 1040STe w/mint 1.08 and TCSH running without a minix partition?

-Steve
<selick@acs.bu.edu>

4306. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 00:25:05 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32h3t1$poq@Tut.MsState.Edu>
Source record: 31037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 12 Aug 1994 15:04:38 GMT, Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
>I keep reading about people looking in Toad for prices and hardware, etc.
>Could someone please tell me what this is and if it is avalible in England, or
>where I can get one from.

>Thanks

>--
>Andrew Collington @ University of Sussex, England

Toad = Toad Computers
570 Governor Ritchie Highway
Severna Park, MD, USA 21146-2925

800-448-TOAD Orders
8623
410-544-6943 Info
--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4307. Speedup Crystal On A St/e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 04:01:00 UTC
From: jon.dinga@f422.n250.z1.tor250.org
Message-ID: <30d4466f@f422.n250.z1.tor250.org>
Source record: 30803

@SUBJECT:Speedup crystal on a ST/E ?? N
I read on this newsgroup about an article in a ST FORMAT to do a crystal change to speed up a ST/E to 12mhz. I have looked in July & August issues, without seeing the article. Could someone give me explicit info on issue date/page # / magazine this was in? Also looking for comments from anyone who has done this or similar mod, I am thinking of doing it to my daughter's STE - can I still run DOUBLE2 with it? Would I get 800x600 in medrez if I did [have a Darius monitor that does 15.75 - 48 mhz] ?? Would it be possible to socket crystals so one could switch between them for problem games etc?
Also, I am still looking for a way to use a AT keyboard with its serial TrackBall on a MegaST without useing the serial port. I have a DEKA for the keyboard, but are there any files/plans/mods to do to use the trackball? Maybe someone has added a second serial port to a MegaST [WITHOUT useing the midi or cart ports ??] ?
Is the MultiBoard shipping ... ie use a ISA Tseng graphics card / TOS 2.06 / + SIMMs [TT ram] through the Mega Buss??
.....adTHANKSvance..... Jon

4308. Help: Pure-C/Curses/Mintlibs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 15:00:47 UTC
From: avesperm@powerup.com.au
Message-ID: <32in6v$51f@grissom.powerup.com.au>
Source record: 31040

I'm using Pure-C, I've got the mintlibs (only PL35, but I'm
getting there :-)) and I'm porting some Un*x based software.

This isn't a problem, I've ported plenty of Un*x stuff before.
The problem is curses. Least year I wrote a _complete_ curses work-a-like
to link in with my code, ported a couple of projects with it: magic.

Unfortunately, that's the point that my system (due to a bizarre
set of problems lost it's HD, _and_ all my backup disks were wiped)...

Is there a Curses that compiles neatly for Pure-C, pref with the
Mintlibs (although that's hardly crucial), that I can plug into this port.
I've got just about everything else fixed up in an evening, and would
rather spare myself the few hours required for a curses rewrite.

Dancer
--
```
-------------------------------------------------------------------------
| /----\ |GAT -d++()(--)>!d H s++: g+ p1+ !au a-? w+++(--)
| / // \ |v---(-)*(++) c+++@>$ U?++++$>B++++$>S++++$ P+(-) L- 3-
| | // //| |E--- N++(+++) K W---() M(+) V--@ -po+(--@)(++@) Y+ t(+++@)
| | // // | |!5 !j R+++()>$ G+ tv(-) b+++ !D B(-) e u++(*)
| \/ // / |h++(-)(---)>*$ f+(?) r--@(+++@) n----(--) y+++(++@)>*>**
| \----/ |-----------------------------------------------------------
| | avesperm@enterprise.powerup.com.au (that OZ place)
-------------------------------------------------------------------------
| Communal Mailbox: Enter 'pvtdancer' on a blank line to direct mail to
| myself only. (no leading spaces). My mailagent will get it right.
-------------------------------------------------------------------------
```

4309. Re: HELP - Stacy HD gone :(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 15:54:00 UTC
From: ylva@shewolf.ct.se
Message-ID: <2e4cfaf6@ct.se>
Source record: 30872

Look what Mike Morris wrote on 11 Aug 94

MM> From: mike@divsun.unige.ch (Mike Morris)
MM>
MM> Oh no! I (very) foolishly ran AHDI 5.04 on my poor Stacy - and now
MM> she cannot find her HD any more. Does anybody know how I can get
MM> it back again?

Try running and installing an earlier version of AHDI from disk.

B R
Ylva

4310. Re: Help with NEC 3D.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 17:54:18 UTC
From: gaghon@nevada.edu
Message-ID: <32j1ca$jnq@post-office.nevada.edu>
Source record: 30892

Thomas E. Dodd (ted2@Isis.MsState.Edu) wrote:

: btw, If any one wants I know where a 3D is forsale
: for $250, and a Multisync II for $175.

: E-mail: ted2@Ra.MsState.edu
: S-mail: Aiken Village Apt 34-K
: Phone : (601) 325-3946

I would love to know where a NEC 3D or Multisync II is availble from. :)

Vince

4311. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-13 22:52:45 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuHwvy.42E@cix.compulink.co.uk>
Source record: 30891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <32h3t1$poq@Tut.MsState.Edu>, ted2@Isis.MsState.Edu said:
>==========
>
>Toad = Toad Computers
> 570 Governor Ritchie Highway
> Severna Park, MD, USA 21146-2925
>
> 800-448-TOAD Orders
> 8623
> 410-544-6943 Info
>--
>
... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com

Brian

brobson@cix.compulink.co.uk

4312. Re: HELP - Stacy HD gone :(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-14 01:47:00 UTC
From: rolf.johansson@space.ct.se
Message-ID: <2e4d85f9@ct.se>
Source record: 30873

MM> Oh no! I (very) foolishly ran AHDI 5.04 on my poor Stacy - and now
MM> she cannot find her HD any more. Does anybody know how I can get
MM> it back again?

Why not just run the software you had recently from disk A: and then
reinstall it?

Sincerly, Rolf Johansson

4313. Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-14 15:27:42 UTC
From: vicb@clark.edu
Message-ID: <32ld5e$k7l@clark.edu>
Source record: 30893

Could someone please tell me how to go about re-directing the output from a TOS program so that its text appears in the window of the program from which it was called? For example, if a GEM application which is running in a window called an lzh archiver, how could it get the text output from the archiver to appear within its own window?

Thanks in advance--

Victor Bruhn
vicb@clark.edu

4314. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-14 18:34:24 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32lo3g$d5a@Tut.MsState.Edu>
Source record: 30894
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 13 Aug 1994 22:52:45 GMT, Brian Robson (brobson@cix.compulink.co.uk) wrote:
>In message <32h3t1$poq@Tut.MsState.Edu>, ted2@Isis.MsState.Edu said:
>>==========
>>
>>Toad = Toad Computers
>> 570 Governor Ritchie Highway
>> Severna Park, MD, USA 21146-2925
>>
>> 800-448-TOAD Orders
>> 8623
>> 410-544-6943 Info
>>--
>>
> ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com

> Brian
Cool, Saves my phone bill :)
They should put that address in the catalog :)
> brobson@cix.compulink.co.uk

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4315. Cross compiling with Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-14 21:57:09 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Aug14.215709.17027@midway.uchicago.edu>
Source record: 30895

Hi,
I found a file in archive.umich.edu (sozosun.doc) that supposedly
allows one to patch the sources of Sozobon C to cross-compile on a
Sun. Has anyone succeeded in doing this? Despite my best efforts, I
was not able to get it to work; maybe I was using the wrong release of
the sources. In any case, I would appreciate any tips, suggestions,
etc; I don't really care if the suggestion involves the use of some
PD compiler other than Sozobon. Thanks in advance.

Gustavo

4316. Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 00:54:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32mec1$r36@golem.wcc.govt.nz>
Source record: 30896
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I see there is a lot of rubish being posted about Viruses,
ither from people that have vested intrest in selling Virus Killers
or teenagers that just don't know....

There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
there are some Floppy bootsector viruses, but they are very simple to detect
and fix...

A boot sector Virus is as it states, it installs its self ONLY on boot up,
so checking disks for valid boot sectors is all that is needed, but you must
boot your Atari with out a disk first, or with a know Virus free disk..

Viruses can't write to a write protected disk, its that simple...!!!

With a sector editor, read the boot sector, Track 0 sector 1, check if the
first byte is a 61 and change this to a 00, if this stuffs up the program on
the disk, then change the 00 back to 61.....

Virus check programs wipe the hole boot sector, so be warned, you can't recover
them...

NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
in them selves, as they will copy them selves to other disks....

When playing (Booting) with unknown floppy disks, Turn of your Hard drive, or
dissable the booting of the hard disk, a Ship program can turn off internal
hard drives...

I have never had major problems with Viruses, and I see no point in spending
money on Virus check programs....

NOTE: The bigest Virus for STE's users is the old DMA chip, it has stuffed up
2 Hard Drives for me....

NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
check, pad bytes are added at the end of the boot sector to get a valid
boot sector, so changing any byte would make the boot sector invalid...

Just some food for thought....!!!

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4317. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 02:06:41 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32mijh$s0s@golem.wcc.govt.nz>
Source record: 30897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] I see there is a lot of rubish being posted about Viruses,
] ither from people that have vested intrest in selling Virus Killers
] or teenagers that just don't know....

Ahh, it's all age related - I see it so clearly now....

] There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
] there are some Floppy bootsector viruses, but they are very simple to detec
] and fix...

What if you're a computer newbie or don't have the required software?

] A boot sector Virus is as it states, it installs its self ONLY on boot up,
] so checking disks for valid boot sectors is all that is needed, but you mus
] boot your Atari with out a disk first, or with a know Virus free disk..
] Viruses can't write to a write protected disk, its that simple...!!!

Ever tried saving text files to a write-protected disk? Some folks don't
have hard-drives!

BTW, on the subject of "No Hard-Drive Viruses", maybe not, but check this
out (swiped from the UVK documentation)

] Name: Beilstein Virus.
] Type: Reset-proof memory-resident bootsector call virus.
] Discovery date: March 16th 1993 (Volker Shnitz).
] Virus can copy to drive(s): Current floppy drive (A or B).
] Virus attaches itself to: Hdv_bpb, Vbl_queue, Hdv_rw, Hdv_boot,
] Gemdos, Xbios, regularly reset-resistant AND undocumented reset-
] resistant.
] Disks can be immunized against it: No.
] Immunizable with UVK: No.
] What can happen, and when: 1) It can delete specific files when
] these are loaded by the user. These files are 'SAGROTAN', 'MDISK',
] 'FCOPYIII', 'FCOPY3??', 'DISKUS', 'DISKDEMO', 'TED_???' and
] 'G_COPY', 2) It can clear partition "C" of your hard disk when the
] virus in memory discovers that you are trying to trace it (trace
] bit set, for example in a debugger), 3) It can create garbage on
] your screen, 4) Keyboard, mouse and joystick can be disabled, 5)
] Mouse movements can be inverted (like with the "Ghost Virus"), 6)
] Printer output can be corrupted, 7) Modem output can be corrupted,
] 8) A bomb error can be created, 9) The system can be frozen until
] you enter the password "Apokalypse", 10) Memory can be cleared,
] followed by a reset, 11) The first hundred sectors of a floppy
] disk can be cleared, and 12) It can delete a folder. These are
```

] quite an amount of things that can go wrong!

Harmless for hard-drives!? I think not!

] With a sector editor, read the boot sector, Track 0 sector 1, check if the
] first byte is a 61 and change this to a 00, if this stuffs up the program o
] the disk, then change the 00 back to 61.....

Again - what if folks don't have the required software/know-how!?

] NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
] in them selves, as they will copy them selves to other disks....

AFAIK only ONE anti-virus copies itself, which is the one that displays
the "This virus will flash the screen if it detects an executable boot-
sector, you can remove this virus by pressing reset". There are 3 versions
of this virus. A non-copying one, a copying english version, and a
copying german version. Both copying versions will _not_ overwrite
executable boot-sectors however!

] I have never had major problems with Viruses, and I see no point in spendin
] money on Virus check programs....

So you don't know what kind of annoyances they are, and what damage they
can do!

] NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a
] check, pad bytes are added at the end of the boot sector to get a val
] boot sector, so changing any byte would make the boot sector invalid.

Fat lot of use that is to the poor blighter who had his software destroyed
when a virus over-wrote the bootsector booter for it....

Write-protecting every disk isn't practical in many cases. The only decent
way to check for viruses is to download something like V-Killer (v3.84)
and check any new disks recieved. If the disk is supposed to boot, then
fine. If not, then using the "Test Kill" feature will render it non-
executable. If the disk then fails to work, then you can make it executable
again..... Quite a good feature this, basically, if the disk doesn't
need a booter, then clear the boot-sector and perhaps stick the
"Virus Free Disk" bootsector message onto it so you know for sure....

4318. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 03:49:02 UTC
From: millert@babbage.csee.usf.edu
Message-ID: <32moje$9n3@mother.usf.edu>
Source record: 30898

Victor Bruhn (vicb@clark.edu) wrote:
: Could someone please tell me how to go about re-directing the output from
: a TOS program so that its text appears in the window
: of the program from which it was called? For example, if a GEM application
: which is running in a window called an lzh archiver, how could it get the
: text output from the archiver to appear within its own window?

: Thanks in advance--

: Victor Bruhn
: vicb@clark.edu

This is NOT an easy thing to do. After YEARS of trying to find the best way to do this, I found that there are only two ways to do that. Either write the TOS program so that it sends the text directly to the program with the window, OR steal the BIOS AND GEMDOS trap vectors and redirect EVERYTHING that has anything to do with console text (BIOS device 2 and all the GEMDOS console calls... GEMDOS does not call BIOS through the trap so you have to do it yourself).

Also, look into the XBRA protocol so other programs don't whine about your vector stealing.

Now, if you're using MultiTOS, it's an entirely different theory. However, I have yet to figure out how to do it. Something to do with Fforce, Fdup, and pipes. I wonder of anyone else can shed some light on this.

4319. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 08:27:26 UTC
From: eedste@teamos43.ericsson.se
Message-ID: <EEDSTE.94Aug15102726@teamos43.ericsson.se>
Source record: 30899

In article <32moje$9n3@mother.usf.edu> millert@babbage.csee.usf.edu (Timothy Miller) writes:

>with the window, OR steal the BIOS AND GEMDOS trap vectors and redirect
>EVERYTHING that has anything to do with console text (BIOS device 2 and
>all the GEMDOS console calls... GEMDOS does not call BIOS through the
>trap so you have to do it yourself).

Of course, GEMDOS is usign the BIOS traps. You don't want to redirect the traps (again), but redirect the console function pointers (from TOS 1.02 on). That's the most efficient way to do that.

On MiNT or MagiC you might however prefer to set up a pipe and redirect the output to it.

--

Stefan Eissing
eedste@eed.ericsson.se

4320. CD-ROM problems....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 09:45:55 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuKLLt.Fw7@westminster.ac.uk>
Source record: 30901

Hi all,

I took an Apple CD-ROM (old one...I think it's a CD150) home over the
weekend to try out with my STe, and Link...but it didn't work. 8(
Phoned System Solutions, and was told that Parity on the Drive needs to
be switched off....anyone know how I can do this?????

Any help at all will be appreciated...

Thanks in advance.

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4321. Re: COMPUTE BOOKS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 09:47:49 UTC
From: charles hirlimann <ch@valholl.u-strasbg.fr>
Message-ID: <32ndk5$9fc@thot.u-strasbg.fr>
Source record: 30900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32ebf9$fmc@golem.wcc.govt.nz> Roger Sheppard.,
sheppard_r@ix.wcc.govt.nz writes:
>Hi I was after some info about Computes books, so far
>no one has replied...
There are some Books listed in The c.s.a.s FaQ part one which can be
found Via FTP at
nic.switch.ch in /software/atari/.
Please Read those Faq before posting Questions.
Thanks.
Ludo

4322. MiNT-Tools released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 10:05:28 UTC
From: reschke@uni-muenster.de
Message-ID: <32nel8$1f75@obelix.uni-muenster.de>
Source record: 30902
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

New on ftp.uni-muenster.de:

pub/atari/Gemini/minttl01.tos: a collection of MiNT related TTPs:
(chgrp, chown, fsinfo, id, kill, leave, ln, logname, newgrp, nice, ps, renice, su, tty, uptime)

Julian F. Reschke, Hensenstr. 142, D-48161 Muenster
eMail: reschke@math.uni-muenster.de jr@ms.maus.de

4323. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 10:35:28 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <2e50640646b7f@albemuth.equinox.gen.nz>
Source record: 30918

Timothy Miller (millert@babbage.csee.usf.edu) wrote:

>Victor Bruhn (vicb@clark.edu) wrote:
>: Could someone please tell me how to go about re-directing the output from
>: a TOS program so that its text appears in the window

>This is NOT an easy thing to do. After YEARS of trying to find the best
>way to do this, I found that there are only two ways to do that. Either
>write the TOS program so that it sends the text directly to the program
>with the window, OR steal the BIOS AND GEMDOS trap vectors and redirect
>EVERYTHING that has anything to do with console text (BIOS device 2 and
>all the GEMDOS console calls... GEMDOS does not call BIOS through the
>trap so you have to do it yourself).

Well, the last time I looked, GEMDOS definitely does do a TRAP #13 on
my computer, though I guess it may vary depending on the TOS version.
Anyway, the easiest way to do this I thought, would be to grab the BIOS
IO routine vectors which are in memory just after the system variables.
This is what the BIOS calls after it decides what device you are using.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

4324. HELP! Dr T Prog / Kawai K5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 11:52:08 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <af0_9408160027@seuk.com>
Source record: 30922

Hi All,

Does anyone know where I can get a program for the ST, once sold by Dr T, that Resynthesises midi data ? Apparently it could take S900 sample data and send it to a Kawai K5, amongst other things.

I don't know what it is called, but I *DO* know that it exists.

Can anyone help ?......or if you have ANYTHING for the Kawai K5, PLEASE drop me a line.

Many thanks.

--
Standard disclaimer: My views are strictly my own.

4325. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 12:04:38 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug15.090438.26641@dal1>
Source record: 30904

In article <32c9he$ak5@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
> In article <1994Aug4.134901.26372@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>>
>> Has anyone ever encountered a disk
>> utility which would be able to modify the date stamp on groups of
>> files? I know that 'touch' is available, but that would not be
>> appropriate in this situation (it would lose the old month/day
>> information).
>
> John, just use the control panel to set the date/time back to the
> desired moment, use 'touch' to update the stamps on the desired
> files, then set the date/time back to now.
>
> That's the easiest way I can think of, with readily available tools.
>
> Or did you want to keep a variety of different months/days, and just
> update the year field?
>
> - Mark

Yes, it's just the year field we want to get updated.

4326. Re: Modify file date stamp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 12:09:37 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug15.090937.26642@dal1>
Source record: 30905

In article <32debs$3n8@Mercury.mcs.com>, rcb@MCS.COM (Roy Bixler) writes:
> obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
>
>>In article <1994Aug4.134901.26372@dal1>, John Cordes <cordes@ac.dal.ca> wrote:
>>>
>>> Has anyone ever encountered a disk
>>> utility which would be able to modify the date stamp on groups of
>>> files? I know that 'touch' is available, but that would not be
>>> appropriate in this situation (it would lose the old month/day
>>> information).
>
> What do you mean by "it would lose the old month/day information"?
> How do you expect to keep that information if you reset it by any
> mechanism?

I was hoping a utility might exist which would just modify the 5
bits containing the year info (leaving the bits containing the
month/day info unchanged) in the date stamp in the disk
directory. Apparently there's no such utility around.

>
>>John, just use the control panel to set the date/time back to the
>>desired moment, use 'touch' to update the stamps on the desired
>>files, then set the date/time back to now.
>
> At least with GNU touch, you wouldn't have to fiddle with the system
> date and/or time, since it has options to set the file date and time
> stamp to whatever you want it to be.
>
> Roy

John

4327. Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 12:21:36 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <32nmkg$oh9@charm.magnus.acs.ohio-state.edu>
Source record: 30903
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arrghhh! Well, first time I've ever had any problems with Diamond Edge... It seems to have trashed my hard-driver (ICD). No crash or anything like that, it ran fine, but upon restart my machine bombs (3) as soon as it hits the hard drive. Well, no big deal, I've had to reinstall the driver with HDUTILS.PRG before, a simple process, *BUT* (here's the fun part), my drive "A" is dead, I can get to the desktop fine (just ROMS), run ICDBOOT (or whatever that is called) to let TOS know I have something attatched to the SCSI port, and then run HDUTILS all from drive B. *BUT* everything works fine until I get to the critical stage; I've sellected to install the driver on drive "C", and "wham" the killer dialogue pops up "Please insert ICD utilities disk or other disk with 'xxxxxx' in the Auto folder of DRIVE A". Arrgggggghhhhhhh! @#$%^&*^%$#$%^$%^$^&&%#$&^#@!&&*)&%^&$ Nothing I can do will make ICD understand that I have that in drive B. So, I need to switch the drives. Now, I can't physically switch them, because the external drive is an old "Master"(?) drive and the cabling inside is somewhat different. Also, I'm not sure that it is actually drive A that is bad and not the cabling between the drive and the motherboard or powersupply. I understand that, however, it is possible to switch these drives either through software or through a small mod to the motherboard somewhere... Anyone with knowledge of this????

Any help would be greatly appriciated!

Thanks,

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

4328. Spice via ftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 14:46:31 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <32nv47$rge@infa.central.susx.ac.uk>
Source record: 30912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone tell me if I can get a copy of Spice for my STE via ftp, and if so can you tell me the address of the ftp site.

Thanks
--
Andrew Collington @ University of Sussex, England

4329. Of Demos and MODPlayers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:14:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815151409.L.J.Sak@sp0009.kub.nl>
Source record: 30906

In Article <3236d3$cl5@scapa.cs.ualberta.ca> "cs93294@assn030.cs.ualberta.ca (Stuart David A)" says:
> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>
> >cs93294@assn030.cs.ualberta.ca (Stuart David A) writes:
>
> >>I also seem to get "mouse trails" when I try to use the falcon version of
> >>protracker (the one that's supposed to work with a vga monitor)!
> CUT ......
> >I thought perhaps it was because of the EagleSonic 32MHz kit I installed
> >in my machine, but even at 16MHz it still has the same problem with
> >mouse droppings.
> >--
>
> Agreed, Falcplay is great!... but... the funny thing that I find is that
> octalyser seems to work as far as the display goes. What type of monitor do
> you have, and have you tried running things like the knockout demo on it
> to see how fast it goes?
>

Ludo says: some multisync VGA's can't handle the knockout demo frequency
set to the VGA port (51 Hz, just above 30KHz as i remember). A friend of
mine ran this demo on his monitor (usual multi, black tinitron) and after
one minute the screen went black and power of monitor went down. After re-
setting it still worked but I don't suppose it was a very healthy thing.
The creators of the demo warned of this with use of normal VGA monitors,
but now you know.. So watch out with your screen! My monitor works fine
though, and as fast as the TV mode it seems to me... (which should'nt be
the case, but anyhow)

I have only one ACC player that playes without the mouse disturbance (due
to the bitmaster's code I thought hearing somewhere), and that is the
32 channel player from MEGAtracker 0.95 (NICE)(ftp.cnam.fr). It doesn't
have the problems described above, but the playback is not so 'clear'. It
seems to murmer (or rustl, whats the word) or better seems to have some
background noice...
(but this could be only my falcon, who knows.. Just try it out and..)

L.J.Sak@kub.nl

4330. Re: VIRUS PROTECTION FOR THE HARD DRIVE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:17:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815151753.L.J.Sak@sp0009.kub.nl>
Source record: 30907

Ludo says: I have used protect also, but stopped using it.. It was because the program (at least the version I used) erased executable diskbootsectors or other bootsectors containing information when not write protected. Due to this some of my backup disks lost their 'index'.. Dangerous stuff I think (more evil than a virus). This can happen to games off course, too (if they aare unprotected).. That's it for now..

4331. Re: Falcon CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:21:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815152125.L.J.Sak@sp0009.kub.nl>
Source record: 30908

In Article <1994Aug8.104747.19176@jet.uk> "djs@jet.uk (David Stevenson)" says:
> In <31sadg$ri1@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:
>
> >dollar (US) was worth roughly 0.6GBP, which puts the System Solutions'
> >Apple CD300 kit at about $500. Now, here in the US, the CD300 (alone)
> >sells for $199
> You can buy a CD300 for 150GBP without trying too hard, that's about $250.
>

And the newer CD 300e + (don't know the difference yet (SCSI2?), more
XA comp.) costs about the same (560,- in NL for the e version, 550,- for
the older CD 300)

4332. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:27:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815152753.L.J.Sak@sp0009.kub.nl>
Source record: 30910

In Article <324pf8$106@mserv1.dl.ac.uk> "msh@mserv1.dl.ac.uk (M.S. Smith)" says:
> Can anyone recommend a good colour monitor for the Falcon? I'm currently using my
> Falcon on my old Sony Triniton TV and I get a fairly respectable 768 x 560 in colour.
> However I would like to extend beyond this and still keep use of as many colours as
> possible. I believe the only way to extend beyond 600 lines is to use a monitor.
>
> I have looked at VGA and SuperVGA monitors but these seem to put restrictions on the
> number of colours that can be used in the higher resolutions. I am on a fairly tight
> budget so I would welcome any suggestions for monitors which offer a balance of good
> value for money and good performance.
>
> Also can anyone recommend which program is the best to expand resolution, "Screenblaster"
or "BlowUP". I would be most grateful for any useful information anyone has regarding these
matters. Oh, please note I live in the UK so if you could
> give prices in pounds I would appreciate it.
>
> Thanks
>
> Mark msh@dl.ac.uk
>
I use the screenblaster and it works fine to me. This one is the one mostly
supported by other hardware makers (for example FalconSpeed).. The best moni-
tor buy (by my knowledge) would be a multisync VGA, where you can get very
reasonable resolutions and colors. A TV handles more colors at higher reso-
lutions but uses a much lower frequency (and interlaced :)).. This is all
very unhealthy for your eyes (only (joke, that's a movie)).. So swallow less
colors with the resolution and think of your health :)
A VGA multisync is costly, but a normal VGA (without multisync) has much more
restrictions with screen-usage, which the former doesn't have..

L.j.Sak@kub.NL

4333. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:32:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815153215.L.J.Sak@sp0009.kub.nl>
Source record: 30909

In Article <325k3f$pc8@maggie.austin.wireline.slb.com> "mann@austin.wireline.slb.com (Dave Mann)" says:
> I am using WARP9 3.75 and it seems to be incompatible with
> Atari Works unless I turn off all accelerators. I tried
> butting this command into the warp9.dat file but this does
> not fix the problem.
> Has anyone else seen this problem?
> Will a newer version of Warp9 fix this problem?
>

Ludo says: It is no answer to your question, but NVDI works fine with me..
BTW: a friend of mine uses warp9 and didn't complain about anything not
working, so I presume his AW works fine also.. What specific errors do
you get running AW uner warp?

4334. Re: NVDI with Speedo4.2 help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 15:39:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940815153952.L.J.Sak@sp0009.kub.nl>
Source record: 30911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In Article <Cu948v.H7q@freenet.carleton.ca> "ac382@FreeNet.Carleton.CA (Jack Kitowicz)"
says:
>
>
> I have both NVDI and SPEEDO4.2 installed (along with the drivers aoutline
> accesories) but if NVDI is on the I cant use my Speedo fonts. Could
> someone than has both working together send me their config files?
> (assign.sys and any tips you have for fixing the problem?) thanks a lot
>
> Oh yeah, my system consists of a TOS 4.04 Falcon 4MB/85MB + NVDI+Blowup030
> Hard I.

Ludo says: I have Falcon, 4.04, 2*85 MB, 14 Mb, NVDI 2.51 and screenblaster II
and have no problem with speedo (I have 4.21) AND NVDI. Only Atari Works
doensn't print all the time (errors in upper line of screen, should be a
message box but isn't)... As for the system font replacement, I used some
other program to fix that, but I can't remember the name.. Sorry (it was old
though). The config file does only have to contain your gemsys path and
(screen and printer drivers), the rest is not usefull. Speedo does this all
using other *.SYS files.
(unless you still want to use pixelfonts in stead of speedo)

Hopefully helped you,
L.J.Sak@Kub.NL

4335. Which C-compiler to use?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 16:12:26 UTC
From: sanders@sci.kun.nl
Message-ID: <CuL3os.xD@sci.kun.nl>
Source record: 30913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

A recent posting about GCC complained about the almost doubled exec size, compared to Lattice C. Now I know there was a C-compiler-thread some time ago, but I'd like to ask it again: What C-compiler is best to use on an Atari? A few years ago it was Turbo C that won on all points: Fastest compile times, shortest code, fastest code, best help system. So when I decided to have a go at C, I bought Turbo C 2.0, and I'm very pleased with it. Now I thought that GCC (which I use at uni for my programming assignments) was unbeatable with respect to the code it generates, and had only drawbacks concerning memory requirements. Now this story about the large exec size maked me wonder again, what to do if I master C enough to start doing serious work. Should I download GCC and spend a holiday setting it up, should I buy Lattice C (which is quite expensive for a student), or can I keep on using Turbo C? My original dream-world was to use Turbo C for developing, and GCC the final source. Now, in the days of MultiTOS, I can imagine developing with GCC is not that bad anymore, with multiple man-pages on screen, compilation in the background and an editor window, but I am very much against PC-style, unneccesary huge execs.

Help me out, please. What do you use, and why?

Thanks in advance,

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}}
```

4336. Re: VIRUS PROTECTION FOR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 17:57:04 UTC
From: larserik@oslonett.no
Message-ID: <32oa9g$a6t@hasle.oslonett.no>
Source record: 30914

In message #17, L.J.Sak@kub.nl writes:

> Ludo says: I have used protect also, but stopped using it.. It was
> because

What PROTECT are you talking about ?

If you are reffering too PROTECT6 it's will NEVER erase a executable boot-sector without asking first, and it displays the boot sector !!

It will write a auto-executing boot-sector on other disks (it's auto-executing because most viruses don't infect auto-booting disks, but the code only does a RTS). The bootsector is also IBM compatible !

If you have an older version - Please get the newest one at once (the old ones doesn't have the link-virus detect code either)

Lars-Erik 0sterud Phone: +47 67131571 Fax & ABK-BBS: +47 67132659
Atari Developer Pager: +47 96634222 Email: larserik@oslonett.no
SysOp ABK-BBS

4337. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 18:43:36 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <32od0o$bbr@gumby.cc.wmich.edu>
Source record: 30915
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com
>
> Cool, Saves my phone bill :)
> They should put that address in the catalog :)

They changed their GEnie address a few months ago. It's now simply:
TOAD@genie.geis.com

(and it is in the catalog. Well, actually, _on_ the catalog. Look
on the back cover.)

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4338. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 18:45:57 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.776976357@acp5>
Source record: 30916

larserik@oslonett.no (Lars-Erik Oesterud) writes:

>Where do I (or the person with this disk) get this software ?

Don't know if it helps you but there are two German programs for this (and
many other) purposes: SCSITOOL and DISKUS.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4339. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 20:39:29 UTC
From: contacts@mits.mdata.fi
Message-ID: <32ojq1$63b@prime.mdata.fi>
Source record: 30917

>I use the screenblaster and it works fine to me. This one is the one mostly
>supported by other hardware makers (for example FalconSpeed).. The best moni-
>tor buy (by my knowledge) would be a multisync VGA, where you can get very
>reasonable resolutions and colors. A TV handles more colors at higher reso-
>lutions but uses a much lower frequency (and interlaced :)).. This is all
>very unhealthy for your eyes (only (joke, that's a movie)).. So swallow less
>colors with the resolution and think of your health :)
>A VGA multisync is costly, but a normal VGA (without multisync) has much more
>restrictions with screen-usage, which the former doesn't have..
>
>L.j.Sak@kub.NL
>

There is an annoying problem using Falcon with a good multisync monitor:
if you try to run games or demos that switch sync rate below normal VGA-
rates you get a blurred picture, as most of the really good multisyncs
cannot display _below_ 50hz! Or the Mhz:s go too low (who knows?)
My 17" MAG (can do 50-120Hz) gives always message "Out of Range", when
trying to run demos that are supposed to run on a VGA-monitor.
The same thing happens for example with NEC-multisyncs. These
monitors are simply too good!

Anyway, you get the ultimate picture quality with a .26 mm multisync,
and it's a pleasure to work with it.

All the Best,

mr. Pekka Saarinen
contacts@mits.mdata.fi
Helsinki
Member of the Finnish Radio Symphony Orchestra (playin' the Bass)

AtariFalcon030/16MbRAM/FPU/282MbSCSIhd/FDIinterface/CubaseAudio/
CubaseScore/LotsOfMidiStuff/6Gerbils/MAG17"Multisync/etc.../:-)/

4340. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-15 23:09:53 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuLn0I.84@cix.compulink.co.uk>
Source record: 30919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <32nv47$rge@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk said

>Can anyone tell me if I can get a copy of Spice for my STE via ftp, and if so
>can you tell me the address of the ftp site.

I saw spice.zoo 'Electronic Circuit Simulation Program' in ftp.cs.ruu.nl
- I think the path is
/pub/atari/misc spice.zoo

Brian

brobson@cix.compulink.co.uk

4341. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 00:01:00 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CuLpDp.3HL@cix.compulink.co.uk>
Source record: 30921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <CuLn0I.84@cix.compulink.co.uk>, brobson@cix.compulink.co.uk said:

> I saw spice.zoo 'Electronic Circuit Simulation Program' in ftp.cs.ruu.nl
> - I think the path is
> /pub/atari/misc spice.zoo

oops, sorry - the path is /pub/ATARI-ST/misc spice.zoo

Brian

brobson@cix.compulink.co.uk

4342. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 03:35:37 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <32pc69$4m6@cxc1.cl.msu.edu>
Source record: 30920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I see there is a lot of rubish being posted about Viruses,
>ither from people that have vested intrest in selling Virus Killers
>or teenagers that just don't know....

The world's most pervasive and damaging virus is produced by a company
owned by a guy named "Gates" who thinks he's a god of some sort. It's
called DOS, and it comes with a companion program called "Windoze" and
it has now copied itself to hundreds of millions of machines.

And very few people seem to know this obvious Truth...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4343. Loading Accessories from a Folder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 05:20:20 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <777005226.2@mettav.exnet>
Source record: 30939

Any pointers as to why my Falcon TOS4.04 won't load Accessories from C:\ACCS\
like my ST used to do ?

Tried using Xboot,Superboot and ACCv1.4 and nothing worked...

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

4344. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 10:52:04 UTC
From: ps1908@wlv.ac.uk
Message-ID: <32q5ok$fi8@ccuf.wlv.ac.uk>
Source record: 30923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32mec1$r36@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) says:
>NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
> check, pad bytes are added at the end of the boot sector to get a valid
> boot sector, so changing any byte would make the boot sector invalid...

Note that the 1234 checksum is only necessary for a boot sector that is EXECUTEABLE - therefore changing any byte of an unexecuteable boot sector does NOT invalidate it. Changing a byte on an executeable boot sector will have the effect of making it non-executeable. Anyway its easy enough to change the bytes and recalculate the pad bytes to restore the 1234 checksum.

BUT changing bytes willy-nilly may also mess the disk up - the boot sector contains info re. the disks characteristics (tracks/sectors per track/etc) and if this info does not correspond with the REAL setup then **!"$"!.

Steve Ridd

PS Message to Roger: Pride comes before a fall! Get a virus detector now! What about Link virii?

4345. Re: Spice via ftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 10:59:34 UTC
From: davef@inmos.co.uk
Message-ID: <1994Aug16.105934.18687@inmos.co.uk>
Source record: 30924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Spice can be found at a number of ftp sites

ftp.cs.ruu.nl /misc/spice.zoo
ftp.uni-paderborn.de /anwender/spice.lzh
ftp.uni-stuttgart.de pub/systems/atari/applications/science/spice.lzh

There is also a demo of a graphic front end called Spiceline 1.3 which looks
pretty good. I think there are ordering details in the docs with the demo.

ftp.tu-clausthal.de spicln_e.lzh
src.doc.ic.ac.uk computing/systems/atari/umich/Graphics/spicln_e.lzh
ftp.uni-stuttgart.de pub/systems/atari/applications/science/spicelin.lzh
ftp.uni-paderborn.de /misc/demo/spicline.lzh

After you have un-archived spice, there will be a file called prl.tos
This needs to be run before running spice as it sets up the libraries.

Happy simulating

--
+---------------------------(Dave Foy)------------------------------+
|Disclaimer: The opinions above are my own personal views etc. |
|Inmos Ltd, 1000 Aztec West, Bristol, UK Email : davef@inmos.co.uk |
+----------------------(+44 454 616616 X526)-------------------------+

4346. Fuzzy Picture on my STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 11:13:16 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <32q70c$g67@infa.central.susx.ac.uk>
Source record: 30925

My 1040STFM (1.2) has a fuzzy picture, not remedied by twiddling the little screw on the modulator thingie. Though monitor lead, picture is clear, but the white screen on boot up has a flickery dark line across the top.

Occasionally, a couple of pixels in the screen twinkle - like when you make a rubber band box.

Help. Is this cheap to fix?

Thanks.

Steven.
(kaps3@central.susx.ac.uk)

4347. Wanted: someone with a C-compiler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 12:13:53 UTC
From: hbaumer@inter.NL.net
Message-ID: <CuMnB6.1BJ@inter.NL.net>
Source record: 30926

I have a program -written in C- I have to run on my TT, but I don't have a running compiler on my TT anymore. Would someone be so kind and compile the (small, 20 lines) program for me? Please respond by email.

Greetings,

Han Baumer.

4348. Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 13:02:49 UTC
From: petep@info.isbiel.ch
Message-ID: <32qddp$nfv@vega.info.isbiel.ch>
Source record: 30927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
i tried to generate a karaoke example, loaded it with brainstorms dsp debugger
v 1.07 (for ataris falcon030)and got the following message:

error in line 6 in file karaoke.lod <memory access violation>

or

warning in karaoke.cld <unknown section type. skip it? >

any idea what this could mean? please e-mail me if you can help me.

karaoke.lod:
------------

_START KARAOKE 0000 0000 0000 DSP56000 4.1.1

_DATA P 0000
0C0040
_DATA P 0002
0AF080 000042
_DATA P 000C
0BF080 000048
_DATA P 000E
0BF080 000046
_DATA P 0010
0BF080 000053
_DATA P 0012
0870AE 00FFEE
_DATA P 0040
0AF080 000063 0003F8 05F43B 000000 0C0042 0870AE 00FFEA
0AAE83 000051 0870AF 000014 63F400 000016 0A7020 000008
000004 085BAF 000004 0AAEA2 000058 08F0AF 00000B 000004
08F0AF 00000C 47F000 00000E 477000 00000C 47F000 00000D
477000 00000B 000004 000084 0003F8 63F400 000015 08F4A0
000001 08F4BF 003000 08F4AC 004100 08F4AD 00F800 08F4A1
000000 08F4A1 0001F8 0870AE 00FFEA 0870AF 00FFEE 00FCB8
0003F8 44F000 00000A 447000 00000E 44F000 000009 447000
00000D 62F400 000000 61F400 000015 44DA00 45D900 44DAA0
45D900 44DAA8 45D900 44DAA3 45D900 5470AB 000009 557000
00000A 44F000 000014 447000 000015 0A7000 000008 00FCB8
0B04A8 0000BE 0B04A9 0000C8 0AA980 0000BB 08442B 0AC427
0000B4 56F400 00007F 45F446 00007F 219165 0AF0A2 0000AE
56F400 00FF00 200046 08CC2C 0AF080 0000BB 56F400 FFFF00
200046 546100 0AF080 0000BB 56F400 00007F 200046 219100
0AA981 0000B8 08E1AB 0A08A0 000078 0C009C 56F000 000009
```

```
44F000 00000A 200044 547000 000009 547000 00000A 00000C
56F000 000011 44F400 000100 200044 0AF0A2 0000DE 54F000
000010 547000 000007 54F000 00000F 547000 000006 54F000
000005 240000 447000 00000F 447000 000010 547000 000011
44F000 00000F 56F000 000009 44F047 000010 0AF0AF 0000EB
200026 547000 00000F 56F000 00000A 200047 0AF0AF 0000F3
200026 547000 000010 00000C
_DATA X 0000
3FFF00 3FFF00 3FFF00 3FFF00 000300 020000 000000 000000
000000 000000 000000 000000 000000 000000 000000 000000
000000 000100 000000 000000 000000
_SYMBOL P
VSTACKERR I 000042
VELRTEST I 000046
VLRTEST I 000048
NoFSync I 000051
VOUTPUT I 000053
OUT_R I 000058
DoMain I 000063
MainLoop I 000078
Wait I 00009C
XLocation I 0000AE
ReadXmem I 0000B4
XMIT I 0000B8
NoHostCommand I 0000BB
Karaoke I 0000BE
Level I 0000C8
LCNotZero I 0000DE
LNext1 I 0000EB
LNext2 I 0000F3
_SYMBOL X
DataLvls I 000000
Effect I 000004
CountMax I 000005
PeekLeft I 000006
PeekRight I 000007
IsSync I 000008
Left I 000009
Right I 00000A
OutLeft I 00000B
OutRight I 00000C
tLeft I 00000D
tRight I 00000E
tPeekLeft I 00000F
tPeekRight I 000010
Counter I 000011
tOutLeft I 000012
tOutRight I 000013
tDInFirst I 000014
tDataIn I 000015
```

```
_END 0000
```

karaoke.asm:

```
; karaoke-effekt (bsp.aus st computer 1/94 s 114)

I_RESET EQU $0000
I_STACK EQU $0002
I_SSIRD EQU $000C
I_SSIRDE EQU $000E
I_SSITD EQU $0010
I_SSITDE EQU $0012

I_HSTRD EQU $0020
I_HSTTD EQU $0022
I_HSTCM EQU $0024

M_BCR EQU $FFFE
M_PBC EQU $FFE0
M_PCC EQU $FFE1

HCR EQU $FFE8
HSR EQU $FFE9
HRX EQU $FFEB
HTX EQU $FFEB

M_RX EQU $FFEF
M_TX EQU $FFEF
M_CRA EQU $FFEC
M_CRB EQU $FFED
M_SR EQU $FFEE
M_TSR EQU $FFEE
M_IPR EQU $FFFF
M_UU EQU $FFEA

VMAIN EQU $0040

tKaraoke EQU 8
tLevel EQU 9

ORG P:I_RESET
JMP VMAIN

ORG P:I_STACK
JMP VSTACKERR

ORG P:I_SSIRD
JSR VLRTEST

ORG P:I_SSIRDE
JSR VELRTEST

ORG P:I_SSITD
JSR VOUTPUT
```

```
ORG P:I_SSITDE
MOVEP X:M_SR,X:M_SR

ORG P:VMAIN
JMP DoMain

VSTACKERR ORI #$03,MR
MOVE #>$00,SP
JMP VSTACKERR

VELRTEST MOVEP X:M_SR,X:M_UU
VLRTEST JCLR #3,X:M_SR,NoFSync
MOVEP X:M_RX,X:tDInFirst
MOVE #tDataIn+1,R3
BSET #0,X:IsSync
RTI

NoFSync MOVEP X:M_RX,X:(R3)+
RTI

VOUTPUT JSET #2,X:M_SR,OUT_R
MOVEP X:OutLeft,X:M_TX
RTI

OUT_R MOVEP X:OutRight,X:M_TX
MOVE X:tRight,Y1
MOVE Y1,X:OutRight
MOVE X:tLeft,Y1
MOVE Y1,X:OutLeft
RTI

DoMain RESET
ORI #$03,MR
MOVE #tDataIn,R3
MOVEP #$1,X:M_PBC
MOVEP #$3000,X:M_IPR
MOVEP #$4100,X:M_CRA
MOVEP #$F800,X:M_CRB
MOVEP #$0000,X:M_PCC
MOVEP #$01F8,X:M_PCC
MOVEP X:M_SR,X:M_UU
MOVEP X:M_RX,X:M_SR
ANDI #$FC,MR

MainLoop ORI #$03,MR
MOVE X:Right,X0
MOVE X0,X:tRight
MOVE X:Left,X0
MOVE X0,X:tLeft
MOVE #DataLvls,R2
MOVE #tDataIn,R1
MOVE X:(R2)+,X0
MOVE X:(R1)+,X1
MPY X0,X1,A X:(R2)+,X0
```

```
MOVE X:(R1)+,X1
MPY X0,X1,B X:(R2)+,X0
MOVE X:(R1)+,X1
MACR X0,X1,A X:(R2)+,X0
MOVE X:(R1)+,X1
MACR X0,X1,B A1,X:Left
MOVE B1,X:Right
MOVE X:tDInFirst,X0
MOVE X0,X:tDataIn
BCLR #0,X:IsSync
ANDI #$FC,MR

JSSET #tKaraoke,X:Effect,Karaoke
JSSET #tLevel,X:Effect,Level

Wait JCLR #0,X:<<HSR,NoHostCommand
MOVEP X:<<HRX,X0
JSET #7,X0,ReadXmem
MOVE #>$7F,A
AND X0,A #>$7F,X1
CMP X1,A A1,R1
JNE XLocation
MOVE #>$FF00,A
AND X0,A
MOVEP A1,X:M_CRA
JMP NoHostCommand

XLocation MOVE #>$FFFF00,A
AND X0,A
MOVE A1,X:(R1)
JMP NoHostCommand

ReadXmem MOVE #>$7F,A
AND X0,A
MOVE A1,R1
XMIT JCLR #1,X:<<HSR,XMIT
MOVEP X:(R1),X:<<HTX
NoHostCommand JSET #0,X:IsSync,MainLoop
JMP Wait

Karaoke MOVE X:Left,A
MOVE X:Right,X0
SUB X0,A
MOVE A1,X:Left
MOVE A1,X:Right
RTS

Level MOVE X:Counter,A
MOVE #$100,X0
SUB X0,A
JNE LCNotZero
```

```
MOVE X:tPeekRight,A1
MOVE A1,X:PeekRight
MOVE X:tPeekLeft,A1
MOVE A1,X:PeekLeft
MOVE X:CountMax,A1
MOVE #0,X0
MOVE X0,X:tPeekLeft
MOVE X0,X:tPeekRight

LCNotZero MOVE A1,X:Counter
MOVE X:tPeekLeft,X0
MOVE X:Left,A
CMPM X0,A X:tPeekRight,X0
JLE LNext1
ABS A
MOVE A1,X:tPeekLeft

LNext1 MOVE X:Right,A
CMPM X0,A
JLE LNext2
ABS A
MOVE A1,X:tPeekRight

LNext2 RTS

ORG X:$0

DataLvls DC $3FFF00
DC $3FFF00
DC $3FFF00
DC $3FFF00

Effect DC $000300
CountMax DC $020000
PeekLeft DC 0
PeekRight DC 0
IsSync DC 0
Left DC 0
Right DC 0
OutLeft DC 0
OutRight DC 0
tLeft DC 0
tRight DC 0
tPeekLeft DC 0
tPeekRight DC 0
Counter DC $000100
tOutLeft DC 0
tOutRight DC 0
tDInFirst DC 0
tDataIn DS 8

END
```

4349. TEAC drive jumpers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 13:48:19 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <32qg33$ocp@ccpnws.in2p3.fr>
Source record: 30928

Hi,
I have a nice TEAC 3"1/4 disk drive and I would like to know the jumpers meaning
They are organized as an array like this:

```
E o o complete ref: TEAC FD-235HF 4240
D o o
C o o
B o o
A o o
2 1
```

For the moment, there are 2 jumpers (AB1 and CD2) and the drive comes from a PC.
Can anyone help me ?
Thank you.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+

"Ask a silly question and you'll get a silly answer"

4350. Bootsector checksum algorithm (was: Hype and Viruses)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 14:08:57 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <32qh9pINN1qco@rs1.rrz.Uni-Koeln.DE>
Source record: 30844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve H. Ridd (ps1908@wlv.ac.uk) wrote:

: Note that the 1234 checksum is only necessary for a boot sector that is
: EXECUTEABLE - therefore changing any byte of an unexecuteable
: boot sector does
: NOT invalidate it. Changing a byte on an executeable boot
: sector will have the effect
: of making it non-executeable. Anyway its easy enough to change the bytes and
: recalculate the pad bytes to restore the 1234 checksum.

Do you know the algorithm for calculating the bootsector checksum?
I know about the XBIOS function that sets the pad bytes correctly
in a bootsector in memory, but I have never seen any docs describing
the checksum formula used by TOS.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4351. Loading multiple resource files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 14:34:22 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CuMttA.3In@bbc.co.uk>
Source record: 30929

I've been wondering.... is it possible to load more than one resource
file? It would be nice if I could load a main resource file and then
add or remove objects loaded seperately. This would be useful in a
desktop program, because you would not need to edit resouce files
in order to add new icons supplied by new applications (like gemview).

David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4352. Re: Loading multiple resource files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 14:58:24 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <32qk6g$849@percy.cs.bham.ac.uk>
Source record: 30931

dwhite@rd.eng.bbc.co.uk (David White) writes:
>
>I've been wondering.... is it possible to load more than one resource
>file? It would be nice if I could load a main resource file and then
>add or remove objects loaded seperately. This would be useful in a
>desktop program, because you would not need to edit resouce files
>in order to add new icons supplied by new applications (like gemview).

Yes it is possible, but you can't use the AES rsrc_load function, you
have to write your own. There is code for xrsrc_load() etc supplied
with Interface (*The* RCS) which is available from Compo in the UK.
The xrsrc_load function also has the advantage that it can load CICONs
in all AES versions, which is very useful.

The Gemini desktop loads all its icons from a second file, BTW.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4353. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 14:58:41 UTC
From: ted2@Isis.MsState.Edu
Message-ID: <32qk71$lfa@Tut.MsState.Edu>
Source record: 30930
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 15 Aug 1994 14:43:36 -0400, Joan O'Bryan (obryan@gumby.cc.wmich.edu) wrote:
>> > ... and Toad can also be e-mailed as TOAD-SERV.@genie.geis.com
>>
>> Cool, Saves my phone bill :)
>> They should put that address in the catalog :)

>They changed their GEnie address a few months ago. It's now simply:
> TOAD@genie.geis.com

>(and it is in the catalog. Well, actually, _on_ the catalog. Look
>on the back cover.)

>- Mark

You're right. It's there, bottom left corner.
Har to see though, Or am I the only one who stops at
the address lable on a back cover?
>--
>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

--

Thanks,
Thomas

E-mail: ted2@Ra.MsState.edu
S-mail: Aiken Village Apt 34-K
: Starkville, MS 39759
Phone : (601) 325-3946

4354. Re: Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 15:18:24 UTC
From: daveh@netcom.com
Message-ID: <davehCuMvuo.5Cr@netcom.com>
Source record: 30932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[No readable article body recovered]

4355. Falcon future

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 16:24:53 UTC
From: s9205525@otto
Message-ID: <32qp8l$gkq@aggedor.rmit.EDU.AU>
Source record: 30933

```
: Has anyone heard what plans, support, etc., C-LAB have for the Falcon??
: and what timeframes are being mentioned??????
: ....John Moon s9205525@otto.bf.rmit.edu.au
```

4356. FLI-player for F030 and ftpmail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 16:29:08 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EHQQCDUQ22-UP@deluxe.textlitho.nl>
Source record: 30934

By now I know that a FLI-player for the F030 (MOVIE100.LZH) is
available at atari.archive.umich.edu. But - does anyone know
how to operate this site (if possible) using ftpmail?
I don't have direct Internet access; only UUCP. For starters
it would be nice to know someone/something _on_ this site to
write to.. Thanks in advance!

--

Paul Tuijnman
paul@textlitho.nl

4357. Re: AW Incompatible with Warp9

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 18:17:00 UTC
From: bo.leuf@daggskim.ct.se
Message-ID: <2e51115b@ct.se>
Source record: 30825

Dave Mann wrote using postfix electrons on 08 Aug 94 (to All)...
> From mann@austin.wireline.slb.com (Dave Mann)
>
> I am using WARP9 3.75 and it seems to be incompatible with
> Atari Works unless I turn off all accelerators.

I use both. No problems. Warp 3.75.
You don't mention if you use Speedo. Might be a problem.

(illegible signature) Bo Leuf

4358. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 21:22:59 UTC
From: millert@grad.csee.usf.edu
Message-ID: <32rank$mue@mother.usf.edu>
Source record: 30935

Stefan Eissing (eedste@teamos43.ericsson.se) wrote:
: In article <32moje$9n3@mother.usf.edu> millert@babbage.csee.usf.edu (Timothy Miller) writes:

: >with the window, OR steal the BIOS AND GEMDOS trap vectors and redirect
: >EVERYTHING that has anything to do with console text (BIOS device 2 and
: >all the GEMDOS console calls... GEMDOS does not call BIOS through the
: >trap so you have to do it yourself).

: Of course, GEMDOS is usign the BIOS traps. You don't want to redirect
: the traps (again), but redirect the console function pointers (from
: TOS 1.02 on). That's the most efficient way to do that.

Pardon me, but I actually did this and learned the hard way what the GEMDOS concole calls to not call the BIOS through the trap vector. I redirected only the BIOS and found that NONE of the GEMDOS calls were being redirected. I ended up having to do it myself.

I was using TOS 1.02 at the time, and considering Atari's history of having the OS always call other parts of itself directly (ie, even under TOS 4.04, the desktop doesn't call fsel_xinput for the file selector, but calls it directly in ROM), I have no reason to believe that the GEMDOS console functions ever call the BIOS through traps.

: On MiNT or MagiC you might however prefer to set up a pipe and redirect
: the output to it.

Yes. But how do you do this?

: --

: Stefan Eissing
: eedste@eed.ericsson.se

4359. What C language should I get?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 22:19:46 UTC
From: brunos@mafalda.math.mcgill.ca
Message-ID: <32re22$gfp@homer.cs.mcgill.ca>
Source record: 30845

Hello, I am interested in getting a C language to program Audio applications on my Falcon. I have a few questions about the two main comercial C languages available.
1) How do Pure-C and Lattice C compare in terms of speed (Compiling, execution)?

2) What support programs are included with the two systems? (debuggers RSC editors, optimisers, librairies)?

3) Are they bopth fully up to date as far as (M)TOS, and AES are concerned?

4) finally, do either of them support C++? (I heard Pure C does).

Thats about it. Also, note that I don't really care if there is an english language version available, I could use either English French, or German. (in that order of preference).

Who distributes these programs in Canada?

Thanks for your aopinions.

Bye, Bruno Schmidt

4360. Re: CD-ROM stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-16 23:36:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CunIxA.M6v@cix.compulink.co.uk>
Source record: 30936

>other CD-ROM driver that *isn't* System Solutions. Thanks.

What wrong with SS?

Roland.

@CiX

4361. How to Run an ACC from MTOS Desktop?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 01:34:16 UTC
From: scotty@cais2.cais.com
Message-ID: <32rpeo$8fr@news.cais.com>
Source record: 30937

Hi!

The MultiTOS manual for the Falcon030 says that you can run an ACCessory
from the desktop just by clicking on it. Wrong!

I added ACC to the extensions in GEMEXT in the GEM.CNF file, and this made
no difference. I was able to run *some* accessories by duplicating the
line in NEWDESK.INF that has #G 03 FF ... *.PRG@ ... on it, and substituting
.ACC for .PRG -- but this doesn't seem right.

Am I missing something obvious? It certainly wasn't in the 12 pages of
"documentation" Atari provided for MTOS! Nor was this elaborated upon in
my (suddenly outdated) Compendium.

TNX 4 NE HLP!

--
==========
Scott R. Chilcote
scotty@cais.com

4362. Re: FLI-player for F030 and ftpmail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 01:53:57 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.777088437@txfs1.hfb.se>
Source record: 30938

In <EHQQCDUQ22-UP@deluxe.textlitho.nl> paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

>By now I know that a FLI-player for the F030 (MOVIE100.LZH) is
>available at atari.archive.umich.edu. But - does anyone know
>how to operate this site (if possible) using ftpmail?
>I don't have direct Internet access; only UUCP. For starters
>it would be nice to know someone/something _on_ this site to
>write to.. Thanks in advance!

Try mail:

atari@atari.archive.umich.edu

with a message containing "help"... Then you should recieve more/full
information on how to use it...

>Paul Tuijnman
>paul@textlitho.nl

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
tel: +46-243224839 _/ _/ _/ _/ _/ _/ _/ _/ STm
University of Borlange, Sweden _/_/_/ _/ _/_/_/ _/_/ _/ STe
Finger me for my public PGP-Key _/ _/ _/ _/ _/ _/ _/ _/ F-030

4363. Re: Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 01:56:30 UTC
From: phand@soleri.arch.adelaide.edu.au
Message-ID: <32rqoe$1ai@quandong.itd.adelaide.edu.au>
Source record: 30846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I don't have my copy of ST Internals to hand, but from memory the drive select lines are the 2 end pins on one side of the sound chip. Check in the book to make sure you have the right side before you head for the board with cutters, wire and a soldering iron, but I did this to an old ST with a 360K internal drive so I could boot off double sided disks. Just swap the pins over and voila (tm alt.hackers :-). Of course, don't do this if you believe in warrantees !!

Peter
--
Peter Hand Rm 461, | ph# +61 8 3034588 ,-_|\
Department of Architecture, | fx# +61 8 3034377 / \
University of Adelaide, SA 5005. | _,-^./
email phand@arch.adelaide.edu.au | Bugs crawl in under Windows ...

4364. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 05:04:17 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <32s5oh$sdg@golem.wcc.govt.nz>
Source record: 30841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] The world's most pervasive and damaging virus is produced by a company
] owned by a guy named "Gates" who thinks he's a god of some sort. It's
] called DOS, and it comes with a companion program called "Windoze" and
] it has now copied itself to hundreds of millions of machines.

I hope no-one minds me posting this, but on this subject:

(123 lines)

(Alternative script from ST:TNG Episiode "I, Borg")

Author: jrd@roddenberry.ebt.com (john r. durand)

"Star Trek Lost Episodes" transcript.

<Picard> "Mr. LaForge, have you had any success with your attempts at finding a weakness in the Borg? And Mr. Data, have you been able to access their command pathways?"

<Geordi> "Yes, Captain. In fact, we found the answer by searching through our archives on late Twentieth-century computing technology."

<Geordi presses a key, and a logo appears on the computer screen.>

<Riker looks puzzled.> "What the hell is `Microsoft'?"

<Data turns to answer.> "Allow me to explain. We will send this program, for some reason called `Windows', through the Borg command pathways. Once inside their root command unit, it will begin consuming system resources at an unstoppable rate."

<Picard> "But the Borg have the ability to adapt. Won't they alter their processing systems to increase their storage capacity?"

<Data> "Yes, Captain. But when `Windows' detects this, it creates a new version of itself known as an `upgrade'. The use of resources increases exponentially with each iteration. The Borg will not be able to adapt quickly enough. Eventually all of their processing ability will be taken over and none will be available for their normal operational functions."

<Picard> "Excellent work. This is even better than that `unsolvable geometric shape' idea."

. . . 15 Minutes Later . . .

<Data> "Captain, we have successfully installed the `Windows' in the Borg's command unit. As expected, it immediately consumed 850f all available resources. However, we have not received any confirmation of the expected

`upgrade'."

<Geordi> "Our scanners have picked up an increase in Borg storage and CPU capacity, but we still have no indication of an `upgrade' to compensate for their increase."

<Picard> "Data, scan the history banks again and determine if there is something we have missed."

<Data> "Sir, I believe there is a reason for the failure in the `upgrade'. Appearently the Borg have circumvented that part of the plan by not sending in their registration cards."

<Riker> "Captain, we have no choice. Requesting permission to begin emergency escape sequence 3F ...."

<Geordi, excited> "Wait, Captain! Their CPU capacity has suddenly dropped to 0!"

<Picard> "Data, what does your scanners show?"

<Data, studying displays> "Appearently the Borg have found the internal `Windows' module named `Solitaire', and it has used up all available CPU capacity."

<Picard> "Let's wait and see how long this `Solitaire' can reduce their functionality."

. . . Two Hours Pass . . .

<Riker> "Geordi, what is the status of the Borg?"

<Geordi> "As expected, the Borg are attempting to re-engineer to compensate for increased CPU and storage demands, but each time they successfully increase resources I have setup our closest deep space monitor beacon to transmit more `Windows' modules from something called the `Microsoft Fun-pack'.

<Picard> "How much time will that buy us?"

<Data> "Current Borg solution rates allow me to predicate an interest time span of 6 more hours."

<Geordi> "Captain, another vessel has entered our sector."

<Picard> "Identify."

<Data> "It appears to have markings very similar to the 'Microsoft' logo..."

<Over the speakers> "THIS IS ADMIRAL BILL GATES OF THE MICROSOFT FLAGSHIP _MONOPOLY_. WE HAVE POSITIVE CONFIRMATION OF UNREGISTERED SOFTWARE IN THIS SECTOR. SURREDER ALL ASSETS AND WE CAN AVOID ANY TROUBLE. YOU HAVE 10 SECONDS TO COMPLY."

<Data> "The alien ship has just opened its forward hatches and released thousands of humanoid-shaped objects."

<Picard> "Magnify forward viewer on the alien craft!"

<Riker> "My God, captain! Those are human beings floating straight toward the Borg ship - with no life support suits! How can they survive the tortures of deep space?!"

<Data> "I don't believe that those are humans, sir. If you will look closer I believe you will see that they are carrying something recognized by twenty-first century man as doeskin leather briefcases, and wearing Armani suits."

<Riker and Picard, together - horrified> "Lawyers!!"

<Geordi> "It can't be. All the Lawyers were rounded up and sent hurtling into the sun in 2017 during the Great Awakening."

<Data> "True, but appearently some must have survived."

<Riker> "They have surrounded the Borg ship and are covering it with all types of papers."

<Data> "I believe that is known in ancient venacular as `red tape'. It often proves fatal."

<Riker> "They're tearing the Borg to pieces!"

<Picard> "Turn the monitors off, Data, I cant bear to watch. Even the Borg doesnt deserve such a gruesome death!"

-< End

Well, _I_ thought it was funny! :)

4365. Re: CD-ROM stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 05:37:43 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug17.053743.7459@news.unige.ch>
Source record: 30940

>>>>other CD-ROM driver that *isn't* System Solutions. Thanks.
>>
>>What wrong with SS?
>>

Indiscrete question on-line!

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4366. Re: Need to Switch drives A & B, quick!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 07:28:01 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <32se61$f6g@gina.zfn.uni-bremen.de>
Source record: 30843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32nmkg$oh9@charm.magnus.acs.ohio-state.edu>, dhbutler@magnus.acs.ohio-state.edu (Panjandrum) says:
>motherboard or powersupply. I understand that, however, it is possible to
>switch these drives either through software or through a small mod to the
There are several Progs which do things that you want. I only know the name of my program.
TCache has the ability to redirect drives. You are allowed to redirect each drive to
a different drive. It works on bios-level and normally it works fine, but when your
problem has something to do with copyprotection then it might be possible that this trick
doesn't work. TCache is a Cache-prog with several utilities inside an can be found
on ftp.uni-clausthal.de /pub/atari/disktools/cache under the name TC63_TST.TOS. It's selfextracting.

```
hope that helps ralf

----- Die luecke die ich hinterlasse ersetzt mich vollstaendig -----
--- greetings from ralf biedermann == rb@rbsoft.bias.uni-bremen.de ---
```

4367. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 07:46:58 UTC
From: eedste@teamos43.ericsson.se
Message-ID: <EEDSTE.94Aug17094658@teamos43.ericsson.se>
Source record: 30842

In article <32rank$mue@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:

>Pardon me, but I actually did this and learned the hard way what the
>GEMDOS concole calls to not call the BIOS through the trap vector. I
>redirected only the BIOS and found that NONE of the GEMDOS calls were
>being redirected. I ended up having to do it myself.
Yes, you're right. I think this was the reason for introducing the
io vectors for console, serial, parallel, etc. in TOS 1.02

>: On MiNT or MagiC you might however prefer to set up a pipe and redirect
>: the output to it.
>
>Yes. But how do you do this?

I haven't got my code and manuals here, but basically you create 2 file
descriptors with Fpipe(?), fork your process and Fforce() the stdout
file descriptors (and stderr) to the writing end of the pipe. Close the
reading end. Then parent then closes the writing end (he only wants to
read the ouput). That's it, you child process can start another process
with Pexec and the parent (your original program) gets the output.

--

Stefan Eissing
eedste@eed.ericsson.se

4368. CD Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 10:07:00 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <32sng4$1tb@lyra.csx.cam.ac.uk>
Source record: 30847

Steve can you forward this to the people:

System Solutions are very much over-priced and there attitude to customers is lazy, patronising, and rude. I am still waiting for a them to return a call to explain why the modification they made to my Falcon doesn't do what I was told it would, cost 40 pounds more than I was quoted and took nearly three weeks to complete a 20 minute job. I have heard of similar problems from other people who have dealt with them.

For these reasons and the fact that ExtenDOS can be bought substantially cheaper direct from Canada I was interested to know if there is another UK outlet that might supply a CD-ROM driver.

4369. Re: CD Rom/SS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 13:41:15 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug17.134115.12433@news.unige.ch>
Source record: 30848

In article 1tb@lyra.csx.cam.ac.uk, slp10@cl.cam.ac.uk (Steve Pope) writes:
>>
>>Steve can you forward this to the people:
>>
>>
>>
>>System Solutions are very much over-priced and there attitude
>>to customers is lazy, patronising, and rude. I am still
>>waiting for a them to return a call to explain why the
>>modification they made to my Falcon doesn't do what I was
>>told it would, cost 40 pounds more than I was quoted and took
>>nearly three weeks to complete a 20 minute job. I have heard
>>of similar problems from other people who have dealt with
>>them.
>>

Living in Switzerland, I don't mind their pricing; but
I can't argue about the rest :(

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4370. HELP!! Lattice 'C' and resource files...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 14:44:01 UTC
From: djc90@ecs.soton.ac.uk
Message-ID: <32t7nh$sdn@vermeer.ecs.soton.ac.uk>
Source record: 30849

I have an old (C. '87) Lattice 'C' compiler by MetaComCo (who? I've never heard of them either - all I know is they went bust in 1991) and I've got a serious problem with loading resource files.

The compiler works fine but the compiled programs will load resource files ONLY if they contain just one tree (menu, form, etc).

The system I'm using is a Mega ST2 with an SH205 hard disk.

If anyone has got any clues please contact me.

Thanks, in advance.

Derek Chandler.

4371. Re: Hype and Viruses..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 15:21:04 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.777136864@cent.gla.ac.uk>
Source record: 30859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I see there is a lot of rubish being posted about Viruses,
>ither from people that have vested intrest in selling Virus Killers
>or teenagers that just don't know....

>There are NO Keyboard buffer viruses, no Hard Drive boot sector Viruses,
There are one or two link viruses though... ^^^^^^^^^^
>there are some Floppy bootsector viruses, but they are very simple to detect
>and fix...

>A boot sector Virus is as it states, it installs its self ONLY on boot up,
>so checking disks for valid boot sectors is all that is needed, but you must
>boot your Atari with out a disk first, or with a know Virus free disk..

Er, there has been one or two viruses that could get round that. Anyway, how
would you know if a disk is virus-free or not if you DON'T have a virus
killer?!?!

>Viruses can't write to a write protected disk, its that simple...!!!

>With a sector editor, read the boot sector, Track 0 sector 1, check if the
>first byte is a 61 and change this to a 00, if this stuffs up the program on
>the disk, then change the 00 back to 61.....

Ha ha! This is a bit risky to say the least! (Clue- don't try this with games
or demos!) Anyway, I thought the hex value for a short branch was $60 not $61...

>Virus check programs wipe the hole boot sector, so be warned, you can't recover
>them...

Well.... They CAN if you want them to, but they generally just READ the
bootsector and check it. Secondly, you CAN recover some bootsectors- with the
help of some virus killers! Guess whos not been using any.... :)

>NOTE: most and if not all Boot Sector Virus protection programs are VIRUSES
> in them selves, as they will copy them selves to other disks....

!!!!!!! Fume! Fume! Fume! !!!!!!!!!!!!

Now, as the writer of a bootsector virus protection program myself, I must
say that this is a load of complete crap, and written by someone who obviously
doesn't know a damn thing about bootsector virus protection programs. Viruses
spread. Viruses copy themselves to other drives. Most virus protection programs
do NOT do this. One or two do this (eg "english/dutch" antivirus) do but MOST,
in fact the VAST MAJORITY, stay resident in memory and either check for an
executable bootsector, or check for reset-resident programs, or in the case

of my Agraboot v2, both! (And it checks for suspicious code as well!)

Oh well, I suppose you know more about what my code does than I do! :):)

>When playing (Booting) with unknown floppy disks, Turn of your Hard drive, or
>dissable the booting of the hard disk, a Ship program can turn off internal
>hard drives...

What? I thought you said there was no hard drive viruses!!! Erm, if you're booting from a floppy, then surely the hard drive doesn't boot up anyway? And if you're booting up from an HD, then bootsector viruses won't be installed anyway since you're not booting from the floppy! Tell me, what sort of strange system do you have in which you simultaneously boot up from the floppy AND HD!

>I have never had major problems with Viruses, and I see no point in spending
>money on Virus check programs....

To be honest, viruses are usually more of a pain than a major headache, but I don't want to be the one with a major headache! I don't really see any big conspiracy between writers of virus killers. Some of the viruses (Most of which are thankfully quite rare) ARE pretty dangerous and are not made up by writers of virus killers.

>NOTE: The bigest Virus for STE's users is the old DMA chip, it has stuffed up
> 2 Hard Drives for me....

That was not a virus- it was a bug.

>NOTE: A valid floppy boot sector is when all the bytes add up to 1234 as a sum
> check, pad bytes are added at the end of the boot sector to get a valid
> boot sector, so changing any byte would make the boot sector invalid...

No, actually, a checksum is stored in bytes 510-511 of the bootsector in order that the values of all the word lengths (NOTE- a word is 2 bytes!) adds up to $1234. (ie 1234 in hexidecimal!) This is needed for a bootsector to be EXECUTABLE not "valid"! (A disk formatted on the desktop has a "valid" bootsector, but it is not executable, and doesn't have a checksum of $1234.) However, a virus has been done (See UVK documentation) that actually work from a non-executable. Again, it's not very well spread, but it does make one think.....

>Just some food for thought....!!!

No offence Roger, but you should have thought a bit more before you embarked on the above tirade.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4372. Re: How to Run an ACC from MTOS Desktop?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 17:04:50 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCuovG2.Iz7@netcom.com>
Source record: 30850

In article <32rpeo$8fr@news.cais.com> scotty@cais2.cais.com (Scott Chilcote) writes:
>I added ACC to the extensions in GEMEXT in the GEM.CNF file, and this made
>no difference. I was able to run *some* accessories by duplicating the
>line in NEWDESK.INF that has #G 03 FF ... *.PRG@ ... on it, and substituting
>.ACC for .PRG -- but this doesn't seem right.

You were on the right track. As well as changing .PRG to .ACC in the line
above, you must also change #G to #A ("#G" means GEM program,
and "#A" means accessory; ordinary TOS doesn't understand #A and will
ignore that line.
--
Eric R. Smith ersmith@netcom.com

4373. Power LED location on TT030.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 17:32:52 UTC
From: cfav1@leonis.nus.sg
Message-ID: <32thk4$fv8@nuscc.nus.sg>
Source record: 30851

Which jumper location does the Power LED lead goes to on the Atari TT030 computer? I have already made a mistake with one; the green LED goes red, bright red, dims and a puff of smoke appear - and does not work anymore.

Thanks in advance.

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

4374. Re: NEC monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 23:17:40 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <778143900.3@mettav.exnet>
Source record: 30723

On 12 Aug 94 at 01:19:13 (MEYLAND K) wrote the following:

>> The NEC II will work, I use one, dunno about the price as I'm in the
>> UK.
>> The max res of the NEC II is 800x560 though which is a bit limiting
>> for a Falcon.
>
> Indeed, the NEC Multisync II, and the 3D, the upgraded version of the
> II work fine. Others work for Med and Hi res, but low only works on the

Really, I didn't know that.. :-) All the better then, seeing as I got mine for
free, (again) from my dads work. :-)

> II and 3D properly. If you use it on a Falcon (like me ;^)), you can
> easily get 868*600 out of it without flickers ....

Great, I thought it damaged the monitor if you exceed the specified resolution
though?

> I also have manuals for these beasties ;^)

Hehe.. my dad aquired manuals for the II and 2A from work. :-)

-Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.exnet.com / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

... To reformat a CD-ROM, use steel wool and heavy pressure.
* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)

4375. Re: CD Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 23:18:25 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CupCqq.Js8@cix.compulink.co.uk>
Source record: 30858

>substantially cheaper direct from Canada I was interested to
>know if there is another UK outlet that might supply a CD-ROM

Well I can't say I've had any serious problems with SS, but a couple of other people do do drivers (sortof).

Anybody who sells the ICD Pro utilities - as they have a .XFS driver. Not very good, and requires MiNT of course, but it does sortof work. Most UK Atari dealers do ICD Pro Utilities.

Also COMPO do some sort of Falcon art package which has another .XFS driver in it. Very expensive if you *don't* want the art package. Haven't tried this one myself.

Basically though, its SS. I bought my ICD Pro from them, and so far have had one free upgrade. I friend of mine bought a copy from another very reputable dealer, only to find it was an older copy (6.1.X) and hasn't been offered any sort of upgrade yet. I wont name the dealer as I'm sure its an isolated incidence.

Also SS do Extendados and this is really the only viable option. By all means go direct to Canada (I did for my copy of Audio CD Master 3 - but thats a very long story), but most people want to deal with a local dealer. I'm planning to buy a PAK3 from SS very soon. The've kept me pretty well informed as to the current state of affairs, and really there not a lot of choice. No other dealer does them in the UK, and the thought of sending my MSTE abroad does not appeal to me.

OTOH if you want to talk about bad experiences with dealers, then who remebers Third Coast Technologies ;-) ?

Roland.

@CiX

4376. OVERSCAN UPDATE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-17 23:43:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <32u7bu$a7c@golem.wcc.govt.nz>
Source record: 30852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The will probably upset all you copright freeks but I need a update to my
Auto Overscan software....

I have Overscan 3.02h, I have been told its up to version 3.02p ??

As its not possible for me to get this updated, I brought this third hand,
there is not registration form with it, Overscan will only update
registered versions, and I don't know the original owner..

So if some kind person can send me a copy or tell me were I can get this
updated with out costing a arm and a leg Please do..!!

System Solutions were not much help, they did not realy want to know,
so is the some kind sole than can help me...???

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4377. COMPO & Overscan..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 00:40:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <32uamf$ard@golem.wcc.govt.nz>
Source record: 30853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** AUTO OVERSCAN ****

Please can COMPO help me with my Auto Overscan upgrade...??

I have version 3.0zh, I have been told that its up to
version 3.0zm..??

But I have also read there is a New version 4.0 comming out,
so COMPO what can I do..??

The one that I have is third hand, brought from a computer club,
I don't have a registration form with it, and have no idea
if its even registered.!!!

Thanks....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4378. Question on hard disk conversion to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 02:13:58 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CupKvB.2nw@nntpa.cb.att.com>
Source record: 30854

I need some help from a hardware guru out there (don't really want to fry my hard disk experimenting, I guess. Chicken factor here)

I have a FaST drive with the ICD AdSCSI host adapter. I want to use it on my Falcon. Can I simply unplug the ICD board, use one of the IBM pc cables and run one connector from the HD and one of the others to the scsi connector that comes out on the back of the case?
Do I need to disconnect any power to the Adscsi board or do anything else? Will that work or are there some fry potentials I am missing here? Respectfully, Wayne

4379. Mint Mailing List

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 02:41:58 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <32uhpm$360@bronze.coil.com>
Source record: 30855

How does one subscribe to the MiNT Mailing List? I can't seem to find information about it anywhere...

WARNING: The previous was an asinine question. If you wish to complain about wasting bandwidth, please route your flame to /dev/null. If you wish to be helpful, reply by mail or this newsgroup.

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4380. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 03:04:26 UTC
From: mk@anuurn.do.open.de
Message-ID: <2e53a9122ea85e@anuurn.do.open.de>
Source record: 30871

In <32rank$mue@mother.usf.edu>,
Timothy Miller (millert@grad.csee.usf.edu) wrote:

>Stefan Eissing (eedste@teamos43.ericsson.se) wrote:
>: In article <32moje$9n3@mother.usf.edu> millert@babbage.csee.usf.edu (Timothy Miller)
writes:
>
>: >with the window, OR steal the BIOS AND GEMDOS trap vectors and redirect
>: >EVERYTHING that has anything to do with console text (BIOS device 2 and
>: >all the GEMDOS console calls... GEMDOS does not call BIOS through the
>: >trap so you have to do it yourself).
>
>: Of course, GEMDOS is usign the BIOS traps. You don't want to redirect
>: the traps (again), but redirect the console function pointers (from
>: TOS 1.02 on). That's the most efficient way to do that.
>
>Pardon me, but I actually did this and learned the hard way what the
>GEMDOS concole calls to not call the BIOS through the trap vector. I
>redirected only the BIOS and found that NONE of the GEMDOS calls were
>being redirected. I ended up having to do it myself.

Are you *absolutely* sure about this?
I just booted up a copy of TOS 1.0 and checked this using SysMon;
the result:

```
****************************************************************
*
* This file was created by SYS_MON, the ATARI ST System Monitor,
* copyright by Karsten Isakovic, Berlin
*
* Version 1.0.9 / 10.05.94 (Martin Koehling)
*
* It is forbidden to publish this file or extracts of it without
* the copyright header !
*
FCAT Fwrite H 1 STDOUT Cnt $000EDA Buf $103336
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 35 '#' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 33 '!' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 109 'm' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 117 'u' ->
TOS Bconstat CON: -> NoChars
```

```
TOS Bconout CON: ASCII 112 'p' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 102 'f' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 101 'e' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 108 'l' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 13 '\cr' ->
TOS Bconstat CON: -> NoChars
TOS Bconout CON: ASCII 10 '\nl' ->
*
* End of SYS_MON file.
****************************************************************
```

Here, GEMDOS is *obviously* using the BIOS trap!
The same is true for TOS 1.04, and I don't see why TOS 1.02 should
behave any differently (I don't have a loadable TOS 1.02 available,
just an ancient set of ROMs somewhere...8-))

(No, I diddn't check if *all* GEMDOS console output functions
use the BIOS trap; but at least one other GEMDOS call, Crawio(),
definitely does so...)

Couldn't there be another explanation for your problem?

For example, what if your BIOS trap handler had a bug that prevented
it from working correctly if called from *Supervisor Mode*?
(You *did* have special case handling for this, didn't you?)
Most user programs run, well, in User Mode, whereas GEMDOS runs
in Supervisor Mode - a bug like this could very well have the effect
you described...

>I was using TOS 1.02 at the time, and considering Atari's history of
>having the OS always call other parts of itself directly (ie, even under
>TOS 4.04, the desktop doesn't call fsel_xinput for the file selector, but
>calls it directly in ROM), I have no reason to believe that the GEMDOS
>console functions ever call the BIOS through traps.

It does. Just get a copy of SysMon and check it yourself.

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

4381. get st txt

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 04:41:52 UTC
From: IP25032@PORTLAND.CAPS.MAINE.EDU
Message-ID: <IP25032.940818004009@portland.maine.EDU>
Source record: 30856

Hi,

Could someone familiar with the SM124 communicate with me via email? I have a 1987 model that is blowing a fuse located on the vertical piece that stands up from the power supply section. I've replaced the voltage regulator and one of the other power transistors in that area already. I've heard that this fuse blowing (3/4 watt fast blow) is a fairly common occurence. I'm looking for any technical advice I can get.

Thanks,

Bill Jones
ip25032@portland.caps.maine.edu

4382. Re: Bootsector checksum algorithm (was: Hype and Viruses)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 08:07:29 UTC
From: hopha@sci.kun.nl
Message-ID: <Cuq18I.L93@sci.kun.nl>
Source record: 30857

In <32qh9pINN1qco@rs1.rrz.Uni-Koeln.DE>
a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

>Do you know the algorithm for calculating the bootsector checksum?
>I know about the XBIOS function that sets the pad bytes correctly
>in a bootsector in memory, but I have never seen any docs describing
>the checksum formula used by TOS.

A bootsector is executable if the word sum of all 256 words of the
bootsector is 0x1234. E.g. add all words as if they were longs (clear
the top word), then discard the top word of the sum. For an executable
bootsector the lower word of the sum should be 0x1234.

C.U. - Hans

Hans Hoppe (hopha@sci.kun.nl) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry
University of Nijmegen, NL + and been widely regarded as a bad move."
ICBM: 51.50'13"N 5.52'3"E + -D.Adams

4383. Re: FLI-player for F030 and ftpmail

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 10:06:36 UTC
From: djs@jet.uk
Message-ID: <1994Aug18.100636.26765@jet.uk>
Source record: 30860

In <EHQQCDUQ22-UP@deluxe.textlitho.nl> paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

>By now I know that a FLI-player for the F030 (MOVIE100.LZH) is
>available at atari.archive.umich.edu. But - does anyone know
>how to operate this site (if possible) using ftpmail?
>I don't have direct Internet access; only UUCP. For starters
>it would be nice to know someone/something _on_ this site to
>write to.. Thanks in advance!
There is a mirror of atari.archive at Imperial; they also operate an
ftpmail server. Here is the log of one of my old requests:

To: ftpmail@doc.ic.ac.uk
Message:
open atari.archive.umich.edu

get 0ls-lRc.Z
get Utilities/Tosfixes/hsmoda02.lzh
quit
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4384. MO-Drive at TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 10:56:19 UTC
From: nhcfwett@rrzn-user.uni-hannover.de
Message-ID: <1994Aug18.105619.4431@newsserver.rrzn.uni-hannover.de>
Source record: 30861

Hi,

Has anyone some experiences using an MOD (Fujitsu M2512A) in combination
with an atari TT ?
The MOD is configured as direct access drive due to problems with HDDriver 2.81
if the dip switches are set to "optical device".
The MOD answers correct when the TT is booting.
- The cartridges are formatted (128/230 MB); should they also be partitioned
(as a large disc ?) and what's about the sectorsize and partition-id ?
- Using DISKUS (V 2.74) it's impossible to access the drive via absolute access,
partitioning is also not possible with HARDDPART (the button of scsi-device 2
is not selectable, what's wrong ?
- Should the cartridge be inserted in the MOD while booting ?
- In the manual there's something mentioned about a "macintosh-mode" which can
be activated with another dip switch; what is it ?
- If it would be possible to write some data on the cartrigdes, can I read
this files with an PC using OS/2 ?
- Linux68k isn't able to handle the drive, too ("unabel to determine sector
size", or something like that).

any ideas ?

thanks in advance,

Dirk

Dirk Wetter
Institut fuer Physikalische Chemie
Universitaet Hannover
Callinstr. 3-3A
30167 Hannover
Germany

email: nhcfwett@rrzn-user.uni-hannover.de

4385. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 13:39:34 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <32voam$47s@hpsystem1.informatik.tu-muenchen.de>
Source record: 30862

In article <19940815152753.L.J.Sak@sp0009.kub.nl>, L.J.Sak@kub.nl (SAK L.J.) writes:

|> I use the screenblaster and it works fine to me. This one is the one mostly
|> supported by other hardware makers (for example FalconSpeed).. The best moni-

Nevertheless there is an entry in the setup of the FalconSpeed Software
indicating 'ScreenBlaster'
it also works with the BlowUP030 Hard I (tested at a dealer here in Germany)

--
==========
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4386. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 13:43:25 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <32voht$48p@hpsystem1.informatik.tu-muenchen.de>
Source record: 30863

In article <32ojq1$63b@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) writes:

|> There is an annoying problem using Falcon with a good multisync monitor:
|> if you try to run games or demos that switch sync rate below normal VGA-
|> rates you get a blurred picture, as most of the really good multisyncs
|> cannot display _below_ 50hz! Or the Mhz:s go too low (who knows?)

It's not the Hz value that your monitor cant display, the line-frequency gets
too low (TV has about 15.6kHz - but most monitors start at 27 to 30 kHz

--
==
seibert@informatik.tu-muenchen.de ist
Ewald Seibert, Herschelstr.1 85057 Ingolstadt, 0841-86480
Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS

4387. Re: OVERSCAN UPDATE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 14:41:57 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vrvl$lk@bognor.barclays.co.uk>
Source record: 30864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <32u7bu$a7c@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)
writes:
|> System Solutions were not much help, they did not realy want to know,
|> so is the some kind sole that can help??
^^^^
lemon or Dover?
:-)
--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---------------------------------------------------+
```

4388. Re: COMPO & Overscan..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 15:36:02 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <32vv52$lk@bognor.barclays.co.uk>
Source record: 30865
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Try mailing compo@cix.compulink.co.uk - see if they can help. They claim to be big on after sales support so give them a go.

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4389. Attn: Sean Oldham (Re: Cross compiling Sozobon C on a Sun)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 15:46:36 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <1994Aug18.154636.9119@midway.uchicago.edu>
Source record: 30866

I tried to contact you by e-mail, but my message bounced for some reason. Thanks for your response; you are the only one who has answered my call for help so far. I'll try to do as you suggested. My problem was (is) that after wasting a great deal of time patching the sources (which I had to do mostly manually, because the patch program rejected the vast majority of the hunks in the diff files), I tried compiling and well, the number of compilation errors was off the scale. So, let me see if I got this right: you suggest that I fix the paths on the sources for version 2.0, use the unix make files, and I should be off to the races, correct?

Gustavo

4390. GCC STILL doesn't work!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 15:55:23 UTC
From: selick@bu.edu
Message-ID: <33009b$55r@news.bu.edu>
Source record: 30867

I've been trying to get GCC to work for about 2 years now, on and off, and still can't get it going. I'm running a 1040 STe with Mint 1.08 and TCSH, and I have a minix partition set up for it. It runs the preprocessor just fine, but then it goes to create the object code, and it says /dev/k/tmp/c63000000.a file not found. and exits. I have the environmental variable TMP set for /dev/k/tmp, and there is a null folder /tmp there already. What can I do? By the way, I'm talking about the newly uploaded GCC v2.58 (I think it was 2.58 - the one that was just uploaded to umich)

Thanks,
Steve
selick@acs.bu.edu

4391. Re: GCC STILL doesn't work!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 16:08:57 UTC
From: selick@bu.edu
Message-ID: <33012p$5hh@news.bu.edu>
Source record: 30868

Steven Selick (selick@bu.edu) wrote:

: I've been trying to get GCC to work for about 2 years now, on and off, and
: still can't get it going. I'm running a 1040 STe with Mint 1.08 and TCSH, and
: I have a minix partition set up for it. It runs the preprocessor just fine,
: but then it goes to create the object code, and it says /dev/k/tmp/c63000000.a
: file not found. and exits. I have the environmental variable TMP set for
: /dev/k/tmp, and there is a null folder /tmp there already. What can I do?
: By the way, I'm talking about the newly uploaded GCC v2.58 (I think it was
: 2.58 - the one that was just uploaded to umich)

: Thanks,
: Steve
: selick@acs.bu.edu

I should also point out that I know C, and have been using gcc on a unix
machine for about 3 years now, though I'm no guru or anything...
-Steve
selick@acs.bu.edu

4392. Re: GCC STILL doesn't work!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 16:34:50 UTC
From: bjgrier@bnr.ca
Message-ID: <3302ja$bk3@nrtphaa9.nt.com>
Source record: 30869

In article <33012p$5hh@news.bu.edu>, selick@bu.edu (Steven Selick) writes:
|> Steven Selick (selick@bu.edu) wrote:
|>
|> : I've been trying to get GCC to work for about 2 years now, on and off, and
|> : still can't get it going. I'm running a 1040 STe with Mint 1.08 and TCSH, and
|> : I have a minix partition set up for it. It runs the preprocessor just fine,
|> : but then it goes to create the object code, and it says /dev/k/tmp/c63000000.a
|> : file not found. and exits. I have the environmental variable TMP set for
|> : /dev/k/tmp, and there is a null folder /tmp there already. What can I do?
|> : By the way, I'm talking about the newly uploaded GCC v2.58 (I think it was
|> : 2.58 - the one that was just uploaded to umich)
|>
|> : Thanks,
|> : Steve
|> : selick@acs.bu.edu
|>
|> I should also point out that I know C, and have been using gcc on a unix
|> machine for about 3 years now, though I'm no guru or anything...
|> -Steve
|> selick@acs.bu.edu
|>
|>

Steve I had the same problem. What my problem ended up being was that I
had incorrectly defined a few of my enviroment variables.

Your compiler, linker and whatever are of the form "gcc-cpp.ttp, gcc-ld.ttp."
However gcc is really looking for the programs cpp, ld, ...

GCC prefixes these name with the GCCEXEC(?) environment variable and tries
to run them. If it can not it tries to run the first cpp or ld that it can
find in your PATH environment variable.

You must make sure that your GCCEXEC(?) environment variable is set to
'path-to-gcc-files/gcc-'. I had left off the '-' and the gcc preprocessor
would try to run my Mark Williams C linker because it was in my path.

Not a lot of fun to figure out.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |

Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.
_____	_____

4393. Atari Compiling on Sun 4.2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-18 19:10:54 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <330bnu$ir0@bronze.coil.com>
Source record: 30870

Is it possible to compile programs for the Atari on a Sun Station 4.2? (I think...)

I was thinking of using gcc, but I can't find any sites that have the appropriate files on instructions.

I would post the warning, but this isn't in the sci. hierarchy... 8'T

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4394. Software for sale or trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 00:52:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <330vo9$mna@mailer.fsu.edu>
Source record: 30879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Well, time to clean out the software shelf! Below are a bunch of items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Chaos Engine, Armorgeddon, Prince of Persia, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheat codes for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet
printers, includes a bunch of 150 and 300dpi GDOS fonts. Claims to
be 200-500% faster than other HP drivers (for that time, I don't know
if there are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is somewhat useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

Home Accountant, Haba systems, personal financial management software. One
can manage budgets, bank accounts, credit cards, print checks, etc.
It can also generate a tax summary and other budget things.

Time Link, Batteries Included. Excellent personal scheduling software.
Has a few bugs, but greatly useful stuff. Can search/sort database
of entries, shows one's schedule by the week, month, year, etc.
Very easy to use, well-designed GEM user interface.

Warp 9 v.3.75, Codehead, The (IMHO) second best screen accelerator for the
ST. Can be upgraded or used as-is on ST/STe/TT. I'll include lots of
extendo-save screensaver modules that I have collected. If you have
the bucks, NVDI is better IMHO, but Warp9 is vastly better than
nothing and significantly cheaper. This is the successor to QuickST.
Allows fancy desktop fills, mouse acceleration and effects, use of
different fonts on the desktop, and of course the cool extensible
screensaver.

Interlink, Intersect Software, telecomm program, supports vt100, very easy
to configure and use. Good macro capabilities. No Zmodem.
Original disk only, no docs (but the full Gem interface is quite
easy to figure out).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II in space, best with two simultaneous players (screen is split to give each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical scrolling "fly over the landscape shooting and bombing everything" game.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the ball to move it around. Really great graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action). Future setting, sideways scrolling, large sprites, good guns. This is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross country motorcycle racing game, Crazy Cars is a racing game. Both are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Temple of Apshai Trilogy (includes Temple of Apshai, Upper Reaches of Apshai, Curse of Ra), Epyx, full docs, classic blast from the past, nicely done. These are overhead view graphical role playing games (RPG).

Ultima III, Origin, with all docs, cloth map, box. Classic RPG adventure, by Lord British.

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window

and restricted movement, but this was many years before anything like
Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector
graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III,
in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting,
control a bunch of Space Marines as they search around and shoot
stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4395. NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 02:32:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3315j0$p6i@golem.wcc.govt.nz>
Source record: 30874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I don't know if this got to atari.announce,
so I will post a copy here...

This was found on GEnie to-day.....

For Immediate Release 8/17/94

Gribnif Software is proud to announce the completion of the most
recent upgrade to the original desktop replacement for Atari computers,
NeoDesk 4. The wait is finally over.

NeoDesk has hundreds of features, so here are just some of the more
popular ones in the new version:

o A completely new "look and feel", including 3D windows, enhanced dialog
handling, and the ability to have multiple dialogs open at once. All
this works on any Atari computer with any ROM version.

o Multicolored icons - each icon can have up to 16 colors, and can even
appear completely different when selected.

o Icon Editor - This multiple window Icon Editor lets you edit and modify
custom icons for any file or folder. The editor can read many popular
icon formats, including ones from other platforms!

o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by
double-clicking on it) or can be used as the desktop background.
Desktop pictures can even be "tiled".

o Each directory window has its own menu bar, making it much easier to
find frequently used options.

o Each window has its own "parent directory", Show Info, and trashcan
icons.

o Items can be selected from the keyboard, including a search mode.

o File Groups - Now you can arrange commonly used programs and data files
together in the same window, even when they are physically contained in
drastically different locations! Their names can even be changed,
using up to 20 characters.

o Font Control - NeoDesk 4 gives you the power to redefine what fonts
and point sizes are used within its windows, and even for the text
underneath icons.

o Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time.

o Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

o Compatible with all Atari computers, in all resolutions, including third-party graphics cards.

NeoDesk 4 is available for just $69.95 plus $4.15 S&H. Owners of NeoDesk 3 can upgrade to the new version for $25 + $3 S&H by sending us both original NeoDesk 3 master disks. Backorders are being filled right now, and may take 2-3 weeks to complete.

(Shipping amounts listed apply to orders shipped within the USA only. Please contact us for other areas.)

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779
USA

Voice: (413) 247-5620
Fax: (413) 247-5622

Posted by a very happy Neodesk 3 user....

NOTE: The is a demo of Neodesk 4 on GEnie, can some one
with better Internet access please upload it to A.A...??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4396. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 03:05:23 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3317hj$pea@golem.wcc.govt.nz>
Source record: 30875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] o Multicolored icons - each icon can have up to 16 colors, and can even
] appear completely different when selected.

Only on machines with decent graphics modes though :(

] o Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by
] double-clicking on it) or can be used as the desktop background.
] Desktop pictures can even be "tiled".

Woohoo! Finally I can get the wierd looking BMP's I've made onto the
desktop on my ST! :)

] o Each directory window has its own menu bar, making it much easier to
] find frequently used options.

I hope that can be disabled. In 640*200 I need all the space I can get!

Something NEOdesk needs is a "Files read from source" counter while copying,
as copying hundreds of files with lots of RAM, you don't get a great idea
of how much has been read in yet! Also, an option to continue file
copying after one has been detected as corrupt would be good. (Maybe there
is but I haven't picked it out!)

Also, something I couldn't spot in the Neodesk manual was that if you hold
down ALTERNATE when NEODESK.EXE is executed by NEOLOAD.PRG it will be
bypassed and drop to the normal desktop. Handy if you need a fraction
more RAM & in a hurry! :)

4397. Falcon monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 08:29:30 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Curwx6.3yy@bbc.co.uk>
Source record: 30876

I'm pretty sure tha you can, but just to check ..... Can you run a mono monitor on a falcon? The monitor I have in mind is adapted to run on my STFM.

-David

--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4398. Re: HELP - Stacy HD gone :(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 09:24:20 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug19.092420.6889@news.unige.ch>
Source record: 30877

>> MM> Oh no! I (very) foolishly ran AHDI 5.04 on my poor Stacy - and now
>> MM> she cannot find her HD any more. Does anybody know how I can get
>> MM> it back again?
>>
Ylva and Rolf Johansson suggest (separately!) that I just run an earlier
version of AHDI. I treid - got out my faithful "Stacy rescue disk",
which contains my original Stacy driver - but, to my surpris, no good.
Did AHDI 5 install something that cannot be removed?
Mike (still in mourning...)

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4399. Re: Bootsector checksum algorithm (was: Hype and Viruses)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 09:25:04 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug19112504@issan.informatik.uni-dortmund.de>
Source record: 30880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32qh9pINN1qco@rs1.rrz.Uni-Koeln.DE>, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) writes:

|> Steve H. Ridd (ps1908@wlv.ac.uk) wrote:
|> : Note that the 1234 checksum is only necessary for a boot sector that is
|> : EXECUTEABLE - therefore changing any byte of an unexecuteable
|> : boot sector does
|> : NOT invalidate it. Changing a byte on an executeable boot
|> : sector will have the effect
|> : of making it non-executeable. Anyway its easy enough to change the bytes and
|> : recalculate the pad bytes to restore the 1234 checksum.

|> Do you know the algorithm for calculating the bootsector checksum?
|> I know about the XBIOS function that sets the pad bytes correctly
|> in a bootsector in memory, but I have never seen any docs describing
|> the checksum formula used by TOS.

It's just a sum over 16bit words modulo 2^16. But you can let
Protobot() do it for you, just pass it the prepered buffer with all
parameters set to -1 except for the first(?) that specifies if the
bootsector should be executable. Then it will only change the last two
bytes to make it the right checksum.

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4400. Re: Mint Mailing List

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 09:33:51 UTC
From: winfried@aton.mch.sni.de
Message-ID: <331u9v$fvg@aton.mch.sni.de>
Source record: 30878

In article <32uhpm$360@bronze.coil.com>,
James E. Baumgardner II <jbaumgar@bronze.coil.com> wrote:
>How does one subscribe to the MiNT Mailing List? I can't seem to find
>information about it anywhere...

Send mail to mint-request@atari.archive.umich.edu (not to
mint@atari.archive.umich.edu !!). There is no autosubscription (I think),
so ask friendly if they could add you to the mailing list.

regards

winfried

--
Winfried Magerl, Siemens Nixdorf AG, AP 1133
81739 Muenchen, Germany
Internet-Mail: Winfried.Magerl@mch.sni.de

4401. TGZ encoding?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 13:59:38 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CusC7F.7xD@bbc.co.uk>
Source record: 30881

What is filename.tgz decompresssable with? I've never seen it before.
-David White
--

One STFM and going up |||
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4402. Help with STe's chip identification

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 14:06:51 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <332e9r$oe8@whitbeck.ncl.ac.uk>
Source record: 30882

Help! I've book nosing around inside my 1024STe, looking for the disk
controller, which I am told is a Western Digital 1772. I can't seem
to find it anywhere. What I did find is listed below (all ATARI branded).
Could someone please identify them, and point me in the right direction
to find my floppy controller?

ATARI C302434-001
ATARI C301166-002A : ROM ?
ATARI C301165-002A : ROM ?
ATARI C398789-001
ATARI C302183-002
ATARI C301712-001

Thanks,
Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

4403. Re: TGZ encoding?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 14:38:38 UTC
From: kevinb@central.susx.ac.uk
Message-ID: <332g5e$iu9@infa.central.susx.ac.uk>
Source record: 30885

David White (dwhite@rd.eng.bbc.co.uk) wrote:-

> What is filename.tgz decompresssable with? I've never seen it before.

It'll be a tar file compressed with GNU zip. Should read "filename.tar.gz"!

Kevin

4404. Re: TGZ encoding?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 14:46:04 UTC
From: vctec@westminster.ac.uk
Message-ID: <CusEE7.143@westminster.ac.uk>
Source record: 30884

David White (dwhite@rd.eng.bbc.co.uk) wrote:

: What is filename.tgz decompresssable with? I've never seen it before.

First you decompress it with gzip, then you untar it.

t(ar)gz(ip)

Hope this helps.
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4405. CD driver info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 15:16:34 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <012206QEDXHOUARLHPRJ@ars.ath.forthnet.gr>
Source record: 30887

Hi
I 've been offered a MITSUMI multi session CD . Is there any driver so
I can connect it to my FALCON ? (ExtenDOS or something ?)
Thanks

biofotos@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4406. ST Review - gone!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 15:18:56 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-190894151857@193.131.112.12>
Source record: 30883

I've just heard that ST Review has closed/been merged with ST User as
from now - there are to be no more issues published.

Can anyone confirm this?

Clive

--
.net: The Internet Magazine
Future Publishing Tel: 01225 442244

Publishers of MacFormat: PC Format: Amiga Format: ST Format: Edge: PC Plus
Amiga Power: Amiga Shopper: PC Answers: GamesMaster: SuperPlay: Total!
Sega Power: Ultimate Future Games: Commodore Format: Amstrad Action

4407. Re: Falcon Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 15:19:14 UTC
From: contacts@mits.mdata.fi
Message-ID: <332ihi$kgt@prime.mdata.fi>
Source record: 30886

>It's not the Hz value that your monitor cant display, the line-frequency gets
>too low (TV has about 15.6kHz - but most monitors start at 27 to 30 kHz

Oh, my MAG has 30-64 kHz Horizontal Scan Rate!
Is there anything you can do to run such programs? (something that cheats
program to think it works on lower rate than it does, maybe).

As you seem to have some technical knowledge about monitors, here's a
question:

How to make a cable that outputs Falcons RGB-signal to the BNC-connectors
in the back of MAG? There are 5 BNC-connectors:
B, G, R, H/H+V, V

Thanks!

Pekka Saarinen

4408. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 15:37:57 UTC
From: rflashma@mtholyoke.edu
Message-ID: <332jkl$5oj@mudraker.mtholyoke.edu>
Source record: 30888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Wells (wells_s@ix.wcc.govt.nz) wrote:
>] o Multicolored icons - each icon can have up to 16 colors, and can even
>] appear completely different when selected.

> Only on machines with decent graphics modes though :(

On medium res the icons can have any of the 4 system colors. TT-Res and
above you can have 16 colors. Mono only get to choose between b/w.

> Also, something I couldn't spot in the Neodesk manual was that if you hold
> down ALTERNATE when NEODESK.EXE is executed by NEOLOAD.PRG it will be
> bypassed and drop to the normal desktop. Handy if you need a fraction
> more RAM & in a hurry! :)

I'm pretty sure we documented this in the read_me for NeoDesk 3.0x.
Geneva has the same type of "abort loading" support.

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

4409. Re: TGZ encoding?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 16:37:25 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <332n45$cp1@bronze.coil.com>
Source record: 30889

In article <CusC7F.7xD@bbc.co.uk>, David White <dwhite@rd.eng.bbc.co.uk> wrote:
>
>What is filename.tgz decompresssable with? I've never seen it before.
>-David White

.tgz is equivalent to .tar.gz If you want to decompress it, you have to use gunzip filename.tar.gz, then tar -xf filename.tar or whatever you normally use for un-gzip-ing and un-tar-ing. (Cripes, what a bastardization of the English language... isn't there an easier way to say that?)

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4410. Will faster modems work on older STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 17:25:34 UTC
From: mheim@cogsci.uwo.ca
Message-ID: <332pue$f6m@falcon.ccs.uwo.ca>
Source record: 30890

I have a 1 Meg upgraded 520STfm with a double-sided disk upgrade (thanks Franz :-). Anyway, I heard there were limitations with the TOS (I haven't upgraded) that prevent it from using hi-speed modems. What is a safe speed to buy, 9600 or better?

Any help greatly appreciated.

--
Michael Hiemstra | Work: Systems Programmer
London, Ontario CANADA | Centre for Cognitive Science
mheim@cogsci.uwo.ca | University of Western Ontario
ap736@freenet.carleton.ca | Volunteer: HOMEtown community network

4411. Falcon Devpac Library

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-19 18:13:36 UTC
From: d92jk@efd.lth.se
Message-ID: <332sog$ose@nic.lth.se>
Source record: 30791

I've documented some assembler routines for the Falcon and put them together in a nice file called FALCLIB.LZH. I've recently uploaded it to the atari archive and I hope you'll find it useful. If more people contribute to this we could make programming a lot easier for everyone.

Johan (d92jk@efd.lth.se)

4412. Help with tape drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 02:33:34 UTC
From: daveh@netcom.com
Message-ID: <davehCutB3y.F2y@netcom.com>
Source record: 30792

I have just picked up a Wangtek SCSI tape drive for use on my ST. The thing is it was purchased second hand so I don't know what the jumpers are. Can anyone help me here? The other thing is I will need some driver software for it. My HD driver is ICD 6.5.x. I would particularly like a tar program that will read/write tapes compatible with my Sun at work. A good Dump would be nice.

Currently I do not have Mint but when 1.11 is released I may also require drivers for a minixfs. Any and all help is apreciated.

Dave.

4413. Help with tape drive (addition)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 02:34:59 UTC
From: daveh@netcom.com
Message-ID: <davehCutB6B.F5v@netcom.com>
Source record: 30793

Woops I forgot the model number for the jumpers its a Wangtek 5150ES (RevB)

Thanks again.

Dave

4414. Re: Will faster modems work on older STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 03:43:54 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <333u5q$pkv@mailer.fsu.edu>
Source record: 30796

Michael Hiemstra (mheim@cogsci.uwo.ca) wrote:
> I have a 1 Meg upgraded 520STfm with a double-sided disk upgrade
> (thanks Franz :-). Anyway, I heard there were limitations with
> the TOS (I haven't upgraded) that prevent it from using hi-speed
> modems. What is a safe speed to buy, 9600 or better?
>
> Any help greatly appreciated.

Without hardware modifications, your ST can handle serial speeds of 19200 and below. From experience, 14400 baud modems work fine and give good performance at this line speed. I would presume that a 28800 baud modem would not like being restricted to 19200 (though it would probably work). To use such a modem, a hardware mod like RSVE or TurboRS (the latter is made in Canada) would be very desirable. You can find out about RSVE from the file in /Utilities/Tosfixes on atari.archive.umich.edu. For info on TurboRS, try emailing Kevin Tessner at ktessner@isle.waterloo-rdp.on.ca.

For high speed modem use, the hsmoda04 patches are important. These are small auto folder programs that fix bugs in the TOS serial stuff, enhance performance, and allow you to set the sizes of various serial buffers. This package is available in the above mentioned directory.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4415. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 05:37:10 UTC
From: maba@simpson.ruhr.de
Message-ID: <33419m$3d@simpson.ruhr.de>
Source record: 30797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Well I don't know if this got to atari.announce,
: so I will post a copy here...

: This was found on GEnie to-day.....

: For Immediate Release 8/17/94
: ----------

: Gribnif Software is proud to announce the completion of the most
: recent upgrade to the original desktop replacement for Atari computers,
: NeoDesk 4. The wait is finally over.

: NeoDesk has hundreds of features, so here are just some of the more
: popular ones in the new version:

What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Tschau,

/Martin/

--

```
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
+------------------+--------------------------------+------------------+
```

4416. Conner CP30100

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 15:59:54 UTC
From: Karl.Foley@f101.n2501.z1.fidonet.org
Message-ID: <9e2_9408201617@embassy.embassy.co.uk>
Source record: 30795

Anyone tell me if it's feasible to connect a Conner CP30100 to an STe? I've currently got a Qunatum Q250 (52Mb) and a Segate ST277N (65Mb) fitted and I want more space. I've got a buyer for my current drives and I'm looking around for a replacement. (I can only fit two drives in my HD case.)

I've had a look at the Conner CP30100 specs and can find no mention of parity which, AIUI, can cause problems.

Anyone using a Conner CP30100 with an ST setup?

ATB,
Karl.

+---+
| e-mail : Karl.Foley@standard.embassy.co.uk |
+---+
--
|Fidonet: Karl Foley 1:2501/101
|Internet: Karl.Foley@f101.n2501.z1.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

4417. Re: Will faster modems work on older STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-20 16:59:20 UTC
From: jabrana@powertech.no
Message-ID: <1994Aug20.165920.17702@powertech.no>
Source record: 30794

In a article of <19 Aug 1994 ,17:25:34> (mheim@cogsci.uwo.ca9 wrote:

>I have a 1 Meg upgraded 520STfm with a double-sided disk upgrade
>(thanks Franz :-). Anyway, I heard there were limitations with
>the TOS (I haven't upgraded) that prevent it from using hi-speed
>modems. What is a safe speed to buy, 9600 or better?

No ,you can in theroy relly use upto 19200 bps rate on any ST ,
regardsless of the TOS version. But as always there are a few
small software bugs in different version of TOS in handling of
the flow control.

If you have TOS 1.0 or 1.4 then you'll most likely need a fix for
these bugs. Many fixes are avaliable such as:
ctsfix ,tubocts ,rs232fix ,hs_fix10 ,serptch2 ,ctspatch .. .

You should be get them form most ftp sites.

--

___ __ ___ __ __ ___ _ __ _____________________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________________ jabrana@powertech.no _//

....
One Jack - the program launcher - No need to go through all the
folders to run a program - One Jack will do it - AvaliablE NoW
Fully useable with all _all_ TOS's and ALL replacement desktops
-_-_-_

4418. Re: TGZ encoding?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 01:56:00 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7g$1q6@ugle.unit.no>
Source record: 30798

Dwhite@rd.Eng.Bbc.Co.Uk,
In a message on 19 August, wrote :

dT> What is filename.tgz decompresssable with? I've never seen it before.
dT> -David White

It is short for filename.tar.gz
That is, a tar archive (.tar) which is compressed with gzip (.gz)
It can be uncompressed with gunzip (or gzip -d filename.[t]gz). Then you can
extract the files from the archive with tar xf filename.tar.
Or, if you have a working mint environment with both gnutar (1.11.2) and
gzip in your PATH: tar xfz filename.tgz

If this sounds greek (no pun intended) to you, do the following if you have
a mysterious *.tgz file:

download tar.ttp from somewhere.
download gzip.ttp or gunzip.ttp from somewhere (typically atari.archive)

doubleclick gunzip/gzip .ttp
in the dialog that follows; enter "-d filename.tgz".

That should produce a "filename.tar" file.

Then, doubleclick tar.ttp
in the dialog that follows; enter "xvf filename.tar"

voila.

The flag "-d" means decompress for gzip/gunzip
The flag "xvf" means e[x]tract [v]erbose [f]ile for tar.

The "z" flag to tar, means that it should automagically use gunzip to
decompress the file. This will only work with versions 1.11.2 or later of
tar under MiNT. Older versions try to execute compress instead of gzip.

Hope this helps.

Erling

 ATP/Unix 1.40 This is my tagline.

4419. Re: Help with tape drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 01:56:01 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <336c7h$1q7@ugle.unit.no>
Source record: 30799

Daveh@netcom.Com,
In a message on 20 August, wrote :

dH> I have just picked up a Wangtek SCSI tape drive for use on my ST. The thi
dH> it was purchased second hand so I don't know what the jumpers are. Can an
dH> help me here? The other thing is I will need some driver software for it.
dH> HD driver is ICD 6.5.x. I would particularly like a tar program that will
dH> read/write tapes compatible with my Sun at work. A good Dump would be nic
dH>
dH> Currently I do not have Mint but when 1.11 is released I may also require
dH> drivers for a minixfs. Any and all help is apreciated.
dH>
dH> Dave.

If only you would have a falcon or TT...
Anyway, to all others out there:

I recently uploaded a generic SCSI tape device driver along with generic
scsi drivers for TT and Falcon for use with MiNT.
(/dev/scsi, /dev/cdrom, /dev/tape)

This "should" work with any tape device, and has thus far been tested on a
Tandberg streamer, a Wangdat and an Exabyte device. It works very well in
combination with gnutar, and ofcourse read/write tapes written on a unix
machine with tar just fine.

A precompiled gem-based configuration program for the tape driver is also
uploaded, but it will only work with '030 machines...

Nothing particular had to be done in order to make it work on the
different drives mentioned, so it "should" work without modification - but
who knows - that is what the configuration program is for :-)

A device for ACSI remains to be written, and I hereby encourage all
knowledgeable people to help out with that (!!!!!!!!!!!!!!!!!!!!!!!!!).

The source code (only) is available on atari.archive.

Erling

• ATP/Unix 1.40 • This is my tagline.

4420. Re: Power LED location on TT030.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 02:08:03 UTC
From: kfason@csn.org
Message-ID: <Cuv4LG.3nF@csn.org>
Source record: 30800

Victor Pang (cfav1@leonis.nus.sg) wrote:

: Which jumper location does the Power LED lead goes to on the Atari TT030
: computer? I have already made a mistake with one; the green LED goes red,
: bright red, dims and a puff of smoke appear - and does not work anymore.
I did this on my mega/STe. in the rear right, the three plugs it goes on
the left side I beleive... but the LED is fried... I just listen to the
fan to see if its on...

--

-Kevin Fason - "Dominate the Rythm"

kfason@CSN.Org

Atari Falcon030	My Time is a Piece of Wax
US Robotics Dual Standard	Falling on a Termite
Atari Jaguar	(Who's Choking on the Splinters)

4421. booting a MEGA4 from floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 03:53:48 UTC
From: faulkner@qut.edu.au
Message-ID: <1994Aug21.135348.67783@qut.edu.au>
Source record: 30801

how can I boot an atari mega4 ST with hard disc from a boot floppy? The floppy has AHDI prog. in an auto folder but it won't run from there and allow me to manually insytall the c drive. Any help appreciated.

4422. Re: Help with tape drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 13:58:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <337mio$ijc@mailer.fsu.edu>
Source record: 30808

Dave Halliday (daveh@netcom.com) wrote:

> I have just picked up a Wangtek SCSI tape drive for use on my ST.
> The thing is
> it was purchased second hand so I don't know what the jumpers are. Can anyone
> help me here?

Wangtek probably could. I have had excellent success with contacting peripheral companies and getting information. Just about everyone I have called ends up sending me huge OEM manuals and software for free (and I usually just need the jumpers, as in your case). Some companies have a phone database with which one can look up all of this information right on the line (Maxtor is one). Anyway, I suggest you call 1-800-555-1212 and see if their number is listed there. If not, call up a couple of drive resellers and see if you can get ahold of their phone number.

> The other thing is I will need some driver software for it. My
> HD driver is ICD 6.5.x. I would particularly like a tar program that will
> read/write tapes compatible with my Sun at work. A good Dump would be nice.

There are some pertinent files on atari.archive.umich.edu (tapebios, special version of GNUtar, etc.). Grab the topmost 0index file and search for "tape". You should also check out GEMar. This is a superb shareware program for SCSI tape use. It has all the bells and whistles that one might want (and writes tapes that are tar compatible, BTW). Also, the newest Diamond Back 3 can make use of SCSI tape drives (that portion of the product is fairly young, though).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4423. Re: booting a MEGA4 from floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 14:12:18 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Aug21.141218.26571@etek.chalmers.se>
Source record: 30802

In article <1994Aug21.135348.67783@qut.edu.au>, faulkner@qut.edu.au writes:
|> how can I boot an atari mega4 ST with hard disc from a boot floppy? The
|> floppy has AHDI prog. in an auto folder but it won't run from there and
|> allow me to manually insytall the c drive. Any help appreciated.

Hi! I've had the same problem on my Mega STE 4/48, but the solution seems to
be to reboot TWICE, holding down the alt-key both times...

The first time, the computer ignores the auto-folder, but doesn't boot from
the HD. The second time, it boots on the disc, as it should.

I don't know if this will work with coldboots, as I've only tried warmboots...

Another boring thing with my computer: it defaults to 8 MHz w/o cache...
I would love to have a program like "Backwards" on the Falcon, to be able
to run my old boot-disc programs in 16 MHz-mode with cache enabled...

Hope this helps!

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden, Europe, World |
Tel: ++46 31 879700 |
____

4424. Re: Help with tape drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 17:19:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EHVRAJUSUp@dksoft.ping.dk>
Source record: 30811

In <davehCutB3y.F2y@netcom.com> Dave Halliday wrote :

>
>I have just picked up a Wangtek SCSI tape drive for use on my ST. The thing is
>it was purchased second hand so I don't know what the jumpers are. Can anyone
>help me here? The other thing is I will need some driver software for it. My
>HD driver is ICD 6.5.x. I would particularly like a tar program that will
>read/write tapes compatible with my Sun at work. A good Dump would be nice.
>
>Currently I do not have Mint but when 1.11 is released I may also require
>drivers for a minixfs. Any and all help is apreciated.
>

Hi Dave. I have a Wangtek like yours, and i'm using Gemar as program.
Unfortunatly i can't give you the jumpers settings, but my streamer works
fine like it is. (The ID jumers is stiing just beside the Scsi plug).

Right now i'm trying to find out all these jumpers myself, i did get a
list of the jumpers, but that list doesn't look like my streamer. I'll
get back to you as soon i have sorted it all out. Meanwhile you can have a
look at this list too.

Greets
Kim

WANGTEK 5150ES Board 30559

(*) represents current configuration

JUMPERS HDR1 POSITION FUNCTION
----
1 ON Only used in production
OFF
2 ON Do not change the position of this jumper
OFF
3 ON Do not change the position of this jumper
OFF
4 ON Only used in production
OFF
5 ON Selects the 9 track operating mode
OFF Selects the 15 or 18 track operating mode
(*) 6 ON Selects the 90 ips operating mode
OFF Selects the 72 ips operating mode

JUMPERS HDR2

Used to have access to the drive avoiding the SCSI interface controller. To enable HDR2 remove jumper E6. The jumpers are numbered 1 to 22. Jumpers 15, 16, 17, 18, 19 & 20 must be inserted by default. All the others do not have to be inserted.

JUMPERS HDR3 ('X' represents a jumpered pin)

A +-------+ A +-------+
The drive works |o o o X| |o o o o| The drive does not
in buffered mode |o o o X| B |o o o X| B work in buffered mode
when powered up |o o o o| |o o o X| when powered up
(*) C +-------+ C +-------+

A +-------+ A +-------+
Data format after |o o o o| |o o X o| Data format after
power up; QIC150 |o X|X o| B |o X|X o| B power up; QIC24
(*) |o X|X o| |o X o o|
C +-------+ C +-------+

A +-------+ A +-------+
Data format after |o X o o| |o X|X o| Reserved
power up; QIC120 |o X o o| B |o X|X o| B
|o o o o| |o o o o|
C +-------+ C +-------+

A +-------+ A +-------+
Parity control |X o o o| |o o o o| Parity control
enabled on |X o o o| B |o o o o| B disabled on
SCSI bus |o o o o| |o o o o| SCSI bus
(*) C +-------+ C +-------+

JUMPERS J10
---

3 2 1 SCSI ID SELECTION

OFF OFF OFF 0
OFF OFF ON 1
(*) OFF ON OFF 2
OFF ON ON 3
ON OFF OFF 4
ON OFF ON 5
ON ON OFF 6
ON ON ON 7

JUMPER E1

ON (*) The drive supplies power to the terminators
OFF Power is supplied to the terminators by the Terminator Power signal.

JUMPER E2

ON Drive connected to ground
OFF (*) Drive connected to gound by means of capacitance

JUMPER E3

Must always be inserted

JUMPER E4

Must never be inserted

JUMPER E5

Must always be inserted

JUMPER E6

ON (*) Disables HDR2 jumper's functions
OFF Enables HDR2 jumper's functions

JUMPER E7

Must always be inserted

JUMPER E8

Must never be inserted

JUMPER E9

Must never be inserted in either of the two positions

JUMPER E10

Must always be inserted in position 2 - 3

RP2 & RP3 TERMINATOR RESISTANCES

Whether the terminators are present depends on the SCSI channel
configuration on the system. Usually terminators RP2 and RP3 must only
be present on the last drive in the SCSI buses, whilst they must be
removed from all others. If there is only one drive the terminators
must be present.

-=-

--

-- --
UPoint News-Signature
-- --

4425. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 22:27:25 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <338kcd$dp8@golem.wcc.govt.nz>
Source record: 30804
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] : NeoDesk has hundreds of features, so here are just some of the more
] : popular ones in the new version:
]
] What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Of course it does! (If it works with Multi-TOS, it will certainly work
with MiNT!)

Also with Magix, Geneva and others....

4426. Re: Will faster modems work on older STs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 23:21:07 UTC
From: mjr@geob7.geo.uni-bonn.de
Message-ID: <338nh3$qjm@news.rhrz.uni-bonn.de>
Source record: 30805

I noticed a few docs about hardware mods to support 38400 baud in older st's. (Simply modifying the timer registers of the serial port to emulate 38400 baud yields an unstable baud rate, so a hardware mod is necessary for > 19200 baud). Has anyone experience with one of these mods, especially under MiNT (1.10h9)?

Thanks

Michael

--

4427. Re: GCC STILL doesn't work!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 23:37:46 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CuwsAz.3t8@cix.compulink.co.uk>
Source record: 30806

>still can't get it going. I'm running a 1040 STe with Mint 1.08 and TCSH, and

If you only have a 1040 with 1024K then you are not going to get it to
work.

The absolute minimum specs IMO are:

2MB with a hard disk
2.5Mb with twin 720K floppies.

With such small configs, you're only going to be able to run GCC 1.40 at
the most. Also you'd need to run a minimal system such as gulam instead
of MiNT.

I gave up with anything above 2.33 on a 4Mb machine as it kept
running out of memory.

:-(

Roland.

@CiX

4428. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 23:44:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <338otq$eln@golem.wcc.govt.nz>
Source record: 30807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33419m$3d@simpson.ruhr.de>, maba@simpson.ruhr.de (Martin Bartsch) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: Well I don't know if this got to atari.announce,
>: so I will post a copy here...
>
>
>: NeoDesk has hundreds of features, so here are just some of the more
>: popular ones in the new version:
>
>What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

Tell me who in hell would wan't to use a OS the runs backwards, if I wanted a
bucket of Snails I can get them for nothing in my back garden...

So Please get real, I wish to go past stop, or say in jail...

> /Martin/
>
>--

> | Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
> | Am Waldesrand 14a | | |||||| Now TOS |
> | D-58093 Hagen | Fax: +49 2331 589761 | _// || _ |
> | Germany | | /_/ || _\ |

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4429. Falcon WD IDE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-21 23:58:14 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EHWAECUQ@ttgk.textlitho.nl>
Source record: 30812

Hi,

Does anyone out there know if there exists a EPROM board for the Falcon so you can upgrade or patch TOS yourself ?

Problem is that I mounted a Western Digital Caviar 2340 IDE (enhanced) into a Falcon only to find out that there is a bug in the TOS which makes autoboot from power-on impossible.....
The drive needs to have it's physical parameters set before it wants to boot. With Hushi's cd-boot software we finally managed to get things going, but a boot floppy is needed (in fact only 1 sector) to 'activate' the drive after which it boots like lightning... Even after CTRL-ALT-DEL or reset it boots fine, without the floppy.

We tried AHDI 6.06, ICD 6.20 and ICD Pro but to no avail, with AHDI and ICD the drive isn't booting either and when ICDBOOT.PRG or AHDI.PRG is run from floppy (with the PREBOOT sector from Hushi), the harddisk comes alive but the floppy drive is no longer working, not even after a reset or cold-boot (CTRL-SHIFT-ALT-DEL) only a complete power down reactivates the floppy.
So we thought of patching the TOS (as there is, to our knowledge, no Falcon TOS which has this bug fixed) problem is that the Falcon TOS isn't put in ordinary EPROMS/ROMS but in a special chip.
Maybe there is a small EPROM board for the ROM port ?

The drive itself performs very well after this boot-syndrome: 1370 k/s and access time below 15 ms !

Another advantage is that the drive consumes very little power: 5V 0.33Amp and 12V 0.11 Amp, so it can be connected to the original Falcon power supply! (which has a 'very big' output of 0.2 Amp at 12 Volt :-[ )

Gert

--

-- --
Atari TT-Point
-- --

4430. Help Setting Desktop Font in GEM.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 02:17:04 UTC
From: scotty@cais2.cais.com
Message-ID: <3391r0$b6a@news.cais.com>
Source record: 30810

Hi Folks!

My newly outdated Compendium says that I can set my AE_FONTID in my GEM.CNF file to a valid Speedo Font ID to change the GEM default font. It similarly claims that AE_PNTSIZE sets the font size in points.

Has anyone had any luck with this? I have a Falcon with TOS 4.04, and I'm using MultiTOS 1.10 as of this month. I've tried putting in the following lines in GEM.CNF:

```
setenv AE_FONTID=16
setenv AE_PNTSIZE=10
```

And this has no effect.

Part of the problem may be the font ID itself -- I picked 16 because I want to use MonoSpace 821, and that's the 16th font I have listed in OUTLINE.PRG when I run it. I tried looking at EXTEND.SYS, but there are no font IDs listed in it either (at least in a plain decimal format, as the Compendium gives in its example). I have also tried setting this to lower numbers (such as 3) with no change. I always get the standard desktop font!

Thanks for any help. If anyone else is interested, I'll forward the response to him or her.

--
==========
Scott R. Chilcote
scotty@cais.com

4431. Re: Harddisk for MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 03:19:49 UTC
From: abarbiero@delphi.com
Message-ID: <xW5zFC1.abarbiero@delphi.com>
Source record: 30809

The ELS series cannot be used with the Atari unless you have
firmware 4.05 or greater, then parity can be disabled via software.

The LPS series have a jumper EP that can be removed in order to make
it work.

hold the drive so that the SCSI port is on your left.
at the bottom left corner there should be several jumpers
count from left to right 5 sets of jumpers this is the EP jumper
take it off!
it should work!

Andreas@AEO

4432. Re: Conner CP30100

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 07:13:56 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <339j7k$aft@ccpnws.in2p3.fr>
Source record: 30813

Karl Foley (Karl.Foley@f101.n2501.z1.fidonet.org) once wrote:
> Anyone tell me if it's feasible to connect a Conner CP30100 to an STe? I've
> currently got a Qunatum Q250 (52Mb) and a Segate ST277N (65Mb) fitted and I
> want more space. I've got a buyer for my current drives and I'm looking around
> for a replacement. (I can only fit two drives in my HD case.)

> I've had a look at the Conner CP30100 specs and can find no mention of parity
> which, AIUI, can cause problems.

> Anyone using a Conner CP30100 with an ST setup?

> ATB,
> Karl.

I have used such a drive : it does USE PARITY and it's a hardware fact,
you can't disable it with a soft command (like on a Quantum drive).
Anyway, it has worked fine with an AdSCSI+ from ICD

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

4433. ACC PRG. ..!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 07:52:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <339lgo$kn0@golem.wcc.govt.nz>
Source record: 30815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

**** ACC 1.4 PRG ****

Some one last week I think posted a article, and included in it was a mention
of ACC 1.4 PRG...??

Is there such a version, if so were do I find it...??

Thanks.............

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4434. Re: Help Setting Desktop Font in GEM.CNF?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 07:55:13 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <339ll1$rjg@percy.cs.bham.ac.uk>
Source record: 30814

scotty@cais2.cais.com (Scott Chilcote) writes:
>Hi Folks!
>
>My newly outdated Compendium says that I can set my AE_FONTID in my GEM.CNF
>file to a valid Speedo Font ID to change the GEM default font. It similarly
>claims that AE_PNTSIZE sets the font size in points.
>
>Has anyone had any luck with this? I have a Falcon with TOS 4.04, and I'm
>using MultiTOS 1.10 as of this month. I've tried putting in the following
>lines in GEM.CNF:
>
>setenv AE_FONTID=16
>setenv AE_PNTSIZE=10

Don't use setenv. Just do:
AE_FONTID=16
AE_PNTSIZE=10

>Part of the problem may be the font ID itself -- I picked 16 because I want
>to use MonoSpace 821, and that's the 16th font I have listed in OUTLINE.PRG
>when I run it.

Nope. The font ID is independent of the assign.sys/extend.sys
ordering, it is encoded into the font file. You *may* find it in the
.TDF files though (they're ASCII)...

It really isn't worth the effort; most of the time you'll get text
overrunning dialog boxes and menus, and it'll look pretty messy.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4435. MasterBrowse 4.7 available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 09:11:34 UTC
From: vctec@westminster.ac.uk
Message-ID: <CuxIwJ.2nH@westminster.ac.uk>
Source record: 30816

MasterBrowse 4.7 has now arrived at

micros.hensa.ac.uk (micros/atari/tos/n/n114/mb47_bin.lzh)

Below is a description by the author...

Download and Enjoy....
Danny

August 20, 1994

M a s t e r B r o w s e 4 . 7
""""""""""""""""""""""""""""""""""

Copyright 1993, 1994, Michel Forget
Electric Storm Software

There is a new version of MasterBrowse available!

Using FTP, you can get the new version of MasterBrowse (when it is
validated) from either of the following addresses:

atari.archive.umich.edu (/atari/Newitems/mb47_bin.lzh)
ftp.tu-clausthal.de (/pub/atari/Newitems/mb47_bin.lzh)

Both of the FTP sites mentioned above can be accessed using a mail
server, for those who do not have FTP access. The file will also appear
soon (with the name MB47_BIN.LZH) on GEnie, Delphi, and CompuServe. In
addition, the new version of MasterBrowse will appear at micros.hensa.ac.uk
soon.

For those who have never used MasterBrowse before, a detailed
description of the program will follow the list of new features and
bug fixes.

~ ~

MasterBrowse 4.5:

NEW FEATURE: MasterBrowse now has even more powerful windowed dialog box
editing capabilities. The following keys can be used inside
a windowed dialog box:

UNDO = Exit (Cancel)
Return = Exit (Done)
TAB = Next Editable Field
Control + TAB = Previous Editable Field
Shift + Left Arrow = Start Of Editable Field
Shift + Right Arrow = End Of Editable Field

Shift + Up Arrow = First Editable Field
Shift + Down Arrow = Last Editable Field
Control + Left Arrow = Start Of Previous Word
Control + Right Arrow = Start Of Next Word
Shift + Backspace = Delete From Start Of Field
Shift + Delete = Delete To End Of Field

Alternate + [UNDERLINED LETTER] = This will exit the dialog
box as if you had clicked on
the button containing the
underlined letter.

NEW FEATURE: MasterBrowse now has context sensitive online help, if you
use the ST-Guide accessory. If the accessory is installed
on your system, pressing the Shift + HELP key will cause
MasterBrowse to instruct ST-Guide to open a window with
information relavent to your current position. Since all
of the information is external, this option does not affect
the size of MasterBrowse at all, or how much memory it
uses. The entire MasterBrowse manual is available (accessed
by entering the help system while you are NOT in a dialog
box).

NEW FEATURE: When marking a block, the SHIFT key can be used to "continue"
a previously marked block. This means that the start of the
block will remain the same, and you are only adjusting where
it ends.

NEW FEATURE: MasterBrowse now has an "Edit" menu; "Clip Block" is now
"Copy" and "Open Clipboard" is now "Paste". This change
was implemented so that MasterBrowse would be more compliant
with existing (and future) standards.

NEW FEATURE: MasterBrowse now has a "Delete" option under the "Edit"
menu; it will delete the SCRAP.TXT file inside the
clipboard folder.

NEW FEATURE: The keyboard shortcut manager has been completely rewritten;
you can now add and remove keypresses at will, and change the
keyboard shortcut for ANY action (not just menu entries).
MasterBrowse no longer makes any distinction between the
left shift key and the right shift key. The interface to
the keyboard shortcut manager has also been rewritten; it is
now much more user-friendly!

BUG FIX: Selecting "Skip" in the colour configuration dialog box will
no longer cause MasterBrowse to set that colour to white.

BUG FIX: If the text or background colour is chnged, the window affected
is now completely redrawn.

NEW FEATURE: MasterBrowse now has a push/pop position feature; this can be
thought of as a temporary bookmark. You "push" (set) the

position, then "pop" (unset and move to) the position. This
is much faster than setting a bookmark because it does not
cause a dialog box to appear on the screen.

MasterBrowse 4.5a:

BUG FIX: The file selector should not work correctly (again).

BUG FIX: AutoSave Options will now always save the options to the
path pointed to by MB_CONFIG.

BUG FIX: If you have previously registered MasterBrowse, copy your
USERINFO.DAT file into the new MasterBrowse directory.
MasterBrowse will analyze the file; if it is valid, the
"MasterBrowse Information" dialog box that is shown to
unregistered users will not be shown to you. This did
not work (at all) in the last version, for which I
humbly apologize.

MasterBrowse 4.7:

NEW FEATURE: MasterBrowse no longer uses an internal font selector; instead,
it can now interface directly with the Universal Font Selector,
by Michael Thanitz. The Universal Font Selector is much more
reliable than the internal font selector previously used by
MasterBrowse. The MasterBrowse Installation Program will
copy UFSL.PRG to your /AUTO folder automatically, so no extra
effort on your part is required.

NEW FEATURE: MasterBrowse now uses windowed progress displays, so loading
a document no longer prevents other applications/accessories
from executing in the background and it allows you to switch
from one application to another while a document is being
loaded. (NOTE: If you turn off progress displays, the
loading speed will be markedly faster.)

NEW FEATURE: To make using ST-Guide with MasterBrowse easier, you can now
set the name of the ST-Guide accessory. To do this, create
an environment variable called "HELP_ACC" and set it to the
filename (no path and no extension) of the help accessory.

Example:

You would like MasterBrowse to use TEST.ACC, instead of
ST-GUIDE.ACC. Add the following line to GEM.CNF:

setenv HELP_ACC=TEST

If you have Mag!X, you would add the following line to
MAGX.INF:

#_ENV HELP_ACC=TEST

That is all that there is to it. In order, MasterBrowse
will look for HELP_ACC, 'ST-GUIDE', and 'STGUIDE'.

INSTRUCTIONS: The HyperText documentatin has been improved to take better advantage of the power offered by the ST-Guide utility.

BUG FIX: Selecting "Close All Documents" will now clear the list of open documents, so you can use the "Quick Access" feature without getting an error message.

INSTALLAITON: The MasterBrowse Installation Program:

NEW FEATURE: If the destination path you specify in the installation path contains folders that do not exist, the installation program will now create them.

NEW FEATURE: If there is no AUTO folder, the installation program will now create one on the boot device.

NEW FEATURE: The destination path no longer needs to be terminated by a '\' character.

BUG FIX: The file selector will no longer contain an invalid path specification if you double-click on an editable text field.

NEW FEATURE: The installation program will no longer generate an error if the destination file exists during a copy operation. The old file will silently be erased.

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4436. CD Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 13:13:17 UTC
From: slp10@cl.cam.ac.uk
Message-ID: <33a89d$70@lyra.csx.cam.ac.uk>
Source record: 30817

Posted for:

"/G=AIDAN/S=GIBSON/O=BRITISH GAS PLC/PRMD=BRITISH GAS PLC/"@gold-400.gb

OK here's one for the people....

If I have a Falcon, a Toshiba 3401 CD-ROM drive, ExtenDOS
driver and a standard MPEG player can I play CD-i Digital
Videos?

Anyone know of good MPEG software for the Falcon?

Thanx.

4437. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 13:41:00 UTC
From: rflashma@mtholyoke.edu
Message-ID: <33a9tc$p81@mudraker.mtholyoke.edu>
Source record: 30818
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Bartsch (maba@simpson.ruhr.de) wrote:

> What about MultiTOS? Does NeoDesk 4 work with MultiTOS or better only MiNT?

NeoDesk 4 works with Geneva, MultiTOS/MiNT, and MagiX!. Our plan is to
continue insuring that it works in those environments, even as newer
versions are released (this applies mostly to MagiX!/MagiC, which is
still evolving).

--
Rick Flashman, Gribnif Software Tel 413.247.5620
P.O. Box 779, Northampton, MA 01061-0779 Fax 413.247.5622
For customer support/information please email "gribnif@genie.geis.com".

4438. Atari monitor cct diag.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 14:25:07 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <33acg3$oco@whitbeck.ncl.ac.uk>
Source record: 30819
Cross-posted to: sci.electronics.repair,comp.sys.atari.st.tech

I notice that the circuit diagram for Atari monitor SM124 is available via
anonomous FTP from uni-paderborn as a scanned copy. Is this legal? I presume
someone owns the copyright for it.
If it is, would anyone like to do the same with the circuit
diagram for an SM144 monitor? I can't seem to find a reasonably cheap source
for it anywhere. (i.e. less than 35 UK pounds)

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

4439. Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 14:31:50 UTC
From: thomasa@hiMolde.no
Message-ID: <33acsm$fr0@trane.uninett.no>
Source record: 30820

```
--
** ** **
** ** **
*** ** *** Thomas Ahdell
*** ** *** Ranesveien 30
*** ** *** 6456 SKAALA
*** **** *** thomasa@himolde.no
*** **** ***
```

4440. Re: NEODESK 4 News...!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 15:41:50 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <33agvu$edg@charm.magnus.acs.ohio-state.edu>
Source record: 30821
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Tell me who in hell would wan't to use a OS the runs backwards, if I wanted a
>bucket of Snails I can get them for nothing in my back garden...
.
>So Please get real, I wish to go past stop, or say in jail...
>

Me it is just else nobody not understand all at?

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

4441. Info on Mega St wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 16:20:29 UTC
From: dbanarse@sees.bangor.ac.uk
Message-ID: <33aj8d$786@clss3.bangor.ac.uk>
Source record: 30822
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
I've recently been thinking about spicing up my STe with an accelerator or something. Today someone offered me a Mega ST(fm) 1 for not much money. I was wondering how compatable games and other s/w that I run on the STe will be on it ? Is it worth upgrading to a mega ST - I don't know much about them at all ! - do they take simms ?

Any help/info would be greatly appreciated - and if you could e-mail it to me I would be even more grateful !!

Cheers,
Dylan
dbanarse@sees.bangor.ac.uk

4442. Running speed of US Jag carts on PAL Jag

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 17:00:03 UTC
From: bseddon@molbiol.ox.ac.uk
Message-ID: <1994Aug22.170003.1@molbiol.ox.ac.uk>
Source record: 30823

Concerning the running of US Jag carts on UK machines, whilst it is clear this is possible (I have a Wolf3D cart from HMV Oxford, which I assume is US since it has no French description on the packet, and has small black strips at the top and bottom of the TV in-game display), is there any advantage to using US over UK? The UK versions, as I understand it, have large screen displays because of differences between PAL and NTSC displays. I know that a game runs slower on a PAL cf NTSC, but will a US cart run faster on a PAL Jag than a UK cart on a PAL Jag coz of screen size differences? If so, am I better getting US versions of games when I can?
Thanks in advance,

Ben...
P.S. Sorry this isn't quite the right news group, but I'm not sure if my posts to r.g.v.a are getting distributed correctly.

4443. Re: Modify file date stamp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 17:03:13 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug22.140313.26811@dal1>
Source record: 30824

> > I was hoping a utility might exist which would just modify the 5
> > bits containing the year info (leaving the bits containing the
> > month/day info unchanged) in the date stamp in the disk
> > directory. Apparently there's no such utility around.
> >
>
> Since no one else has it <g> Hope you have a a decoder.
>
> Enjoy,
>
> : Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
> : Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

Thanks for posting cy.ttp. I think it will serve the purpose very well. Are you the author?

4444. Re: Help Setting Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 18:24:56 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <33aqho$o60@ugle.unit.no>
Source record: 30826

Scotty@cais2.Cais.Com,
In a message on 22 August, wrote :

sH> Hi Folks!
sH>
sH> My newly outdated Compendium says that I can set my AE_FONTID in my GEM.C
sH> file to a valid Speedo Font ID to change the GEM default font. It simila
sH> claims that AE_PNTSIZE sets the font size in points.
sH>
sH> Has anyone had any luck with this? I have a Falcon with TOS 4.04, and I'
sH> using MultiTOS 1.10 as of this month. I've tried putting in the followin
sH> lines in GEM.CNF:
sH>
sH> setenv AE_FONTID=16
sH> setenv AE_PNTSIZE=10
sH>
sH> And this has no effect.
sH>
sH> Part of the problem may be the font ID itself -- I picked 16 because I wa
sH> to use MonoSpace 821, and that's the 16th font I have listed in OUTLINE.P
sH> when I run it. I tried looking at EXTEND.SYS, but there are no font IDs
sH> listed in it either (at least in a plain decimal format, as the Compendiu
sH> gives in its example). I have also tried setting this to lower numbers
sH> (such as 3) with no change. I always get the standard desktop font!

Look at the filenames of the fonts. The monospace 821 font, is named
"BX000596.SPD", which means that it has fontid 596. However, if you are
using the newest version of SpeedoGdos, add 5000 to the fontid (5596). This
was done to avoid speedo fontid's clashing with bitmap font id's.

sH> Thanks for any help. If anyone else is interested, I'll forward the resp
sH> to him or her.

Hope this helps...

Erling

4445. FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 23:23:10 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <020066QDEAOSGAMNMEVE@sterbbs.nl>
Source record: 30827

Does Falcon speed support an 386 or more?
And does it wordks with an hardware-speed-up board (sorry, can't find
the English word :-)

Thanks for the info!

Frits.

Frits_Van_Den_Akker@sterbbs.nl

My English is very bad,
but now I've acess to internet :-)

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

4446. Re: Info on Mega St wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-22 23:58:01 UTC
From: ch866@cleveland.Freenet.Edu
Message-ID: <33be29$boi@usenet.INS.CWRU.Edu>
Source record: 30828
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Check that it is STE... otherwise, you'll need to do some soldering for an
upgrade. Check the TOS type... otherwise, it is basically a 1040 with
a detatchable keyboard.
--
ch866@Cleveland.Freenet.Edu or usr1322a@tso.uc.edu
-Would you like the pasta or the noodles?
-The marinarra or the red sauce?

4447. Re: Toad??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 00:09:42 UTC
From: fillmore@pt.Cyanamid.COM
Message-ID: <CuyoG8.Huz@cyanamid.uucp>
Source record: 30829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32g326$ek@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) says:
>
>I keep reading about people looking in Toad for prices and hardware, etc.
>Could someone please tell me what this is and if it is avalible in England, or
>where I can get one from.
>
>Thanks
>
>--
>Andrew Collington @ University of Sussex, England
TOAD COMPUTERS of Severna Park, MD (In the USA) is (I guess) the largest ATARI support retailer on the East Coast. Their Number is 1-800-448-TOAD. Ask for a Catalogue.

4448. Re: Info on Mega St wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 10:03:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33chi8$8sf@golem.wcc.govt.nz>
Source record: 30830
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <33aj8d$786@clss3.bangor.ac.uk>, dbanarse@sees.bangor.ac.uk (D S Banarse) writes:
>
>
>Hello,
>I've recently been thinking about spicing up my STe with an accelerator or
>something. Today someone offered me a Mega ST(fm) 1 for not much money.
>I was wondering how compatable games and other s/w that I run on the STe
>will be on it ? Is it worth upgrading to a mega ST - I don't know much
>about them at all ! - do they take simms ?
>
>Any help/info would be greatly appreciated - and if you could e-mail it to
>me I would be even more grateful !!
>
>Cheers,
>Dylan
>dbanarse@sees.bangor.ac.uk

The MEGA ST is way older than your STE, but they are in some ways a better system, you can fit graphics cards, also used to drive the Monoterm monitor, they only use drams, not sipps, and they don't have the same sound and graphic features that the STE has..

The Mega ST was Ataries Pro version of a STF, what you need is a MEGA STE..

>
>
>
>
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4449. Re: Motorola 56001 DSP question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 11:46:40 UTC
From: raphael@brasil.frmug.fr.net
Message-ID: <33cnj0$5hp@brasil.frmug.fr.net>
Source record: 30837
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Patrick Peter (petep@info.isbiel.ch) wrote:

: i tried to generate a karaoke example, loaded it with brainstorms dsp debugger
: v 1.07 (for ataris falcon030)and got the following message:
:
: error in line 6 in file karaoke.lod <memory access violation>
:
: any idea what this could mean? please e-mail me if you can help me.
:
: karaoke.asm:
: ------------
: ORG P:I_RESET
: JMP VMAIN

: ORG P:I_STACK
: JMP VSTACKERR
: [Lot of stuff...]

You try to change the stack-error vector, which is a vector used by the
debugger (for catching errors). Don' catch it.

Raphael Lemoine (Brainstorm)
raphael@brasil.frmug.fr.net

4450. Re: Modify file date stamp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 14:27:30 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <dd9_9408231758@wmeonlin.sacbbx.com>
Source record: 30838

> Thanks for posting cy.ttp. I think it will serve the purpose very well.
> Are you the author?
>

No I am not, Just somebody that file chases on a lot of BBS'es.<g>

TTFN

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

4451. Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 15:00:18 UTC
From: Kevan.Winch@eccles.seuk.com
Message-ID: <438_9408232323@seuk.com>
Source record: 30835

Hi Folks,

At present I have a 520 STFM with 1Mb RAM. 1Mb D/D. No HD, Mono Monitor,
and .....wait for it.....TOS 1.02 (1.2).

I'm toying with the idea of getting a PC. (Arghhhh, ouch, oohh, stop it !, ok, ok, I take it back, just stop throwing the rocks OK ! <g>) You see, I use an IBM PS/2 at work, it's slow for a PC - 16MHz 386, but it does have a HD, VGA colour screen, and I run Windows 3.1 on it.

Now, I use my ST for MIDI sequencing mainly, along with a few games.

Can I start a debate here on the pros & cons of ST v PC. ?
I *do* like my ST, it's grown on me a lot, but it does have some serious disadvantages to a PC, as far as I can see.

Drawbacks of the ST compared to the PC
======================================

TOS is *awful*, compared with Windows, it really is out of the ballpark. It is SLOW compared to Windows, even on my 16MHz 386.

The screen resolution is not as good as VGA. (Mono Hi-Res is great, but it's MONO !)

The ST system font makes me feel ill. I wish I could change it for something like the PC standard one.

The keyboard is terrible to type on, it's ok for pressing the odd key, but not for serious work.

No HD

Advantages of the ST compared to the PC
=======================================

It has MIDI ports.

umm........

I HONESTLY want to be able to put more to the latter list, but I can't think of anything else.

I would like to upgrade my ST, so that it runs faster, nicer, smoother etc etc and doesn't give me cause to complain about it, but if that upgrade is going to cost more than a secondhand PC, then.....sadly I would have little choice.

I would prefer to keep my ST, as it is MINE, and we've been through a lot together. I've had her for years and she's never given me a sniff of trouble (apart from when I blew the disk drive whilst upgrading the RAM (my fault !))

Can someone air their views here please ?????

--
Standard disclaimer: My views are strictly my own.

4452. Software for sale or trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 22:13:52 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33dsb0$54i@mailer.fsu.edu>
Source record: 30745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Well, time to clean out the software shelf! Below are a bunch of items I
want to sell or trade. For buyers, highest reasonable offer gets the item,
with preference going to those that buy more than one item. Shipping will be
negotiated with the offer.

As for trades, let me know what you have and we may be able to work something
out. I am looking for some games (Vroom, Chaos Engine, Armorgeddon, Prince
of Persia, and many others), Stereotek 3D glasses, working Wico bat handle
or Ergo joysticks, European ST magazines (ST Action and ST Review particularly)
and probably lots of other stuff. Cash can make up for deficient trade
material from either party. Shipping will be negotiated with the trade
(though for trades, I often suggest that both parties eat the shipping).
Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless
otherwise noted, all original boxes, manuals, and disks are included. I have
cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch
either. Blazingly fast (hence its name), even on a box-stock 8mHz
system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to
Neodesk with MSDOS/UNIX style commands. More commands can easily
be added (the GNU versions of standard UNIX utilities, for example).
This version is really more MSDOS-like than UNIX-like, but the new
version 2.1 (to which this can be upgraded) is supposed to be more
UNIX-like. There are a couple of neat things about this CLI. First,
it pops up in a window on the desktop, so a CLI is only a mouse click
(or keyboard macro) away. One can drop batch files onto the CLI icon
to execute them, which can be quite handy. Finally, it is quite
small, primarily because it reuses the routines in Neodesk to do
standard file operations (i.e. when the CLI copies a file, it uses
the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra
options, plus lots of Genie notes about bug fixes and work-arounds.
This is an excellent WYSIWYG word processor, but it does have some
bugs. The rights to the code were purchased by Atari (and some of
the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is somewhat useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

Home Accountant, Haba systems, personal financial management software. One
can manage budgets, bank accounts, credit cards, print checks, etc.
It can also generate a tax summary and other budget things.

Time Link, Batteries Included. Excellent personal scheduling software.
Has a few bugs, greatly useful stuff. Can search/sort database
of entries, shows one's schedule by the week, month, year, etc.
Very easy to use, well-designed GEM user interface.

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the
ball to move it around. Really great graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both

are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Temple of Apshai Trilogy (includes Temple of Apshai, Upper Reaches of Apshai, Curse of Ra), Epyx, full docs, classic blast from the past, nicely done. These are overhead view graphical role playing games (RPG).

Ultima III, Origin, with all docs, cloth map, box. Classic RPG adventure, by Lord British.

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window and restricted movement, but this was many years before anything like Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III, in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting, control a bunch of Marines as they search and shoot stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4453. Re: Suitable CLI for Mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-23 23:42:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv0Hu0.14y@cix.compulink.co.uk>
Source record: 30833

>I'm running a falcon, 4M, 120MB. What is the best cli to use? It needs to

I use KSH (v4.8) though most people use TCSH.

>toswin to grab huge amounts of memory when it is run? It isn't an
>important matter as I can use miniwin quite easily.

If you are opening up more than 2 shells, then TOSWIN starts becomming more
memory efficient.

>Also, is Mintos worth the hassle?

IMO yes, but it depends what sort of hardware you have, and what you intend
to do with it.

Roland.

@CiX

4454. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 00:01:48 UTC
From: Ari Feldman <ari2550@delphi.com>
Message-ID: <JQ7xlNc.ari2550@delphi.com>
Source record: 30831

Frits.

Ever since the Falcon was introduced, there has been talk of 386SX and 486SX hardware emulators being released for it. Unfortunately, due to the Falcon selling so poorly (compared to other ST machines), no one has made one yet. There has been talk that COMPO was supposedd to release one this very summer but I have heard that rumor over and over again and don't believe it.

I probably would have kept my Falcon if such an emulator had come out...

Ari

4455. Re: Suitable CLI for Mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 00:02:48 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33e2n8$6m0@viking.dvc.edu>
Source record: 30832

The suitable CLI for MultiTOS is TCSH. It runs perfectly on a TT and uses MINIWIN (from the Atari distribution.)
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

4456. Re: Loading multiple resource files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 04:06:27 UTC
From: warwick@cs.uq.oz.au
Message-ID: <33eh03$ola@uqcspe.cs.uq.oz.au>
Source record: 30834

dwhite@rd.eng.bbc.co.uk (David White) writes:

>I've been wondering.... is it possible to load more than one resource
>file?

Yes. There are two ways.

1. Write your own code to load resource files.
or 2. Write code that copies loaded resources, then load/copy/free
to load resources.

The code to do (2) is useful for other reasons (eg. having
multipl copies of a dialog). The code for (1) is useful because
you can then improve the way resources are loaded (eg. you can scale
images, use a different character-boundary scalig algorithm, etc.).

GEM++ does (1).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

4457. [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 07:07:43 UTC
From: jhh@cwi.nl
Message-ID: <Cv12Gw.421@cwi.nl>
Source record: 30836

Hi,

The subject says it all really. I was using my Falcon (4Mb/65Mb IDE) for
the first time in a month, and suddenly my F: (and last) partition of the HD
was gone. I couldn't cd to it in Gulam, and on the dekstop the icon was
still there, but clicking caused the bee to appear and to disappear again
after a second. No window for drive F: appeared.

HDX says the bootsetor is corrupted. Just prior to this behaviour, I overloaded
my E: partition when unpacking files with lharc. Might this be a bug in either
lharc or TOS/AHDI (I think I use AHDI 6.0) (i.e. overwriting the bootsector
of the next drive if the current drive is full?).

Has anybody got any idea how to repair this? Most of the stuff on the drive
is not important, but I really, really would like to get some of its data back!
Are there any HD-repair programs for the Falcon, or running on the Falcon.

If you can help, it would be very much appreciated!

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

4458. Re: Speedup Crystal On A St/e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 08:18:40 UTC
From: frank@theshack.demon.co.uk
Message-ID: <940824Z081840.796frank@theshack.demon.co.uk>
Source record: 30757

In article <30d4466f@f422.n250.z1.tor250.org>
jon.dinga@f422.n250.z1.tor250.org "Jon Dinga" writes:

> I read on this newsgroup about an article in a ST FORMAT to do a
> crystal change to speed up a ST/E to 12mhz. I have looked in July &
> August issues, without seeing the article. Could someone give me
> explicit info on issue date/page # / magazine this was in? Also looking

I've never seen anything like that in STF, but I'm not sure about the
other mags. Anyone seen this?

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4459. TCSH (was Suitable CLI for Mint?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 09:00:50 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug24.090050.5564@news.unige.ch>
Source record: 30839

Does TCSH need Mint? I would like a tcsh-like CLI for my TT,
without Mint (sometimes with GENEVA, sometimes without): any
suggestions?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

4460. Devpac Falcon Library - files missing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 09:23:40 UTC
From: d92jk@efd.lth.se
Message-ID: <33f3is$jhn@nic.lth.se>
Source record: 30840

Tha Devpac Falcon Library I uploaded had some files missing, sorry. I'll upload a new one (falclib2.lzh) as soon as possible, it will also include source for a gem window displaying a true colour plasma thing. It will be uploaded to atari.archive.umich.edu.

Johan (d92jk@efd.lth.se)

4461. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 09:45:18 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv19so.HDE@westminster.ac.uk>
Source record: 30741

Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:

: At present I have a 520 STFM with 1Mb RAM. 1Mb D/D. No HD, Mono Monitor,
: and .....wait for it.....TOS 1.02 (1.2).

: Now, I use my ST for MIDI sequencing mainly, along with a few games.

: Can I start a debate here on the pros & cons of ST v PC. ?

OK....go ahead.

: I *do* like my ST, it's grown on me a lot, but it does have some serious disadvantages to
a PC, as far as I can see.

The PC too, has many disadvantages compared to an ST...

: Drawbacks of the ST compared to the PC
: ====================================

Why are you comparing a ST to a 386 PC?

: TOS is *awful*, compared with Windows, it really is out of the ballpark. It is SLOW
compared to Windows, even on my 16MHz 386.

Get TOS 2.06...or one of the multitasking ones....MagiC/Geneva or even
MultiTOS (MTOS only if you have an accelerator).
I notice a big difference in speed between my 2.06 at home, and this
1.02 at work.

Cost, on average....around 60 pounds.

: The screen resolution is not as good as VGA. (Mono Hi-Res is great, but it's MONO !)

You can get a graphics card....you seem to want colour....ask System
Solutions. You may also get one second hand...scan ST Applications for
second hand ones that people are selling.

: The ST system font makes me feel ill. I wish I could change it for something like the PC
standard one.

Get NVDI 2.5 (3.00 out soon). This will allow you to change the system
font to either the Mac one, or a PC one, as well as speed up many
things on screen. I can't live without it. This is now available for 30
pounds.

Or you may go for one of the public domain things....there are a couple
out there...or when Harlekin was given away on a cover disk a while
ago...you can change the font in that.

: The keyboard is terrible to type on, it's ok for pressing the odd key, but not for serious work.

Buy keyclicks...they change the keyboard so that you don't feel like you are typing on a spectrum keyboard. Cost -- 15 pounds. Or you may go for one of these PC keyboard and interface things. Interface costs around 50, and a keyboard can be picked up for next to nothing from anywhere.

: No HD
Build a kit yourself. get a second hand drive for peanuts. Max cost for a 100 Mb drive from a market or something...around 30 pounds. Get the case and power supply and SCSI interface....cost there...around 100 pounds.

Or go for one of the IDE TOS 2.06 upgrades. I expect the price to be around 60 pounds for that. The you can buy an IDE drive which many retailers are selling quite cheap. Brand new 400 Mb drive for 150 pounds.

: Advantages of the ST compared to the PC
: ====================================

: It has MIDI ports.

The Atari market is not so big, that you are swamped by it. I see this as an advantage. You know where you astand. You can communicate with other Atari owners, and dealers on a more personal level. You go to a newsagents...and are not spoilt for choice, on which magazine to buy (although it is sad that STU has gone).

You just go in, buy the mag, and come out...instead of standing there for the next half an hour contemplating which one to buy....most of them are full of adverts anyway, and no editorial content.

The Atari is a lot more friendlier, and easier to get to grips with, than Windows....I teach people how to use Windoze (yuck!).

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4462. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 10:05:55 UTC
From: em09@liverpool.ac.uk
Message-ID: <Cv1Apw.GHz@liverpool.ac.uk>
Source record: 30742

Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:

: Can I start a debate here on the pros & cons of ST v PC. ?
: I *do* like my ST, it's grown on me a lot, but it does have some serious disadvantages to a PC, as far as I can see.

Well I bought my ST while using PCs a LOT at work. I use it ONLY for MIDI work (running Cubase) and I call it my "Hardware Window." Running Cubase under Windows on a PC is fraught with problems but it runs just great on an ST so I keep my ST and use it ONLY for Cubase.

[Well actually I also run a few other applications but for serious, non-MIDI, work I use the PC].

I actually have a SPARE ST which I keep in work for testing any PD software I get off the net. It has been upgraded to 2.5Mb and has a 45Mb hard drive. I don't really need this machine but, unless I get a reasonable offer for it, I may as well keep it (for spares?).

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

4463. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 12:16:59 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33fdnr$ncm@charm.magnus.acs.ohio-state.edu>
Source record: 30743

There is ST TOOLS, which was updated to handle the Falcon and Zorg. Both are available at ftp.cnam.fr.

Dan Ackerman
ackerman.29@osu.edu

4464. More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 13:35:05 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-240894133506@ngalm099.gal.nt.com>
Source record: 30744

I have seen 8 Mbyte memory expansion cards advertised in various magazines
(manufactured by Marpet, I think). These appear to only work with TOS 2.06,

and need to have 4 Mbyte already installed.

What's so special about the memory management in this TOS?

Would Mint be able to use this memory?
Would it be considered as "TT Fast Ram"?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4465. Re: Falcon WD IDE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 13:55:50 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.777736550@acp5>
Source record: 30759

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>The drive needs to have it's physical parameters set before it wants to

The HDDRIVER driver software can be configured with the appropriate drive
parameters if the drive doesn't supply the correct values. When properly
configured you can boot from such drives like from any other drive.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4466. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 15:30:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv1prF.5nJ@westminster.ac.uk>
Source record: 30748

Gerry O'Rourke (gigxr01@nt.com) wrote:
: I have seen 8 Mbyte memory expansion cards advertised in various magazines
: (manufactured by Marpet, I think). These appear to only work with TOS 2.06,

: and need to have 4 Mbyte already installed.

: What's so special about the memory management in this TOS?

No idea.....

: Would Mint be able to use this memory?
: Would it be considered as "TT Fast Ram"?

Yes, should be able to use with MiNT, and yes, it is addressed as TT
Fast RAM...so only progs that use TT Fast RAM will use this extra
memory.

I wanted to buy this board, too, however, I asked around, and found
that there were some bugs which needed to be sorted out. This was a few
months ago, and I haven't asked since. Also, as I have a Compo T-Board
68 Tos 2.06 upgrade for my STe, this board is not compatible with it,
and so I can not use it.

You are able to use it with the Bitz 2.06 upgrade, or even the one
available in Germany...the IDE board one...or if you onlu have 2.06 in
your Atari...

I need to switch coz I test software.

Danny.
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4467. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 15:46:44 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <33fq14$gu7@percy.cs.bham.ac.uk>
Source record: 30746

gigxr01@nt.com (Gerry O'Rourke) writes:
>I have seen 8 Mbyte memory expansion cards advertised in various magazines
>(manufactured by Marpet, I think). These appear to only work with TOS 2.06,
>
>and need to have 4 Mbyte already installed.
>
>What's so special about the memory management in this TOS?

There are two extra GEMDOS calls, one to add the alternate memory to
GEMDOS (Maddalt()) and one to allocate memory from the alternate pool
(Mxalloc()). There is also support for extra bits in program headers
to make them automatically run and malloc from the alternate memory.

>
>Would Mint be able to use this memory?
>Would it be considered as "TT Fast Ram"?
>

Yes, Mint works fine. You are right, it would be 'fast RAM' as far as
GEMDOS is concerned.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4468. Expanding Megafile 30 HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 17:03:26 UTC
From: aq255@freenet.buffalo.edu
Message-ID: <Cv1u1s.M3y@freenet.buffalo.edu>
Source record: 30747

Do any of the hardware gurus out there know of a way to expand the drive space on my Megafile?

Can I add another drive mechanism to the case, or do I have to replace what's already there? Also, does the host in this thing support anything other than RLL drives (what it has) ?

Thanks in advance for any information.

PZ

4469. Re: TCSH (was Suitable CLI for Mint?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 17:51:31 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <33g1b3INN18rd@rs1.rrz.Uni-Koeln.DE>
Source record: 30750

Mike Morris (mike@divsun.unige.ch) wrote:
:
: Does TCSH need Mint? I would like a tcsh-like CLI for my TT,
: without Mint (sometimes with GENEVA, sometimes without): any
: suggestions?

No, tcsh does not need MiNT. I have occasionally run tchs
un my TT running TOS 3.06, nothing added. There are some
drawbacks, though, e.g. tcsh doesn't understand the cursor
keys without MiNT. You can still use ^P, ^N, ^B and ^F
in place of up, down, left and right, respectively.
Remember that with or without MiNT, tcsh alone is not really
useful, you also need a suite of file utilities (ls, rm, mv
and so on), as many elementary commands are not built into
tcsh.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4470. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 18:02:59 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <33g20jINN18rd@rs1.rrz.Uni-Koeln.DE>
Source record: 30749

Gerry O'Rourke (gigxr01@nt.com) wrote:
: I have seen 8 Mbyte memory expansion cards advertised in various magazines
: (manufactured by Marpet, I think). These appear to only work with TOS 2.06,
:
: and need to have 4 Mbyte already installed.
:
: What's so special about the memory management in this TOS?

My understanding of this is that TOS 2.06 has the Maddalt()
function. This is missing in older TOS versions; it has been
introduced to add alternate memory, and the first, and largely
the only known kind of alternate memory is TT RAM. However,
other kinds of alternate memory can also be added, the expansions
you mention are one example.

: Would Mint be able to use this memory?

I would assume so, but check with the vendors to be sure.

: Would it be considered as "TT Fast Ram"?

It is alternate RAM. As far as I know, programs have no way of
telling whether the alternate RAM is TT fastRAM or memory on
some expansion card or other. Alternate RAM is different from
ST RAM in that it cannot be accessed by some hardware like the
shifter, the blitter or the DMA soundchip. This means that
programs may not set the physical screenbase to addresses in
alternate RAM or play sound samples from alternate RAM, for
example. Assumptions about the speed of alternate RAM are not
warranted unless the program measures the speed itself.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4471. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 18:25:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <33g39t$qin@mailer.fsu.edu>
Source record: 30756

Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:
>
> I would prefer to keep my ST, as it is MINE, and we've been through a lot
> together. I've had her for years and she's never given me a sniff of trouble
> (apart from when I blew the disk drive whilst upgrading the RAM (my fault !))
>
> Can someone air their views here please ?????

Pardon me for being obvious, but why not just buy the PC and have them both?
You can upgrade either machine as you need to. Multiple machines are the
best kind of multitasking :-). It is unlikely that you would get very much
money if you sold your ST system (or any fairly old computer system, for
that matter), so why get rid of all the time and software you have invested
in it? This would also take care of any uncertainty you may have about
"what will I gain and what will I lose".

PCs are handy to have around. I personally don't enjoy _playing_ with mine,
but they are undeniably useful from a utilitarian point of view. As far as
recreation goes, flight simulators are typically better on PCs (analog
joysticks, for one), arcade/action style games are typically better on STs.
I definitely have more _fun_ tinkering with my Atari machines that the
numerous PCs, Macs, Suns, RS6000's, SGI's, etc. that I am responsible for.
One should have the means to relax, after all :-).

Incidentally, another option is for you to purchase a Spectre Mac emulator
for your ST. Mac emulation opens up a whole world of software for your ST.
Of course, you could do this AND buy the PC (perhaps at different times,
if money is tight). You would then have some SERIOUS flexibility when it
comes to personal computers.

Just my $0.02.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4472. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 20:16:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e5bb8d7@ct.se>
Source record: 30778

24 Aug 94, Daniel D wrote something like this to All :

DD> From: dackerma@magnus.acs.ohio-state.edu (Daniel D Ackerman)
DD>
DD>
DD> There is ST TOOLS, which was updated to handle the Falcon and Zorg.
DD> Both
DD> are available at ftp.cnam.fr.
DD>
DD> Dan Ackerman
DD> ackerman.29@osu.edu

And don't forget: get the newer AHDI! (6.061).

4473. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 23:16:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv2BB2.AIB@cix.compulink.co.uk>
Source record: 30751

>At present I have a 520 STFM with 1Mb RAM. 1Mb D/D. No HD, Mono Monitor,
>and .....wait for it.....TOS 1.02 (1.2).

Its not fair to compare this to even a 386/16. Also TOS 1.02 is not really
an good example of what TOS is like nowadays.

When I switch my STM back to TOS 1.04 it looks and feels painfully slow,
but most of the time I'm running a MSTE which as a nice turn of speed and
a decent TOS. It also has a hard disk which makes a big difference.

What you need:

1) Hard disk
2) TOS Upgrade
3) More memory
4) NVDI
5) CPU upgrade

(alternatively buy MagiC instead of (2) and (4).

Then it won't feel slow or inadequate - at least until you start playing
with fast 486 machines.

:-)

Roland.

@CiX

4474. Re: TCSH (was Suitable CLI for Mint?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-24 23:38:39 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <Cv2CCG.67p@freenet.carleton.ca>
Source record: 30754

In a previous article, a1624091@athena.rrz.uni-koeln.de (Jan T. Kim) says:
+Mike Morris (mike@divsun.unige.ch) wrote:
+: Does TCSH need Mint? I would like a tcsh-like CLI for my TT,
+: without Mint (sometimes with GENEVA, sometimes without): any
+: suggestions?
+No, tcsh does not need MiNT.

I think tcsh 6.033 needs MiNT, but 6.02 doesn't. I'm not entirely sure
though.

Stephen

4475. Re: TCSH (was Suitable CLI for Mint?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 00:08:42 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33gnea$djs@viking.dvc.edu>
Source record: 30752

Tcsh

It (version 6.0.03 - or something close) runs under MultiTOS or MiNT. Use
Gulam or NeoDesk CLI in other cases.
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

4476. TOS DOWNgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 00:44:47 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <33gphv$qt6@msuinfo.cl.msu.edu>
Source record: 30753

Does anyone know if it's possible to hook up TOS 1.04 (or 1.062) in a MegaSTE which already has TOS 2.06? I realise that's probably an odd request, but I was thinking that for the sake of playing games, having an older TOS installed so I could switch between 2.06 and 1.0x before turning on the machine would be rather convenient. Would the TEC board w/o ROMs work?

Any suggestions would be welcome, but the cheaper the cost the better. :-)

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

4477. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 01:14:52 UTC
From: sammcgee@crl.com
Message-ID: <33grac$hc3@crl4.crl.com>
Source record: 30755

Jaap Henk Hoepman (jhh@cwi.nl) wrote:
: Hi,

: The subject says it all really. I was using my Falcon (4Mb/65Mb IDE) for
: the first time in a month, and suddenly my F: (and last) partition of the HD
: was gone. I couldn't cd to it in Gulam, and on the dekstop the icon was
: still there, but clicking caused the bee to appear and to disappear again
: after a second. No window for drive F: appeared.

: HDX says the bootsetor is corrupted. Just prior to this behaviour, I overloaded
: my E: partition when unpacking files with lharc. Might this be a bug in either
: lharc or TOS/AHDI (I think I use AHDI 6.0) (i.e. overwriting the bootsector
: of the next drive if the current drive is full?).

: Has anybody got any idea how to repair this? Most of the stuff on the drive
: is not important, but I really, really would like to get some of its data back!
: Are there any HD-repair programs for the Falcon, or running on the Falcon.

: If you can help, it would be very much appreciated!

: Jaap-Henk

I lost my F: partition twice before I figured out what was going on. You
are 100% correct about the problem: when one partition fills the
following partition's boot sector is overwritten.

You need AHDI 6.05c I believe. I found it on GEnie. I also think you have
to reformat the hard drive to install the new driver. My local Atari
dealer did it for me without losing any data. (They stored it on a 88MB
Syquest temporarily.)

I could not recover the data. Diamond Edge didn't even work with
restoring the boot sector. :(

Sam

ps If you can't find the new AHDI (or are extremely lazy :) I'll e-mail
it to you.

4478. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 06:05:56 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33hcc4$703@golem.wcc.govt.nz>
Source record: 30758

In article <gigxr01-240894133506@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke) writes:
>I have seen 8 Mbyte memory expansion cards advertised in various magazines
>(manufactured by Marpet, I think). These appear to only work with TOS 2.06,
>Would it be considered as "TT Fast Ram"?
>
>--
>Gerry O'Rourke
>Northern Telecom (IRL) Ltd
>E-mail gigxr01@nt.com

Yes it works as TT fast ram, so as long as the programs works with this form
of extended ram all will be ok....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4479. Formatting/initialising a single HD partition

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 10:18:18 UTC
From: geert@ahold.nl
Message-ID: <4910@ahds.ahold.nl>
Source record: 30777
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks,

Currently I am trying to install MiNT one partition of my harddisk.
The partition I use, was originally used for Minix and had a Minix
filesystem on it. This is probably not the same as the minixfs
MiNT uses. With HDX program of ATARI you can zero one partition,
as I did after I failed to install MiNT on the harddisk partition.

HDX doesn't install a new filesystem on the partion I just zeroed.

So, finally, how can you format one partition of your harddisk and
create a new TOS filesystem on it?
Can it possibly be done by not formatting your entire harddisk
(and spending many hours/days to backup my entire harddisk's structure)?

Can anyone out there help me out?

Thanks in advance,

Geert Jonkheer.
--
==
=========== Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==

4480. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 10:54:51 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33ht9r$7t@bognor.barclays.co.uk>
Source record: 30766

In article <Cv12Gw.421@cwi.nl>, jhh@cwi.nl (Jaap Henk Hoepman) writes:
|> Hi,
|>
|> The subject says it all really. I was using my Falcon (4Mb/65Mb IDE) for
|> the first time in a month, and suddenly my F: (and last) partition of the HD
|> was gone. I couldn't cd to it in Gulam, and on the dekstop the icon was
|> still there, but clicking caused the bee to appear and to disappear again
|> after a second. No window for drive F: appeared.
|>
|> HDX says the bootsetor is corrupted. Just prior to this behaviour, I overloaded
|> my E: partition when unpacking files with lharc. Might this be a bug in either
|> lharc or TOS/AHDI (I think I use AHDI 6.0) (i.e. overwriting the bootsector
|> of the next drive if the current drive is full?).
|>
|> Has anybody got any idea how to repair this? Most of the stuff on the drive
|> is not important, but I really, really would like to get some of its data back!
|> Are there any HD-repair programs for the Falcon, or running on the Falcon.
There are versions of AHDI which will trash a partition if the previous one gets
full. Does this sound likely? try and get the latest version of AHDI from an FTP
site or from Atari. I don't know how you can recover your data but unless you get
the newer AHDI, it will happen again.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4481. TCSHRC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 11:18:37 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <Cv38r2.Eow@bbc.co.uk>
Source record: 30760

Has anybody gat an example tcshrc.csh file that they could send to me? I can't seem to get mine to work properly.

Thanks,
David White

--

One STFM and gone up ||| Falcon 030
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4482. Re: Suitable CLI for Mint?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 12:06:07 UTC
From: scotty@cais2.cais.com
Message-ID: <33i1ff$hte@news.cais.com>
Source record: 30761

David White (dwhite@rd.eng.bbc.co.uk) wrote:

: I'm running a falcon, 4M, 120MB. What is the best cli to use? It needs to
: be of a reasonable size (ie, not big).

I use BASH 1.10. It runs easily within 4 MB, in fact, I've had three running at once. It is also possible to use BASH without having to switch to a non-GEM filesystem, if that's your preference.

: Also, is there any reason for
: toswin to grab huge amounts of memory when it is run? It isn't an
: important matter as I can use miniwin quite easily.

You can limit the amount of RAM grabbed by any MiNT process. Edit your MINT.CNF file (in /MULTITOS) and add the line
MAXMEM=2048
which would limit the grab to 2 MB in this example.

I eventually went to 14 MB of RAM because I found that I couldn't compile C++ with GNU C in 4 MB. There simply isn't enough space for the OS and the C++ compiler to coexist! Note that you can still use ANSI C; the size of that module in GCC is smaller.

Besides, when you add the extra memory, you can move $TMP to a RAMdisk; this really puts legs on the compile process. Add to that the speed boost you get from the screenblank in BlowUP, and your Falcon won't seem as slow!

: Also, is Mintos worth the hassle?

Absolutely! I would never have stayed with Atari so long (or bought my Falcon) if MultiTOS hadn't showed up.

Now, where's Xfree68 to put on it? ;-)

: -David White

--
==========
Scott R. Chilcote
scotty@cais.com

4483. Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 14:23:53 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <33i9hp$sat@whitbeck.ncl.ac.uk>
Source record: 30762

Has anyone successfully managed to use a Light Pen with the Ste? I have tried a number of designs connecting to the Fire0/LightPen input of the enhanced joystick connector A. I find that Y resolution is exact and stable to the nearest scanline, but I seem to get random values for the X coord. It doesn't even seem to follow a trend: i.e. values from far left to far right wherever the light pen is pointing.

Any help/advice appreciated.
Simon
Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

4484. Monitor sync on the STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 14:27:12 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <33i9o0$sat@whitbeck.ncl.ac.uk>
Source record: 30763

I notice in the "STe addendum" slip provided with the normal ST manuals,
the monitor socket has two pins marked:
3: Clock select
4: Monochrome detect/Clock input

The shifter has a bit in one register to select external sync, so is it
possible to (easily) lock the sync to an external source fed through the
monitor socket? And if so, how?

Any comments appreciated,
Simon
--

* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *

4485. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 14:37:21 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94237.103721STIRRE31@MAINE.MAINE.EDU>
Source record: 30765

Ari,
Compo still claims (I believe) that a 486 emulator will come
out. Try e-mailing them at compo@genie.geis.com and ask them.
-scott tirrell

4486. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 15:34:40 UTC
From: bjgrier@bnr.ca
Message-ID: <33idmg$7mu@nrtphaa9.nt.com>
Source record: 30764

In article <33i9hp$sat@whitbeck.ncl.ac.uk>, "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
writes:
|>
|> Has anyone successfully managed to use a Light Pen with the Ste? I have
|> tried a number of designs connecting to the Fire0/LightPen input of the
|> enhanced joystick connector A. I find that Y resolution is exact and
|> stable to the nearest scanline, but I seem to get random values for the X
|> coord. It doesn't even seem to follow a trend: i.e. values from far left
|> to far right wherever the light pen is pointing.
|>
|> Any help/advice appreciated.
|> Simon
|> Simon
|> --

The problem you are experiencing is due to the delay in time from when
the light pen is activated by the monitor sweep to the reading of the
X/Y values by your program.

You are probably using some sort of interrupt routine to read the X and
Y values. If your interrupt is of a high enough priority, a non-maskable
interrupt is the only way to go, you should never have a variation in the
Y value (unless you are at the extreme right hand edge of the display),
and the X value will be off by a rather consistent value.

The error in the X value will consist of the difference in time that it
takes for the graphics engine to 1) send a pixel to the monitor, 2) the
monitor to light up the phosphor, 3) the light pen to notice the phosphor,
4) the time to raise the interrupt, 5) the time for the interrupt to be
serviced by the CPU. In high resolution displays these dealys actually
start adding up to 10 to 20 pixel delays.

In 1983, at Sanders Associates, I worked out the calibration algorithms for
using light pens on high resolution (1024x1024) raster displays. That was
an interesting project and required that the calibration be performed on 5
different positions on the screen and the porper correction factor to be
applied based upon what part of the screen the light pen was.

Doing this for the STe would be interesting.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
 ____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

4487. Re: Speedup Crystal On A St#e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 16:42:57 UTC
From: monnier@di.epfl.ch
Message-ID: <33ihmh$hla@info.epfl.ch>
Source record: 30767

In article <940824Z081840.796frank@theshack.demon.co.uk>,
Frank Charlton <frank@theshack.demon.co.uk> wrote:
> In article <30d4466f@f422.n250.z1.tor250.org>
> jon.dinga@f422.n250.z1.tor250.org "Jon Dinga" writes:
> > I read on this newsgroup about an article in a ST FORMAT to do a
> > crystal change to speed up a ST/E to 12mhz. I have looked in July &
> > August issues, without seeing the article. Could someone give me
> > explicit info on issue date/page # / magazine this was in? Also looking
> I've never seen anything like that in STF, but I'm not sure about the
> other mags. Anyone seen this?

It was in ST Computer (german mag), dates back from .... around
september 92 (don't know exactly but it's after august 92 for sure).

Stefan

4488. Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 17:17:52 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <33ijo0$38n@athos.cc.bellcore.com>
Source record: 30769
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi,

I'm trying to learn assembler using some old ST Format issues,
an Atari internals book, and Clayton's Volume 1. A Molyneaux
listing from the ST Format does some initialization for VBI:
VBI equ $70
My thinking is that maybe this is a register, because later in the listing:
move.l VBI,old_vbi back up the old vbi
move.l #_vbi,VBI patch in the new one
bsr _main
move.l old_vbi,VBI
and so on. Most of what's going on is understandable to me, but
I was unable to find in my meager references which register $70
might correspond to, if indeed it is a register. Any suggestions?
Oh, this particular sequence is in supervisor mode.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com
```

4489. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 17:23:19 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33ik27$snr@lyra.csx.cam.ac.uk>
Source record: 30768

Iain.Laskey@barclays.co.uk writes:
>There are versions of AHDI which will trash a partition if the previous one gets
>full. Does this sound likely? try and get the latest version of AHDI from an
>FTP site or from Atari. I don't know how you can recover your data but
>unless you get the newer AHDI, it will happen again.

I have version 6.06 (I think...)
The first day I had heard of this happening, I accidently overfilled on
of my partitions. I had a mild panic attack for a while :) :)
But I soon realised nothing had happened, so 6.06 must be OK.
It has happened a few times since as well....

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4490. What about FALCON ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 17:52:07 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <33ilo7$4e9@u.cc.utah.edu>
Source record: 30770

I own an Atari 1040 ST and use it for sequencing using Cubase.
I really am interested in a Falcon 030 or 040 I just don't know much about
them. Could someone help me ? I want a falcon running Cubase audio so I
can do digital hard-disk recording- Can I use cubase to sequence and play
back digital recordings or should I use my other atari to sequence and run
recording software on a falcon?
- Do Falcon's have a Multi-Tasking operating system (Like AMIGA?)
- Does the Falcon have a Midi Interface built in like the ST ?
- Does the Falcon have IDE or SCSI interface supplied?
- Can I connect a SYQUEST or Bernoulli drive to the Falcon directly?
- Does the Falcon have good graphics? What kind of chips, resolution?
- Can it display multiple resolutions on the same screen (again
like AMIGA)?
- What does it cost ? Where can I get one? In Salt Lake the last
ATARI dealer closed a year ago.
- Does the Falcon really have 16 bit D/A A/D conversion for audio?
- Can I plug the Falcon directly into a VCR ?
- What will I need to do digital hard-disk recording?
...I want to be able to record lots of samples
or short tracks and assign them a place in my
midi sequence (trigger them) and then be
able to mix them down to one file that will
play all the samples on cue.
I appreciate any help on any of these questions, please respond by
E-mail to: Paul.Luscher@m.cc.utah.edu
even if you know of someone who could help, please direct me there! Thank-You.
-Paul

Paul.Luscher@m.cc.utah.edu

4491. Re: Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 19:30:12 UTC
From: ljs@mits.mdata.fi
Message-ID: <33irg4$qv2@prime.mdata.fi>
Source record: 30771

(You asked about the VBI)

The address $70 (referred as VBI) contains the address of the Vertical
Blank Interrupt routine. This routine is executed every time the beam
(which draws the picture on your monitor or TV) reaches the down right
corner of the screen (in ST-low 319,199).
In ST the routine is executed 50 or 60 times per second (I don't know
about the Falcon).

In GEM the VBI is responsible for turning off the disc drive lights (and
motors!! 8-)) and some other nice stuff.

What is it used for? Well, if one wants to have flicker free graphics
when using sprites one should do the screen swapping just after the VBI.

I certainly hope that this message helps you!

--
ljs@mits.mdata.fi (Lasse Sundstr|m)
Secretary of ST-Klubi (Atari Club Finland)
Programmer of LJSTERM (THE terminal program coded in ASSEMBLER!)

4492. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 19:48:33 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Aug25.194834.4623@cc.ic.ac.uk>
Source record: 30772

in article <33i9hp$sat@whitbeck.ncl.ac.uk>, S.J. Harrison (S.J.Harrison@ncl.ac.uk) wrote:

>Has anyone successfully managed to use a Light Pen with the Ste? I have
>tried a number of designs connecting to the Fire0/LightPen input of the
>enhanced joystick connector A. I find that Y resolution is exact and
>stable to the nearest scanline, but I seem to get random values for the X
>coord. It doesn't even seem to follow a trend: i.e. values from far left
>to far right wherever the light pen is pointing.

You might try looking at one of the recent issues of ST Applications, in
which the Programmer's Forum article describes a light pen system using the
STe's extended ports.

On a related note, does anyone know what exactly you are meant to connect
to the analogue inputs of the ports to build a paddle controller? Connecting
a potentiometer straight across them doesn't seem to work, as it is too
erratic and 'pins' to 0 or 255 far too easily. Anyone got a schematic of a
paddle controller?

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4493. Re: Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 20:54:30 UTC
From: pjensen@csi.compuserve.com
Message-ID: <33j0e7$cv7@mhaai.inhouse.compuserve.com>
Source record: 30773

In article <33ijo0$38n@athos.cc.bellcore.com> rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>I'm trying to learn assembler...
> VBI equ $70
>My thinking is that maybe this is a register, because later in the listing:
> move.l VBI,old_vbi back up the old vbi
> move.l #_vbi,VBI patch in the new one

$70 is the address of the vertical-blank-interrupt trap vector: the longword at that location points to the interrupt handler. The 68000 uses the first 256 longwords (only the first 80 or so are meaningful on the ST) for trap vectors: some for faults (bus error etc.), some for external interrupts, and $80-$bc for the trap instruction (trap #0..#15).

Phil Jensen :: pjensen@csi.compuserve.com

4494. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 22:28:00 UTC
From: magnus.thylander@p4.secom.ct.se
Message-ID: <2e5d2b52@ct.se>
Source record: 30776

In a message of <23 Aug 94 17:00:18>, Kevan Winch (2:200/427.3) writes:

KW> Drawbacks of the ST compared to the PC
KW> ====================================
KW>
KW> TOS is *awful*, compared with Windows, it really is out of the
KW> ballpark. It is SLOW compared to Windows, even on my 16MHz 386.

You've got to be kidding! Windows is utterly slow and even the humblest ST running in mono way outclasses it in terms of speed. You really should get a HD though, you can't seriously compare a system with a harddrive and one without...

KW> The screen resolution is not as good as VGA. (Mono Hi-Res is great,
KW> but it's MONO !)

True... but the picture-quality is much better at the pixel-perfect super-smooth 72Hz compared to VGA's 60Hz...

KW> The ST system font makes me feel ill. I wish I could change it for
KW> something like the PC standard one.

Oh come on! I do hope your not stupid enough to switch computer on account of the system font it uses!

KW> The keyboard is terrible to type on, it's ok for pressing the odd key,
KW> but not for serious work.

I agree! There are adapters around (I think one is called ST-Tast) that let's you use a standard PC-keyboard...

KW> No HD

Get one!

KW> Advantages of the ST compared to the PC
KW> ======================================
KW>
KW> It has MIDI ports.

It uses GEM which is both easier, faster and more reliable than Winslows... You can buy NVDI to get speed even more way out of Winslows league (and you can also change the system font ;-))

It doesn't cost any money to stick to the computer you have...

You don't have to buy a new computer every other year because the old one is just too damn old fashioned...

As for upgrades:

A HARDDRIVE! (This one is essential, the others aren't)

NVDI - You won't believe the speed...

16MHz accelerators....

68030-accelerators...

Greetz, magnus_thylander@p4.secom.ct.se...

```
_____________________________________________
/ ___ ___ ___ ____ ____ / Fuji: 7:102/102.4 /
/ /__ /__ / / // / / / Fido: 2:200/612.4 /
/ ___//__ /__ /___// / /_____________________/
/ Sarcastic Existence COMputer COMmunications /
/_____________________________________________/
```

4495. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-25 22:58:35 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cv455o.KH8@cix.compulink.co.uk>
Source record: 30774

>: Would it be considered as "TT Fast Ram"?

I think the situation is that it would be *considered* to be TT Fast RAM, even though it is not necessarily any faster than ST RAM, and no assumptions can be made about whether it is 16 or 32 bits wide. Actually it doesn't matter as far as the ST is concerned. RAM is either ST RAM (and hence accessable by all the custom chips), or 'alternative' which is only accessable by the CPU.

:-)

Roland.

@CiX

PS All comments based on the Marpet XtraRAM +8 expansion board - as this is the only non TT/Falcon 'alternative' RAM board I know anything about.

4496. Linux running on a Falcon, can it be done!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 00:20:40 UTC
From: h8ip021@stan.xx.swin.OZ.AU
Message-ID: <33jcgoINNhjs@edna.cc.swin.edu.au>
Source record: 30775

Hi.

I have just downloaded the binaries of Linux from ftp.uni-muenster.de and have tried running it on my Falcon. Now it sort of goes, starts up, goes into the unix-font-mode, probes my floppy drive, and then burps, gives me a list of the 68030 registers, says something like
kernel panic
swapping mode not syncing

Just wondering if anyone has got it up and running yet, and what am I doing wrong. (Running it with -r ramdisk.img or whatever doesn't work either.)

Thanks,

Karl.

4497. Advice Please - St Upgrad

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 03:48:00 UTC
From: tom.feuerstake@f422.n250.z1.tor250.org
Message-ID: <da8e9ced@f422.n250.z1.tor250.org>
Source record: 30779

-> I'm toying with the idea of getting a PC. (Arghhhh, ouch, oohh, stop
-> it !, ok,

It depends on what software you like using. If you are using Cubase, Its the same program on all platforms. Notator SL doesnt exist on any other platform, nor is there anything remotely like it on the pc. In fact, having examined what software there is available for midi on the pc, its really lacking. Programs written on the Atari years ago are still quite superior to whats available on the pc.
I would advise you to go out there and examine what software there is, whether it has the crucial features you need. If you find something, go for it. Otherwise-wait. Notator Logic for the pc is still being developed, and in the next year or so some good sequencers may become available.
regards,
Tom

4498. Monitor Sync On The Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 03:52:00 UTC
From: tom.feuerstake@f422.n250.z1.tor250.org
Message-ID: <6f0066b5@f422.n250.z1.tor250.org>
Source record: 30780

```
-> I notice in the "STe addendum" slip provided with the normal ST
-> manuals, the monitor socket has two pins marked:
-> 3: Clock select
-> 4: Monochrome detect/Clock input

Well, what I know is, a monochrome monitor will apply a ground to the
monochrome detect input, and cause the st to boot in high rez mode,
which is identical to monochrome vga. In fact pretty well any vga
monitor can be used for high rez mode if you adapt the cable.
Regards,
Tom
```

4499. Sinclair QL Monitors & STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 10:28:08 UTC
From: agauton@cs.strath.ac.uk
Message-ID: <33kg3o$30e@simpson-07.cs.strath.ac.uk>
Source record: 30784

Does anyone know if it is possible to connect the old Sinclair QL monitors to the ST. The model I mean was the one badged by Sinclair, and made by Taxan.

I've got an offer of a cheap one, and want to know if I can use it for low and med rezs.

AG

4500. ExtenDOS Patch to v1.21 now available at HENSA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 11:11:08 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cv533K.JDM@westminster.ac.uk>
Source record: 30788
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
From pddanny@uk.ac.hensa.micros Fri Aug 26 12:02:14 1994
Date: Fri, 26 Aug 1994 12:01:18 GMT
Subject: EXTENDOS PATCH Update older versions of ExtenDOS to 1.21

It's online as file micros/atari/tos/o/o095/edos_121.lzh

This patch updates Anodyne Software's ExtenDOS package to
version 1.21. After applying this patch, you will have the
following versions of these ExtenDOS modules:
CD.BOS 1.6
EXTENDOS.PRG 1.4
TRACE.TTP 1.6
UNIDRIVE.DOS 1.5
UNI_BDDS.DOS 1.5

NOTE: All users of ExtenDOS version 1.20 should apply this patch
since it fixes several significant problems in version 1.20.

We also strongly recommend that all users of ExtenDOS v1.0, v1.1,
and v1.11 apply this patch.

This archive contains the following files:

PATCH121.TOS Patches the main ExtenDOS modules
CHECKIT.TOS Checks the patched files
CHECKIT.CTL Control file for CHECKIT.TOS
TRACE.TTP Replacement for existing TRACE.TTP
READ.ME Important documentation on version 1.21
READ_ME.1ST

New Features:
* PhotoCD Support (single and multisession).
* All known problems and incompatibilities have been fixed.
* Boot up messages now readable on a 40 column screen.
* UNIDRIVE.DOS now detects certain errors in the path table of a CD-ROM, and
automatically uses the alternate path table.

Bug Fixes:
* PhotoCD now works correctly on a Falcon
* NEC25 drive now handled correctly
* Path tables larger than path buffer now handled correctly

File size: 80896

It's online as file micros/atari/tos/o/o095/edos_121.lzh

----------------
```

--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4501. AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 11:36:03 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33kk33$oqi@golem.wcc.govt.nz>
Source record: 30693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP HELP.... AUTO OVERSCAN....!!!!

This is now my 3rd posting regarding how to upgrade
my version 3.0zh of Overscan to the latest version,
I was informed that its now 3.0zm..??

Or is there version 4.x ???

Can some one please help me, I did e-mail to Compo UK and recieved no reply,
another person told me to contact Karsten Isakovi'c..

Karsten did respond to my first posting and gave me the latest version number,
but he is no longer invoved, with this program or was it Overscan..

If this is the kind of support you get with German software, never never again
will I recommend German software to any one....

I have allready got my fingers badly burnt by buying Script, so I should have
known better...

Why can't Overscan do it the same way Michael Ziegler does it with GSZRZ,
and use a BBS for support, at least Michaels system works, and is simple and
not that expensive...

So Please support you users...!!!!

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4502. Re: More memory above 4 Mbyte limit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 12:18:53 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <33kmjd$e76@ccpnws.in2p3.fr>
Source record: 30692

What is the base address of the Fast Ram (or TT-Ram, I don't know the exact term) ? I saw in the file hardware.txt (on a.a.u.e) that this extra-ram is located above the 16Meg limit (so this would be be only accessible by a 68020 or 68030 CPU); has anybody got infos on that (TOS version, addresses, etc...) ?

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

4503. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 13:10:00 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kpj8$rf3@bognor.barclays.co.uk>
Source record: 30691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

|> HELP HELP.... AUTO OVERSCAN....!!!!
|>
|>
|> This is now my 3rd posting regarding how to upgrade
|> my version 3.0zh of Overscan to the latest version,
|> I was informed that its now 3.0zm..??

I just called COMPO for you. They tell me the version they sell is 3.0zh but there is a new version to make it compatable with Magic. I'll get more details.

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4504. Re: booting a MEGA4 from floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 14:21:04 UTC
From: A.G.Haigh-Hutchinson@bradford.ac.uk
Message-ID: <1994Aug26.142104.28762@bradford.ac.uk>
Source record: 30781

Just a short missile - Is there anyone out there know where I can get an internal hard drive for my MEGA4 ST? - if so, because I cannot afford the price of a 'new' external hard drive + cabling, please post me details.

Further to that - does anyone use the Zydec 3.5" FDD connected to a MEGA4 - and is it any good - I have read the blurb but I want to hear it from users !!

That's all for now

Adrian

==========
Adrian Geoffrey Haigh-Hutchinson. Mature Student at
University of Bradford,
Interdisciplinary Human Studies. England, Europe.
==========
A.G.Haigh-Hutchinson@bradford.ac.uk aghaighh@bradford.ac.uk

My opinions are fluid and exempt from intelligent discussion.

Life interests me -- maybe one day I'll get the hang of it!
==========

4505. Re: Running speed of US Jag carts on PAL Jag

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 14:32:14 UTC
From: dackerma@magnus.acs.ohio-state.edu
Message-ID: <33kude$5ks@charm.magnus.acs.ohio-state.edu>
Source record: 30782

If your adventurous open your Jag up. Near the back of the machine there should be a switch. This is the PAL/NTSC switch. Or at least it is on the dev version. I doubt they would change it. Of course this would probably void your warranty...

Dan

4506. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 14:35:36 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33kujo$rf3@bognor.barclays.co.uk>
Source record: 30783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kpj8$rf3@bognor.barclays.co.uk>, Iain@uist.rhl.barclays.co.uk (Iain Lasky) writes:
|> In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|> |> HELP HELP.... AUTO OVERSCAN....!!!!
|> |>
|> |>
|> |> This is now my 3rd posting regarding how to upgrade
|> |> my version 3.0zh of Overscan to the latest version,
|> |> I was informed that its now 3.0zm..??
|> I just called COMPO for you. They tell me the version they sell is 3.0zh but there is
|> a new version to make it compatable with Magic. I'll get more details.
Compo UK have 3.0zg so your ahead of them! They are not expecting an update at the moment but said when/if it's updated, you can get the new version for a nominal fee ie a blank disk and return postage. The email address you should use is compo@cix.compulink.co.uk - that *should* get you a reply.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4507. Re: TCSHRC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 14:54:04 UTC
From: a1624091@athena.rrz.uni-koeln.de
Message-ID: <33kvmclNN16bg@rs1.rrz.Uni-Koeln.DE>
Source record: 30707

David White (dwhite@rd.eng.bbc.co.uk) wrote:
:
: Has anybody gat an example tcshrc.csh file that they could send to me? I
: can't seem to get mine to work properly.

Could you please describe your problem with tcsh.rc in more
detail? Sending you a version that works on some other Atari
probably won't help you much, as quite a few things in tcsh.rc
have to be done in an installation-dependent manner. As far as
my experience goes, the tcsh.rc that comes with the tcsh archive
"works", i.e. it doesn't cause any weird messages or crashes.
You have to adapt it to your local environment, though.
Perhaps the problem isn't with the contents of the tcsh.rc
file even. E.g. if tcsh seems to ignore the tcsh.rc file altogether,
you may need to fix the setting for the HOME environment variable
at the time you start tcsh.

Greetinx, Jan
--
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=d400;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.d400.de |
| |
-----=< hierarchical systems are for files, not for humans >=-----

4508. 68030 in 1040STe - what's needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 15:14:08 UTC
From: selick@bu.edu
Message-ID: <33l0s0$5j1@news.bu.edu>
Source record: 30785

Hi!

I just picked up a couple of chips - don't know if they're useful for me, but they are:

XC68030RC16A
3B56P8817

and

XC68882RC16
3B96M8816

Can I possibly install these in my STe? Any idea what speed these chips are?

What are my options?
-Steve
selick@acs.bu.edu

4509. Re: What about FALCON ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 15:20:09 UTC
From: gaghon@nevada.edu
Message-ID: <33l179$f42@post-office.nevada.edu>
Source record: 30787

Paul Luscher (pl4266@u.cc.utah.edu) wrote:

: I own an Atari 1040 ST and use it for sequencing using Cubase.
: I really am interested in a Falcon 030 or 040 I just don't know much about
: them. Could someone help me ? I want a falcon running Cubase audio so I
: can do digital hard-disk recording- Can I use cubase to sequence and play
: back digital recordings or should I use my other atari to sequence and run
: recording software on a falcon?
: - Do Falcon's have a Multi-Tasking operating system (Like AMIGA?)

Yes, MultiTos. Its kinda slow but, MINT 1.11 binary should speed it up.
You can also get Geniva or MagiC.

: - Does the Falcon have a Midi Interface built in like the ST ?

Yes.

: - Does the Falcon have IDE or SCSI interface supplied?

Both. IDE is internal 2.5 inch and the SCSI II is external.

: - Can I connect a SYQUEST or Bernoulli drive to the Falcon directly?

Yes, through the SCSI II port.

: - Does the Falcon have good graphics? What kind of chips, resolution?

Too many to mention. I would recommend a VGA monitor for the type of
work you are doing. You can do 640x480 in 2,4,16, and 256 colors.
320x200 in 16,256,65536 and 320x480 in 16,256,65536 ..... The desktop
is also in color with color icons.

: - Can it display multiple resolutions on the same screen (again

You can, but you (the programmer) need to do some programming tricks. I
dont think you will find it important for the type of work you are doing.

: - What does it cost ? Where can I get one? In Salt Lake the last
: ATARI dealer closed a year ago.

You can order it from STeves Sales or Toad or ATY. There are others as well.

: - Does the Falcon really have 16 bit D/A A/D conversion for audio?

Yes, it does. Not quite the quality of a pro unit that costs $1500 or
more for the convertors, but for me very good quality (make sure that the
bass boost circut is clipped when you purchase it. :) Helps the quality.

: - Can I plug the Falcon directly into a VCR ?

Yes, Out of the box with RF. Although I reccomend you use the composite out that is in the video plug pin 12. If you plan to do video, you need to be in RGB mode. VGA mode does not work well on TVs. I have a used Multisync II and Multisync Gizmo switch to change between RGB and VGA. The monitor must handle 15k horizontal to 31+k horizontal to work in RGB and VGA.

: - What will I need to do digital hard-disk recording?

A Falcon, Cubase, and a really big hard drive.

vince

4510. Re: TCSH (was Suitable CLI for Mint?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 15:27:41 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <33l1ld$5vn@irzr17.inf.tu-dresden.de>
Source record: 30786

In article <1994Aug24.090050.5564@news.unige.ch>,
Mike Morris <mike@divsun.unige.ch> wrote:

> Does TCSH need Mint? I would like a tcsh-like CLI for my TT,
> without Mint (sometimes with GENEVA, sometimes without): any
> suggestions?

Newer ports of `tcsh' need MiNT. However, there is an old port of
tcsh 6.01 (I think) by Eric Smith which should also work under TOS.
It should still be available from atari.archive.umich.edu.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4511. Re: booting a MEGA4 from floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 16:11:01 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <33l46l$pb0@lyra.csx.cam.ac.uk>
Source record: 30790

A.G.Haigh-Hutchinson@bradford.ac.uk (AG HAIGH-HUTCHINSON) writes:
>Further to that - does anyone use the Zydec 3.5" FDD connected to a MEGA4
>- and is it any good - I have read the blurb but I want to hear it from
>users !!

I bought a Zydec floppy drive once, but it only worked for a few days
before it started destroying my floppies. The annoying thing was it took
three separate attempts to take it back to Evesham Micros where I bought
it from to get them to admit it didn't work!!

In the end I gave up and got a hard disk instead.
One hard disk is *much* better than two floppy drives.
I have a SH205 20mb hard disk which is still going strong, albeit a bit
slow. :)

Note I am *not* saying that all zydec drives are crap. Just my particular
one. Also not everyone at Evesham is incompetent. (just one or two...)

Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
It's 106 miles to Chicago, we've got a full tank of gas, a half a pack of
cigarettes, it's dark, and we're wearing sunglasses.

Hit it.

4512. VGA monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 16:58:30 UTC
From: postmaster@ler.thegap.com
Message-ID: <postmaster.9.0010FA1B@ler.thegap.com>
Source record: 30789

Is there any simple way to use an IBM type VGA monitor with an ST?
I have modified my 520STFM to connect an external mega st keyboard
and stuck in some extra RAM but the lack of a good colour monitor
is putting me off a bit!

Any ideas ?

4513. Info on Activision?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 17:46:29 UTC
From: rliles@thor.mlb.semi.harris.com
Message-ID: <1994Aug26.174629.4660@mlb.semi.harris.com>
Source record: 30694

Anyone know what happened to a company called Activision? Were they sold or acquired? Any info appreciated?

Ray


```
--------------------------------------------------------------------------------
\ \ \ | Harris Semiconductor
\--\--\ | Mail Stop 58-032
\ |\ \ | P.O. Box 883
| WA4VME | Melbourne, Florida 32902
| Ray H. Liles | 407-729-4640 (Office)
| rliles@thor.mlb.semi.harris.com | 407-729-4029 (FAX)
--------------------------------------------------------------------------------
```

4514. Tape drive again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 18:31:29 UTC
From: daveh@netcom.com
Message-ID: <davehCv5nGH.Bow@netcom.com>
Source record: 30695

OK I have managed to get my tape drive to work (sort of) Gemar seems to work but bombs out quite often so I tried Allan Holbane's (sp?) tapebios and gtar.

Tapebios installs ok and test tape works fine but how do I get gtar to read and write to the tape, I am not using mint so what do I use as the device name in a tar cvf ?

Alos, what does this program do if I extract a unix tar tape with long filenames to a standard TOS file system?

Thanks again,

Dave.

4515. Help with SLM805

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 18:41:36 UTC
From: daveh@netcom.com
Message-ID: <davehCv5nxC.CpG@netcom.com>
Source record: 30696
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an SLM805 but the actuall software for it is missing, I have the manual for the diablo emulator but no disks. I found the emulator on some ftp sites but this is not complete (missing the required fonts at least) I would be greatfull if someone can supply me with copies of the original distribution disks, I don't think this is a breach of copyright this software was supplied with every laser (mine included, I have the manual) and will only work with the Atari laser.

Please help.

Dave.
(daveh@silvaco.com or daveh@netcom.com)

4516. CD available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 22:20:44 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Aug26.222044.4238@bay.cc.kcl.ac.uk>
Source record: 30698

Ok, advertising is a no-no. So I'll keep this brief.

If you're interested in a CD of the Atari.archive at Umich.edu,
please email me at the below address.

ATB,
Simon.

--

____
\ Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk /
/ - finger sjg@137.73.4.24 for info on the MiNT distrib kit - \
~~~~~~
~~~~~~

4517. X-modem protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-26 22:20:46 UTC
From: Frits_Van_Den_Akker@sterbbs.nl
Message-ID: <05890DTOEJQEXDXXXGO@sterbbs.nl>
Source record: 30697

Hi!

I'm looking for an small ascii-text that explains to me how x-modem
works. I want to write a source-code for it, but I don't know how; I
don't have a clue how to do it without an explenation how it works
:-)

Could someone please e-mail it to me; I can't ftp :-(

Thanks!

Frits.

Internet : Frits_Van_Den_Akker@sterbbs.nl | JFA Software
Add on first line : TO: Frits Van Den Akker | TOS AES VDI GEM!
Majornet : Frits Van Den Akker@STR | ST TT Falcon!

P.S. I don't know how y-modem and z-modem work either.....

|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

======================== !!! Automated Notice !!! ======================
E-mail replies to this user should have the following on the first line
of message text: TO: Frits Van Den Akker
==

4518. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 02:48:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <33m9il$l2v@mother.usf.edu>
Source record: 30699

Martin Koehling (mk@anuurn.do.open.de) wrote:
: In <32rank$mue@mother.usf.edu>,
: Timothy Miller (millert@grad.csee.usf.edu) wrote:
.....
: >Pardon me, but I actually did this and learned the hard way what the
: >GEMDOS concole calls to not call the BIOS through the trap vector. I
: >redirected only the BIOS and found that NONE of the GEMDOS calls were
: >being redirected. I ended up having to do it myself.

: Are you *absolutely* sure about this?
: I just booted up a copy of TOS 1.0 and checked this using SysMon;
: the result:

.....

: Here, GEMDOS is *obviously* using the BIOS trap!
: The same is true for TOS 1.04, and I don't see why TOS 1.02 should
: behave any differently (I don't have a loadable TOS 1.02 available,
: just an ancient set of ROMs somewhere...8-))

Hmmm... I'm sure I had problems with Cconws and Cconrs. I'm not so sure
about the others.

: (No, I diddn't check if *all* GEMDOS console output functions
: use the BIOS trap; but at least one other GEMDOS call, Crawio(),
: definitely does so...)

: Couldn't there be another explanation for your problem?

It's possible that only Cconws and Cconrs had problems with this.

Do Fread and Fwrite call BIOS?

: For example, what if your BIOS trap handler had a bug that prevented
: it from working correctly if called from *Supervisor Mode*?
: (You *did* have special case handling for this, didn't you?)
: Most user programs run, well, in User Mode, whereas GEMDOS runs
: in Supervisor Mode - a bug like this could very well have the effect
: you described...

Yeah, there was a special case for supervisor mode. I looked at "Atari
ST Internals" listing of the BIOS and saw how it handled the trap and
just imitated that for my own purposes.

: It does. Just get a copy of SysMon and check it yourself.

Well, assuming that there are only problems with a couple of the calls,
OR something like Warp 9 was intercepting the calls and giving me

problems (which I hadn't considered until just now), what do you suggest that I do about it?

What I ACTUALLY did was trap GEMDOS and when it was a console function, I just had my own code to perform the same function (with a little added functionality in a few places. :)

4519. MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 02:51:05 UTC
From: millert@grad.csee.usf.edu
Message-ID: <33m9mp$l2v@mother.usf.edu>
Source record: 30700

If you run the same program under MultiTOS more than once, does it use the same code segment for all instances of the program?

If not, what would I need to do to write a program that could be made to run in multiple instances?

4520. What am I? (Chip ID required)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 05:04:11 UTC
From: avesperm@powerup.com.au
Message-ID: <33mhgb$moh@grissom.powerup.com.au>
Source record: 30701

I live on an Atari STe Motherboard.
I am square.
I have 44 pins. (ish)
I am attatched to an 8Mhz xtal.
I am marked with an atari logo.
I am designated C398789-001.
I am under the floppy drive.
My motherboard is a _very_ late revision, just before Ajax
chips became standard. Perhaps I am one.
There is no 1772 chip on the motherboard.

Any ideas that might solve my identity crisis? Please email.

Dancer (as the chip cannot type)

4521. Atari--->Mac file conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 07:13:01 UTC
From: drewmack1@aol.com
Message-ID: <33mp1t$3q5@search01.news.aol.com>
Source record: 30702

I had been working with a partner using E-Magic notator. As often happens, my partner and I have parted company. He parted with the Atari and I parted with the disks.
I now have all of this music, that I really need to access so that I can do something with it, and I have a Mac IIci. I am using Opcode Vision now and I need to know if there is any way to translate the files from Atari to Macintosh format.(even if you know of a way to convert it to a DOS environment would be very helpful)
Please send E-mail

HELP!!!!!
Thanks,
Drew Mack

drewmack1@aol.com

4522. Scanners for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 09:57:24 UTC
From: Daniel Cohen <D.E.Cohen@qmw.ac.uk>
Message-ID: <33n2m4$a68@beta.qmw.ac.uk>
Source record: 30703

I have a Daatascan A4 scanner which worked fine with my ST but misbehaves on my Falcon (even with resolution set to ST High, 8Mhz, cache off). This scanner is sheet-fed by a roller-driven base, and the sheet simply stops in the middle of a scan (most of the time with resolution of 300dpi, occasionally with resolution of 200dpi).
So far, I've had the following diagnoses of the problem:
1) The Falcon cartridge port is different from the ST's (Atari say it's the same, my informant insists that it's not). Unlikely, I think, as the program works some of the time.
2) It's an interrupt problem. Quite possible, but it doesn't help me.
3) Andy Pennell, who wrote the program for the scanner, was kind enough to send me several revised versions, one with timing tweaked. But this didn't solve the problem. He also said "If the Falcon has a cartridge cache (the TT doesn't) you will need to switch it off". Does anyone know if the Falcon does have such a cache, and if so how to switch it off.
4) Pandaal, who originally sold this scanner (they still exist, but on a very small scale; I haven't been able to contact them lately) suggest that maybe a stronger power supply is needed for Falcon use. They suggest going for 15volt 1.5amp (the original power supply is 12volt 1 amp). Apart from the difficulty of getting such a power supply, I am concerned that it might damage the Falcon if used. Can anyone say about this?
I would be interested in any suggestions about solving the problem. I would also be glad to have information about other A4 scanners for the Falcon, and what people's experience is of them.
By the way, I'm told that the Daatascan software for hand scanners works fine on the Falcon.
This is my first posting to the newsgroup; I would welcome comments as to whether this or comp.atari.st is the right one to post to, or should I post to both.

4523. Re: 68030 in 1040STe - what's needed?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 11:52:46 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Aug27.115246.21065@etek.chalmers.se>
Source record: 30704

In article <33l0s0$5j1@news.bu.edu>, selick@bu.edu (Steven Selick) writes:
|>
|> Hi!
|>
|> I just picked up a couple of chips - don't know if they're useful for me, but
|> they are:
|>
|> XC68030RC16A
|> 3B56P8817
|>
|> and
|>
|> XC68882RC16
|> 3B96M8816
|>
|> Can I possibly install these in my STe? Any idea what speed these chips are?
|>
|> What are my options?
|> -Steve
|> selick@acs.bu.edu
|>

I think the "RC16" stands for 16 MHz...

There is an accelerator board called "PAK 68/3" that fits the 68030 and
68882 into an ordinary ST. You will have to upgrade your TOS to at least
2.06 to be able to use the 32 kb cache of the PAK. If you want the PMMU
capabilities of the 030 to work, you must have at least TOS 3.06...

So, it will cost you a few bucks, but then you'll have the fastest ST
you've ever seen.You can probably run the chips in 32 MHz if you
supply a little cooling...

If you want addresses to the companies that sell the PAK 68/3, contact me!
(The only sources of the accellerator taht I know of, are in Germany and
in the UK, though...)

Good luck!

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|

E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |

4524. Re: Monitor sync STe / VGA on STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 12:03:33 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Aug27.120333.21256@etek.chalmers.se>
Source record: 30705

The VGA screen has a fixed 70 Hz vertical sync frq, wich makes it hard
to use (w/o modification) on an ST (71,25 Hz in Hi-res, 50 or 60 Hz in low/mid).
I use a VGA screen in Hires, but I had to open it and turn a lot of trim
potentiometers before I was able to seeanything at all... The border also
turned out to be rather thick, but since I got the screen for free, I thought
it was worth a try.

Another thing worth noticing: the composite video signal from the ST was so
strong, I had to connect it to the VGA via a 33 ohm resistor...

If anyone wants the pinouts, just reply to this article...

Good luck!

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
____

4525. Reading jostick/mouse port?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 15:32:26 UTC
From: giddings@sadie.chem.wisc.edu
Message-ID: <33nmaa$171@news.doit.wisc.edu>
Source record: 30706

I am trying to get input from the Joystick/Mouse ports on a 520 ST from within BASIC. There seems to be little information in the manuals about doing this.

Is there a particular memory location to PEEK for the values, or a particular port number I should use with the INP statement?

Thanks for any information. Please send e-mail if possible to: giddings@whitewater.chem.wisc.edu

Michael Giddings

4526. Re: Tape drive again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 16:45:00 UTC
From: Klaus_Luelff@ms3.maus.westfalen.de
Message-ID: <199408271845.a37522@ms3.maus.de>
Source record: 30714

Dave Halliday(daveh@netcom.com) 26.08.94 18:31

DH>OK I have managed to get my tape drive to work (sort of) Gemar seems
DH>to work but bombs out quite often
Gemar Version 2.21? Maybe you use wrong parameter setups. Look into the PAR Folder. There should be a spezial setup file for your Tape.
I use an Tandberg TDC3820 with ICD The Link and it works fine and fast together.

DH>Allan Holbane's
You mean Allan Hourihane?

DH>Tapebios installs ok and test tape works fine but how do I get gtar to
DH>read and write to the tape, I am not using mint so what do I use as
DH>the device name in a tar cvf ?
=TAPE RTFM ;-)

DH>Alos, what does this program do if I extract a unix tar tape with long
DH>filenames to a standard TOS file system?
Cut them to 8+3.

Klaus

4527. Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 19:22:28 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <Cv7KHx.LwD@beaver.cs.washington.edu>
Source record: 30708
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Does anyone know how to swap the two bytes in a word any faster than:

```
ror.w #8,d0
```

Rotations are just so slow. If there is a faster way on the 68030
than on the 68000, let me know as well.

Thanks,

Stuart Denman

4528. Re: TCSHRC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 23:16:45 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33ohgt$6mh@viking.dvc.edu>
Source record: 30709

I will mail you my Tcshrc file, it is for version 6.03.3 and works only with MultiTOS. I have used my TT tcshrc file for use with the UNIX 6.03.4 version and it worked with modifications for path only!

Send me mail asking about the file and I'll reply with my tcshrc file, it should also work with any older version of tcsh.
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

4529. Re: Speedup Crystal On A St#e

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-27 23:46:20 UTC
From: frank@theshack.demon.co.uk
Message-ID: <778031180snz@theshack.demon.co.uk>
Source record: 30724

In article <33ihmh$hla@info.epfl.ch> monnier@di.epfl.ch "Stefan Monnier" writes:

> It was in ST Computer (german mag), dates back from .... around
> september 92 (don't know exactly but it's after august 92 for sure).

Ah... thanks for that. I was /sure/ it wasn't an STF-type article :-)

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

4530. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 00:02:37 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <33ok6t$fuj@golem.wcc.govt.nz>
Source record: 30710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33kujo$rf3@bognor.barclays.co.uk>, Iain.Laskey@barclays.co.uk writes:
>In article <33kpj8$rf3@bognor.barclays.co.uk>, Iain@uist.rhl.barclays.co.uk (Iain Lasky) writes:
>|> In article <33kk33$oqi@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>|> |> HELP HELP.... AUTO OVERSCAN....!!!!

>Compo UK have 3.0zg so your ahead of them! They are not expecting an update at the
>moment but said when/if it's updated, you can get the new version for a nominal fee
>ie a blank disk and return postage. The email address you should use is
>compo@cix.compulink.co.uk - that *should* get you a reply.

It looks like they only have old stock, so what gives, a friend here brought
version 3.0hi some 10 months ago from the UK....

I have tried that e-mail address, it looks like they only log on there
every month, I never got a reply...??

>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+---+
>

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4531. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 01:38:14 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <33opq6$ihn@nyheter.chalmers.se>
Source record: 30711

In article <Cv7KHx.LwD@beaver.cs.washington.edu>,
Stuart Denman <sdenman@wolf.cs.washington.edu> wrote:
>Does anyone know how to swap the two bytes in a word any faster than:
>
>ror.w #8,d0
>
>Rotations are just so slow. If there is a faster way on the 68030
>than on the 68000, let me know as well.

I see you're working on your GIF decoder. ;-)
It's interesting that such a simple piece of code can be improved so
drastically with some work...

A long time ago, I read somewhere that a byte swap could be done faster if
you use the following strange feature:
move.b d0,-(a7) d0.b = nn
move.w (a7)+,d0 d0.w = nnxx
I've never timed any code using that trick, but I don't really believe it's
faster.

For a GIF decoder it can be a good idea to turn the entire file inside out
and then index from the back. When the decoder in MGIF was still written
in C, that was a great improvement. It still might be useful in assembly
for a 68000, but I can't verify that on my Falcon, unfortunately.

The '030 has a barrel shifter, so the ROR will only take a few cycles. I
don't know the exact number, but I'd guess 2-4. There is no faster way.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

4532. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 03:10:44 UTC
From: eric@telebit.com
Message-ID: <ERIC.94Aug27201044@marble.telebit.com>
Source record: 30713
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <Cv7KHx.LwD@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
> Does anyone know how to swap the two bytes in a word any faster than:
> ror.w #8,d0

I don't need to swap bytes, but I need to move the high byte of the word (d15..d8) to the low byte of another register, so I do something like:

```
move.w d0,-(a7)
move.b (a7)+,d1
```

This works because the processor treats a7 specially when used in auto increment and decrement modes. Even if you specify a byte transfer, it adjusts a7 by two.

So perhaps you could do this:

```
move.w d0,-(sp) ; push H, L
move.b d0,(sp) ; push L
move.w (sp)+,d0 ; pop L, x
move.b (sp)+,d0 ; pop H
```

On a 68K with both instruction and data cache hits but no barrel shifter, this might be faster than the ror.w instruction.

The other thing you might do if you are running on custom hardware is to wire up a byte swap location with a pair of 74x244s.

Another possibility which I'm told is used for bit reversal in some versions of Adobe PostScript(tm) is to have a 128K byte table.

Cheers,
Eric

4533. Help: Minix & GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 11:49:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <33ptk2$pek@dux.dundee.ac.uk>
Source record: 30621

Can anyone tyell me how to set up Minix with a partition on drive F.
also how to set up GCC/G++ and bash so that I can actually get
them all to work. At resent I cannot get any .files_ or anything.

Set up: F030, Minix, 4mb RAM, 65mb HD, 68882 FPU.

Rod
--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4534. Re: Reading jostick/mouse port?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 13:18:19 UTC
From: T.Harbaum@tu-bs.de
Message-ID: <33q2qr$q12@ra.ibr.cs.tu-bs.de>
Source record: 30712

In article <33nmaa$171@news.doit.wisc.edu>, giddings@sadie.chem.wisc.edu (Michael Giddings) writes:
|> I am trying to get input from the Joystick/Mouse ports on a 520 ST from within
|> BASIC. There seems to be little information in the manuals about doing this.
|>
|> Is there a particular memory location to PEEK for the values, or a particular
|> port number I should use with the INP statement?
|>
|> Thanks for any information. Please send e-mail if possible to:
|> giddings@whitewater.chem.wisc.edu
|>
|>
|> Michael Giddings

No, if you wan't to get the joystick position, you have to install a short assembler routine in the joystick vector which you get with Kbvbase(). It returns a pointer to a structure with the vectors for mouse handling, joystick handling etc. TOS only uses the mouse handler. If your BASIC has no build-in function for that, there is no way of doing this in simple BASIC.

Ciao,
Till

****
_____
/ _____ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)

****

4535. Atari--->mac File Convers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 16:14:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <db2e7a4f@f422.n250.z1.tor250.org>
Source record: 30717

DM> I now have all of this music, that I really need to access so
DM> that I can do something with it, and I have a Mac IIci. I am
DM> using Opcode Vision now and I need to know if there is any
DM> way to translate the files from Atari to Macintosh
DM> format.(even if you know of a way to convert it to a DOS
DM> environment would be very helpful)

Unfortunately, I don't know of any sort of stand-alone program (Atari OR Mac) that will do a conversion of the Notator .SON type of file. In fact, the only thing I can think of Mac-wise would be getting the E-Magic LOGIC sequencer for the Mac - that can load the older .SON and can save again as Standard Midi File 1, which I'm sure Vision can take. The only problem there is that you'd wind up with two sequencers.

The best advice I could probably give - try to find someone who has an Atari or a Mac which runs Logic and spend an evening converting the files. Or, phone up Ensoniq (EMagic's US distributor) and see if they can give you some advice.

... "We Will Rock You" : #1 on Horta Hit Parade
___ Mountain Reader II - #00000007

4536. Re: Redirection of TOS program output

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 18:10:48 UTC
From: mk@anuurn.do.open.de
Message-ID: <2e610d861be24a@anuurn.do.open.de>
Source record: 30716

```
In <33m9il$l2v@mother.usf.edu>,
Timothy Miller (millert@grad.csee.usf.edu) wrote:

>Martin Koehling (mk@anuurn.do.open.de) wrote:
>: In <32rank$mue@mother.usf.edu>,
>: Timothy Miller (millert@grad.csee.usf.edu) wrote:
>.....
>: >Pardon me, but I actually did this and learned the hard way what the
>: >GEMDOS concole calls to not call the BIOS through the trap vector. I
>: >redirected only the BIOS and found that NONE of the GEMDOS calls were
>: >being redirected. I ended up having to do it myself.
>
>: Are you *absolutely* sure about this?
>: I just booted up a copy of TOS 1.0 and checked this using SysMon;
>: the result:
>
>.....
>
>: Here, GEMDOS is *obviously* using the BIOS trap!
>: The same is true for TOS 1.04, and I don't see why TOS 1.02 should
>: behave any differently (I don't have a loadable TOS 1.02 available,
>: just an ancient set of ROMs somewhere...8-))
>
>Hmmm... I'm sure I had problems with Cconws and Cconrs. I'm not so sure
>about the others.

I just hacked up the following small test program:

#include <tos.h>
#include <string.h>

main()
{
char str[80] ;
long len;

Cconout('E') ;
Cconws("nter a line:\r\n") ;
str[0] = 79 ; /* maxlen */
Cconrs((LINE*)str) ;
Cconws("\r\nYour input was: ") ;
Cconws(str+2) ;
Cconws("\r\n") ;

Fwrite(1, 15L, "Enter a line:\r\n") ;
len = Fread(0, 79L, str) ;
```

```
if ( len > 0 )
{
Fwrite(1, 18L, "\r\nYour input was: ") ;
Fwrite(1, len, str) ;
Fwrite(1, 2L, "\r\n") ;
}

/* wait for two keypresses */
Cconin() ;
Crawcin() ;
/* this one doesn't wait: */
Crawio(0xff) ;

return 0 ;
}
```

The result after some testing with SysMon:
all GEMDOS functions I used call BIOS functions to do their work,
including Cconws and Cconrs...

>: (No, I diddn't check if *all* GEMDOS console output functions
>: use the BIOS trap; but at least one other GEMDOS call, Crawio(),
>: definitely does so...)
>
>: Couldn't there be another explanation for your problem?
>
>It's possible that only Cconws and Cconrs had problems with this.
>
>Do Fread and Fwrite call BIOS?

Yes.

>: For example, what if your BIOS trap handler had a bug that prevented
>: it from working correctly if called from *Supervisor Mode*?
>: (You *did* have special case handling for this, didn't you?)
>: Most user programs run, well, in User Mode, whereas GEMDOS runs
>: in Supervisor Mode - a bug like this could very well have the effect
>: you described...
>
>Yeah, there was a special case for supervisor mode. I looked at "Atari
>ST Internals" listing of the BIOS and saw how it handled the trap and
>just imitated that for my own purposes.
>
>: It does. Just get a copy of SysMon and check it yourself.
>
>Well, assuming that there are only problems with a couple of the calls,
>OR something like Warp 9 was intercepting the calls and giving me
>problems (which I hadn't considered until just now), what do you suggest
>that I do about it?

I *think* that Quick ST/Warp 9 is the culprit - it speeds up
GEMDOS screen output by intercepting Cconws (and possibly Fwrite).

You could try the patch program "CONS_FIX" (Utilities/cons_fix.lzh
on a.a.u.e), which is supposed to disable Quick ST (and its European
pendant Turbo ST) for GEMDOS output *if* the console xconout vector
(present since TOS 1.02) was changed by some other program (I don't
know wether it works with Warp 9, though).

(This patch was created when it turned out that the Gemini desktop's
output redirection in the Console Window didn't work if Turbo ST/Quick ST
were installed - sounds familiar... :-))

(NVDI already has the equivalent of this patch built in; in addition,
GEMDOS screen output acceleration can be turned off in the config ACC.)

>What I ACTUALLY did was trap GEMDOS and when it was a console function, I
>just had my own code to perform the same function (with a little added
>functionality in a few places. :)
>
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

4537. Re: Advice Please - ST Up

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 20:53:19 UTC
From: jornm@oslonett.no
Message-ID: <33qtfv$c8s@hasle.oslonett.no>
Source record: 30715

In message #138, rgivan@cix.compulink.co.u writes:

> *Then* it won't feel slow or inadequate - at least until you start
> playing
> with fast 486 machines.
>
> :-)

I'm using a 486DX50 at work with a 20" monitor 1280*1024 at 256 colours (rather exelent graphics card:-) and 16MB of RAM. With this configuration windows is usable but no fun or efficient to use. And when I realy want to do some multitasking Windows realy shows off its true uglynes.

And when it comes to userinterface, GEM programs REALY has the edge, most because of experienced WIMP programmers, but also because Windows seems too clutter up the screen with a lot of pretty, but useless gadgets. Very often I find myself deep down in level 5 - 10 of dialogs before the desired parameter can be accesed, and by that time the screen is so cluttered that I hardly can see what I'm doing. On my TT with 19" 1280*960, MTOS (Mint 1.11/AES 4.1) and 24MB ram, I really have to run 10 - 15 app's to make the screen remotly look that cluttered, and even with so many app's running they still do RUN (Realy:-)

As a final point: The same 486DX50 machine running Linux and X1.11 is like unleashing a mad dog; everything seems to run like h.....

J|rn Moe (email: jornm@oslonett.no)

4538. Re: Falcon WD IDE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 23:29:33 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cv9qL9.vG@cix.compulink.co.uk>
Source record: 30718

In message <Up-EHWAECUQ@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl said:

>Maybe there is a small EPROM board for the ROM port ?

I have seen one.

Alternatively get an existing cartridge, eg. the Atari VT100 emulator,
and replace the ROMs with sockets and your EPROMs.

Try Best Electronics.

Barry wilsontjb@cix.compulink.co.uk

4539. Re: Tape drive again

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-28 23:55:30 UTC
From: hoagy@cix.compulink.co.uk
Message-ID: <Cv9rsJ.26w@cix.compulink.co.uk>
Source record: 30719

>Tapebios installs ok and test tape works fine but how do I get gtar to
>read and write to the tape, I am not using mint so what do I use as
>the device name in a tar cvf ?
It's tempting to say "tar cvf RTFM"
but "tar cvf =tape" would be more useful.

4540. Re: Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 00:27:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH3UFFWM@ttgk.textlitho.nl>
Source record: 30720

In <33ijo0$38n@athos.cc.bellcore.com> kutz,randolph r wrote :

>I'm trying to learn assembler using some old ST Format issues,
>an Atari internals book, and Clayton's Volume 1. A Molyneaux
>listing from the ST Format does some initialization for VBI:
> VBI equ $70
>My thinking is that maybe this is a register, because later in the listing:
> move.l VBI,old_vbi back up the old vbi
> move.l #_vbi,VBI patch in the new one
> bsr _main
> move.l old_vbi,VBI
>and so on. Most of what's going on is understandable to me, but
>I was unable to find in my meager references which register $70
>might correspond to, if indeed it is a register. Any suggestions?
>Oh, this particular sequence is in supervisor mode.

The $70 is a interrupt vector, in fact it's the Vertical Blank Interrupt
(VBI) vector. By modifying this one it can point to your own piece of code
which is executed immediately after the Vertical Blank (screen refresh)
occurs, it is mostly used to synchronize a piece of code to the screen
refresh to avoid flickering effects.
On a RGB monitor your program will then be executed 50 times per second (or
in the USA, 60 times per second)
The last line restores the vector before exiting the program.
The code MUST be executed in supervisor mode as the vectors are in protected
memory (and they should be).

Gert

--

-- --
Atari TT-Point
-- --

4541. Re: Sinclair QL Monitors & STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 01:04:58 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH3UFFWS@ttgk.textlitho.nl>
Source record: 30721

In <33kg3o$30e@simpson-07.cs.strath.ac.uk> Alan Gauton CS90 wrote :

>Does anyone know if it is possible to connect the old Sinclair QL monitors
>to the ST. The model I mean was the one badged by Sinclair, and made
>by Taxan.
>
>I've got an offer of a cheap one, and want to know if I can use it for
>low and med rezs.

It might work, as the QL used quite standard frequencies. The only problem
that can be found is that the color inputs are TTL only, then you can't get
the complete pallette of the ST (only 8 colors, with all colours set to
their highest values)

Maybe you can construct a cable first and try it out.

Good luck,
Gert

--

-- --
Atari TT-Point
-- --

4542. Re: Falcon WD IDE problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 01:08:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH3UFFWV@ttgk.textlitho.nl>
Source record: 30722

In <seimet.777736550@acp5> Uwe Seimet wrote :

>gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>
>>The drive needs to have it's physical parameters set before it wants to
>
>The HDDRIVER driver software can be configured with the appropriate drive
>parameters if the drive doesn't supply the correct values. When properly
>configured you can boot from such drives like from any other drive.

And how does the drive get this configuration info as it is set in the
driver on the disk which isn't accessible because the parameters haven't
been set.... Euhmm, it's a TOS fault, defintely...

Gert

--

-- --
Atari TT-Point
-- --

4543. MX15F monitor troubles...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 06:32:36 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <33rve4$hoj@bronze.coil.com>
Source record: 30725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a rather strange problem with my Mag Innovision MX15F monitor.
My display likes to slowly drift to the left, one pixel at a time, until
it finally reaches as far as the monitor will go. It appears as if it is
actually affecting the buttons on the front, because the monitor acts as
if H-PHASE (5) had actually been pressed.

There are two ways to fix this problem: 1) phase the display completely
to the left and then correct it with BLOWUP. This creates an undesirable
output. 2) keep the h-size (7) at a bare minimum. This takes about 2"
off of my 15" monitor, another undesirable thing.

Anyone have any ideas what's causing this, or does anyone have the number
of Mag Innovision so I could call them? It's not in the manual.

Thanks!

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4544. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 08:02:47 UTC
From: ludis@netcom.com
Message-ID: <ludisCvAECo.37H@netcom.com>
Source record: 30726
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <ERIC.94Aug27201044@marble.telebit.com> eric@telebit.com (Eric Smith) writes:
>In article <Cv7KHx.LwD@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>> Does anyone know how to swap the two bytes in a word any faster than:
>> ror.w #8,d0
>
>So perhaps you could do this:
>
> move.w d0,-(sp) ; push H, L
> move.b d0,(sp) ; push L
> move.w (sp)+,d0 ; pop L, x
> move.b (sp)+,d0 ; pop H
>
>On a 68K with both instruction and data cache hits but no barrel shifter, this
>might be faster than the ror.w instruction.

There isn't such a puppy. Only the 68000/68010/68012 don't have some sort of shift acceleration - and they don't have a cache either.

On a 68000, the ROR will take 6+8*2 = 22 cycles, while the four moves are at best 4*8 = 32 cycles. On a CPU32, the ROR is 6 cycles, while the moves are at best probably 4*4 = 16 cycles. In both cases, the ROR wins.

The shift timing for the 68000/010/012 is 2 cycles per bit in addition to the base instruction time.

Examining the shift timing for CPU32, it becomes obvious that it can shift 8, 16, and 32 bit values by 0, 1, or 4 bit positions per cycle. (9, 17, and 33 bit wide values (i.e. ROXd) can only go 0 or 1 positions/cycle.) The base timing for static counts provides 4 shift cycles while dynamic counts provide 3 cycles in the base instruction time. Extra shift cycles always come in pairs. (Note that SWAP looks likes it might be implemented as a ROd.L #16,Dn based on its execution time!)

The shifter in the 68020 and 68030 looks like it can only do LSL and LSR directly. Anything else requires extra passes through the shifter. (This applies even for ASL - which must check all bits shifted out to detect overflows.) For the best performance, use the simplest shift that would work for you.

As to the original question - there is no faster way if that is exactly what must be done. There are some tricks that may go faster, but they involve algorithm and data format changes. Without more information, none of them can be recommended.

Ludis Langens
ludis@netcom.com

4545. Re: MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 09:28:01 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug29112801@issan.informatik.uni-dortmund.de>
Source record: 30727

In article <33m9mp$l2v@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

|> If you run the same program under MultiTOS more than once, does it use
|> the same code segment for all instances of the program?

No, not by default.

|> If not, what would I need to do to write a program that could be made to
|> run in multiple instances?

You have to compile it with gcc -mbaserel, no other compiler supports
this yet, AFAIK.
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4546. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 09:56:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <33sbdb$7cn@golem.wcc.govt.nz>
Source record: 30728
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <ERIC.94Aug27201044@marble.telebit.com>, eric@telebit.com (Eric Smith) writes:
>In article <Cv7KHx.LwD@beaver.cs.washington.edu> sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>> Does anyone know how to swap the two bytes in a word any faster than:

Is this the Famous 'Mint' Eric Smith,? I thought you were still working
for Atari, but your host address does not reflect that..??

>Cheers,
>Eric

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4547. Re: Modify file date stamp

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 12:26:52 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Aug29.092652.26963@dal1>
Source record: 30729

In article <dd9_9408231758@wmeonlin.sacbbx.com>, John.Stoff@203-1657-4.wmeonlin.sacbbx.com (John Stoff) writes:
> > Thanks for posting cy.ttp. I think it will serve the purpose very well.
> > Are you the author?
> >
>
> No I am not, Just somebody that file chases on a lot of BBS'es.<g>
>
> TTFN
>
> John
> --
> : Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
> : Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

I since found out that I had that file myself on an old disk. The doc file with my version included the author's name: W. Alan B. Evans.

4548. Re: What about FALCON ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 16:12:32 UTC
From: scotty@cais2.cais.com
Message-ID: <33t1dg$6q8@news.cais.com>
Source record: 30730

I have just a couple of things to add to the previous reply.

Paul Luscher (pl4266@u.cc.utah.edu) wrote:

: - Do Falcon's have a Multi-Tasking operating system (Like AMIGA?)

There are two more ways to speed up MultiTOS. One is NVDI, which replaces the VDI code with optimized equivalents. A very worthwhile improvement, from what users are saying.

Another way I've found to speed things up is BlowUP. More to follow.

: - Can I connect a SYQUEST or Bernoulli drive to the Falcon directly?

I have two SyQuest 88s, and two Quantum 105s (got them cheap) on my SCSI II port. They work flawlessly.

: - Does the Falcon have good graphics? What kind of chips, resolution?

A product called BlowUP lets you increase your screen resolution significantly if you have a multiscanning monitor. I tend to keep mine at around 900x700 with 16 colors most of the time, but can increase it past 1024x768 to look at large images and DTP work. You can also increase the colors and have lower resolutions, but then things slow down (16 MHz is barely enough for this). There are faster processor upgrades out now.

BlowUP also has a screensaver mode that disables the Falcon's video, and allows a significant increase in speed (30 to 40%, depending on mode). I notice that when I'm compiling or compressing, disk access seems considerably faster when the screen saver is running. This is handy for non-interactive work.

There is a software version of BlowUP, and two hardware versions. I recommend the software one, unless you have a new multiscan with 50 MHz bandwidth -- then BlowUP Hard II is useful. Hard I hasn't been much help for my slow Acer multiscan.

--
==========
Scott R. Chilcote
scotty@cais.com

4549. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 17:58:13 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <33t7jl$dt9@lyra.csx.cam.ac.uk>
Source record: 30731
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Stuart Denman wrote:
> Does anyone know how to swap the two bytes in a word any faster than:
>
> ror.w #8,d0
>
> Rotations are just so slow. If there is a faster way on the 68030
> than on the 68000, let me know as well.

> Stuart Denman

Nuisance innit? Why didn't Motorola implement swap.w and swap.l (to match ext.w and ext.l)? Haven't got a 68k reference (and memory access considerations will also affect this), but try the following:

```
.
.
move.w d0,store
move.b store+1,store+2
move.w store+2,d0
move.b store,d0
.
.
store:
dc.l 0
```

Instinct says this should be slower, but I've been coding RISCs for the last few months. On a vanilla 16-bit ST this might have the edge. There is of course the option of creating a 128k lookup table containing pre-swapped copies of all 16-bit patterns...

```
.
lsl.w #1,d0
lea table,a0
move.w (a0,d0.w),d0
.
```

John

4550. Re: MX15F monitor troubles...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 18:06:52 UTC
From: contacts@mits.mdata.fi
Message-ID: <33t83s$c23@prime.mdata.fi>
Source record: 30732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33rve4$hoj@bronze.coil.com>,
James E. Baumgardner II <jbaumgar@bronze.coil.com> wrote:
>I have a rather strange problem with my Mag Innovision MX15F monitor.
>My display likes to slowly drift to the left, one pixel at a time, until
>it finally reaches as far as the monitor will go. It appears as if it is
>actually affecting the buttons on the front, because the monitor acts as
>if H-PHASE (5) had actually been pressed.
>
>There are two ways to fix this problem: 1) phase the display completely
>to the left and then correct it with BLOWUP. This creates an undesirable
>output. 2) keep the h-size (7) at a bare minimum. This takes about 2"
>off of my 15" monitor, another undesirable thing.
>
>Anyone have any ideas what's causing this, or does anyone have the number
>of Mag Innovision so I could call them? It's not in the manual.
>
>Thanks!
>

Hi Jim!

I have the MAG 17" MX17S Innovision, and there are no such problems with
it. I'm using Screenwonder Pro as a resolution enchancer.

If this shifting does NOT happen when BLOWUP is inactive, then replace
your software (the BLOWUP is capable of doing such harm - my Screen-
Wonder Pro started once to alter Fine Hor. Sync. setting on it's own
and the only way to get rid of it was to re-install the whole software).

If is not the the BLOWUP's fault, then I advice you to go to the shop
where you bought it and get the button electronics or membranes
replaced.

Do NOT open the monitor as it has very strong currents inside even it
is unplugged.

Hope you get it fixed!

----Pekka Saarinen

A Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/SceenwonderPro/MAG17"Multisync/DFI/CubaseAudio
CubaseScore2/6Gerbils/LotsOfMidistuff/200YearsOldBass/PfretschnerBow
---

4551. TOS Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 18:25:54 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <33t97i$ed1@lyra.csx.cam.ac.uk>
Source record: 30733

I finally got fed up this summer of finding that PC disks no longer worked after being used on my ST. Brief examination of the boot-sector with Norton, before copying one from another disk, showed they had somehow become ST executable, though I swear there was no way the disks I was booting from could be infected. It was the Ghost virus for the xth time but before I wiped all my boot-sectors again I did a complete disassembly of the virus.

This showed that (apart from having become corrupt in two places - the bit that does the mouse swapping - explaining a recent bout of random crashes) it was using a technique to install itself I haven't seen documented anywhere. After disassembling most of the boot portion of the TOS ROM I have the following:

After performing all initialisation, running boot-sectors, cartridge apps etc. TOS gets _phystop, then counts backwards to $400 in $200 byte decrements, searching for blocks with a given header and checksum, then executing them. Ghost uses this to gain a foothold in RAM before any memory services have been started, and to ensure it is executed once after the resvector chain has been called so that it can reclaim resvector.

Does anyone know what this facility is for and the correct way to use it? As far as I can see cartridge apps and boot-sector code that need services not available when they are first run could use this method but what is the Official reason for it?

John

4552. Video Problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 19:28:43 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <33tctb$mcr@charm.magnus.acs.ohio-state.edu>
Source record: 30734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, it's the season for Atari problems around here! I just recieved a call from my father who described the following problem to me;

He turned on my Sister's 520stf (2.5megs ram), and instead of the normal sreen what came up was (and I quote;-) "something that looked like a TV with bad vertical hold! So, he turned everything off, and then checked the connections, and now nothing comes on, not even the little green light. However, he says he can still hear a 'slight humm' from the monitor... I just used this monitor myself last night...

So, he tried the Color monitor, and *lo, it haseth the the same vertical problem*;

Is the ST powdered toast?
Did my sister spill coke it in?
Can Lassie save the day once again?
Or is this finally the end?

Tune in next week for the chilling conclusion!

(Any advice would be greatly appreciated!)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"To my mind the most frightening book ever published is Lewis F. Richardson's 'Statistics of Deadly Quarrels'. You've probably never heard of it even though its relevance to the mess you're in is at least as great as that of Darwin's 'On the Origin of Species,' which you learned about in fourth grade. And that's because it's so completely terrifying only those 'experts' who are adequately armoured with preconceived contrary ideas which will enable them to disregard Richardson's work completely ever get to study it."
- Chad C. Mulligan

4553. What am I? (Chip ID required)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 20:11:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.3147.4019.0N1AC9ED@canrem.com>
Source record: 30735

```
-> I live on an Atari STe Motherboard. I am square. I have 44 pins.
-> (ish) I am attatched to an 8Mhz xtal. I am marked with an atari logo.
-> I am designated C398789-001. I am under the floppy drive. My
-> motherboard is a _very_ late revision, just before Ajax chips became
-> standard. Perhaps I am one. There is no 1772 chip on the motherboard.
->
-> Any ideas that might solve my identity crisis? Please email.

Chip to Central Control: I'm a FLOPPY DISK DMA CONTROLLER. *grin*

Ralf.
```

4554. Re: TOS Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-29 22:21:32 UTC
From: pjensen@csi.compuserve.com
Message-ID: <33tn1c$l06@mhaai.inhouse.compuserve.com>
Source record: 30736

In article <33t97i$ed1@lyra.csx.cam.ac.uk>,
js10039@cus.cam.ac.uk (J. Sullivan) writes:
>[deletia]
>
>After performing all initialisation, running boot-sectors, cartridge apps etc.
>TOS gets _phystop, then counts backwards to $400 in $200 byte decrements,
>searching for blocks with a given header and checksum, then executing them.
>Ghost uses this to gain a foothold in RAM before any memory services have
>been started, and to ensure it is executed once after the resvector chain
>has been called so that it can reclaim resvector.
>
>Does anyone know what this facility is for and the correct way to use it? As
>far as I can see cartridge apps and boot-sector code that need services not
>available when they are first run could use this method but what is the
>Official reason for it?

The idea seems to be to look for a "boot sector" in a ramdisk, but the
implementation is rather strange, since restartable ramdisks want to live
above phystop. The technique I've seen is to install a reset vector which
when executed creates one of these things somewhere in the middle of memory
(i.e., low enough to not be part of screen-blanking).

Phil Jensen :: pjensen@csi.compuserve.com

4555. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 00:33:48 UTC
From: eric@telebit.com
Message-ID: <ERIC.94Aug29173348@marble.telebit.com>
Source record: 30737
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

I wrote:
>On a 68K with both instruction and data cache hits but no barrel shifter, this
>might be faster than the ror.w instruction.

In article <ludisCvAECo.37H@netcom.com> ludis@netcom.com (Ludis Langens) writes:
> There isn't such a puppy. Only the 68000/68010/68012 don't have some sort
> of shift acceleration - and they don't have a cache either.

The CPU32+ can be configured with cache, in which case it is called a CPU030.
One of the newest 683xx parts (maybe the 68349) does this.

Eric

4556. Re: MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 03:23:29 UTC
From: mabdul@viking.dvc.edu
Message-ID: <33u8nh$4pd@viking.dvc.edu>
Source record: 30738

Thanks for that tip re: gcc -mbaserel. Can you tell us which version of the compiler you are using and the site?

I have version 2.5.x (not the very latest release from GNU.)
--
M. Abdulkareem [XAF] Diversity in computing.
cc: M.ABDULKAREE@genie.geis.com

4557. Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 03:48:46 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <778213450.3@mettav.exnet>
Source record: 30739

It was none other than Kevan Winch that wrote on 23 Aug 94 that ,
KW> Drawbacks of the ST compared to the PC
KW> ====================================
KW> TOS is *awful*, compared with Windows, it really is out of the
KW> ballpark. It is SLOW compared to Windows, even on my 16MHz 386.

You are using a 7 year old version of TOS though !!! And since you have a none HD ST and you compare it to a HD PC .mmmmhhh.. There are certainly many reason's to be thinking about getting a PC but I don't think any objective viewpoint's will put Windows down as a reason to !!! Try to find someone who can show you TOS 2.06 or better still TOS 4.0x to see the large strides TOS and GEM have made in the meantime.

also get NVDI ,that;ll speed up the graphic functions on your machine by about 400% and its only about 30 quid ...it'll also replace the screen font if you require (You said something about that?)

As far as other upgrades to your ST may I suggest you consider getting a Falcon instead ...probably work out cheaper in the long run and will give you some improvements that no ST upgrade can give you.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

4558. Re: Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 07:34:04 UTC
From: fangmeie@rzdspc21.informatik.uni-hamburg.de
Message-ID: <33undd$9ih@rzsun02.rrz.uni-hamburg.de>
Source record: 30740

In article <33ijo0$38n@athos.cc.bellcore.com>, rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
|> Hi,
|>
|> I'm trying to learn assembler using some old ST Format issues,
|> an Atari internals book, and Clayton's Volume 1. A Molyneaux
|> listing from the ST Format does some initialization for VBI:
|> VBI equ $70
|> My thinking is that maybe this is a register, because later in the listing:
|> move.l VBI,old_vbi back up the old vbi
|> move.l #_vbi,VBI patch in the new one
|> bsr _main
|> move.l old_vbi,VBI
|> and so on. Most of what's going on is understandable to me, but
|> I was unable to find in my meager references which register $70
|> might correspond to, if indeed it is a register. Any suggestions?
|> Oh, this particular sequence is in supervisor mode.

$70 is NO Register, it is a Interrupt-Vektor!
The first 256 LongWord of the Memory ($0-$100), are Interrupt-Vektors.
Some are fixed CPU-Vektor (i.e $10 for "Illegal Opcode")
Some are pereferie-Vektors. $70 ist the "Vertical blank Vektor"

That means: At Each VBL (SM 124: Each 1/70 Seconds) the Code, to wich $70 points (in vour Example _vbi) is called.
ATTENTION: The Interrupt-Mask MUST set below 4! The Code MUST end with "RTE", Cause the CPU does NOT compute a normal JSR!

Jens

4559. Re: TCSHRC problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 08:49:16 UTC
From: dwhite@rd.eng.bbc.co.uk
Message-ID: <CvCB64.MAt@bbc.co.uk>
Source record: 30592

M. Abdulkareem (mabdul@viking.dvc.edu) wrote:
: I will mail you my Tcshrc file, it is for version 6.03.3 and works only with
: MultiTOS. I have used my TT tcshrc file for use with the UNIX 6.03.4 version
: and it worked with modifications for path only!

: Send me mail asking about the file and I'll reply with my tcshrc file, it
: should also work with any older version of tcsh.
: --
: M. Abdulkareem [XAF] Diversity in computing.
: cc: M.ABDULKAREE@genie.geis.com

Thankyou for your offer, after a couple of late nights and an example file
I have managed to get it to work nicely. The main problem was with the
HOME variable.
Thankyou,
David White.

--

One STFM and gone up ||| FALCON 030
david.white@rd.eng.bbc.co.uk |||
STANDARD DISCLAIMER # / | \

4560. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 08:50:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <33urtf$64n@bognor.barclays.co.uk>
Source record: 30591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33ok6t$fuj@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
|> I have tried that e-mail address, it looks like they only log on there
|> every month, I never got a reply...??
Try again, they log on daily AFAIK.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 8MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4561. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 13:48:59 UTC
From: m93kma@polaris.tdb.uu.se
Message-ID: <33vdcb$jgk@columba.udac.uu.se>
Source record: 30593
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
J. Sullivan (js10039@cus.cam.ac.uk) wrote:
: Instinct says this should be slower, but I've been coding RISCs for the last
: few months. On a vanilla 16-bit ST this might have the edge. There is of
: course the option of creating a 128k lookup table containing pre-swapped
: copies of all 16-bit patterns...
: .
: lsl.w #1,d0
: lea table,a0
: move.w (a0,d0.w),d0
: .

That wouldn't work. It would shift out the most significant bit.
You would have to do like this:

moveq #0,d1 ; Makes sure that the high word is clear.
move.w d0,d1 ; Copies the low word from d0 to d1.
add.l d1,d1 ; Faster than lsl.
lea (table),a0 ; Table address (only positive offsets this time.
move.w (a0,d1.l),d0 ; (Or whatever register you want it in.)

High word of d0 remains unchanged.
Before: d0 = xxxxxxxx xxxxxxxx hhhhhhhh llllllll
After: d0 = xxxxxxxx xxxxxxxx llllllll hhhhhhhh
(x = unchanged)

Another option is this:

and.l #$0000ffff,d0
add.l d0,d0
lea (table),a0
move.w (a0,d0.l),d0

High word of d0 may contain 0 or 1 in the low bit, all other bits 0.
Before: d0 = xxxxxxxx xxxxxxxx hhhhhhhh llllllll
After: d0 = 00000000 0000000? llllllll hhhhhhhh

I don't know which one's the faster.

/Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
753 14 Uppsala | proof' system screw up completely
Phone: 018-51 73 06 | almost makes it worthwile." /Kris
E-Mail: m93kma@student.tdb.uu.se |
```

4562. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 14:37:10 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <33vg6m$c3f@whitbeck.ncl.ac.uk>
Source record: 30594

Brian Grier Perpk (bjgrier@bnr.ca) wrote:
> In article <33i9hp$sat@whitbeck.ncl.ac.uk>, "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
writes:
> |>
> |> Has anyone successfully managed to use a Light Pen with the Ste? I have

[Stuff]

> |> Simon
> |> --

> The problem you are experiencing is due to the delay in time from when
> the light pen is activated by the monitor sweep to the reading of the
> X/Y values by your program.

[Stuff]

> ____
> | Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
> | Bell Northern Research | on I'd buy an MS-Dos compatible. I |
> | Research Triangle Park, NC | have REAL computing work to do. |
> |____________________________________|_____________________________________|

Thanks for the info, but I am taking the easy option: The STe has a
built-in light-pen input which latches two hardware registers with counter
values derived (I assume) from the memory address currently being shifted
out to the video port. Thus the latency from when the light-pen is
activated to the read from the registers should not affect the value.
Since the read is performed completely asynchronously from the screen
timing and the values (which are continuously read and displayed) only
change when the light pen is activated, I assume that the registers are in
fact latched versions of counters at the activation time.

If I were using interrupts to grab the X and Y positions, I would not
expect to get too much accuracy with the X position, since as you point
out the interrupt service latency is going to vary with priority, system
load and DMA activity. But the point of the STe's latches is that this is
bypassed by hardware. So what's wrong...?

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *

****

4563. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 15:52:17 UTC
From: viper@vnet.ibm.com
Message-ID: <CvCur5.Any0@austin.ibm.com>
Source record: 30597
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In <Cv7KHx.LwD@beaver.cs.washington.edu>, sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
>Does anyone know how to swap the two bytes in a word any faster than:
>
>ror.w #8,d0
>
>Rotations are just so slow. If there is a faster way on the 68030
>than on the 68000, let me know as well.
>
>Thanks,
>
>Stuart Denman
>

I'm not recently familiar with the 68K instruction set, but using 3 XOR operations one can perform an *in place* swap.

```
SWAP(A,B)
A := A XOR B;
B := B XOR A;
A := A XOR B;
```

I hope this helps...

David

4564. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 16:24:20 UTC
From: paasivir@network.cc.jyu.fi
Message-ID: <33vmfk$bk@tukki.cc.jyu.fi>
Source record: 30611
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
<128K table lookup deleted>
>I don't know which one's the faster.

How about a kludge like this? Too slow?
move.w d0,-(sp)
move.b (sp)+,d1
move.b d0,-(sp)
move.w (sp)+,d0
move.b d1,d0
(I'm too lazy to count cycles...)

Risto
--
/*paasivir@jyu.fi*/int a[3302],b=3301,*c=a,d,e,f;main(){for(e=b;--e;*c++=1);*c
=2;for(d=2001;d--;printf("%05d",f))for(c=a,e=b;e;f/=e--){f+=*c*1e5;*c++=f%e;}}
```

4565. Does someone have atari 520 st's terminal codes?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 16:47:04 UTC
From: Ville.Mattila@hut.fi
Message-ID: <VILLE.MATTILA.94Aug30194704@delta.hut.fi>
Source record: 30595
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi everybody!
```

Is atari's terminal codes same as in vt52 emulation?
From where I can find the code tables? Please email me them or send
me code's ftp-ste address.

```
thanks!
-----------------------------------------------------
|"Good times are comin', but they sure comin' slow"|
| ~ Vampire Blues, Neil Young ~ |
-----------------------------------------------------
--
-----------------------------------------------------
|"Good times are comin', but they sure comin' slow"|
| ~ Vampire Blues, Neil Young ~ |
-----------------------------------------------------
```

4566. ST to VGA pinouts - Here they are!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 16:47:27 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Aug30.164727.24638@etek.chalmers.se>
Source record: 30596

OK, here are the pinouts required for connecting a VGA screen to your ST:
(Works ONLY in hi-res.)

ST monitor out VGA screen

```
4 3 2 1 1 2 3 4 5
x x x x x x x x x
8 7 6 5 6 7 8 9 10
x x x x x x x x x
12 11 10 9 11 12 13 14 15
x x x x x x x x x
13
x
```

Atari monitor 15 pin D-sub
connector connector
(might be hard
to find...)

Look for the numbers on the connectors to get it right.

The connections are:

* ST pin 4 (Monochrome detect) via a switch to ST pin 13 (Gnd)
Makes it possible to have the monitor connected all the time, just flick
the switch when you want to use the TV set for mid and low res.

* ST pin 11 (Monochrome) via a 67 ohm resistor to VGA 1,2,3 (R,G,B, I think...)
Since the VGA screen is color only, the monochrome signal has to be fed
to red, blue and green to make the picture black and white...

* ST pin 12 (VSYNC) to VGA pin 14 (VSYNC)

* ST pin 9 (HSYNC) to VGA pin 13 (HSYNC)

* ST pin 13 (Gnd) to VGA pins 6,7,8 and 10

Disclaimer:

I don't know if this will work for you, but it surely did for me...

Don't forget:

If the picture is flickery and/or very small, you'll have to open your monitor
to locate some trim potentiometers to adjust the VSYNC rate and/or the size
of the picture. Since the VGA monitor is set for a VSYNC rate of 70 Hz, and
the ST's VSYNC rate is 71,25 Hz (in mono), the picture will never be as good

and stable as on an SM 124/SM 144.

Also, remember to be V-E-R-Y careful when you have opened the monitor,
since there are HIGH voltages present :-/ Use an insulated screwdriver.

Hope this helps!!

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: ++46 31 879700 |
____

4567. Re: TOS Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 19:24:59 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CvD4Ln.Gov@cix.compulink.co.uk>
Source record: 30598

>After performing all initialisation, running boot-sectors, cartridge apps etc.
>TOS gets _phystop, then counts backwards to $400 in $200 byte decrements,
>searching for blocks with a given header and checksum, then executing them.
>Ghost uses this to gain a foothold in RAM before any memory services have
>been started, and to ensure it is executed once after the resvector chain
>has been called so that it can reclaim resvector.
I came across this a number of years ago while looking through ST
Internals. It appears to be for TSR programs and they don't need to be
reloaded each time you reboot, they remain resident over a warm boot.

>Does anyone know what this facility is for and the correct way to use it?
No idea. I do remember that the only way for the code not to be
overwritten was to call Getmpb as soon as they were called by the OS.

Simon Robins

****
* Internet: srobins@cix.compulink.co.uk NeST: 90:100/110.2@nest.ftn *
* Turbonet: 100:106/3.2@turbonet.ftn Atarinet: 51:6/4.2@atarinet.ftn *
* Yacknet: 345:1/10.2@yacknet.ftn Fishnet: 777:400/7.2@fishnet.ftn *
****

4568. Re: What about FALCON ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 19:42:26 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EH5TDGUQ22-UP@deluxe.textlitho.nl>
Source record: 30601

In <33t1dg$6q8@news.cais.com> Scott Chilcote wrote :

>

>: - Does the Falcon have good graphics? What kind of chips, resolution?
>
>A product called BlowUP lets you increase your screen resolution significantly
>if you have a multiscanning monitor. I tend to keep mine at around 900x700
>with 16 colors most of the time, but can increase it past 1024x768 to look at
>large images and DTP work. You can also increase the colors and have lower
>resolutions, but then things slow down (16 MHz is barely enough for this).
>There are faster processor upgrades out now.

Using Screenblaster in true colour mode (I do 800*600 virtual) you'll have
a slower screen build-up indeed, but programs that make use of the true-colour
mode seem to benefit: instant 24 bit image display (StudioPhoto, Charly
Image) and fast processing. It could go faster of course, but 16 mhz is
fine by me.

Paul (still a F030 fanatic)

--

Paul Tuijnman
paul@textlitho.nl

4569. Re: What am I? (Chip ID required)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 21:28:49 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3408ah$aqk@m.ehd.hwc.ca>
Source record: 30599

Cybercube Research (cybercube.research@canrem.com) wrote:
: -> I live on an Atari STe Motherboard. I am square. I have 44 pins.
: -> (ish) I am attatched to an 8Mhz xtal. I am marked with an atari logo.
: -> I am designated C398789-001. I am under the floppy drive. My
: -> motherboard is a _very_ late revision, just before Ajax chips became
: -> standard. Perhaps I am one. There is no 1772 chip on the motherboard.
: ->
: -> Any ideas that might solve my identity crisis? Please email.

: Chip to Central Control: I'm a FLOPPY DISK DMA CONTROLLER. *grin*

Too true!! I just (last week actually,) slapped your brother/sister in my
very early revision STe motherboard. Now my hard drive actually works
the way it is supposed to!!

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4570. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 21:31:47 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <3408g3$g0a@lyra.csx.cam.ac.uk>
Source record: 30600

S.J. Harrison <S.J.Harrison@ncl.ac.uk> wrote:
>Brian Grier Perpk (bjgrier@bnr.ca) wrote:
>>"S.J. Harrison" <S.J.Harrison@ncl.ac.uk> writes:
>>>Has anyone successfully managed to use a Light Pen with the Ste? I have
>>The problem you are experiencing is due to the delay in time from when
>>the light pen is activated by the monitor sweep to the reading of the
>>X/Y values by your program.
>Thanks for the info, but I am taking the easy option: The STe has a
>built-in light-pen input which latches two hardware registers with counter
>[...]
>If I were using interrupts to grab the X and Y positions, I would not
>expect to get too much accuracy with the X position, since as you point
>out the interrupt service latency is going to vary with priority, system
>load and DMA activity. But the point of the STe's latches is that this is
>bypassed by hardware. So what's wrong...?

There was a very similar situation with the old BBC micro (which had
built in lightpen support via its analogue joystick port too) - the
problem is not how long it takes YOU to read the current value from
the hardware registers (this error should be just a few pixels anyway
thinking about the pixel rate relative to CPU clock speed), the real
problem is how long it takes, once a pixel has been generated by the
shifter, for the data to propagate through the monitor hardware, the
electron beam, the phosphor to light up, the phototransistor in the
lightpen to respond, and the amplifier circuitry in the lightpen to
notice. I think phototransistors tend to be fairly slow anyway.

The only fix is to write a calibration routine that asks the user to
point at a fixed point in the middle of the screen, read the registers
and use the difference between where they say the user clicked, and
where you know they should have as a sort of fudge value.

Or buy a pen-mouse and find an appropriate acceleration factor for your
monitor.

Good luck.

John

4571. Re: Advice Please - ST Up

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 23:40:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvDGEo.DDo@cix.compulink.co.uk>
Source record: 30602

>> *Then* it won't feel slow or inadequate - at least until you start
>> playing with fast 486 machines.

>I'm using a 486DX50 at work with a 20" monitor 1280*1024 at 256 colours
>(rather exelent graphics card:-) and 16MB of RAM. With this configuration
>windows is usable but no fun or efficient to use. And when I realy want to
>do some multitasking Windows realy shows off its true uglynes.

I must admit I'm none too impressed with my 486SX33 at work. It is
colourful though, in a way only a Falcon comes as standard.

>cluttered that I hardly can see what I'm doing. On my TT with 19"
>1280*960, MTOS (Mint 1.11/AES 4.1) and 24MB ram, I really have to run 10 -

I believe you. In fact I went out and bought a TT today (no really I did
- well I had it delivered today anyway ;-) Only 8MB RAM, but otherwise the
same spec. Very nice, and a surprising turn of speed. The screen display
is definitly snappier than anything I seen on a PC recently, but only
monochrome of course. Off to try MTOS in a minute.

:-)

Roland.

@CiX

4572. Re: MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-30 23:40:03 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvDGEr.DEv@cix.compulink.co.uk>
Source record: 30603

>You have to compile it with gcc -mbaserel, no other compiler supports
>this yet, AFAIK.

Is there any documentation on -mbaserel anywhere. I'd like to convert my
MTOS system to it, but want to know what I'm letting myself in for before
I try.

Thanks

:-)

Roland.

@CiX

4573. Re: Does someone have atari 520 st's terminal codes?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 00:24:40 UTC
From: magic@mtu.edu
Message-ID: <340ik8$svg@maxwell1.ee>
Source record: 30604
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ville Mattila (Ville.Mattila@hut.fi) wrote:
:
: Hi everybody!
:
: Is atari's terminal codes same as in vt52 emulation?
: From where I can find the code tables? Please email me them or send
: me code's ftp-ste address.
:
: thanks!
: ----------
: |"Good times are comin', but they sure comin' slow"|
: | ~ Vampire Blues, Neil Young ~ |
: ----------
: --
: ----------
: |"Good times are comin', but they sure comin' slow"|
: | ~ Vampire Blues, Neil Young ~ |
: ----------

Howdy,

Try Atari ST Internals (By Data Becker) or The Atari Compendium,
both books have the tables along with descriptions...or if you can't
find either of those...I suppose I could type the tables in and e-mail
them...

Cheers,

-Magic

```
*****************************************************************************
* magic@mtu.edu >>> Falcon 14/170 >>> The only way to fly >>> *
* "If you can tell the difference between good advice & bad advice... then *
* you don't need advice" *
*****************************************************************************
```

4574. Re: Video Problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 00:38:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EH6AEGVM@ttgk.textlitho.nl>
Source record: 30605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <33tctb$mcr@charm.magnus.acs.ohio-state.edu> Panjandrum wrote :

>Is the ST powdered toast?
Nope, probably just the power supply..

>Did my sister spill coke it in?
Hard to tell from here, but it sure would help in blowing out the PSU..

>Can Lassie save the day once again?
Only if Lassie can hold a soldering iron and has lots of experience, no fear of very high voltages etc..

>Or is this finally the end?
Naaah, can't be can it ?

Gert

--

-- --
Atari TT-Point
-- --

4575. Art Program

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 04:26:08 UTC
From: ralunsfo@uncc.edu
Message-ID: <3410p0$am7@news.uncc.edu>
Source record: 30606

Could anyone recommend a good art program compatible with the Falcon's True color mode? I'm looking for something very professional in the $300 range.

Thanks,
ralunsfo@unccsun.uncc.edu

4576. Re: What am I? (Chip ID required)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 05:52:59 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Aug31.055259.24717@news.unige.ch>
Source record: 30607

```
>>
>>: Chip to Central Control: I'm a FLOPPY DISK DMA CONTROLLER. *grin*
>>
>>Too true!! I just (last week actually,) slapped your brother/sister in my
>>_very_ early revision STe motherboard. Now my hard drive actually works
>>the way it is supposed to!!
>>

Ahhh! Remember the first 520 STs? You had to drop them occasionally from about
20 cm, to reseat the chip :)
Mike

************************************************************************
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch
```

4577. Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 10:37:03 UTC
From: torhov@ifi.uio.no
Message-ID: <341mgf$4r7@drott.ifi.uio.no>
Source record: 30608

I have two technical problems with my Falcon. I hope somebody can point out what's wrong.

1: The colour problem

Two of the colours in 256-colour mode behave very strange. At dark colour values, they act normal, but when one of the RGB-scales get over a certain point, the result is that the colour suddenly goes quite dark again.

To illustrate: When I want to make the colour lighter, by incrementing one of the RGB-scales, the colour intensity normally should go like this:

```
.
. .
. but instead I get this: . .
. . .
. . .
. .
```

2: The sound problem

I managed to destroy the left sound channel, but I can't get it to work. I have tried to change the tiny amplifier chip without results, and I have searched `the whole' motherboard for errors. What can be wrong?

--
Tor Egil

4578. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 10:54:46 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <341nhm$806@ra.ibr.cs.tu-bs.de>
Source record: 30610
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Ludis Langens (ludis@netcom.com) wrote:

: The 68349 adds an instruction cache but no data cache, though it does have
: on-chip 2 cycle 32 bit wide SRAM. Besides, it has a barrel shifter (sort
: of) and can execute the rotate in only 6 cycles.

: Ludis Langens
: ludis@netcom.com

Where can I (in Germany) get more information about this
chip (or the whole 683xx family). They sound really interesting.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

4579. Re: Advice Please - ST Upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 10:57:39 UTC
From: spbcajk@ucl.ac.uk
Message-ID: <1994Aug30.172309.24733@ucl.ac.uk>
Source record: 30609

em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>Kevan Winch (Kevan.Winch@eccles.seuk.com) wrote:

>: Can I start a debate here on the pros & cons of ST v PC. ?
>: I *do* like my ST, it's grown on me a lot, but it does have some serious disadvantages to a PC, as far as I can see.

>Well I bought my ST while using PCs a LOT at work. I use it ONLY for
>MIDI work (running Cubase) and I call it my "Hardware Window." Running
>Cubase under Windows on a PC is fraught with problems but it runs just
>great on an ST so I keep my ST and use it ONLY for Cubase.

It may be worth adding here that the Cubase users mailing list is frequented by two types of person. One type owns an ST or a Mac and talks about Cubase tricks. The other sort owns a PC and talks about DLLs, IRQs, MPU401s and crashes. Lots of crashes. In my not-so-humble opinion, if you want to run Cubase (UKP350ish), you presumably have a fair selection of MIDI hardware. And let's face it - you aren't going to get much in the hardware line for UKP250ish (which I paid for my 2MB STe when my old STfm got stolen) Treat the ST as a part of your music set-up which also happens to do lots of other good stuff easily and cheaply. It won't blow the world away for speed, but it does the job well enough. In passing, I'm just finishing writing my thesis and after massive pain using Ami on a 386/33 w/4MB of RAM, went back to Redacteur, Calamus and Kandinsky. And it's crashed about 4 times in 4 weeks, which, as far as I'm concerned is bloody good going. Remember, system stability counts for just as much as out-and-out speed, and stability is one thing that the x86/DOS/Windoze combination does *not* have.

Just my 2p worth, of course. Anguished PC owners can reply by mail.

Cheers
/================\
\======\ /====/
# #
/========\ /===========\
@@ # # ===
/==\ / # # @@ # # # # # #
== / # @@ # # # #
\=========/ \========/ \===/ \===/
spbcajk@ucl.ac.uk

4580. Bitfield instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 12:33:53 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <341tbh$mb9@ugle.unit.no>
Source record: 30612

While doing a port of X-fractint, I found I could gain a few cycles if I use some bitfield instructions. The trouble is that I am doing this in gcc/gas and don't know how gas expects the syntax of these instructions.

So, in short, how do I express:

bfins d2,d6{0:29}

in MIT/gas syntax ?

Anyone know where I could find a reference on gas/mit syntax ?

And ouch.
While rewriting some of the x86 assembly, I rediscovered why I hate that architecture so much...

Erling
PS: This is for MultiTOS, not X... :)

• ATP/Unix 1.40 • This is my tagline.

4581. Re: Bitfield instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 13:15:43 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Aug31151543@issan.informatik.uni-dortmund.de>
Source record: 30613

In article <341tbh$mb9@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:

|> While doing a port of X-fractint, I found I could gain a few cycles if I
|> use some bitfield instructions. The trouble is that I am doing this in
|> gcc/gas and don't know how gas expects the syntax of these instructions.

|> So, in short, how do I express:

|> bfins d2,d6{0:29}

|> in MIT/gas syntax ?

bfins d2,d6{#0:#29}
^ ^

|> Anyone know where I could find a reference on gas/mit syntax ?

In the GAS sources ..... :-)
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4582. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 13:47:19 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <3421l7$1om@whitbeck.ncl.ac.uk>
Source record: 30614

J. Sullivan (js10039@cus.cam.ac.uk) wrote:
> >[...]

> There was a very similar situation with the old BBC micro (which had
> built in lightpen support via its analogue joystick port too)

But I have built a pen for the BBC and it didn't have much of a problem:
at pixel rates around 6MHz the speed of a phototransistor & monitor delay are
not going to make an appreciable difference, plus the 6845 CRTC held the
light pen register and presumably was designed to work with a minimal delay
error.

> - the
> problem is not how long it takes YOU to read the current value from
> the hardware registers (this error should be just a few pixels anyway
> thinking about the pixel rate relative to CPU clock speed), the real
> problem is how long it takes, once a pixel has been generated by the
> shifter, for the data to propagate through the monitor hardware, the
> electron beam, the phosphor to light up, the phototransistor in the
> lightpen to respond, and the amplifier circuitry in the lightpen to
> notice. I think phototransistors tend to be fairly slow anyway.

This is a fixed propagation delay, which would manifest itself as a
permanent linear shift to the left of the pen position. What I get are
almost _completely_ random X values, but a 100% accurate Y value.
I am basing my "accuracy" on whether the value is steady or not: the Y
values are displaced by a fixed amount, which is easily nulled out by
software, but if no two X values seem related in any way, there is little
hope of providing a horizontal position reading...

> The only fix is to write a calibration routine that asks the user to
> point at a fixed point in the middle of the screen, read the registers
> and use the difference between where they say the user clicked, and
> where you know they should have as a sort of fudge value.

> Or buy a pen-mouse and find an appropriate acceleration factor for your
> monitor.

> Good luck.

> John

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *

```
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
*************************************************************************
```

4583. help on cross g++ needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 14:17:58 UTC
From: bfaust@saratoga.physik.Uni-Osnabrueck.DE
Message-ID: <3423em$16n@deimos.rz.Uni-Osnabrueck.DE>
Source record: 30615

Hello!

I compiled a cross gcc on a HP9000/710 using the gcc 2.5.8 sources from
prep.ai.mit.edu and the updates 36-40 from a.a.u.e.
The C part works fine, I cross-compiled several programs including
MiNT 1.11, these programs work fine on my old ST.

But when I tried to cross-compile some C++ programs I came into trouble.
When I try to compile the simple program hallo.cc :

```
#include <iostream.h>

int main(void)
{
cout << "Hallo Welt!\n";
}
```

using: cgcc -v -o hallo.ttp hallo.cc -lg++

I get some strange error messages (from the linker I think):

```
gcc-atariST version 2.5.8 Patchlevel 1
/home/sulaco/bfaust/atari/cross-gcc/lib/gcc-cpp -lang-c++ -v -undef -D__GNUC__=2
-D__GNUG__=2 -D__cplusplus -D__GNUC_MINOR__=5 -Datarist -Dgem -Dmc68000 -D__atarist__
-D__gem__ -D__mc68000__ -D__atarist -D__gem -D__mc68000 -Acpu(m68k) -Amachine(m68k)
hallo.cc /usr/tmp/cca26169.i
GNU CPP-atariST version 2.5.8 Patchlevel 1
#include "..." search starts here:
#include <...> search starts here:
/home/sulaco/bfaust/atari/cross-gcc/include
/home/sulaco/bfaust/atari/cross-gcc/g++-inc
End of search list.
/home/sulaco/bfaust/atari/cross-gcc/lib/gcc-cc1plus /usr/tmp/cca26169.i -quiet -dumpbase
hallo.cc -version -o /usr/tmp/cca26169.s
GNU C++ version 2.5.8-atariST Patchlevel 1 (68k, MIT syntax) compiled by GNU C version
2.5.8.
/home/sulaco/bfaust/atari/cross-gcc/lib/gcc-as -v -mc68000 -o /usr/tmp/cca261691.o
/usr/tmp/cca26169.s
GNU assembler version 1.38 atariST PatchLevel 4
/home/sulaco/bfaust/atari/cross-gcc/lib/gcc-ld -v -o hallo.ttp
/home/sulaco/bfaust/atari/cross-gcc/lib/crt0.o /usr/tmp/cca261691.o -lg++ -lgnu
`gcc-ld' cross-linker Patchlevel 37 for GNU, Atari ST version (Wed Aug 31 16:16:00 1994
)
iostream.o: Undefined symbol ios virtual table referenced from text
iostream.o: Undefined symbol istream::ios virtual table referenced from text
iostream.o: Undefined symbol ios virtual table referenced from text
```

```
iostream.o: Undefined symbol ostream::ios virtual table referenced from text
iostream.o: Undefined symbol ios virtual table referenced from text
iostream.o: Undefined symbol istream::ios virtual table referenced from text
iostream.o: Undefined symbol ostream::ios virtual table referenced from text
iostream.o: Undefined symbol iostream::ios virtual table referenced from text
streambuf.o: Undefined symbol streambuf virtual table referenced from text
streambuf.o: Undefined symbol streambuf virtual table referenced from text
builtinbuf.o: Undefined symbol builtinbuf virtual table referenced from text
builtinbuf.o: Undefined symbol builtinbuf virtual table referenced from text
filebuf.o: Undefined symbol filebuf virtual table referenced from text
filebuf.o: Undefined symbol filebuf virtual table referenced from text
filebuf.o: Undefined symbol filebuf virtual table referenced from text
filebuf.o: Undefined symbol filebuf virtual table referenced from text
```

Can anybody please HELP ME!!!!

bernd

4584. Re: Light Pen on STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 15:02:15 UTC
From: bjgrier@bnr.ca
Message-ID: <34261n$b14@nrtphaa9.nt.com>
Source record: 30616

In article <3421l7$1om@whitbeck.ncl.ac.uk>, "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
writes:
|> J. Sullivan (js10039@cus.cam.ac.uk) wrote:
|> > - the
|> > problem is not how long it takes YOU to read the current value from
|> > the hardware registers (this error should be just a few pixels anyway
|> > thinking about the pixel rate relative to CPU clock speed), the real
|> > problem is how long it takes, once a pixel has been generated by the
|> > shifter, for the data to propagate through the monitor hardware, the
|> > electron beam, the phosphor to light up, the phototransistor in the
|> > lightpen to respond, and the amplifier circuitry in the lightpen to
|> > notice. I think phototransistors tend to be fairly slow anyway.
|>
|> This is a fixed propagation delay, which would manifest itself as a
|> permanent linear shift to the left of the pen position. What I get are
|> almost _completely_ random X values, but a 100% accurate Y value.
|> I am basing my "accuracy" on whether the value is steady or not: the Y
|> values are displaced by a fixed amount, which is easily nulled out by
|> software, but if no two X values seem related in any way, there is little
|> hope of providing a horizontal position reading...

Does this light pen work on another system?

You could be obtaining the eroneous results due to either misadjusted monitor
or an insensitive light pen. Try the following:

On a black screen put up a single vertical white line, centered
horizontally that goes from the top of the screen to the middle.

Read the light pen position and draw a small vertical line at the
bottom of the display. Vary the levels of the contrast and brightness
and see if the horizontal tracking improves.

Have the program use a key to cycle the color of the line through
the monitors primary colours (red, green, and blue). Repeat your
adjustments of the monitor until you are satisfied.

One problem with light pens is that the different phosphours in your picture
tube give off different amounts of light energy, with green giving off the
most and blue giving off the least. Which means that you may not be able to
accurately detect blue without a large increase in intensity and/or contrast
while you can accurately detect green and red.

If you are unable to adjust the monitor to obtain the desired results
then the culprit may be your lightpen. Open it and ensure the detector
is perpendicular to the barrel of the light pen.

Good luck,
Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

Brian, WS1S (ST/TT User/Developer)	If I wanted a computer to play games
Bell Northern Research	on I'd buy an MS-Dos compatible. I
Research Triangle Park, NC	have REAL computing work to do.

4585. Please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 16:57:28 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <342cpo$lhb@snlsu1>
Source record: 30618

Please ignore this test.

Mat

4586. Dsp 56001 docs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-08-31 18:46:37 UTC
From: alenm@ifi.uio.no
Message-ID: <342j6d$bb6@maud.ifi.uio.no>
Source record: 30617

Is there anyone out there that have some ASCII docs on Falcon 030
hardware registers and the dsp 56001. I have done some 68k programming
on the STE, and have done some grouadshading vectors on Falcon using
the 030. I did it without any docs, so i vould love to get my hands on
anything.
Doing vectors with the 030 is boring since i keep thinking of the
possibilities with the dsp. If anyone has a dsp 56001 or falcon 030
-book, and an ASCII scanner and a bit of initiative, life would
be so much brighter for us Falcon coders.

4587. DEANSI.ARC???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 00:50:36 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <3438gs$kd5@samuel.ChamplainCollege.QC.CA>
Source record: 30550

Hello all! I've been programming in Heat & Serve (Sozobon) C on my lil' ole Atari ST for quit some time now. But I'm also doing a lot of TURBO C on the PC. I generally make my code portable but on the PC, I write following the ANSI standards (prototypes, etc...).

The problem is that HSC does not conform with ANSI C and I can't compile my code without long and tedious 'DE-ANSIing' it.

A long time ago, I found a program called DEANSI.TTP in a file called DEANSI.ARC, somewhere on the net. I downloaded it, and saw that it did the ANSI C to OLD C conversion. But at the time I needed no such program.

Now I do. And I can't find it ANYWHERE!!!! 8-}

If anyone out there has this file or knows where I can find it, PLEASE let me know.

Jon Lunman

lunman@ChamplainCollege.QC.CA

4588. Re: PC-style analog joysticks on Falcon/STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 01:02:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <343969$4rf@mailer.fsu.edu>
Source record: 30619

Sander Stoks (sanders@sci.kun.nl) wrote:
>
> Or _is_ there, by any chance, software using the extended joysticks?
> Nah, probably not...

I have heard rave reviews of the Gravis Mousestick, which is designed to replace the mouse as a controller for games. It is supposed to be great for flight sims, which really benefit from a velocity-sensitive controller. On the down side, they are a bit pricey. Anyway, this is a compatible way of getting an analog joystick to work with existing games and such.

Now, what would be interesting is if one could come up with a way of turning a stock PC analog joystick into a cheap "Mousestick workalike"... I'm not sure exactly what the data looks like coming from such a joystick, or a mouse for that matter, but it might be fairly easy to do. Anyway, food for thought....

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4589. Re: Dsp 56001 docs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 01:08:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3439i0$4rf@mailer.fsu.edu>
Source record: 30620

Alen Milkovic (alenm@ifi.uio.no) wrote:

> Is there anyone out there that have some ASCII docs on Falcon 030
> hardware registers and the dsp 56001.

Check out hardware.lzh in /Programming on atari.archive.umich.edu. It is
billed as "ST/STe/MSTe/TT/F030 Hardware Register List". Check the topmost
0index file for DSP information (I think there is some in there somewhere).
Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4590. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 03:00:07 UTC
From: zoltan@research.canon.oz.au
Message-ID: <ZOLTAN.94Sep1130007@radics.research.canon.oz.au>
Source record: 30624
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <CvCur5.Any0@austin.ibm.com> viper@vnet.ibm.com (David S. Zicherman) writes:
> I'm not recently familiar with the 68K instruction set, but using 3 XOR
> operations one can perform an *in place* swap.
>
> SWAP(A,B)
> A := A XOR B;
> B := B XOR A;
> A := A XOR B;
>
> I hope this helps...
>
> David

Different problem. This can be done by the 'exg' instruction on the 68k.
Problem to solve is to swap low byte and high byte in a 16 bit word.
Rotate is too slow. High byte can't be written to memory without the low
one. CPU is big-endian. Unaligned word access on some CPUs results
address error.

By the way, on 68020+ would that solve the problem ?
(I have no timing info off hand, so maybe it's slower than checking it
bit by bit ...)

```
unpk d0,d0,#0 ; low byte->low word, high byte->high word
swap d0 ; swap words
pack d0,d0,#0 ; pack words back to bytes
```

Zoltan
--
Zoltan Kocsi <zoltan@research.canon.oz.au>

4591. Re: TOS Internals

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 05:29:53 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CvFr9t.IwD@hpbbrd.bbn.hp.com>
Source record: 30564

J. Sullivan (js10039@cus.cam.ac.uk) wrote:
> After performing all initialisation, running boot-sectors, cartridge apps etc.
> TOS gets _phystop, then counts backwards to $400 in $200 byte decrements,
> searching for blocks with a given header and checksum, then executing them.
> Ghost uses this to gain a foothold in RAM before any memory services have
> been started, and to ensure it is executed once after the resvector chain
> has been called so that it can reclaim resvector.
>
> Does anyone know what this facility is for and the correct way to use it? As
> far as I can see cartridge apps and boot-sector code that need services not
> available when they are first run could use this method but what is the
> Official reason for it?

You've discovered a feature that has been there since TOS 1.00. I have
documented this for the first time in an article on TOS 1.02 when it
was released in 1987. This is a feature that is inherited from CP/M 68K.
It is useful, as you already found out, for programs which need to
be started in the reset phase before the memory has been initialized,
such as reset-resident RAM disks. Other than that, it has also been
used for implementing a virus as you have discovered.

To my knowledge, the feature has never been documented officially,
so that's probably why you didn't know about it. I think it is also
mentioned in several books such as the Profibuch.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4592. Read from parallel port (520 ST)?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 05:52:57 UTC
From: giddings@sadie.chem.wisc.edu
Message-ID: <343q7p$de6@news.doit.wisc.edu>
Source record: 30623

Still fighting with 520ST BASIC - I should just try to find a C compiler somewhere. But, in the meantime, I have the following question:

I am trying to read a byte from the parallel port using the BASIC INP(0) command. The system hangs on this, no matter whether there is data to be read or not. If I do an INP(-0), which supposedly gives port status, the system hangs as well (negative zero seems pretty strange anyway. . .).

Does anybody have advice how to read from the parallel port? Can it even be done? Should I use a GEM call?

Thanks for any information,
Michael Giddings
giddings@whitewater.chem.wisc.edu

4593. MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 06:35:43 UTC
From: gaghon@nevada.edu
Message-ID: <343snv$hqa@post-office.nevada.edu>
Source record: 30622

Does anyone know when the new binary of MTOS Mint will be released. I like MTOS, but I know that the new binary fixes some of the slowdown caused by polling.

VInce

4594. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 08:17:14 UTC
From: holeczek@clri6a.gsi.de
Message-ID: <1994Sep1.101714@clri6a.gsi.de>
Source record: 30628
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
|> one. CPU is big-endian. Unaligned word access on some CPUs results
If you mention it, what is the difference between big Indian and little Indian ?
Is there a middle Indian ?
( Sorry, these are probably FAQs, but I could find no place with answer. )
Jacek.
```

4595. Re: Read from parallel port (520 ST)?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 09:07:20 UTC
From: t.harbaum@tu-bs.de
Message-ID: <3445k8$o55@ra.ibr.cs.tu-bs.de>
Source record: 30626

In article <343q7p$de6@news.doit.wisc.edu>, giddings@sadie.chem.wisc.edu (Michael Giddings) writes:
|> Still fighting with 520ST BASIC - I should just try to find a C compiler
|> somewhere. But, in the meantime, I have the following question:
|>
|> I am trying to read a byte from the parallel port using the BASIC INP(0)
|> command. The system hangs on this, no matter whether there is data to be read
|> or not. If I do an INP(-0), which supposedly gives port status, the system
|> hangs as well (negative zero seems pretty strange anyway. . .).
|>
|> Does anybody have advice how to read from the parallel port? Can it even be
|> done? Should I use a GEM call?
|>
|> Thanks for any information,
|> Michael Giddings
|> giddings@whitewater.chem.wisc.edu

TOS does not support reading from the parallel port. There is no BIOS, XBIOS, GEMDOS or GEM function to do that. You will have to turn the ports direction by programming the psg youself. You might do this by using Giaccess() in BASIC or any other language. Be shure not to attach a signal to the port until you altered its direction, because normally the psg drives the data lines and it's possible to cause damage to the psg by driving the lines while they're programmed as outputs.

Hope that helps,
Till

****
_____
/ _____ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)

****

4596. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 09:15:25 UTC
From: t.harbaum@tu-bs.de
Message-ID: <34463d$o55@ra.ibr.cs.tu-bs.de>
Source record: 30627
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <1994Sep1.101714@clri6a.gsi.de>, holeczek@clri6a.gsi.de (Jacek M. Holeczek) writes:
|> |> one. CPU is big-endian. Unaligned word access on some CPUs results
|> If you mention it, what is the difference between big Indian and little Indian ?
|> Is there a middle Indian ?
|> (Sorry, these are probably FAQs, but I could find no place with answer.)
|> Jacek.

They're not big or little Indians, they are big or little endians.
A big endian is a machine, that stores words with leading most significant byte
(680X0, sparc, power-pc). A little endian stores the least significant byte on
the lower address (80x86, power-pc). A power pc can switch between both modes
to make it easier to emulate both, 680X0 and 80X86.
For example: The word $1234 would be stored
12 34 by the 68000
and 34 12 by the 8086

Ciao,
Till

****
____
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
/_ / /_ / /_ /
(_) (_) (_)

****

4597. Re: help on cross g++ needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 09:16:10 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep1111610@issan.informatik.uni-dortmund.de>
Source record: 30625

In article <3423em$16n@deimos.rz.Uni-Osnabrueck.DE>,
bfaust@saratoga.physik.Uni-Osnabrueck.DE (Bernd Faust) writes:

|> Hello!
|> I compiled a cross gcc on a HP9000/710 using the gcc 2.5.8 sources from
|> prep.ai.mit.edu and the updates 36-40 from a.a.u.e.
|> The C part works fine, I cross-compiled several programs including
|> MiNT 1.11, these programs work fine on my old ST.

|> But when I tried to cross-compile some C++ programs I came into trouble.
|> When I try to compile the simple program hallo.cc :

|> #include <iostream.h>

|> int main(void)
|> {
|> cout << "Hallo Welt!\n";
|> }

|> using: cgcc -v -o hallo.ttp hallo.cc -lg++

|> I get some strange error messages (from the linker I think):

[many undefined symbols]

It looks like the g++ library was compiled with an older g++ version.
There were some bugs in the name mangling in many versions, which were
fixed in 2.5.8 (i think). Unfortunately the changes are not backward
compatible, but you are always supposed to use the g++ library
compiled with the same g++ version. Try to recompile the library.
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4598. GEM SPOOL

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 10:18:33 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3449pp$oov@golem.wcc.govt.nz>
Source record: 30629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** GEM SPOOL 2.2 ***

I have a copy of GEM SPOOL version 2.2 dated 1992..
by Steven Van Rossen, Marc Billiet, from Belgium..

Is there a later version, I had a look on a few German sites
but could not find any version there, or A.A.....

Please can any one help..

Thanks...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4599. Partition sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 12:09:20 UTC
From: buxmjp@zippy.dct.ac.uk
Message-ID: <1994Sep1.130920.7031@zippy.dct.ac.uk>
Source record: 30630

Having just got the internal host adaptor for my MSTE, and the 1 gig drive is in the post, I was browsing through a config file on the utilities disk. One section had a limit for the number of sector per partition of 32K and, in the comments line, said not to alter this number. Is it dangerous to alter it, as even with big sectors I would need more partitions than are available.

BTW the drive is part of a _big_ upgrade. HD and streamer, 4 megs, 2 HD floppies, all recased. Advice given and accepted on all things relevent to this.

Thanx

the hatter

4600. Re: Read from parallel port (520 ST)?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 12:18:49 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <1d010994@cinnamon.ferndown.ate.slb.com>
Source record: 30637

In article <3445k8$o55@ra.ibr.cs.tu-bs.de> t.harbaum@tu-bs.de writes:
>In article <343q7p$de6@news.doit.wisc.edu>, giddings@sadie.chem.wisc.edu (Micha
el Giddings) writes:
>|> Still fighting with 520ST BASIC - I should just try to find a C compiler
>|> somewhere. But, in the meantime, I have the following question:
>|>
>|> I am trying to read a byte from the parallel port using the BASIC INP(0)
>|> command. The system hangs on this, no matter whether there is data to be rea
d
>|> or not. If I do an INP(-0), which supposedly gives port status, the system

>|> hangs as well (negative zero seems pretty strange anyway. . .).
>|>
>|> Does anybody have advice how to read from the parallel port? Can it even be

>|> done? Should I use a GEM call?
>|>
>|> Thanks for any information,
>|> Michael Giddings
>|> giddings@whitewater.chem.wisc.edu
>
>TOS does not support reading from the parallel port. There is no BIOS, XBIOS,
>GEMDOS or GEM function to do that. You will have to turn the ports direction
>by programming the psg youself.

This is wrong: you can use the BIOS input routines to read from the parallel
port.

Mat

Mathew Lodge, Software Engineer,	"It's bad enough to have one's life in
Schlumberger Technologies (ATE)	utter ruin without being serenaded by
Ferndown, Dorset, UK, BH21 7PP	a moron with all the entertainment
Email: lodge@ferndown.ate.slb.com	value of a tap-dancing oyster"
Phone: (+44) 202 893535 x404	Black Adder, The Cavalier Years

4601. How can I load a font without Gdos?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 13:12:14 UTC
From: odonnllb@vax1.tcd.ie
Message-ID: <1994Sep1.131214.1@vax1.tcd.ie>
Source record: 30631

Could anyone point me to source code, preferably C, but anything considered,
that will let me load one simple lo-res screen font without using Gdos?
There was a routine called vdit, several years back, but I didn't need it then
and I can't find it in Imperial College now.
I'm beta-testing a game and half my betatesters (OK, 2 out of 4) hadn't even
heard of Gdos (they said).
As a total digression I am beginning to understand why many software houses
seem to have shot their betatesters:-)
Thanks in advance.
Brian O'Donnell
odonnllb@vax1.tcd.ie

4602. Need help on Falcon display registers.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 14:08:44 UTC
From: 895822ja@cent.gla.ac.uk
Message-ID: <895822ja.778428524@cent.gla.ac.uk>
Source record: 30541

OK, this is an appeal to anyone who might know how the Falcon display works, by which I mean the actual hardware registers, not the screen modes. If anyone has any details, or know where there are any details, then if could you please email me, I would be most grateful.

Michael.

--
-- { Opinions are mine, etc., etc..}
| Michael James <895822ja@udcf.gla.ac.uk>|- ||| <- Cliched, but easy
--| ||| to draw!!
-- _/ | _ < F A L C O N 0 3 0 >

4603. Re: Partition sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 14:54:40 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <344pvg$kg1@mailer.fsu.edu>
Source record: 30638

buxmjp@zippy.dct.ac.uk wrote:
> Having just got the internal host adaptor for my MSTE, and the 1 gig drive is
> in the post, I was browsing through a config file on the utilities disk.
> One section had a limit for the number of sector per partition of 32K and,
> in the comments line, said not to alter this number. Is it dangerous to alter
> it, as even with big sectors I would need more partitions than are available.

Probably, as that is likely to be a maximum value attainable in a OS defined
standard datatype. Increasing it would make accessing the additional sectors
a bit problematic, I think.

> BTW the drive is part of a _big_ upgrade. HD and streamer, 4 megs, 2 HD
> floppies, all recased. Advice given and accepted on all things relevent to
> this.

I guess this is AHDI you are talking about. My understanding is that one
can have partitions C-P at a max of 256mb each, using ICD software (you would
want to get the Pro level, unless you use an ICD host adaptor in an external
device), with the logical sector size max'ed out (at 4096 bytes each, I think).
This would yield 3.584gb max mounted space (you could have more and swap the
partitions around using the ICD desktop.prg). Of course, you would also
waste quite a bit of space doing it this way, as the smallest allocatable
unit would be, uh, whatever a cluster is (two sectors? So 8k?). However,
with 1gb you will have space to burn :-).

With all that said, I thought the latest AHDI had the same limitations as
the ICD software, so maybe I'm confused. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4604. Mega STe Problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 16:24:52 UTC
From: vctec@westminster.ac.uk
Message-ID: <CvGLMA.90z@westminster.ac.uk>
Source record: 30542

Hi people

Got a question...well, a couple...

Someone is having a few problems...and I do not know the answer...so I'll see if your expertise can help my friend..

Got a Citizen Swift printer connected to the Mega STe. Now, when trying to print out from Deluxe paint, Touch up or even ImageCopy 2, it just prints out lines.

Know what this person is doing wrong?

Also, anyone know why a scanner will not work on a Mega STe, ion both 8 and 16Mhz modes? It worked perfectly on a normal STe. Are the cartridge ports different?

Yours in anticipation.
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4605. Re: Mega STe Problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 16:50:35 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3450or$157a@msuinfo.cl.msu.edu>
Source record: 30633

In article <CvGLMA.90z@westminster.ac.uk>, vctec@westminster.ac.uk (Denesh Bhabuta) writes:
>Hi people
>
>Got a question...well, a couple...
>
>Someone is having a few problems...and I do not know the answer...so
>I'll see if your expertise can help my friend..
>
>Got a Citizen Swift printer connected to the Mega STe. Now, when trying
>to print out from Deluxe paint, Touch up or even ImageCopy 2, it just
>prints out lines.
>
>Know what this person is doing wrong?

I can only only think of two things:
1) The printer's dip switches are set for emulation that isn't being supported by those programs (e.g. printer is set for IBM emulation and the programs are using Epson); or
2) The printer drivers were never set up for that printer.

Best of luck,
Tom
hopper_t@msupa.pa.msu.edu
>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4606. Re: Partition sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 17:10:38 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3451ue$54c@ugle.unit.no>
Source record: 30632

boyd@hardy.math.fsu.edu
In a message on 1 September, wrote :

bR> buxmjp@zippy.dct.ac.uk wrote:
bR> > Having just got the internal host adaptor for my MSTE, and the 1 gig dr
bR> > in the post, I was browsing through a config file on the utilities disk
bR> > One section had a limit for the number of sector per partition of 32K a
bR> > in the comments line, said not to alter this number. Is it dangerous t
bR> > it, as even with big sectors I would need more partitions than are avai
bR>
bR> Probably, as that is likely to be a maximum value attainable in a OS defi
bR> standard datatype. Increasing it would make accessing the additional sec
bR> a bit problematic, I think.
bR>
bR> > BTW the drive is part of a _big_ upgrade. HD and streamer, 4 megs, 2 HD
bR> > floppies, all recased. Advice given and accepted on all things releven
bR> > this.
bR>
bR> I guess this is AHDI you are talking about. My understanding is that one
bR> can have partitions C-P at a max of 256mb each, using ICD software (you w
bR> want to get the Pro level, unless you use an ICD host adaptor in an exter
bR> device), with the logical sector size max'ed out (at 4096 bytes each, I t
bR> This would yield 3.584gb max mounted space (you could have more and swap
bR> partitions around using the ICD desktop.prg). Of course, you would also
bR> waste quite a bit of space doing it this way, as the smallest allocatable
bR> unit would be, uh, whatever a cluster is (two sectors? So 8k?). However
bR> with 1gb you will have space to burn :-).
bR>
bR> With all that said, I thought the latest AHDI had the same limitations as
bR> the ICD software, so maybe I'm confused. Hope that helps.

Hmm, if you are about to use large partitions, I strongly advice you to use
mint and minixfs instead. Minixfs ver.2 always uses 1024 byte sectors -
independently of partition size. This gave me some additional 40 Mb when I
converted one of my big FAT partitions into a minix filesystem.
(With a clustersize of 8k, the average loss will be 4k per file versus 512
byte on the minix filesystem.).

(Section of very technical stuff follows here)

Minixfs ver.2 partitions use 32 bit block pointers, which means it should
be able to handle 2^31 * 1024 byte partitions. (One bit is lost to the
sign). However, the low-level harddisk software on the ST (the scsi-stuff)
only knows how to deal with 512 byte blocks, which reduces the maximum
possible disk-size to 2^32 * 512 bytes (2048 Gb) anyway. This is for the

machines with real scsi (TT-falcon). On ACSI machines, only 21 bits are available for the block number, which means a maximum of 2^21 * 512 bytes (1 Gb) per disk. However, some Host-Adapters knows how to send extended SCSI commands (some ICD ones at least), so that 2048 Gb partitions is theoretically possible even on a 1985 ST :)

I am not sure whether the ICD software or AHDI is able to use the extended scsi READ/WRITE commands however, so you might be stuck with 1 Gb partitions anyway. But if the software is able to format/partition a disk > 1Gb, I would be surpriced if it did not support the extended READ/WRITE commands as well.

Another trouble you might stumble into, is that HDX only allows you to partition your disk to partition sizes that the FAT filesystem knows how to handle. I edited my partition table by hand...

Erling

 ATP/Unix 1.40 This is my tagline.

4607. Who has (one of the) 1st GROLIERs?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 17:16:55 UTC
From: griendt@Simplex.NL
Message-ID: <3452aq$kbm@News.Simplex.NL>
Source record: 30634
Cross-posted to: alt.cd-rom,comp.sys.atari.st,comp.sys.atari.st.tech

I am still searching for the program CDKRS.PRG or Facts & Figures
or anything like it (A program by Activenture or Knowledge Set from
1985 !!!) and/or an old version of the Grolier Encyclopedia on
CD-ROM to use that on my Atari ST computer.

Is there anybody that can at least give me a hint?
I would be delighted!

Greetings,

Henk van der Griendt

4608. Help with link errors in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 18:16:46 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3455qe$lh3@msuinfo.cl.msu.edu>
Source record: 30635

Hello,

I've got GNU C (2.5.8?) up and running on my MSTE4, and I've written a few very basic TOS programs which compile and link without problems. I decided to try programming a very simple GEM program (execute, get a valid handle, and then close down properly), but I get link errors when I do.

The error is:
m:/cc1000001.o undefined symbol _appl_init referenced from text
and the same errors for _graf_handle, _v_opnvwk, _v_clsvwk, and _appl_exit.

If anyone can offer any advice, I'd greatly appreciate it. The program is attached below.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

```
#include <aesbind.h>
#include <vdibind.h>
#include <osbind.h>
int contrl[12], intin[128], intout[128], ptsin[128], ptsout[128];
int work_in[12], work_out[12], handle, pl[16][3];

main()
{
/* int contrl[12], intin[128], intout[128], ptsin[128], ptsout[128]; */
/* int work_in[12], work_out[12], handle, pl[16][3]; */

int i, nul;
appl_init();

for(i = 0; i < 10; work_in[i++] = 1);
work_in[10]=2;
handle = graf_handle(&nul, &nul, &nul, &nul);
v_opnvwk(work_in, &handle, work_out);
v_clsvwk(handle);

appl_exit();

}
```

You'll notice I have the same declarations, one commented out. This was because I decided to try it in both places to see if it made a difference (some code I looked at declared variables in both places). It made no difference.

Thanks.

4609. Re: Mega STe Problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 18:18:33 UTC
From: graham@insignia.co.uk
Message-ID: <CvGquz.BHB@isltd.insignia.com>
Source record: 30636

In article 90z@westminster.ac.uk, vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>Got a Citizen Swift printer connected to the Mega STe. Now, when trying
>to print out from Deluxe paint, Touch up or even ImageCopy 2, it just
>prints out lines.
>
>Know what this person is doing wrong?
>
I'm not too sure what you mean.

However if this person is driving it as a nine pin Epson it needs to be in IBM mode
otherwise the line advance is too small..

4610. Yamaha sound chip???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 18:48:24 UTC
From: lupien@eng.mc.xerox.com
Message-ID: <1994Sep1.184824.18311@news.wrc.xerox.com>
Source record: 30545

Anyone know where I can get the sound chip that went into the first
520, 1040 and Mega ST's??? If you have a source, have an old ST busted or whatever
or have one around (fat chance I guess) PLEASE!!! Let me know!

- gfl.xkeys@xerox.com

4611. GCC For Dummys & Mint For Morons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 21:13:27 UTC
From: bdean@hpb.hwc.ca
Message-ID: <345g5n$s69@m.ehd.hwc.ca>
Source record: 30544

Can anyone direct me to the GCC & MINT FAQs. Any other documentation (the simpler the better,) on these packages and the utilities included in the MinT Distribution Kit would be greatly appreciated.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

4612. output of STE to videocamera?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 21:38:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <345hk3$qs4@holmenkollen.ifi.uio.no>
Source record: 30640

My videocamera has a video "in", and I was wondering if it would be possible somehow to record the video signal from the STE on tape, so I could make my own "credits" and other titles etc. on the computer and just record this, and edit the tape later.

Does anyone have a circuit for anything like this? I can use either the "S-video" or normal "video in" input, since this is a Hi-8 camera.

many thanks.

Hallvard

4613. Help with Lattice C and ASM linking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-01 23:40:34 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.17.2E666672@massey.ac.nz>
Source record: 30639

Hi!

I am trying to combine some machine code with my C source (Lattice 5.06.02) and am having lots of trouble doing it.

I followed the brief instructions in the manual to use inline etc. but to no avail.

I can get the routines from the manual to work though, but I need to include my code - it doesn't call any OS routines or anything.

Help me please?????

I don't want to be stuck having to use GFA Basic to include my m/code routines.

Any help would be really appreciated,
thanx,

Richard r.m.morris@massey.ac.nz

PS. My routine is to print proportionally spaced fonts on the screen a LOT faster than GDOS - although no clipping ... (yet)

Works fine from Assembler or GFA 3.5 though.

4614. IDE hard drives on Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 00:10:52 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep2.001052.184@escape.widomaker.com>
Source record: 30547

I need to make use of an IDE hard drive. It would be good if I could use it on an ST since the old 20 meg Atari drive is small, slow, and probably not long for this world.

I figure there must be a converter or interface for Atari ST's to use IDE drives, they are just so cheap now. I've been told on another group that on the Falcon can use IDE. Any information would be appreciated.

--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

4615. MiNT problem (?) - segmentation fault when copying files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 00:35:04 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199409020026.AA00758@moroder.demon.co.uk>
Source record: 30543

Using MiNT 1.10h8 with Minixfs 0.60, I get segmentation faults when I try to copy files around on my D: drive. (D: is a 120MB TOS partition.) For example, I can do (where /etc is a link to /e/etc, E: being a MinixFS partition):

```
cp /etc/passwd /a/test
cp /etc/passwd /c/test
cp /etc/passwd /d/test
```

The last copy will produce an address error, a bus error or a memory fault, depending on whether I was copying or moving a file and other unknown factors, although the file appears to be copied okay. (The fact that copies to drives A: and C: work fine would seem to suggest the partition size is somehow too large.) I've used two different versions of "cp", with the same result. Also, "echo hello > /d/test" seems to work every time.

I can't be sure where the problem is - it could either be my hard drive software (SDManage), MiNT or Minixfs, as far as I can see. Has anybody else encountered this problem?

Stephen

4616. Re: Read from parallel port (520 ST)?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 00:40:19 UTC
From: woodford@esca.com
Message-ID: <1994Sep2.004019.14247@esca.com>
Source record: 30546

t.harbaum@tu-bs.de writes:

>In article <343q7p$de6@news.doit.wisc.edu>, giddings@sadie.chem.wisc.edu (Michael
Giddings) writes:
[Problems reading from parallel port]

>TOS does not support reading from the parallel port. There is no BIOS, XBIOS,
>GEMDOS or GEM function to do that. You will have to turn the ports direction
>by programming the psg youself.

Really? When I got my ST, I wanted to transfer all my old ZX Spectrum
text files (yup, a long time ago :) to it. I had a disk interface on
the speccy with a parallel port, so I just rustled up a cable to connect
the ST's parallel port to the speccy. I used the BIOS calls on the ST
to *read* from the parallel port at the same time as 'printing' text files
on the speccy. It worked; I have the files on the ST to prove it! :-)

Admitedly the BIOS does not handle reading from the parallel port very
well, but it _can_ be done. Just don't ask me for examples, the bit of
code I wrote way back then has long since departed for the bit-bucket.

Cheers, Steve

4617. Re: Help with link errors in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 08:35:39 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep2103539@issan.informatik.uni-dortmund.de>
Source record: 30548

In article <3455qe$lh3@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:

|> Hello,

|> I've got GNU C (2.5.8?) up and running on my MSTE4, and I've written a few
|> very basic TOS programs which compile and link without problems. I decided
|> to try programming a very simple GEM program (execute, get a valid handle,
|> and then close down properly), but I get link errors when I do.

|> The error is:
|> m:/cc1000001.o undefined symbol _appl_init referenced from text
|> and the same errors for _graf_handle, _v_opnvwk, _v_clsvwk, and _appl_exit.

You need to add -lgem *at the end* of the gcc command line (after the
object files anyway).
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4618. Re: Dsp 56001 docs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 11:47:37 UTC
From: djs@jet.uk
Message-ID: <1994Sep2.114737.5737@jet.uk>
Source record: 30549

In <342j6d$bb6@maud.ifi.uio.no> alenm@ifi.uio.no (Alen Milkovic) writes:

>If anyone has a dsp 56001 or falcon 030
> -book, and an ASCII scanner and a bit of initiative, life would
>be so much brighter for us Falcon coders.
Do you support piracy of software as well as piracy of printed material?

--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4619. Re: Help with link errors in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 12:44:36 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3476nk$tq6@msuinfo.cl.msu.edu>
Source record: 30552

Thanks to everyone who responded! I *had* forgotten to include the "-lgem"
in the command line. The program (such as it is) compiles and executes
perfectly now.

Thanks!
Tom
hopper_t@msupa.pa.msu.edu

4620. Re: DEANSI.ARC???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 12:55:37 UTC
From: lodge@ferndown.ate.slb.com
Message-ID: <2809902134504@cinnamon.ferndown.ate.slb.com>
Source record: 30558

In article <3438gs$kd5@samuel.ChamplainCollege.QC.CA> lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:
>Hello all! I've been programming in Heat & Serve (Sozobon) C on my lil'
>ole Atari ST for quit some time now. But I'm also doing a lot of TURBO C
>on the PC. I generally make my code portable but on the PC, I write
>following the ANSI standards (prototypes, etc...).
>
>The problem is that HSC does not conform with ANSI C and I can't compile
>my code without long and tedious 'DE-ANSIing' it.
>
>A long time ago, I found a program called DEANSI.TTP in a file called
>DEANSI.ARC, somewhere on the net. I downloaded it, and saw that it did
>the ANSI C to OLD C conversion. But at the time I needed no such program.
>
>Now I do. And I can't find it ANYWHERE!!!! 8-}

You could use "unprotoize" -- it's part of the GNU C distribution.

Mat
Mathew Lodge, Software Engineer,	"It's bad enough to have one's life in
Schlumberger Technologies (ATE)	utter ruin without being serenaded by
Ferndown, Dorset, UK, BH21 7PP	a moron with all the entertainment
Email: lodge@ferndown.ate.slb.com	value of a tap-dancing oyster"
Phone: (+44) 202 893535 x404	Black Adder, The Cavalier Years

4621. Re: help on cross g++ needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 13:19:02 UTC
From: pe@cam-orl.co.uk
Message-ID: <3478o6$rvu@lyra.csx.cam.ac.uk>
Source record: 30551

```
In article <SCHWAB.94Sep1111610@issan.informatik.uni-dortmund.de>,
schwab@ls5.informatik.uni-dortmund.de (Andreas Schwab) writes:
|> In article <3423em$16n@deimos.rz.Uni-Osnabrueck.DE>,
bfaust@saratoga.physik.Uni-Osnabrueck.DE (Bernd Faust) writes:
|>
|> |> Hello!
|> |> I compiled a cross gcc on a HP9000/710 using the gcc 2.5.8 sources from
|> |> prep.ai.mit.edu and the updates 36-40 from a.a.u.e.
|> |> The C part works fine, I cross-compiled several programs including
|> |> MiNT 1.11, these programs work fine on my old ST.
|>
|> |> But when I tried to cross-compile some C++ programs I came into trouble.
|> |> When I try to compile the simple program hallo.cc :
|>
|> |> #include <iostream.h>
|>
|> |> int main(void)
|> |> {
|> |> cout << "Hallo Welt!\n";
|> |> }
|>
|> |> using: cgcc -v -o hallo.ttp hallo.cc -lg++
|>
|> |> I get some strange error messages (from the linker I think):
|>
|> [many undefined symbols]
|>
|> It looks like the g++ library was compiled with an older g++ version.
|> There were some bugs in the name mangling in many versions, which were
|> fixed in 2.5.8 (i think). Unfortunately the changes are not backward
|> compatible, but you are always supposed to use the g++ library
|> compiled with the same g++ version. Try to recompile the library.

Of course, it's also possible that the compiler got confused by a German
version of "Hello World!". ;-)

Phil
```

4622. VDI colors: HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 16:37:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347kbs$c8k@mother.usf.edu>
Source record: 30553

I'm trying to figure out exactly how VDI maps its color values (0-1000)
to the hardware values.

Say you're using an ST. Then the VDI would have to map its colors
(0-1000) to the hardware (0-7). What formula is used?

Well, I have two possibilities and I need to find out which is the
correct one.

If I want to convert 0-1000 to 0-7 in a manner which gives equal weights
to all values, then I would use the following formula (using integer math):

h = v * 8 / 1001 [v is VDI number; h is hardware number]

Adding one to the max value gives equal spacings for each of the mappings
from 0-7 to 0-1000. The following is a table of values which map
correctly according to the above formula when the result of the division
is truncated and not rounded in any way:

HARDWARE VDI
0 0-125
1 126-250
2 251-375
3 376-500
4 501-625
5 626-750
6 751-875
7 876-1000

However, if the mapping is not done properly and the following formula is
used:

h = v * 7 / 1000

then equally sized ranges in the VDI numbers won't be assigned to the
hardware values and that will result in the following mapping, where the
remainder of the division is thrown away as above:

HARDWARE VDI
0 0-142
1 143-285
2 286-428
3 429-571
4 572-714
5 715-857
6 858-999
7 1000

As you can see, only one value maps to the highest value, and all the other ranges are disproportionately large.

Regretably, after seeing the logic and programming techniques used by many programmers, it does not seem all that unlikely that the second, improper, mapping would be used by the VDI.

SO, what I want to know is how does the VDI actually do that mapping, so that I may cope as necessary?

4623. Read from parallel port (

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 16:44:05 UTC
From: larserik@oslonett.no
Message-ID: <347kol$2g1@hasle.oslonett.no>
Source record: 30555

In message #9, giddings@sadie.chem.wisc. writes:

> Does anybody have advice how to read from the parallel port? Can it even
> be
> done? Should I use a GEM call?

I can be done.... I've written (together with a frien from Germany,
if he reads this - please contack me) a program for file transfer
to/from Atari ST and Portfolio and this program sends data both ways
over the ST printer port. I use pure assembler and read/write the
bits straight from the port hardware...

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4624. Re: MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 16:44:40 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347kpo$c8k@mother.usf.edu>
Source record: 30554

Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:
: In article <33m9mp$l2v@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

: |> If you run the same program under MultiTOS more than once, does it use
: |> the same code segment for all instances of the program?

: No, not by default.

: |> If not, what would I need to do to write a program that could be made to
: |> run in multiple instances?

: You have to compile it with gcc -mbaserel, no other compiler supports
: this yet, AFAIK.

If I set this flag, does the program automatically reuse the same code in memory for all the times it's loaded? How does MiNT know that it's the same program? How is this handled?

What exactly happens here?

4625. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 16:52:31 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347l8f$c8k@mother.usf.edu>
Source record: 30560
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

On even the 68000, ror.w #8,dx does fast byte-swapping... or so says the manual for the 68000 from motorola. (same thing for rol)

4626. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 17:06:06 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347m1u$c8k@mother.usf.edu>
Source record: 30556

Tor Egil Hovland (torhov@ifi.uio.no) wrote:

: 2: The sound problem

: I managed to destroy the left sound channel, but I can't get it to work. I
: have tried to change the tiny amplifier chip without results, and I have
: searched `the whole' motherboard for errors. What can be wrong?

I had the same problem. I had to send my Falcon back to Atari because my
left channel went out, and finally got it back after God knows how long.

I think there may be a design flaw. Good thing for me it went out just
before the warranty expired.

It looks to me like Atari took a new Falcon and just moved my hard drive
into it. The case, at least, is obviously brand new (I can tell).

You know that timing problem in the falcon that causes problems with
Cubase, etc? I asked them to fix that. Is there any way I can tell if
they actually did fix it?

I also asked them to bypass the bass boost. How can I tell if they did that?

Shoot, I'm going to have to check my TOS version to make sure they didn't
give me an older model.

Happy computing!

4627. Re: Read from parallel port (520 ST)?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 17:10:50 UTC
From: millert@grad.csee.usf.edu
Message-ID: <347maq$c8k@mother.usf.edu>
Source record: 30557

Once upon a time, I had two ST's, a Mega II, and a 1040 with 4 megs.

I connected the who parallel ports together, and connected the busy line
of one to the strobe line of the other.

With a few qwerks, I was able to write to the parallel port of one
machine, and read it from the parallel port of the other. I was using BIOS.

This didn't work WELL, but it DID work... intermittently.

4628. How Can I Load A Font Wit

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 19:21:32 UTC
From: jabrana@powertech.no
Message-ID: <1994Sep2.192132.574@powertech.no>
Source record: 30559

In an article of <01 September 1994 ,13:12> (Odonnllb@vax1.tcd.ie) writes:

o> Could anyone point me to source code, preferably C, but anything
o> considered, that will let me load one simple lo-res screen font without
o> using Gdos? There was a routine called vdit, several years back, but I
o> didn't need it then and I can't find it in Imperial College now.

The best and perhaps the easiest is to put the new addresses of
the font data in the Line A variables. You will then be able to
use the normal GEMDOS/BIOS routines to display the text.

However you can't naturally use GDOS fonts here and I suspect
that FontKit is the only program which can edit these fonts.

If you want assembly routines to change the fonts then mail me ,and
I'll mail you back the routines with an example font.

--

```
___ __ ___ __ __ ___ _ __ _________________________________
\ /_ / /_ / / / ) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ \_ / / \ /_ ///
\\\_____________________________ jabrana@powertech.no ____//
```

... Give your child mental blocks for Christmas.
/// IMHO V1.07

4629. parallel port input

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 20:44:21 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3482r5$7p2@constellation.ecn.uoknor.edu>
Source record: 30561

```
>FROM: giddings@sadie.chem.wisc.edu (Michael Giddings)
>Does anybody have advice how to read from the parallel port?

The parallel port can be read from the XBIOS function, Bconin.
The assembler routine is:

move.w #0,-(sp) device = Centronics port
move.w #2,-(sp) bconin
trap #13 call xbios
addq.l #4,sp align stack

The input is returned in the low byte of d0.

-Bill Hallman <bh@okcforum.osrhe.edu>
```

4630. VT-52 codes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 20:45:16 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3482ss$7ti@constellation.ecn.uoknor.edu>
Source record: 30562

>From: Ville.Mattila@hut.fi (Ville Mattila)
>Is atari's terminal codes same as in vt52 emulation□?

```
Atari ST VT-52 Codes
ESC A = Cursor up ESC B = Cursor down
ESC C = Cursor right ESC D = Cursor left
ESC E = Clear home ESC H = Cursor home
ESC I = Cursor up ESC J = Clear below cursor
ESC K = Clear remainder of line ESC L = Insert line
ESC M = Delete line ESC Y = Position cursor
ESC b = Select character color ESC c = Select background color
ESC d = Clear screen to cursor ESC e = Enable cursor
ESC f = Disable cursor ESC j = Save cursor position
ESC k = Set cursor to saved position ESC l = Clear line
ESC o = Clear from start ESC p = Reverse on
ESC q = Reverse off ESC v = Automatic word wrap on
ESC w = Automatic word wrap off
```

-Bill Hallman <bh@okcforum.osrhe.edu>

4631. parallel port input

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-02 21:07:10 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <34845u$96e@constellation.ecn.uoknor.edu>
Source record: 30563

Sorry, in my last post the reference to XBIOS, should be BIOS.

>The parallel port can be read from the XBIOS function
^BIOS

>trap #13 call xbios
^bios

-Bill Hallman <bh@okcforum.osrhe.edu>

4632. TOS 1.2 Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 05:04:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34904m$t5m@mailer.fsu.edu>
Source record: 30565
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in search of a TOS 1.2 chipset (the 6 chip set, not the two). I am hoping that some folks who upgraded to 1.4 or higher might still have them lying around. Will pay reasonable fee plus shipping. Please send email if you have such a beast. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4633. Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 05:19:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34911e$t5m@mailer.fsu.edu>
Source record: 30566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520STFM that I would like to upgrade to at least 1mb. It has a rev. D motherboard. There is one row of 16 chips on the bottom edge of the board, with another 16 places for chips above them. These have solder filling the holes, but appear to have traces and such going to them.

I found some instructions on a.a.u.e that tell how to upgrade such a machine to 2.5mb using 2 1mb SIPPs and some serious (to me, at least) work. I would be willing to live with just 1mb if it were easier.

So, can I just fill those empty 16 places with chips?

Is it feasible to suck the solder out of those holes and put chips in there? I'm not an experienced solder person, but I'm willing to try if it is a task that one might hope to be successful at :-).

Are there any other steps, or will the machine recognize the additional 512k automagically if I do this?

What is the "piggyback" memory upgrade that I have heard mentioned previously? This seemed to be a popular way to upgrade these machines, but I'm not sure if it is only for going from 1mb to 2mb, or some other combination that won't help me :-).

Any and all help will be greatly appreciated. Thanks in advance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4634. internal DSDD drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 05:37:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <349233$t5m@mailer.fsu.edu>
Source record: 30567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520STFM with a single sided internal floppy (SSDD) drive that I would like to replace with a double sided drive (DSDD). It is the type with the long thin parallelogram-shaped eject button centered underneath the disk hole.

If I were to get an Atari SF314 DSDD external drive (with the same button configuration), could I just pop it out of the external case, stick it into the computer, and have it work as drive A?

Are there any other steps to making the computer recognize such a drive as drive A?

Is there anything that needs to be done for the machine to recognize that a DSDD mechanism has been installed?

Failing this, how hard is it to make the computer think an external drive is drive A? Could I do it with a fancy cable, or do I have to hack on the guts of the machine?

Finally, does anyone happen to have an internal DSDD Atari mechanism lying around? Perhaps a dead 520 or 1040 whose drive still works? I will pay a reasonable price plus shipping. Please email if (by some miracle) you have one available. Thanks in advance for any help.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4635. Re: Info on Activision?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 07:58:12 UTC
From: diehl@io.org
Message-ID: <349aak$j9g@ionews.io.org>
Source record: 30568

> Anyone know what happened to a company called Activision? Were they sold
> or acquired? Any info appreciated?

They're still around. They're currently working on "Pitfall Harry" for the
Jaguar.

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4636. Re: Partition sizes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 12:55:10 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <hhouq6yjygo@moacs11>
Source record: 30574

In <1994Sep1.130920.7031@zippy.dct.ac.uk>, buxmjp@zippy.dct.ac.uk wrote:

> Having just got the internal host adaptor for my MSTE, and the 1 gig drive is
> in the post, I was browsing through a config file on the utilities disk.
> One section had a limit for the number of sector per partition of 32K and,
> in the comments line, said not to alter this number. Is it dangerous to alter
> it, as even with big sectors I would need more partitions than are available.

The maximum number of physical sectors per partition is limited to
2147483647. There is no limit to the number of partitions per disk.

The maximum number of logical sectors per TOS filesystem depends on TOS
version, 32766 for TOS < 1.04, 65532 for TOS >= 1.04. The maximum number
of data clusters per TOS filesystem is always limited to 32766. The
maximum number of filesystems (on all harddisks) handled by Gemdos is 14.

On a 1GB harddisk you could install 8 partitions of 128MB, each containing
a TOS filesystem with ~32766 data custers (clustersize = sectorsize = 4096
bytes).

Regards,
Waldi (walra@moacs.indiv.nl.net)

4637. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 13:16:21 UTC
From: torhov@ifi.uio.no
Message-ID: <349sv5$re@baugi.ifi.uio.no>
Source record: 30569

In article <347m1u$c8k@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
>
> I had the same problem. I had to send my Falcon back to Atari because my
> left channel went out, and finally got it back after God knows how long.
>
> It looks to me like Atari took a new Falcon and just moved my hard drive
> into it. The case, at least, is obviously brand new (I can tell).
>
Obviously, they needed to change the whole motherboard. I have a little problem, as I live in
Norway, but ordered my Falcon from Germany. I don't want to send my computer all the way across
Europe. Does anyone know what a Falcon motherboard costs?

--
Tor Egil (torhov@ifi.uio.no)
URL: http://www.ifi.uio.no/~torhov/

4638. Re: X-modem protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 13:35:57 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <349u3t$f1p@usenet.INS.CWRU.Edu>
Source record: 30570

I'm interested too, And I can FTP , where ?
Ludo,
--
Hirlimann Ludovic
E-mail: fg024

4639. Re: Dsp 56001 docs wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 13:49:36 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <349utg$fo7@usenet.INS.CWRU.Edu>
Source record: 30571

Check out with Motorola for 56k docs and The Atari Compendium by
Scott Sanders of SDS for Xbios calls.
Ludo,
--
Hirlimann Ludovic
E-mail: fg024

4640. Atari Falcon and Quantum EMPIRE 1080S!?!??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 20:06:13 UTC
From: pvaihine@aton.abo.fi
Message-ID: <PVAIHINE.94Sep3220613@aton.abo.fi>
Source record: 30572

I didn't find any group for Falcon so I try here.

I have a friend that has an Atari Falcon and he bought Quantum Empire1080
SCSI-3 Hard disk. The problem is that the controller doesn't find it.

He is trying to connect it via the external cable that has an adapter
that converts it to flat ribbon cable with the 50-pin layout.
An Quantum LPS240S is working on this configuration!

Is there any special things in Falcons SCSI-controller?!

Is it possible to get this drive to work with this computer?

The Empire is 1 Gigabyte hard disk.

I would prefer email because I don't read this newsgroup on regular basis.
However, if I get answers I will post a summary.

--

Per "Peer Gynt" Vaihinen $$$
pvaihine@ra.abo.fi $ $
pvaihinen@finabo.abo.fi $ "Fuck the bonus" $
University of Abo Akademi $ - Rutger Hauer in $
Use LINUX! It's free! $ Wanted, Dead or Alive $
$$$

4641. Clock cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 20:06:40 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <778645650.1@mettav.exnet>
Source record: 30573

Can some explain how to work out clock cycles?

I know each assembler instruction takes a certain amount of clock cylces, add them up and the lower used the faster your code..

It was semi explained to us in college how to work out the time taken for it to execute the instructions but it wasn't explained very well.

You can work it out in micro/milli seconds according to the clock speed or something??

-Paul-

--
~=~=~=

4642. Re: Yamaha sound chip???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 22:45:06 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvKsJ6.CI1@cix.compulink.co.uk>
Source record: 30575

> Anyone know where I can get the sound chip that went into the first
>520, 1040 and Mega ST's??? If you have a source, have an old ST busted or wh

It was a very standard part ISTR. Atari tended to use the Yamaha made ones,
but the GI AY-3-8190-2 (or something like that) is identical AFAICR. There
are at least 3 versions. The one you need is the 40pin DIL version with
the two 8 bit ports (as these are used for the printer and floppy select
lines).

BTW the Yamaha part number is YM-2149 apparently.

Hope that helps,

:-)

Roland.

@CiX

4643. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 22:45:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvKsJ8.CIy@cix.compulink.co.uk>
Source record: 30576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>If I were to get an Atari SF314 DSDD external drive (with the same button

Yes

>Are there any other steps to making the computer recognize such a drive as

No

>Is there anything that needs to be done for the machine to recognize that a

No

>Failing this, how hard is it to make the computer think an external drive
>is drive A? Could I do it with a fancy cable, or do I have to hack on the
>guts of the machine?

In the UK 'drive B' cable switchers were available a few years ago which
did just this. Alternatively a small assember routine will work in most
case.

Roland

@CiX

Disclaimer: I have't actually tried any of the above myself, although I
have played with mixing and matching SS and DD external drives on an STM
(which doesn't *have* and internal drive ;-).

4644. GCC and long filenames

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-03 22:59:47 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <DN8RBKVM@isys-hh.Hanse.DE>
Source record: 30577

Putting together a MiNTlib (pl43) using GCC2.5.8 with options -m68020
& -m68881 under MiNT with minixfs 0.6PL9, minit_ed to -n2, I ran into
the following problem on my TT:

With module _udivmod.o already present, GCC will compile _udivmoddi4.o
also into _udivmod.o, although everything looks ok on the command line
passed from compiler driver to preprocessor etc.

Btw, UNIXMODE is 'cu/rUx', and MiNT is version 1.09.

Am I buggy, or is a piece of software?

Rgds, Eddi

--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.hanse.de |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

4645. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 00:17:53 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <5553PPIWHSJDUYRYYN@ars.ath.forthnet.gr>
Source record: 30582

IS>I lost my F: partition twice before I figured out what was going on. You
IS>are 100% correct about the problem: when one partition fills the
IS>following partition's boot sector is overwritten.
IS>You need AHDI 6.05c I believe. I found it on GEnie. I also think you have
IS>to reformat the hard drive to install the new driver. My local Atari
IS>dealer did it for me without losing any data. (They stored it on a 88MB
IS>Syquest temporarily.)

There is a newer version of the AHDI driver in the archives. You don't
have to reformat the hard disk. Just copy the AHDI.PRG into the C:
driver pressing ALT while doing it. When the dialog appears enter the
name SHDRIVER.SYS and press the OK button and the one that follows.
You can then boot with the new driver in place.

If you like faster responce from your hard disk get XHDI. It is faster
and more reliable plus you don't have to reformat the disk to install
it.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4646. Re: Yamaha sound chip???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 02:05:08 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34ba0k$5c5@golem.wcc.govt.nz>
Source record: 30578

In article <1994Sep1.184824.18311@news.wrc.xerox.com>, lupien@eng.mc.xerox.com (Gordon F Lupien Jr) writes:
> Anyone know where I can get the sound chip that went into the first
>520, 1040 and Mega ST's??? If you have a source, have an old ST busted or whatever
>or have one around (fat chance I guess) PLEASE!!! Let me know!
>
> - gfl.xkeys@xerox.com
>

I tried to e-mail you about this but my mail came back..

That sound chip is used in many many computers, not just Atari,
its also made by T.I. anf G.I. from memory....

If you sill don't get any were please e-mail me, as I could be able
to help there....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4647. Re: MiNT problem (?) - segmentation fault when copying files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 06:46:46 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <34bqgm$np4@irzr17.inf.tu-dresden.de>
Source record: 30579

In article <199409020026.AA00758@moroder.demon.co.uk>,
S K Mulrine <robotron@moroder.demon.co.uk> wrote:

> cp /etc/passwd /a/test
> cp /etc/passwd /c/test
> cp /etc/passwd /d/test
>
> The last copy will produce an address error, a bus error or a memory
> fault, depending on whether I was copying or moving a file and other
> unknown factors, although the file appears to be copied okay. [...]

Some versions of `cp' and `mv' (when copying files) use their stack to
copy the file into memory. As the stack is always of fixed size in
MiNT, this can lead to the program overwriting its own (an other
program's) data, causing interesting crashes. Depending on whoch
version of `cp'/`mv' you're using, you may be suffering from this
problem.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4648. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 07:59:36 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34bup8$83t@golem.wcc.govt.nz>
Source record: 30580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <349233$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>I have a 520STFM with a single sided internal floppy (SSDD) drive that I would
>like to replace with a double sided drive (DSDD). It is the type with the
>long thin parallelogram-shaped eject button centered underneath the disk hole.
>
>If I were to get an Atari SF314 DSDD external drive (with the same button
>configuration), could I just pop it out of the external case, stick it
>into the computer, and have it work as drive A?

Some of those single sided drives have funny connectors, and some times the
cable that is fitted in the ST can be a bit short, you might have to twist
the cable, as their are no standards on witch way the plug goes...

There are no other problems when fitting a DSDD drive.....

>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4649. Re: [HELP] F: partition gone! (Falcon)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 16:34:10 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778696450@acp5>
Source record: 30581

mipap@ars.ath.forthnet.gr writes:

>If you like faster responce from your hard disk get XHDI. It is faster
>and more reliable plus you don't have to reformat the disk to install
>it.

Just for clarification: XHDI is not a driver, it's a driver specification.
The docs are available in German and English, e. g. on ftp.uni-muenster.de
At the present there are two drivers supporting XHDI: HuSHI and HDDRIVER.
XHDI (eXtended HardDisk Interface) provides a lot of useful functions
related to hard disks.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4650. Help with 1040STe/TOS 1.6 problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 18:09:36 UTC
From: mack@netcom.com
Message-ID: <mackCvMAG1.3wx@netcom.com>
Source record: 30583

I have an Atari 1040STe with TOS 1.6 which just had a HD crash. I can deal with that, BUT I can't figure out what the "patch" was that allowed the machine to boot up in MED rather than always LOW res.

I've looked through and tried all the TOS Fixes on the Mich. Archive, but none seem to help at all... I thought Atari issued a patch right after 1.6 came out, but can't find it.

Symptoms:

Always boots in LOW res even though desktop is save in MED res.

2nd problem...

Even though I have white set to 777 in the Control Panel, on reboot, the "brightness" drops to 666 and the screen dims a notch. I this the infamous "666 virus"? :-) Seriously, any clues to making this stable?

Thank YOU for helping me through this HD crash.

Larry

mack@mchome.santa-cruz.ca.us
mack@netcom.com

4651. printing IBM files on Falcon + laser

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 21:17:04 UTC
From: dsevee@CAM.ORG
Message-ID: <34ddgg$olb@ocean.CAM.ORG>
Source record: 30584

I have a 386 and a Falcon. The Falcon is hooked up to an Okidata OL400e laser printer (hp compatible). If I print to a file on the 386, how do I then get this file printed from the Falcon?
dsevee@cam.org

4652. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 22:57:04 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34djc0$gen@golem.wcc.govt.nz>
Source record: 30585

In article <349sv5$re@baugi.ifi.uio.no>, torhov@ifi.uio.no (Tor Egil Hovland) writes:
>
>In article <347m1u$c8k@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:
>>
>>
>Obviously, they needed to change the whole motherboard. I have a little problem, as I live in
>Norway, but ordered my Falcon from Germany. I don't want to send my computer all the way across
>Europe. Does anyone know what a Falcon motherboard costs?
>
>--
>Tor Egil (torhov@ifi.uio.no)
>URL: http://www.ifi.uio.no/~torhov/

There are normal problems with early Falcons, have a read of ST-Format June 94 from memory...

I do suguest that you contact Atari in the Neatherlands, they sould fix it for free, as its there fault....

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4653. ATARI FTP SITES LIST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-04 23:07:31 UTC
From: hallvart@ifi.uio.no
Message-ID: <34djvj$e2o@baugi.ifi.uio.no>
Source record: 30586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

This is just an OLD list I have, since I haven't had the chance to do updates
etc. because I haven't had Internet access for a while, but I'm back now and will
try to continue keeping it as updated as possible and posting it now and then.

Please, if you have any comments, additions to the list, if you've found any mistakes
etc. do contact me- hallvart@ifi.uio.no

Hallvard Tangeraas

Last edit: 18-June-1994
Additions/changes since last list: 1

Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs.bu.edu.................(128.197.2.1)......./PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
ftp.cs.ruu.nl.......(131.211.80.17)........./pub/ATARI-ST/
email server.......mail-server@cs.ruu.nl
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
---
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
---
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
---
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)............/mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file

- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 2-July-1994

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with all data intact.

4654. CWAC3_02

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 00:31:54 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34dotq$heh@golem.wcc.govt.nz>
Source record: 30588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just some info on the CWAC file that I aranged to put onto A.A.
in the Archivers directory...

CWAC = Cool Wave Archive Converter.. (ENGLISH)..!!!

It will let you convert for one group of Archive formats to one other,
no need to run it each time for different formats, you give it a list of
formats and away it goes, totaly GEM based program....

Very handy for BBS users and people with lots of different Archive files
on the hard drive...

You will need also these TTP's for the Archive standards,
ARC602/AJR/ZIP26/LZH201L and ZOO2.1..

Big NOTE: only use the USA version of ZOO 2.2, and only LZH201L..

The Author of LZH3101 and the other lower versions, have stuffed up the way
Thomas Questers LZH201L option for setting BasePage, its a pity as you can't
use LZH3101 with CWAC, but can be used for extraction..

I wrote to the Author of LZH3101, about making it compatible with
Thomas Questers LZH201L, but he refuses to change it, this is a shame as its
transperent to the operation of LZH3101 and does not do any harm..

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4655. Re: GCC and long filen

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 00:36:06 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34dp5m$fu5@ugle.unit.no>
Source record: 30587

Dk3uz@isys-Hh.Hanse.De,
In a message on 3 September, wrote :

dG> Putting together a MiNTlib (pl43) using GCC2.5.8 with options -m68020
dG> & -m68881 under MiNT with minixfs 0.6PL9, minit_ed to -n2, I ran into
dG> the following problem on my TT:
dG>
dG> With module _udivmod.o already present, GCC will compile _udivmoddi4.o
dG> also into _udivmod.o, although everything looks ok on the command line
dG> passed from compiler driver to preprocessor etc.
dG>
dG> Btw, UNIXMODE is 'cu/rUx', and MiNT is version 1.09.
dG>
dG> Am I buggy, or is a piece of software?

I would suspect that the linker you are using is not linked with the
mintlibraries, and therefore doesn't know what to do with the long
filename.
Try getting a new gcc-ld from the Mint directory at atari.archive. Probably
under a directory named binutils or something...

Erling

4656. MasterBrowse 4.7/4.8 Beta-Testers Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 02:25:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e6adc24a50f6@elfhaven.ersys.edmonton.ab.ca>
Source record: 30589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

If you have a Falcon, TT, or 68020/68030/68040 enhanced system, and
are willing to beta-test the latest version of MasterBrowse in exchange
for a registered version, please contact me. I have received a report
of problems with the Falcon, so I want to a) find out if there is in
fact a problem and b) fix it as soon as possible.

If you are interested, please contact me at:

mforget@worldgate.edmonton.ab.ca

Please DO NOT reply to this message, since I only read news/mail from
this address once a day whereas I check my mail at the above address
several times a day.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

4657. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 07:44:40 UTC
From: morton@bnr.ca
Message-ID: <1994Sep5.074440.28004@bnr.ca>
Source record: 30642
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <Cv7KHx.LwD@beaver.cs.washington.edu>, sdenman@wolf.cs.washington.edu (Stuart Denman) writes:
|> Does anyone know how to swap the two bytes in a word any faster than:
|>
|> ror.w #8,d0
|>
|> Rotations are just so slow. If there is a faster way on the 68030
|> than on the 68000, let me know as well.

Bit late on this topic.....

I seem to recall using the 'movep' instructions many years ago to perform byte swapping on a largish buffer of data. Went something like:

```
loop:
movep.l (0,a0),d0
movep.l (1,a0),d1
movep.l d0,(1,a0)
movep.l d1,(0,a1)
add #8,a0
dbra d2,loop
```

Six instructions per eight bytes swapped.

4658. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 08:13:46 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <34ejvq$l8r@percy.cs.bham.ac.uk>
Source record: 30590
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

holeczek@clri6a.gsi.de (Jacek M. Holeczek) writes:
>|> one. CPU is big-endian. Unaligned word access on some CPUs results
>If you mention it, what is the difference between big Indian and little Indian ?
>Is there a middle Indian ?

How!

(Sorry, couldn't resist this one :-)
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4659. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 08:53:56 UTC
From: thoang@orion.oac.uci.edu
Message-ID: <34emb4$k05@news.service.uci.edu>
Source record: 30641
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <1994Sep1.101714@clri6a.gsi.de>,
Jacek M. Holeczek <holeczek@clri6a.gsi.de> wrote:
>Is there a middle Indian ?
>(Sorry, these are probably FAQs, but I could find no place with answer.)

According to:

Samuel P. Harbison, Guy L. Steele Jr.
C A Reference Manual
Third Edition
Prentice Hall

The DEC PDP-11 is an example of a computer that falls in between
two models. Although basically a 16-bit little endian, when
referencing 32-bit integers the two 16-bit words are organized in
big endian fashion:

Middle EndiAn 01 02 03 04
(PDP-11) A+1 A A+3 A+2

4660. Re: DEANSI.ARC???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 09:16:19 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep5111619@issan.informatik.uni-dortmund.de>
Source record: 30643

In article <3438gs$kd5@samuel.ChamplainCollege.QC.CA>, lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:

|> Hello all! I've been programming in Heat & Serve (Sozobon) C on my lil'
|> ole Atari ST for quit some time now. But I'm also doing a lot of TURBO C
|> on the PC. I generally make my code portable but on the PC, I write
|> following the ANSI standards (prototypes, etc...).

|> The problem is that HSC does not conform with ANSI C and I can't compile
|> my code without long and tedious 'DE-ANSIing' it.

|> A long time ago, I found a program called DEANSI.TTP in a file called
|> DEANSI.ARC, somewhere on the net. I downloaded it, and saw that it did
|> the ANSI C to OLD C conversion. But at the time I needed no such program.

There is ansi2knr which is distributed with some GNU programs (e.g., GhostScript).
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4661. Re: MultiTOS running programs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 09:28:54 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep5112854@issan.informatik.uni-dortmund.de>
Source record: 30644

In article <347kpo$c8k@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

|> Andreas Schwab (schwab@ls5.informatik.uni-dortmund.de) wrote:
|> : In article <33m9mp$l2v@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller) writes:

|> : |> If you run the same program under MultiTOS more than once, does it use
|> : |> the same code segment for all instances of the program?

|> : No, not by default.

|> : |> If not, what would I need to do to write a program that could be made to
|> : |> run in multiple instances?

|> : You have to compile it with gcc -mbaserel, no other compiler supports
|> : this yet, AFAIK.

|> If I set this flag, does the program automatically reuse the same code in
|> memory for all the times it's loaded?

Yes.

|> How does MiNT know that it's the same program? How is this handled?

It keeps the program file open and checks at the next invocation if
it's the same. This is independent of file names.

|> What exactly happens here?

The compiler changes all references to alterable data into a base
relative addressing mode. The startup code is responsible for setting
up the base register to point to the real location of the data (this
is the difference between crt0.o and bcrt0.o). There is also some
special support in the linker to resolve the external references, and
it sets a flag in the program header to tell MiNT that it's sharable
text. When MiNT loads such a program it separates the text segment
from the data and bss segments and marks it as beeing sharable. Note
that there is currently no support for protecting the program from
accidentally writing into the text segment, even if you have a MMU,
but that's not much of a problem in practice.
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4662. Re: Clock cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 10:57:06 UTC
From: wede@x4u2.desy.de
Message-ID: <34eti2$3jg@dscomsa.desy.de>
Source record: 30645

In article <778645650.1@mettav.exnet>, Paul.Civati@mettav.exnet.com
(Paul Civati) writes:
|> Can some explain how to work out clock cycles?
|>
|> I know each assembler instruction takes a certain amount of clock cylces, add
|> them up and the lower used the faster your code..
|>
|> It was semi explained to us in college how to work out the time taken for it to
|> execute the instructions but it wasn't explained very well.
|>
|> You can work it out in micro/milli seconds according to the clock speed or
|> something??
|>
|> -Paul-

Well, for the newer processors which use pipelining and such things, it's no longer possible, but for the older real serial processors (like the 68000) for example there are tables giving you the number of clock cycles every instruction takes to execute. As you said, you just add those numbers of cycles for all the instruction of your program (or subroutine) up and to calculate the time it needs to execute you just have to devide the sum of cycles by the clock frequency of your computer. I. e. for a standard ST with 8 MHz (Mega Herz = 10^6 Herz = 1000000 Herz) you have to devide by 8*10^6 = 8000000 to get the execution time in seconds.

Volker

4663. Re: internal DSDD drive question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 11:58:32 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <34f158$cqd@infa.central.susx.ac.uk>
Source record: 30646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <349233$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
: >I have a 520STFM with a single sided internal floppy (SSDD) drive that I would
: >like to replace with a double sided drive (DSDD). It is the type with the
: >long thin parallelogram-shaped eject button centered underneath the disk hole.
: >
: >If I were to get an Atari SF314 DSDD external drive (with the same button
: >configuration), could I just pop it out of the external case, stick it
: >into the computer, and have it work as drive A?

: Some of those single sided drives have funny connectors, and some times the
: cable that is fitted in the ST can be a bit short, you might have to twist
: the cable, as their are no standards on witch way the plug goes...

: There are no other problems when fitting a DSDD drive.....

The drive in my STe went bonkers and I tried using a drive out of an
atari external (cant remember the number). Anyway, couldn't get the lid
back on my ST - drive was to thick.

Steve

: >* Mickey Boyd *
: >* Systems Administrator *
: >* Florida State University Mathematics Department *
: >* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *

: _____
: |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
: |+64 4 298-7249 r.sheppard5@genie.geis.com |
: ---

4664. Basepage offsets..??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 13:32:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34f6ln$3t4@golem.wcc.govt.nz>
Source record: 30647

I am trying to get to grips with ARGV, I have the Doc's that was posted here some time back, but a lot of it is not much help if you use Devpac asm..!!

Some of the books that I have give conflicting statments for some of these basepage offsets...

1. 32 $20, Pointer to DTA and also Symbol table..???

2. 36 $24 Pointer to parent's basepage..??

3. 44 $2C Pointer to environment and also parent's basepage, if the env is not used in the Pexec call..??

Some books that I have never refer to 36 $24 at all..

Another one quotes 32 $20 as the Symbol table pointer and stated that 44 $2C, will point to the parent's basepage if 'env' is a 0, in the Pexec call..??

Does this depend on the TOS version or is it some of these books are out of date, or just a load of rubish...??

Thanks....

Does Devpac 3 have better support for ARGV, ie, Libraries or Macro's as 2.25 does not...

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4665. Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 16:24:35 UTC
From: crath@bnr.ca
Message-ID: <CRATH.94Sep5122435@bcaricbe.bnr.ca>
Source record: 30653
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.advocacy

I have a set of backup disks I made several years ago (using Turtle)
just prior to selling my STe. I ftp'ed MTool off the net, but it only
reads standard MS-DOS disks. Has someone hacked MTool, or has some
other piece of software that can be used to access TOS floppy disks
from a UNIX workstation?

Christopher

P.S. The specific workstation is a NeXTstation, however any sofware
which compiles on a BSD based UNIX should be OK.
--
=== Christopher Rath ===== crath@bnr.ca ===== (613) 765-3141 ===
Bell-Northern Research |
Box 3511, Station `C' | ``Hydrogen is a colourless, odourless
Ottawa, ON K1Y 4H7 | gas which, given enough time, turns
FAX: (613) 763-4101 | into people.'' --- Henry Hiebert

4666. Re: Assembler help needed: VBI equ $70

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 16:26:51 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <34fgsb$sa@vishnu.jussieu.fr>
Source record: 30652

$70 is the VBL vector, or Vertical Blank Interrupt (VBI).
Your program is just saving the old vector (usually used by the system for many things) to
set its own , and then put back the original one.

MB.

4667. Help With 1040Ste/tos 1.6

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 17:14:00 UTC
From: dan.dreibelbis@f422.n250.z1.tor250.org
Message-ID: <79722e82@f422.n250.z1.tor250.org>
Source record: 30648

```
LM> I have an Atari 1040STe with TOS 1.6 which just had a HD
LM> crash. I can deal with that, BUT I can't figure out what the
LM> "patch" was that allowed the machine to boot up in MED rather
LM> than always LOW res. I've looked through and tried all the
LM> TOS Fixes on the Mich. Archive, but none seem to help at
LM> all... I thought Atari issued a patch right after 1.6 came
LM> out, but can't find it.

Larry - the program you're looking for is STE_FIX.PRG. Which
should be found on just about any Atari-oriented boards.

... Taglines are like cats. You just THINK they're yours.
___ Mountain Reader II - #00000007
```

4668. Re: Clock cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 19:20:13 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Sep5.192013.8349@eurom.rhein-main.de>
Source record: 30650

Volker Wedemeier (wede@x4u2.desy.de) wrote:
: In article <778645650.1@mettav.exnet>, Paul.Civati@mettav.exnet.com
: (Paul Civati) writes:
: |> Can some explain how to work out clock cycles?
Not exactly answering this question, but if you want to work out
which piece of code is faster I use a really simple approach.

I write a little program that runs thru lets say 1 Mio loops of the
little assembler piece and time this with GULAM (time foo.prg).
The I try an alternative piece and compare the times.

You get cachetimes of course (on a 030) if you dont turn off the
CACHE. There are interesting differences depending on screen-
resolution and the number of bus accesses. There are also subtle
influences if you use two buffers with CACHEs enabled and both hit
the same cacheline (one read one write).... So you should look out for
this, or disable the datacache.

Alternately of course one picks up a reference book of the desired
Microprocessor and does the cycle counting oneself.

On the ST-68000 it's shiteasy, you figure 4 cycles for every bus-
access (instruction and data) count the number of word or byte
accesses and your there in 90% of the cases. (I think add 4 cycles
for longword arithmetic)

Nat!

4669. Problems with typing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 19:38:00 UTC
From: not-for-mail@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19940905193801.not-for-mail@CD47946.rz.ruhr-uni-bochum.de>
Source record: 30660

Occasionally my Sts and STes stop displaying typed characters immediately.
(All known programmes involved) Typing will then appear only after i move
the mouse.
Tos Versions from 1.4 to 2.5.
Thanks in advantage for any help.
Reply to: stefan.boehringer@ruba.rz.ruhr-uni-bochum.de

4670. Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 20:10:00 UTC
From: Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19940905201003.Stefan.Boehringer@CD41018.rz.ruhr-uni-bochum.de>
Source record: 30649

I have problems adding 2 MB to an Mega ST 2. I simply soldered
capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
from 2 MB on is not writable and after about 3 minutes the machine
crashes with a trashed display. After removing the RAM anything works
well again.
Did I forget something or did a mistake?
Thanks in advance.

4671. Help: SM124 Mono died!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 22:33:24 UTC
From: dunham@src.honeywell.com
Message-ID: <34g6bk$rck@moon.src.honeywell.com>
Source record: 30651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My SM124 Mono monitor just smoked! It's the transformer for the P.S.
Probably shorted. Anyone know what type of xfmer this is? If so,
please email me at:

dunham_scott@htc.honeywell.com

Much appreciated - thanks!
Scott

4672. Re: Help with link errors in GCC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 23:58:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9H.668@cix.compulink.co.uk>
Source record: 30654

>m:/cc1000001.o undefined symbol _appl_init referenced from text
>and the same errors for _graf_handle, _v_opnvwk, _v_clsvwk, and _appl_exit.

You need to include the GEM libraries for starters:

gcc .... -lgem

:-)

Roland.

@CiX

4673. Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 23:58:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9J.66t@cix.compulink.co.uk>
Source record: 30655

I've just bought a TT system second hand.

My TT HiRes screen (ProScreenTT) gets a definite vertical flicker/jitter/wobble after about an hours use. The VGA colour picture is none too inspiring either, with a slight horizontal flicker from turn on.

Its been suggested that my TT PSU is suspect. Does this sound likely? Also would it be worth me buying a PC PSU and wiring that in instead (I'd have to mount it external I know)? Has anybody here changed the PSU in a TT? Is there anything I should watch out for?

BTW the TT PSU has apparently been suspect in the past. At one time it needed several attempts to turn on according to the previous owner.

Thanks

Roland.

@CiX

4674. OverscanTT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 23:58:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9L.67E@cix.compulink.co.uk>
Source record: 30656

Has anybody had any experience of the OverscanTT display enhancer? Mainly what exactly does it do, and is it worth fitting? Also how easy is it to fit?

Thanks

Roland.

@CiX

4675. TT SCSI interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-05 23:58:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvoL9o.68L@cix.compulink.co.uk>
Source record: 30657

The TT SCSI interface seems to have the same conector as the Apple one. Is that correct? Also should SCSI devices on the TT port have parity enabled or disabled. Finally what should the correct parity setting for the ASCI port be?

Thanks

Roland.

@CiX

4676. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 00:05:56 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <34gbp4$qum@lyra.csx.cam.ac.uk>
Source record: 30497
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
In article <ZOLTAN.94Sep1130007@radics.research.canon.oz.au>,
Zoltan Kocsi <zoltan@research.canon.oz.au> wrote:
> unpk d0,d0,#0 ; low byte->low word, high byte->high word
> swap d0 ; swap words
> pack d0,d0,#0 ; pack words back to bytes

You could use MOVEP on <020 then, no? Sorry, don't even have assembler
ref to have, and have never needed to find out exactly how movep works,
so I can't be more precise.

John
```

4677. Re: MiNT problem (?) - segmentation fault when copying files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 00:50:00 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199409060147.AA00801@moroder.demon.co.uk>
Source record: 30658

In a recent article, Michael Hohmuth <hohmuth@irs.inf.tu-dresden.de> wrote:
+Some versions of `cp' and `mv' (when copying files) use their stack to
+copy the file into memory. As the stack is always of fixed size in
+MiNT, this can lead to the program overwriting its own (an other
+program's) data, causing interesting crashes.

The stack size seems to have been the problem - I was advised by Waldi
Ravens to try "fixstk 64K /usr/bin/cp", and now it works perfectly.

Thanks,
Stephen

4678. Re: GEM SPOOL

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 01:14:53 UTC
From: millert@grad.csee.usf.edu
Message-ID: <34gfqd$47k@mother.usf.edu>
Source record: 30659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there a version of GEM SPOOL that works on the Falcon yet?

4679. Source for 2-side internal floppy for 520?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 03:04:18 UTC
From: hellman@teleport.com
Message-ID: <34gm7i$jfo@kelly.teleport.com>
Source record: 30661

Is there a commercial source for a double sided internal floppy
to replace the single sided one I have in an old 520 ST?
Thanks.

hellman@teleport.COM Public Access User --- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)
--
hellman@teleport.COM Public Access User --- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4680. Re: Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 03:50:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gov3$3uf@mailer.fsu.edu>
Source record: 30662

Christopher Rath (crath@bnr.ca) wrote:
> I have a set of backup disks I made several years ago (using Turtle)
> just prior to selling my STe. I ftp'ed MTool off the net, but it only
> reads standard MS-DOS disks. Has someone hacked MTool, or has some
> other piece of software that can be used to access TOS floppy disks
> from a UNIX workstation?
>
> P.S. The specific workstation is a NeXTstation, however any sofware
> which compiles on a BSD based UNIX should be OK.

I think Turtle puts the files onto floppies that are regular TOS formatted filesystems. If this is the case, it is likely that only the bootsectors of the floppies need to be changed to make them fully MSDOS compatible. There are several ST utilities to do this, as well as an MSDOS program called st2dos. You can find the latter on atari.archive.umich.edu in /Misc.

Also, if you have mtools, you could probably hack the "mformat" source to only write an MSDOS bootsector (and not rewrite the FATs and directory entries). This should also cure the problem, though I would proceed with caution. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4681. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 04:11:34 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34gq5m$3uf@mailer.fsu.edu>
Source record: 30663

Stefan Boehringer (Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de) wrote:
> I have problems adding 2 MB to an Mega ST 2. I simply soldered
> capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
> from 2 MB on is not writable and after about 3 minutes the machine
> crashes with a trashed display. After removing the RAM anything works
> well again.
> Did I forget something or did a mistake?
> Thanks in advance.

Are you sure you don't have one of the MMUs that can only access the first
bank of memory (thus restricting the machine to 2mb, unless you replace the
MMU)? I think the part number for the "bad" MMU has been posted here before,
but I don't have it. This is a problem that effects quite a few Mega2's,
I hear.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4682. Re: TT SCSI interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 07:32:53 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep6.073253.12990@euclid.earth.ox.ac.uk>
Source record: 30664

In article <CvoL9o.68L@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>The TT SCSI interface seems to have the same conector as the Apple one. Is
>that correct?

Yes.

>Also should SCSI devices on the TT port have parity enabled
>or disabled.

It doesn't matter at all, the TT's SCSI port can handle it.

>Finally what should the correct parity setting for the ASCI
>port be?

No parity.

>Thanks
>
>Roland.
>
>@CiX

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4683. Re: AUTO OVERSCAN UPGRADE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 07:52:37 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCvp77p.7L9@netcom.com>
Source record: 30667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: HELP HELP.... AUTO OVERSCAN....!!!!

Roger, COMPO has never been involved with OverScan (the product). You've got to contact OverScan (the company) in Germany. I've already posted their address and phone numbers; if you've missed them, please send me email. I want to make sure you're happy with the product, but I can only help you contact the appropriate party.

Robert

4684. Announcing C-Kermit 5A(190) Beta

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 07:57:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <34h7dj$gp6@golem.wcc.govt.nz>
Source record: 30665

Announcing C-Kermit 5A(190) Beta

Is any one doing a Atari port of this version of C-Kermit..??

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4685. Re: Basepage offsets..??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 08:08:02 UTC
From: hopha@sci.kun.nl
Message-ID: <Cvp7xF.311@sci.kun.nl>
Source record: 30668

In <34f6ln$3t4@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz
(Roger Sheppard.) writes:

>I am trying to get to grips with ARGV, I have the Doc's that was posted here
>some time back, but a lot of it is not much help if you use Devpac asm..!!

>Some of the books that I have give conflicting statments for some of these
>basepage offsets...

>1. 32 $20, Pointer to DTA and also Symbol table..???
>2. 36 $24 Pointer to parent's basepage..??
>3. 44 $2C Pointer to environment and also parent's basepage, if the
> env is not used in the Pexec call..??

>Some books that I have never refer to 36 $24 at all..
>Another one quotes 32 $20 as the Symbol table pointer and stated
>that 44 $2C, will point to the parent's basepage if 'env' is a 0,
>in the Pexec call..??

>Does this depend on the TOS version or is it some of these books are out of
>date, or just a load of rubish...??

This is from the 'Atari ST Profibuch' (German), IMHO the best ST reference
work.

Process Descriptor (Basepage):
$0 p_lowtpa Start address of TPA (Transient Program Area), i.e.
points to this very location
$4 p_hitpa Points to after TPA (so p_hitpa-p_lotpa is the total
memory allocated to the program)
$8 p_tbase Start address of text segment (program code)
$C p_tlen Length of text segment
$10 p_dbase Start address of data segment (constants)
$14 p_dlen Length of data segment
$18 p_bbase Start address of BSS text (variable data)
$1C p_blen Length of BSS segment
$20 p_dta Points to default DTA. Warning! Initially points to
p_cmdlin, so the first Fsfirst/Fsnext overwrites
the command line.
$24 p_parent Points to PD of parent process
$2C p_env Points to environment strings
$30 p_devx[6] real file handles of the six standard devices
$37 p_defdrv Number of default drive
$80 p_cmdlin[128] Command line arguments. "Pascal" style: first character
is length of the string. Maximum length 124.

Note that the command line isn't split up in separate argv strings yet.
This should be valid for any TOS version.

Hope this helps,

C.U. - Hans

Hans Hoppe (hopha@sci.kun.nl) + "In the beginning the Universe was created.
Dep. of Biophysical Chemistry + This has made a lot of people very angry
University of Nijmegen, NL + and been widely regarded as a bad move."
ICBM:51.50'13"N 5.52'3"E +30m + -D.Adams

4686. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 08:10:09 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCvp80y.8x2@netcom.com>
Source record: 30666

STIRRE31@MAINE.MAINE.EDU wrote:
: Ari,
: Compo still claims (I believe) that a 486 emulator will come
: out. Try e-mailing them at compo@genie.geis.com and ask them.

Better yet... Here I am! Yes, a 486 board is in the works, scheduled for release later this year. It isn't so much a 486 emulator, as it has a 486 chip on board. More like a 486 that you plug into your Falcon...

Robert@COMPO

4687. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 09:18:58 UTC
From: m93kma@avior.tdb.uu.se
Message-ID: <34hc62$108g@columba.udac.uu.se>
Source record: 30508
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
Andrew Morton (morton@bnr.ca) wrote:
: I seem to recall using the 'movep' instructions many years ago to
: perform byte swapping on a largish buffer of data. Went something
: like:

: loop:
: movep.l (0,a0),d0
: movep.l (1,a0),d1
: movep.l d0,(1,a0)
: movep.l d1,(0,a1)
: add #8,a0
^^^
addq possibly a teeny bit better?

: dbra d2,loop

/Kristofer.

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
753 14 Uppsala | proof' system screw up completely
Phone: 018-51 73 06 | almost makes it worthwile." /Kris
E-Mail: m93kma@student.tdb.uu.se |
```

4688. Spectre questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 10:13:34 UTC
From: bbrown@ozspace.brisnet.org.au
Message-ID: <1994Sep6.101334.24283@nntp.brisnet.org.au>
Source record: 30669

HELP, I have Spectre set up on my hard drive. Now what? where can I get mac files that work with spectre? Can I get them from any BBS, if so how do I download them onto a spectre disk? Also I have a few mac- compressed files *.CIT, or *.SIT (I can't remember which) how do I decompress these? As you can see I'm lost in the dark, but I did get the system/finder to work, a nice little mac welcomes me and I can use the desktop. Is there a Spectre FAQ?

I am using a 4 meg STe with a 30 meg HD and a color monitor. Please let me know if I CAN be helped, as I am going insame :))

bbrown@ozspace.brisnet.org.au

4689. Re: TT SCSI interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 11:23:49 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778850629@acp5>
Source record: 30670

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>The TT SCSI interface seems to have the same conector as the Apple one. Is
>that correct?
Yes, it is.
>Also should SCSI devices on the TT port have parity enabled
>or disabled. Finally what should the correct parity setting for the ASCI
>port be?

For the TT parity doesn't matter, for ACSI most host adapters need parity to
be switched off.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4690. Re: Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 11:31:01 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.778851061@acp5>
Source record: 30671

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Also, if you have mtools, you could probably hack the "mformat" source to
>only write an MSDOS bootsector (and not rewrite the FATs and directory
>entries). This should also cure the problem, though I would proceed with
>caution. Good luck!

I don't see any problem at all using mtools for TOS formatted disks. I have
been using it for this purpose for years now. When compiling mtools you can
configure it for nearly any format you can think of. BTW, disks formatted
with TOS >= 1.04 are DOS compatible anyway.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4691. Hard drive problems...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 13:23:49 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Sep6.132349.15518@bradford.ac.uk>
Source record: 30672

I recently got a fujitsu m2249sa drive 2nd hand which has been formatted
on a PC. It has all the terminating resistors and stuff installed, and
when I run icdboot with it, the drive is recognized and it's ID is shown
on screen....
It also seems to format ok, with what would seem a fair number of sectors
for a drive that size (it's approx 330meg).
The trouble is, when I come to partition it with ICDformat, it gives me 0
for the size of the hard drive, and when I tried HDX with it, it told me
that sector 0 was unreadable.
I was using ICD pro utils and a version of HDX from a.a.u.e.
All 8 jumpers at the back of the drive are up...
There are 3 marked ID, three marked PA and two marked SD, would these have
any bearing on the problems?
Like I said, it does seem to boot up but then won't read the size of the
disk so I can partition it...
I've tried it both with a BMS-100 host adaptor and an atari card from an
SH204...
Is the drive knackered or am I missing something important?

Does anyone have any ideas? :(.

Cheers in advance.

Paul.

wonders why nothing is ever easy

--
\|/ ____ \|/ PaUl AnThOnY BoOtH \|/ ____ \|/
@~/ ,. \~@ InTeRnaTiOnAlLy ReNoWnEd DiCkHeAd @~/ ,. \~@
/_(__/)_\ EmAiL: P.a.BoOtH@BrAdFoRd.Ac.Uk /_(__/)_\
__U_/ Mr.BeNn RiDeS AgAiN!!! __U_/

4692. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 15:38:35 UTC
From: daveh@netcom.com
Message-ID: <davehCvpssC.n3p@netcom.com>
Source record: 30681

: Stefan Boehringer (Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de) wrote:
: > I have problems adding 2 MB to an Mega ST 2. I simply soldered
: > capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
: > from 2 MB on is not writable and after about 3 minutes the machine
: > crashes with a trashed display. After removing the RAM anything works
: > well again.
: > Did I forget something or did a mistake?
: > Thanks in advance.

Did you remember to add the 2 or 3, 33 ohm resistors? They are
normally located near the front of the mother board roughly in the
middle.

Dave.

4693. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 17:24:44 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.bxf1TK&JRss@lumumba.sh.sub.de>
Source record: 30673

In <19940905201003.Stefan.Boehringer@CD41018.rz.ruhr-uni-bochum.de>, Stefan Boehringer writes:
> I have problems adding 2 MB to an Mega ST 2. I simply soldered
> capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
> from 2 MB on is not writable and after about 3 minutes the machine
> crashes with a trashed display. After removing the RAM anything works
> well again.
> Did I forget something or did a mistake?

You forgot the three 33 Ohm resistors R71, R72 and R74!

Stefan

4694. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 21:19:32 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep6.211932.5199@cc.ic.ac.uk>
Source record: 30677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <34911e$t5m@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu)
wrote:
>I have a 520STFM that I would like to upgrade to at least 1mb. It has a
>rev. D motherboard. There is one row of 16 chips on the bottom edge of the
>board, with another 16 places for chips above them. These have solder
>filling the holes, but appear to have traces and such going to them.
[...]
>So, can I just fill those empty 16 places with chips?

>Is it feasible to suck the solder out of those holes and put chips in there?
>I'm not an experienced solder person, but I'm willing to try if it is a
>task that one might hope to be successful at :-).

>Are there any other steps, or will the machine recognize the additional
>512k automagically if I do this?

I upgraded my old STFM in exactly this way. I got an upgrade kit, which
had the 16 RAM chips, 16 capacitors and a couple of resistors. I think the
resistors are there so that the extra RAM can be seen, but I remember the
intructions say that some boards have them anyway.

Be warned: desoldering those holes takes a LONG time. So does soldering the
chips in.

>What is the "piggyback" memory upgrade that I have heard mentioned previously?
>This seemed to be a popular way to upgrade these machines, but I'm not sure
>if it is only for going from 1mb to 2mb, or some other combination that won't
>help me :-).

That might be the upgrades with a socket that sits ontop of the MMU and
Shifter, though this is just a guess.

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4695. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-06 21:39:46 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIGWBGUT@ttgk.textlitho.nl>
Source record: 30689

In <CvoL9J.66t@cix.compulink.co.uk> "Roland Givan" wrote :

>I've just bought a TT system second hand.
>
>My TT HiRes screen (ProScreenTT) gets a definite vertical flicker/jitter/wobble
>after about an hours use. The VGA colour picture is none too inspiring
>either, with a slight horizontal flicker from turn on.
>
>Its been suggested that my TT PSU is suspect. Does this sound likely? Also
>would it be worth me buying a PC PSU and wiring that in instead (I'd have
>to mount it external I know)? Has anybody here changed the PSU in a TT?
>Is there anything I should watch out for?
>
>BTW the TT PSU has apparently been suspect in the past. At one time it
>needed several attempts to turn on according to the previous owner.

You can exchange the PSU quite easily for a PC power supply as the
connector is quite standard. I've put in a XT power supply (150 watts) into
my tower and could plug the connectors straight into the TT's motherboard.
An AT power supply should fit also, just remember to keep that black leads
together of the two separated connectors of the PC power supply. The TT
power supply has one single large connector but the color scheme of the
wires should be identical.
Mind this however, as you put the power supply outside the TT's case, the
harddisk will not get it's share of fresh air and could become 'cooked' !

Gert

--

-- --
Atari TT-Point
-- --

4696. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 00:02:24 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CvqG41.5Gu@cix.compulink.co.uk>
Source record: 30674

In message <347m1u$c8k@mother.usf.edu>, millert@grad.csee.usf.edu said:

>You know that timing problem in the falcon that causes problems with
>Cubase, etc? I asked them to fix that. Is there any way I can tell if
>they actually did fix it?

The mod for machines which had this problem involves wiring a
chip positioned above U63 and the removal of some surface-mounted
resistors in this vicinity.
>
>I also asked them to bypass the bass boost. How can I tell if they did that?
>
The components involved are surface-mounted on the underside of
the motherboard, so it may be difficult to see any changes made
unless the board has been removed completely. Perhaps some indication
may be obtained by doing an A/B listening comparison between the
'original' audio material and the same material as it appears at
the Falcon output. After doing the audio mods on my machine, I found
it very difficult to detect any difference between the input and output,
whereas before doing so there was a marked difference in the output,
which sounded to me much like the same effect as the 'loudness'
switch on an amplifier has, particularly in the bottom end.

Brian

brobson@cix.compulink.co.uk

4697. Re: Basepage offsets..??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 05:56:07 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CvqwHJ.pB@hpbbrd.bbn.hp.com>
Source record: 30675

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> 2. 36 $24 Pointer to parent's basepage..??

Correct.

> 3. 44 $2C Pointer to environment and also parent's basepage, if the
> env is not used in the Pexec call..??

Interesting. I always thought this points to the environment of the
process in any case.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4698. Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 09:11:50 UTC
From: lstanley@central.susx.ac.uk
Message-ID: <34k04m$j1j@infa.central.susx.ac.uk>
Source record: 30676

Hi there,

I've just started to program in 'C' and am using Prospero C as this was given away on an STR coverdisk. I am using a 4Mb STe TOS 1.6.

I have a problem that as far as I can see shouldn't arise from the code. What the program does (quite inane really...) is to input 5 names via scanf("%c") and five numbers via %d and store them in an array of 5 structures.

When this is done, the names and numbers are listed back again. There is then the following exit loop:

```
void bye()
{
printf("Again..y/n"); /* This prints twice, why?? */
switch (ex=getchar())
{
case 'y':
printf("running again");
job(); /* The procedure that calls input/list
case 'n': functions */
printf("\nExiting...");
break;
default:
bye(); /* This procedure */
}
}
```

If I answer Yes to the prompt, the program runs again, and then EXITS without prompting...

I initially thought it was because the variable ex was set to 'y' from the previous time but surely ex=getchar() redefines ex.

Any suggestions.

Thanks for your time

Laura.

4699. Re: Basepage offsets..??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 09:54:07 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7115407@issan.informatik.uni-dortmund.de>
Source record: 30504

In article <Cvp7xF.311@sci.kun.nl>, hopha@sci.kun.nl (Hans Hoppe) writes:

|> Process Descriptor (Basepage):
|> $10 p_dbase Start address of data segment (constants)
|> $18 p_bbase Start address of BSS text (variable data)

These are both variable data, but the data segment is initialized from
the program file, whereas the bss segment is simply set to zero.

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4700. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 10:00:41 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7120041@issan.informatik.uni-dortmund.de>
Source record: 30496
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <34gbp4$qum@lyra.csx.cam.ac.uk>, js10039@cus.cam.ac.uk (J. Sullivan) writes:

|> In article <ZOLTAN.94Sep1130007@radics.research.canon.oz.au>,
|> Zoltan Kocsi <zoltan@research.canon.oz.au> wrote:
|>> unpk d0,d0,#0 ; low byte->low word, high byte->high word
|>> swap d0 ; swap words
|>> pack d0,d0,#0 ; pack words back to bytes

|> You could use MOVEP on <020 then, no? Sorry, don't even have assembler
|> ref to have, and have never needed to find out exactly how movep works,
|> so I can't be more precise.

MOVEP can only operate on memory and is rather slow compared to
ordinary MOVE. If you want to swap bytes in a register it is always
faster to use ror.w #8,d0 than to go through memory, even on a plain
68000.
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4701. Binary File Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 10:31:43 UTC
From: petep@info.isbiel.ch
Message-ID: <34k4qf$b88@vega.info.isbiel.ch>
Source record: 30678

i would like to delete a block in a huge file (soundfile).

```
|---------------|----------------|---------------| (old file)
start blockstart blockend eof

|---------------||---------------| (new file)
star (blockend) eof
```

my idea was to copy the block (from blockend to eof) to the position blockstart
and free then the reminding space. but how can i set the eof myself? any idea?

4702. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 10:55:20 UTC
From: sanders@sci.kun.nl
Message-ID: <CvrAC9.Aul@sci.kun.nl>
Source record: 30679

In <34k04m$j1j@infa.central.susx.ac.uk> lstanley@central.susx.ac.uk (Laura Stanley) writes:

>Hi there,

>I've just started to program in 'C' and am using Prospero C as this was
>given away on an STR coverdisk. I am using a 4Mb STe TOS 1.6.

>I have a problem that as far as I can see shouldn't arise from the code.
>What the program does (quite inane really...) is to input 5 names via
>scanf("%c") and five numbers via %d and store them in an array of 5
>structures.

>When this is done, the names and numbers are listed back again. There is
>then the following exit loop:

```
>void bye()
> {
> printf("Again..y/n"); /* This prints twice, why?? */
> switch (ex=getchar())
> {
> case 'y':
> printf("running again");
> job(); /* The procedure that calls input/list
---> break;
> case 'n': functions */
> printf("\nExiting...");
> break;
> default:
> bye(); /* This procedure */
> }
> }
```

>If I answer Yes to the prompt, the program runs again, and then EXITS
>without prompting...

That's because, after finishing job(), it returns to just after where job() was called, and not finding a break it continues with case 'n'. Remember you *must* put breaks between case-statements if you don't want all cases following the selected one to be executed too.

>I initially thought it was because the variable ex was set to 'y' from
>the previous time but surely ex=getchar() redefines ex.

But bye() doesn't get called after a 'y'. It just continues where it was interrumped.

>Any suggestions.

You might want to change the way you check for illegal input (i.e. nor
a 'y' nor an 'n'). Everytime you press an `illegal' key, the function
gets called again. This might fill up memory, though it's not very
likely that it will cause problems. Try this:

```
...
default:
bye();
printf("This line appears once for every illegal keystroke\n");
}
}
```

When you press an illegal key in your version, the function gets
called again. If you press an `n' then, "Exiting..." will be printed
and the function ends, *and then returns to just after the bye() that
called it!!!* Because there's nothing after it, you won't notice it.
If you add above printf, you will see the effect.

>Thanks for your time

Any time!

>Laura.
Greetings,

--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4703. Re: Binary File Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 11:38:40 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep7133840@issan.informatik.uni-dortmund.de>
Source record: 30680

In article <34k4qf$b88@vega.info.isbiel.ch>, petep@info.isbiel.ch (Patrick Peter) writes:

|> i would like to delete a block in a huge file (soundfile).
|> |---------------|----------------|---------------| (old file)
|> start blockstart blockend eof

|> |---------------||---------------| (new file)
|> star (blockend) eof

|> my idea was to copy the block (from blockend to eof) to the position blockstart
|> and free then the reminding space. but how can i set the eof myself? any idea?

On the normal TOS (GEMDOS) filesytem this is impossible, you have to
copy the whole file, or put a special marker in it. But under MiNT and
with the Minix filesystem you can truncate a file at an arbitrary
position. The MiNT library contains the functions truncate and
ftruncate (the first expects a file name whereas the latter operates
on a file descriptor):

```
int truncate (const char *name, off_t length)
int ftruncate (int fd, off_t length)
```

--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4704. Extra Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 12:53:02 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <34kd3e$mf6@infa.central.susx.ac.uk>
Source record: 30682

I have a hard drive which is in a case that has room for another one. If I wanted to insert another hard drive in there would I need to buy a new controller for it or would I be able to use the existing one.
The hard drive is 170Mb and I have partitioned it to go from C-M. What I want is a smaller drive, say 20Mb, that I can use as partition N-O, leaving P for things like ram disks. I want to do this without re-partitioning my existing drive.

Thanks for any help

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

4705. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 13:17:16 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.778943836@suburbia.apana.org.au>
Source record: 30683

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Stefan Boehringer (Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de) wrote:
>> I have problems adding 2 MB to an Mega ST 2. I simply soldered
>> capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
>> from 2 MB on is not writable and after about 3 minutes the machine
>> crashes with a trashed display. After removing the RAM anything works
>> well again.
>> Did I forget something or did a mistake?
>> Thanks in advance.

>Are you sure you don't have one of the MMUs that can only access the first
>bank of memory (thus restricting the machine to 2mb, unless you replace the
>MMU)? I think the part number for the "bad" MMU has been posted here before,
>but I don't have it. This is a problem that effects quite a few Mega2's,
>I hear.
>--
>

hmm, interesting, I have a mega 2 st as well, lucky to have read this post,
was just about to upgrade my machine. I also have a standard stfm with 2.5
mb in it, would I be able to swap mmu chips?. I would be willing to sacrifice
the 512k in the upper bank on the fm inorder to get 4 mb on my mega.
I might just sit on this one for a while though so if someone could
please post the part number of the 4 mb mmu I would greatly appreciate it.
Also whats the going rate for 51100 (or equivalent) ram chips at the moment,
Last time I checked the price was much higher (per mb) than simm modules,
has this changed ?

Thanks in advance.

putney@suburbia.apana.org.au
--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

4706. Re: Problems with typing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 13:57:19 UTC
From: avg@cwi.nl
Message-ID: <CvrIrK.Aw@cwi.nl>
Source record: 30685

not-for-mail@rubb.rz.ruhr-uni-bochum.de (anonymous) writes:

>Occasionally my Sts and STes stop displaying typed characters immediately.
>(All known programmes involved) Typing will then appear only after i move
>the mouse.
>Tos Versions from 1.4 to 2.5.

I've had similar problems with 1.6 (and *I think* 3.6 as well).
Rebooting seems the only thing that helps. Another version of the
phantom typist problem?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4707. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 14:03:19 UTC
From: avg@cwi.nl
Message-ID: <CvrJ1J.ps@cwi.nl>
Source record: 30686

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>I've just bought a TT system second hand.

>My TT HiRes screen (ProScreenTT) gets a definite vertical flicker/jitter/wobble
>after about an hours use. The VGA colour picture is none too inspiring
>either, with a slight horizontal flicker from turn on.

>Its been suggested that my TT PSU is suspect. Does this sound likely? Also
>would it be worth me buying a PC PSU and wiring that in instead (I'd have
>to mount it external I know)? Has anybody here changed the PSU in a TT?
>Is there anything I should watch out for?

>BTW the TT PSU has apparently been suspect in the past. At one time it
>needed several attempts to turn on according to the previous owner.

This is interesting.

1. What's a PSU? [sorry]

2. I'm having similar problems with my Spektrum 1 board. Two problems
both occur after some time [an indication that heat has sth to do
with it, I suppose]. First of all in 1024x768 (which is pretty
high for the Spektrum) I get wobble, i.e. sort of 'walk like an
Egyptian'. Second, sometimes faulty pixels are left on the screen.
(the mouse leaves a trace of black, white, green and purple
dots, even in monochrome mode!) The faulty pixels seem to be
stored somewhere nonetheless, as they remain on the screen!

Just hoping I am getting closer to finding what's causing the problems
Wilhelm Mikroelektronik doesn't seem very eager to provide a solution.
All they could give for an explanation was 'This is curious. Spektrum's
timing is very delicate.' Well, I guess it is all in my timing's
being kind of coarse, then :-)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4708. GCC Help needed (again :-[ )

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 14:16:51 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34ki0j$r9u@msuinfo.cl.msu.edu>
Source record: 30687

Hello,

Thanks again to everyone who responded to my last question (where I hadn't included '-lgem'). I now have another problem.

I got the program up and running, and have added a function which sets the title and info of a window, opens it, performs a simple FOR loop (from 0 to 1000), closes the window. The first part of the program calls appl_init() and opens a virtual workstation, while the last part closes the virtual workstation and calls appl_exit().

The program compiles and links without a problem, and I can even run it once (though it doesn't seem to perform the FOR loop). The next GEM program I try to run, whether mine or any other GEM application, crashes with two bombs immediately after being loaded into RAM. Gulam and TOS programs will still run without any problem.

Does anyone have any suggestions to fix this? Or would anyone be willing to look at the code (it's very short and basic :-) to help me out?

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

4709. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 14:18:19 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94250.101819STIRRE31@MAINE.MAINE.EDU>
Source record: 30492

```
Thanks for the info! Any idea on how much the board will
cost?
-scott tirrell
```

4710. Re: Extra Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 14:23:54 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep7.142355.19263@cc.ic.ac.uk>
Source record: 30684

in article <34kd3e$mf6@infa.central.susx.ac.uk>, Andrew Collington
(andrewc@cogs.susx.ac.uk) wrote:
>I have a hard drive which is in a case that has room for another one. If I
>wanted to insert another hard drive in there would I need to buy a new
>controller for it or would I be able to use the existing one.

If it's a standard host adapter such as an ICD AdSCSI then there is no
problem. Just add another connector to the SCSI bus ribbon cable and plug the
new drive into it. You'll have to set the ID of the new drive to something
unused, i.e. not the same ID as the drive you have already.
You set the ID by the jumpers on the drive unit itself.

Although I can't speak from experience, this should work with any brand of
host adaptor.

>The hard drive is 170Mb and I have partitioned it to go from C-M. What I want
>is a smaller drive, say 20Mb, that I can use as partition N-O, leaving P for
>things like ram disks. I want to do this without re-partitioning my existing
>drive.

This is easy, at least with ICD's software. Each physical drive is formatted
and partitioned seperately. For instance, I have one 100Mb Quantum drive
as partitions C to G and my old 50Mb Seagate as partitions H and I.
No repartitioning is neccesary.

Hope this helps,
-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4711. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 14:27:54 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94250.102754STIRRE31@MAINE.MAINE.EDU>
Source record: 30493

Oooops. Sorry. I have one other question. Will there be any
support for sound? Like, say, emulation of a Sound Blaster?
-scott tirrell

4712. Re: IDE hard drives on Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 16:05:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e6df323@ct.se>
Source record: 30688

02 Sep 94, Shannon Hendrix wrote something like this to All :

SH> From: shendrix@escape.widomaker.com (Shannon Hendrix)
SH>
SH>
SH> I need to make use of an IDE hard drive. It would be good if I
SH> could use it on an ST since the old 20 meg Atari drive is small,
SH> slow,
SH> and probably not long for this world.
SH>
SH> I figure there must be a converter or interface for Atari ST's to
SH> use IDE drives, they are just so cheap now. I've been told on
SH> another group that on the Falcon can use IDE. Any information would
SH> be appreciated.
SH>
SH> --
SH> csh
SH> ---
SH> -
SH> ----- shendrix@escape.widomaker.com | Linux and BSD
SH>

A shop here in Sweden sells a such interface for 995 SEK (about 90 pounds).
It is for the STF and the STE which has "the big case" and can use 2.5" or 3.5"
drives.. I will call them so they send me some information and I will come back
later with more information..

And you're right, the IDE drives are really really cheap now, I bought my
Seagate ST3491-ATA (428 MB) for 2500 SEK (240 pounds)..

- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- / \ _ \ / \ 4 MB -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB HD -
- Email: samuel.arvidsson@p13.secom.ct.se -

In USA they have Bill Clinton, Stevie Wonder, Bob Hope and Johnny
Cash...
In Sweden we have Carl Bildt, no Wonder, no Hope and no Cash...

4713. Re: GCC Help needed (again :-[ )

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 18:15:44 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIHTAFUU@ttgk.textlitho.nl>
Source record: 30501

In <34ki0j$r9u@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu wrote :

>
>Hello,
>
>Thanks again to everyone who responded to my last question (where I hadn't
>included '-lgem'). I now have another problem.
>
>I got the program up and running, and have added a function which sets the
>title and info of a window, opens it, performs a simple FOR loop (from 0 to
>1000), closes the window. The first part of the program calls appl_init()
>and opens a virtual workstation, while the last part closes the virtual
>workstation and calls appl_exit().
>
>The program compiles and links without a problem, and I can even run it
>once (though it doesn't seem to perform the FOR loop). The next GEM
>program I try to run, whether mine or any other GEM application, crashes
>with two bombs immediately after being loaded into RAM. Gulam and TOS
>programs will still run without any problem.
>
>Does anyone have any suggestions to fix this? Or would anyone be willing
>to look at the code (it's very short and basic :-) to help me out?

Seems like your program is exiting before the '1 to 1000' loop and forgets
the 'close workstation' etc. This leaves GEM rather confused..

Gert

--

-- --
Atari TT-Point
-- --

4714. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 20:51:16 UTC
From: torhov@ifi.uio.no
Message-ID: <34l944$arc@maud.ifi.uio.no>
Source record: 30513

In article <34djc0$gen@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>
> There are normal problems with early Falcons, have a read of ST-Format June
> 94 from memory...
>
> I do suguest that you contact Atari in the Neatherlands, they sould fix it for
> free, as its there fault....

But the computer was OK when I got it. I think I must have `busted' the sound system by connecting audio equipment of the wrong voltage or something like that.

Do you, or anyone else, remember more specific what kind of fault there was in the dutch computers?

--
Tor Egil (torhov@ifi.uio.no)
URL: http://www.ifi.uio.no/~torhov/

4715. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 22:36:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvs6sJ.F4z@cix.compulink.co.uk>
Source record: 30690
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>What is the "piggyback" memory upgrade that I have heard mentioned previousl

A piggyback memory upgrade was popular on original ST and STM machines
(before STFMs came out). It involves piggybacking the second 16 chips on
top of the first 16! Most of the pins are just soldered together, but some
of the address ones are bent out and snipped. Onto the end of these pins
are soldered lengths of wire that then go back to the mother board.

Definately not for the faint hearted, and not to be advised nowadays.

:-)

Roland.

4716. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-07 23:05:08 UTC
From: charles@eskimo.com
Message-ID: <Cvs84t.s1@eskimo.com>
Source record: 30491

```
In article <34k04m$j1j@infa.central.susx.ac.uk>,
Laura Stanley <lstanley@central.susx.ac.uk> wrote:
>Hi there,
>
>I've just started to program in 'C' and am using Prospero C as this was
>given away on an STR coverdisk. I am using a 4Mb STe TOS 1.6.
>
>I have a problem that as far as I can see shouldn't arise from the code.
>What the program does (quite inane really...) is to input 5 names via
>scanf("%c") and five numbers via %d and store them in an array of 5
>structures.
>
>When this is done, the names and numbers are listed back again. There is
>then the following exit loop:
>
>void bye()
> {
> printf("Again..y/n"); /* This prints twice, why?? */
> switch (ex=getchar())
> {
> case 'y':
> printf("running again");
> job(); /* The procedure that calls input/list
> case 'n': functions */
> printf("\nExiting...");
> break;
> default:
> bye(); /* This procedure */
> }
> }
>
>If I answer Yes to the prompt, the program runs again, and then EXITS
>without prompting...
>
>I initially thought it was because the variable ex was set to 'y' from
>the previous time but surely ex=getchar() redefines ex.
>
>Any suggestions.
>
>Thanks for your time
>
>
>Laura.
```

It looks to me like the problem is when you select 'y' the program execution goes to job(), then returns and falls through to your 'case n' code. You need to 'break;' or maybe call bye() again. Also, depending on your job() code, the newline left in the buffer from using getchar() could be causing you problems.

BTW, how is Prospero C? Did it come with good docs? Where can I get the STR coverdisk?

4717. Re: Extra Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 00:00:29 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvsAot.JJ2@cix.compulink.co.uk>
Source record: 30494

>I have a hard drive which is in a case that has room for another one. If I
>wanted to insert another hard drive in there would I need to buy a new

It depends on your controller. With an ICD AdSCSI(+) it should work, but
certain other host adaptors are 'one drive only'.

Also don't forget to check the size of the PSU. Although it may be big
enough to run both drives, it might not be big enough to start them up at
the same time. Some hard drives have a 'delayed boot' jumper. Alternatively
a manual switch might do the job.

:-)

Roland.

4718. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 00:00:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CvsAow.JJn@cix.compulink.co.uk>
Source record: 30495

```
>void bye()
> {
> printf("Again..y/n"); /* This prints twice, why?? */
> switch (ex=getchar())
> {
> case 'y':
> printf("running again");
> job(); /* The procedure that calls input/list

break;

> case 'n': functions */
> printf("\nExiting...");
> break;
> default:
> bye(); /* This procedure */
> }
> }
>
```

Well you seem to be missing a break after job() for starters. Without this after exiting job(), the program will fall straight through and drop out through default:

Actually now I've had another look at it, I see the function is recursive (ie it calls itself). Was this intentionally? Everytime bye() is called from within bye() it consumes more memory. Then when you exit bye() the program just returns to the previous bye(). This technique is great for doing some things, but not for deciding whether the user wants to go round again.

The reason "Again..y/n" prints twice is probably because getchar() returns a rubbish character first time around (ie not 'y' or 'n'), so the code just falls through default: back into bye() again - which prints the message out!

How about:

```
void bye()
{
char ex='y';
while (ex!='n'){
printf("Again..y/n");
switch(ex=getchar())
{
case 'y':
```

```
printf("running again\n");
job();
break;
case 'n':
printf("\nExiting...");
break;
default:
break;
}
}
```

There are probably a few typos, and I don't know off hand whether getchar()
return a char or some sort of int. Also its probably not a good idea to
do this sort of stuff in the bye routine. This is more like main() stuff:

```
int main()
{
char ex='y';
int first=TRUE;
while (ex!='n'){
if (!first){
printf("running again\n");
}else{
first=FALSE;
}
job();
printf("Again..y/n");
ex=getchar();
}
printf("\nExiting...");
}
```

This looks *too* short, but I can't think what I've missed! ;-)

Anyway hope this gives you some ideas.

:-)

Roland.

@CiX

4719. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 00:20:51 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <34lld3$nkl@lyra.csx.cam.ac.uk>
Source record: 30516
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Trangdaithi Hoang <thoang@orion.oac.uci.edu> wrote:
>The DEC PDP-11 is an example of a computer that falls in between
>two models. Although basically a 16-bit little endian, when
>referencing 32-bit integers the two 16-bit words are organized in
>big endian fashion:
>
>Middle EndiAn 01 02 03 04
> (PDP-11) A+1 A A+3 A+2

Hence the Jargon file reference to The NUXI Problem?

Some ICL machines also have a big-endian bit addressing scheme which is pretty unique. Bit #0 is the MSB of a 32-bit word rather than the LSB as it is on most other architectures.

John

4720. Re: DEANSI.ARC???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 02:02:48 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <778972934.0@mettav.exnet>
Source record: 30498

On 31 Aug 94 at 20:50:36 (Jon Lunman) wrote the following:

> Hello all! I've been programming in Heat & Serve (Sozobon) C on my
> lil' ole Atari ST for quit some time now. But I'm also doing a lot of
> TURBO C on the PC. I generally make my code portable but on the PC, I
> write following the ANSI standards (prototypes, etc...).
>
> The problem is that HSC does not conform with ANSI C and I can't
> compile my code without long and tedious 'DE-ANSIing' it.

A better solution perhaps, this will compile automatically depending on what compiler you use. Basically just define the prototypes in enclosed in one of the __TURBOC__ #ifdef's. You will need to seperate #ifdef's for each function header, one for K&R HSC and one for ANSI Turbo C.

```
#ifdef __SOZOBONC__
/*
Only compile this code under HSC
*/
#endif

#ifdef __TURBOC__
/*
Only compile this code under Turbo C
*/
#endif
```

__SOZOBONC__ and __TURBOC__ are defined automatically by their respective compilers.

-Paul-

--
~=~=~=

4721. Re: output of STE to videocamera?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 02:27:16 UTC
From: dunham_scott@htc.honeywell.com
Message-ID: <dunham_scott-070994213018@mac153-59.mn09.honeywell.com>
Source record: 30499

In article <345hk3$qs4@holmenkollen.ifi.uio.no>, hallvart@ifi.uio.no
(Hallvard Tangers) wrote:
>
>
> My videocamera has a video "in", and I was wondering if it would be possible somehow to
> record the video signal from the STE on tape, so I could make my own "credits" and other
> titles etc. on the computer and just record this, and edit the tape later.
>
> Does anyone have a circuit for anything like this? I can use either the "S-video" or
> normal "video in" input, since this is a Hi-8 camera.
>
> many thanks.
>
> Hallvard

You can tap off the VIDEO signal at the monitor plug. Just look at the
pin-outs
in the Atari STE manual, find the VIDEO, and use Ground for the shield
wire. Before I got Monitor Master, which has the video tap available in a
convenient RCA style jack, I put mounted my own RCA video jack to the
backside, and hardwired it to the two pins I described on the monitor plug.
It's a true 1 volt p-p Video signal, with color. You can video tape this,
no problem.

Scott
dunham_scott@htc.honeywell.com

4722. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 02:40:57 UTC
From: zoltan@research.canon.oz.au
Message-ID: <ZOLTAN.94Sep8124057@radics.research.canon.oz.au>
Source record: 30517
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

m93kma@avior.tdb.uu.se (Kristofer Maad) writes:

> Andrew Morton (morton@bnr.ca) wrote:
> : I seem to recall using the 'movep' instructions many years ago to
> : perform byte swapping on a largish buffer of data. Went something
> : like:
>
> : loop:
> : movep.l (0,a0),d0
> : movep.l (1,a0),d1
> : movep.l d0,(1,a0)
> : movep.l d1,(0,a1)
> : add #8,a0
> ^^^
> addq possibly a teeny bit better?
>
> : dbra d2,loop
>
> /Kristofer.

Do you still use an assembler which wouldn't do it by itself ? :-)

Zoltan
--
Zoltan Kocsi <zoltan@research.canon.oz.au>

4723. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 02:44:32 UTC
From: sammcgee@crl.com
Message-ID: <34ltqg$hed@crl4.crl.com>
Source record: 30502

STIRRE31@MAINE.MAINE.EDU wrote:
: Oooops. Sorry. I have one other question. Will there be any
: support for sound? Like, say, emulation of a Sound Blaster?
: -scott tirrell

Some say you can emulate a PC sound board using the DSP...
I think Compo wants to release the 486 board some time this year.

4724. St Monitor Specs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 03:49:58 UTC
From: bam011@lulu.acns.nwu.edu
Message-ID: <34m1l6$bq0@news.acns.nwu.edu>
Source record: 30505

I have an old ST color monitor, vintage sc224 or something like that. I was wondering if anyone might have an old manual laying around which would have the IDs for the cable pin numbers... all 13 of them... I'm trying to put it to some use with a PC laptop. For all I know it's not even possible without some additional video card, but I figured I'd give it a try. If anyone can forward the pin numbers or some advice, it would be greatly appreciated.

Barbara A Morrow
Northwestern University, Evanston, IL. USA
bam011@lulu.acns.nwu.edu

4725. Yamaha sound chip???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 04:16:38 UTC
From: Matt.McAlister@dataport.com
Message-ID: <103_9409072041@dataport.com>
Source record: 30500

```
---------------------------------------------------------------------
InterNet: Matt.McAlister@dataport.com
FidoNet : Matt McAlister 1:143/106
---------------------------------------------------------------------
```

4726. MSDOS read Atari HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 05:12:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2e6eab34@ct.se>
Source record: 30503

I have a 540Mb SCSI-II harddrive, formatted to 4 partitions, as follows:

(Starting on F since I have another HD as C,D and E)

F: 50Mb
G: 120Mb
H: 120Mb
G: 250Mb

Is it possible to hook this beast up to a PC (with a SCSI-card ofcourse .. ;) without re-formatting it, and use all the files that's on it straight away - no fuss?

I suspect all partitions are BGM, and I really don't think MS-DOS knows what that is .. ;)

Is it possible to convert without losing the data?

Please help, I'm going to move my BBS from an Atari STE to a 386/486, and there's no way I can temporarily store all these megabytes of data if I have to re-partition (format?) the drive ...

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - NeST Sucks! +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4727. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 08:40:35 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-080994084036@ngalm099.gal.nt.com>
Source record: 30529

In article
<19940905201003.Stefan.Boehringer@CD41018.rz.ruhr-uni-bochum.de>,
Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de (Stefan Boehringer) wrote:

> I have problems adding 2 MB to an Mega ST 2. I simply soldered
> capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
> from 2 MB on is not writable and after about 3 minutes the machine
> crashes with a trashed display. After removing the RAM anything works
> well again.
> Did I forget something or did a mistake?
> Thanks in advance.

Did you put in the resistors?
I forget the values, but they will be the same as the ones on the RAS & CAS
lines already in the machine.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4728. Re: Adding 2MB to a MegaST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 08:52:24 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.VXaMzLb4Nts@lumumba.sh.sub.de>
Source record: 30506

In <34gq5m$3uf@mailer.fsu.edu>, Mickey Boyd writes:
> Stefan Boehringer (Stefan.Boehringer@rubb.rz.ruhr-uni-bochum.de) wrote:
> > I have problems adding 2 MB to an Mega ST 2. I simply soldered
> > capacities of 220 nF on board and added the RAM (51100 70ns). But the RAM
> > from 2 MB on is not writable and after about 3 minutes the machine
> > crashes with a trashed display. After removing the RAM anything works
> > well again.
> > Did I forget something or did a mistake?
> > Thanks in advance.
>
> Are you sure you don't have one of the MMUs that can only access the first
> bank of memory (thus restricting the machine to 2mb, unless you replace the
> MMU)? I think the part number for the "bad" MMU has been posted here before,
> but I don't have it. This is a problem that effects quite a few Mega2's,
> I hear.

I never heard of those MMUs, but there are the 'famous' IMP-MMUs, which
you can easily recognize by the manufacturer's logo 'IMP' on the chip.

The IMP-MMUs (part-number: C100109-001) can handle only one ram-bank
_OR_ two equally equipped ram-banks. So there's no problem to add a
second 2MB-bank to a Mega ST2 with an IMP-MMU. Only mixed versions
(512K/2MB) are not possible. The IMP-MMUs were often used in 1040 STs
and Mega ST1's which had the (512K/512K)-configuration.

Stefan

4729. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 08:59:09 UTC
From: mjmaisey@mnn.mettav.exnet.com
Message-ID: <34mjot$c4e@arco2.cd.afrc.ac.uk>
Source record: 30507

```
In article <34k04m$j1j@infa.central.susx.ac.uk>
lstanley@central.susx.ac.uk (Laura Stanley) writes:

> void bye()
> {
> printf("Again..y/n"); /* This prints twice, why?? */

Try:
printf("Again..y/n\n");

> switch (ex=getchar())
> {
> case 'y':
> printf("running again");

Put another \n on the end of the again

> job(); /* The procedure that calls input/list

Insert a 'break;' here!

> case 'n': functions */
> printf("\nExiting...");

Move the '\n' to the end of the string. Then try something like
'exit(0);' to actually make it exit the program.

> break;
> default:
> bye(); /* This procedure */

For style reasons, you should insert a break here as well.

> If I answer Yes to the prompt, the program runs again, and then EXITS
> without prompting...
> I initially thought it was because the variable ex was set to 'y' from
> the previous time but surely ex=getchar() redefines ex.

It's because of the lack of the first 'break'. job() gets executed,
then control jumps back to bye(), and because there's no break;, it
just goes on to the next bit in the switch statement, which is the exit
handler.

ATB,

Martin
```

4730. Endianess (Was: Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 09:11:41 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep8111141@issan.informatik.uni-dortmund.de>
Source record: 30519
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <34lld3$nkl@lyra.csx.cam.ac.uk>, js10039@cus.cam.ac.uk (J. Sullivan) writes:

|> Trangdaithi Hoang <thoang@orion.oac.uci.edu> wrote:
|>> The DEC PDP-11 is an example of a computer that falls in between
|>> two models. Although basically a 16-bit little endian, when
|>> referencing 32-bit integers the two 16-bit words are organized in
|>> big endian fashion:
|>>
|>> Middle EndiAn 01 02 03 04
|>> (PDP-11) A+1 A A+3 A+2

|> Hence the Jargon file reference to The NUXI Problem?

|> Some ICL machines also have a big-endian bit addressing scheme which is
|> pretty unique. Bit #0 is the MSB of a 32-bit word rather than the LSB as
|> it is on most other architectures.

It's the same on the 680x0 (where x >= 2) with the bitfield
instructions, bit #0 is the MSB, contrary to the single-bit
instructions, where bit #0 is LSB. Is the 68000 a mixed endian cpu? :-)
--
Andreas Schwab "And now for something
schwab@ls5.informatik.uni-dortmund.de completely different"

4731. Re: Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 10:48:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940908104803.L.J.Sak@sp0009.kub.nl>
Source record: 30509

In Article <349sv5$re@baugi.ifi.uio.no> "torhov@ifi.uio.no (Tor Egil Hovland)" says:
>
> In article <347m1u$c8k@mother.usf.edu>, millert@grad.csee.usf.edu (Timothy Miller)
writes:
> >
> > I had the same problem. I had to send my Falcon back to Atari because my
> > left channel went out, and finally got it back after God knows how long.
> >
> > It looks to me like Atari took a new Falcon and just moved my hard drive
> > into it. The case, at least, is obviously brand new (I can tell).
> >
> Obviously, they needed to change the whole motherboard. I have a little problem, as I
live in
> Norway, but ordered my Falcon from Germany. I don't want to send my computer all the way
across
> Europe. Does anyone know what a Falcon motherboard costs?
>
> --
> Tor Egil (torhov@ifi.uio.no)
> URL: http://www.ifi.uio.no/~torhov/
>

Ludo says: If you have any company which sells atari's in your neighborhood,
you can ask them to send it to ATARI for you (germany would do the same thing).
I did it once with my portfolio which I bought in germany too, and a dutch
company send it to ATARI. It would cost you less. A motherboard cannot be
bought seperately from ATARI, but mine was replaced out of guarantee period
with costs of 250,- dutch guilders (about 130 us $ i guess?). This included
labor and taxes.

4732. Re: Extra Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 11:07:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940908110759.L.J.Sak@sp0009.kub.nl>
Source record: 30510

In Article <34kd3e$mf6@infa.central.susx.ac.uk> "andrewc@cogs.susx.ac.uk (Andrew Collington)" says:
> I have a hard drive which is in a case that has room for another one. If I
> wanted to insert another hard drive in there would I need to buy a new
> controller for it or would I be able to use the existing one.
> The hard drive is 170Mb and I have partitioned it to go from C-M. What I want
> is a smaller drive, say 20Mb, that I can use as partition N-O, leaving P for
> things like ram disks. I want to do this without re-partitioning my existing
> drive.
>
> Thanks for any help
>
> --
> Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
> ---
> I _DO_ have reason why I do what I do - I just can't remember them
> ---
>

Ludo says: depends on the controller you have installed with your harddisk. There is one controller that I know off that only accepts one harddisk to be installed (but says so clearly in the manual), but in all other cases it shoudl be possible to connect to max. of 7 devices to your ATARI. You don't need to repartition your existing drive, for the new drive letters will follow up the existing drive identifiers. Just plug your new harddisk onto your 170Mb drive, and it should work (don't forget to set the jumpers)

Hopefully this helps,

L.J.Sak@kub.nl

4733. Programmimng help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 11:29:00 UTC
From: jan.sjoberg@p5.secom.ct.se
Message-ID: <2e6f03fe@ct.se>
Source record: 30522

Hi!

I would like some help with bit graphic enlargment. Is there any
standard algorithms for enlarging/shrinking bit graphics?

My actual problem is enlarging one line of bytes by a factor approx
1.7 But if there is faster methods on 1.6 or 1.8, that's the thing for
me since this has to be the fastest possible method!

Could somebody just tell me a algorithm for this simple task (2:1) too,
I would be very happy!

01010011 00111001 Original bit graphic line, 2 bytes

00110011 00001111 00001111 11000011 Enlarged 2:1, 4 bytes

And the key word is: FASTEST POSSIBLE!

Greets from

Jan Sjoberg, Sweden

4734. Re: Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 11:47:07 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cvt7EK.32n@hpbbrd.bbn.hp.com>
Source record: 30511

Robert Engberson (rengbers@netcom.com) wrote:
> Better yet... Here I am!

So you're part of the team which is working on the emulator?

> Yes, a 486 board is in the works, scheduled for
> release later this year.

Does this mean xmas time? Hmm, I'd need one right *now*, actually,
so this is bad news for me because it means I'll have to buy a
clone (eeeek!).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

4735. Re: GCC Help needed (again :-[ )

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 13:27:15 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <34n3fj$ol9@msuinfo.cl.msu.edu>
Source record: 30537

In article <Up-EIHTAFUU@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl (Gert van der Knokke) writes:
>In <34ki0j$r9u@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu wrote :
>
>>I got the program up and running, and have added a function which sets the
>>title and info of a window, opens it, performs a simple FOR loop (from 0 to
>>1000), closes the window. The first part of the program calls appl_init()
>>and opens a virtual workstation, while the last part closes the virtual
>>workstation and calls appl_exit().
>>
>>The program compiles and links without a problem, and I can even run it
>>once (though it doesn't seem to perform the FOR loop). The next GEM
>>program I try to run, whether mine or any other GEM application, crashes
>>with two bombs immediately after being loaded into RAM. Gulam and TOS
>>programs will still run without any problem.
>>
>Seems like your program is exiting before the '1 to 1000' loop and forgets
>the 'close workstation' etc. This leaves GEM rather confused..

Yeah, that was kind of my impression, too. I don't see how that's possible, though. The lines to open, loop, and close the window are:

```
wind_get(0, wf_wxywh, &xfull, &yfull, &wfull, &hfull);
whand[i] = wind_create(parts, xfull, yfull, wfull, hfull);
wind_set(whand[i], 2, &title[0], 0, 0);
wind_set(whand[i], 3, &info[0], 0, 0);
wind_open(whand[i], x, y, w, h);
for (a = 0; a <= 1000; ++a)
b++;
wind_close(whand[i]);
wind_delete(whand[i]);
```

That's it, verbatim from the code, without any modifications or deletions. Is there anything wrong with it? After this part of the code (which is in a function, there's a 'return 0' to "main," which then calls another function which calls v_clsvwk(handle) and appl_exit().

Thanks for your help.
Tom
hopper_t@msupa.pa.msu.edu

4736. Anyone ported AKCL or GCL to mint.....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 13:48:09 UTC
From: cavanaug@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <34n4mp$jdq@mozo.cc.purdue.edu>
Source record: 30536
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just wondering if anyone had done this or if there are any
atari.def's for them. Thanks......

John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University

Notice the difference between what happens to a man who says
to himself, "I have failed three times," and what happens
when he says, "I am a failure."
-- S Hayakawa

4737. Internal floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 14:20:39 UTC
From: jpb3@ukc.ac.uk
Message-ID: <9841@falcon.ukc.ac.uk>
Source record: 30512

Subject: Internal floppies
Newsgroups: comp.sys.atari.st
Organization: University of Kent at Canterbury, UK.
Distribution: ukc
Summary:
Keywords:

I'm having problems with internal floppy drives on my ST, and I wondered if anyone could help.

I have an old 1040STF, that I use for spare parts, and today I took out its internal drive to replace the knackered one in my 1040STE. After a bit of hassle I got it into the STE, only to find that the drive sat too high in the STE case. Looking at the 2 cases I could se why, the top parts were sculpted differently.

Apart from using the STF case on the STE, I can think of no solution. Can anyone else?

If so, could you reply by email if possible.

Thanks in advance.

--
John Beranek \
First Year /
Computer Systems Engineer \
University of Kent /

4738. Re: Internal floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 15:36:44 UTC
From: bjgrier@bnr.ca
Message-ID: <34nb2c$sjb@nrtphaa9.nt.com>
Source record: 30515

In article <9841@falcon.ukc.ac.uk>, jpb3@ukc.ac.uk (John Beranek) writes:
|>
|>
|> I'm having problems with internal floppy drives on my ST, and I wondered if
|> anyone could help.
|>
|> I have an old 1040STF, that I use for spare parts, and today I took out its
|> internal drive to replace the knackered one in my 1040STE. After a bit of
|> hassle I got it into the STE, only to find that the drive sat too high in
|> the STE case. Looking at the 2 cases I could se why, the top parts were
|> sculpted differently.
|>
|> Apart from using the STF case on the STE, I can think of no solution. Can
|> anyone else?
|>
|> If so, could you reply by email if possible.
|>

You could alway replace the floppy mounting screws, and spacers, with ones
that would lower the drive to the desired height. The parts should be
available at any hardware store. I would get the plastic spacers, so you
can reduce their height with a hack saw or file if you need to.

I've done it for other people.

Brian

--

Disclaimer: The opinions expressed are mine not those of BNR.

```
_____________________________________________________________________________
| Brian, WS1S (ST/TT User/Developer) | If I wanted a computer to play games |
| Bell Northern Research | on I'd buy an MS-Dos compatible. I |
| Research Triangle Park, NC | have REAL computing work to do. |
|____________________________________|_____________________________________|
```

4739. Help with vector redirection

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 15:46:11 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <34nbk3$3io@whitbeck.ncl.ac.uk>
Source record: 30514

Can anyone help with a problem I have concerning vector redirection? I have written a program (which works perfectly well from the desktop) that redirects two extended system vectors ($100 & $101 - 50Hz timer and Critical Error Handler). The redirection is performed with a BIOS call - I think (X)BIOS #5. I am inserting my routines in series with the existing ones so the original value is stored and called on exit. As I said before, this works OK from the desktop, provided the program is executed as a .PRG. If it is renamed to .TOS, the vectors remain unchanged. If I run the same program (as .PRG) from the AUTO folder at boot up (what I wish to achieve), the vectors also remain unchanged. The code the vectors point at is exited with a TSR call so remains in memory permanently.

Can anyone shed some light on why the vectors are not always changed? I have tried writing directly to the vector locations from the AUTO folder, but assume that these values are overwritten when the AES boots up. How can I therefore alter (permanently) these vectors from the AUTO folder?

Any comments appreciated.

Thanks,
Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

4740. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 16:14:46 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIIQAEUYUp@dksoft.ping.dk>
Source record: 30524

In <rengbersCvp80y.8x2@netcom.com> Robert Engberson wrote :

>STIRRE31@MAINE.MAINE.EDU wrote:
>: Ari,
>: Compo still claims (I believe) that a 486 emulator will come
>: out. Try e-mailing them at compo@genie.geis.com and ask them.
>
>Better yet... Here I am! Yes, a 486 board is in the works, scheduled for
>release later this year. It isn't so much a 486 emulator, as it has a
>486 chip on board. More like a 486 that you plug into your Falcon...
>

What happened to the 386 emulator ? I believe a 486 would have a price
of an full 80846Dx system, and i would rather buy a new PC than spending
the same money on a exstra card which gives me the same.

Will it cover a full Intel 486 ? What about the speed ? And last, a price
of couse ? 8-)

Greets
Kim

--

-- --
UPoint News-Signature
-- --

4741. Re: MSDOS read Atari HD?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 17:33:55 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779045635@acp5>
Source record: 30518

rickard.troedsson@secom.ct.se (Rickard Troedsson) writes:

>Is it possible to hook this beast up to a PC (with a SCSI-card ofcourse .. ;)
>without re-formatting it, and use all the files that's on it straight away - no
>fuss?

No, it isn't for two reasons:

1. The PC wo't recognize Atari partition tables.
2. DOS Partitions > 32 MByte differ in layout from TOS partitions

If you want to access partitions from DOS and TOS they have to be < 32 MByte
and have to be DOS partitioned. AHDI and some other hard disk drivers
recognize DOS partition tables. But more than 32 MByte per partition won't
ever work because GEMDOS can't handle this. (Hard disk drivers, i. e. the
BIOS can.)

>Is it possible to convert without losing the data?

No, see above.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

4742. Enhanced GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 19:07:42 UTC
From: mdg@ukc.ac.uk
Message-ID: <10530@gos.ukc.ac.uk>
Source record: 30520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for ENHANCED GEM v1.45 (C Gem library)
I would be eternally grateful if someone could direct to me an FTP site
or mail me a uuencoded version.(Please note that I have v1.40)

Cheers
Griff
--

4743. Re: Help with vector redirection

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-08 20:14:53 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep8.201453.19398@cc.ic.ac.uk>
Source record: 30521

in article <34nbk3$3io@whitbeck.ncl.ac.uk>, S.J. Harrison
(S.J.Harrison@ncl.ac.uk) wrote:

>Can anyone help with a problem I have concerning vector redirection? I
>have written a program (which works perfectly well from the desktop) that
>redirects two extended system vectors ($100 & $101 - 50Hz timer and
>Critical Error Handler). The redirection is performed with a BIOS call -
>I think (X)BIOS #5. I am inserting my routines in series with the
>existing ones so the original value is stored and called on exit. As I
>said before, this works OK from the desktop, provided the program is
>executed as a .PRG. If it is renamed to .TOS, the vectors remain
>unchanged. If I run the same program (as .PRG) from the AUTO folder at
>boot up (what I wish to achieve), the vectors also remain unchanged.
>The code the vectors point at is exited with a TSR call so remains in
>memory permanently.
[...]

Umm. I think it's something to do with certain GEM calls resetting certain
vectors - I can't remember the exact details.
There is a way around it. You should read the 'Ten Commandments' file by the
Codeheads which details all this stuff. The only problem is, I can't remember
where I got the file - I _assumed_ it was on atari.archive, but now
I can't find it.
Well, if you can find the file, I'm pretty sure it will solve your problem.
Good luck!

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4744. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 00:31:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvu6sD.6LJ@cix.compulink.co.uk>
Source record: 30534

>connector is quite standard. I've put in a XT power supply (150 watts) into
>my tower and could plug the connectors straight into the TT's motherboard.

Glad to hear somebody has done it! I have a 150W PC PSU on order. Don't
know if it is an AT or XT one though.

>An AT power supply should fit also, just remember to keep that black leads
>together of the two separated connectors of the PC power supply. The TT
>power supply has one single large connector but the color scheme of the

Not entirely sure what you mean here. I know the TT PSU has a single 12
pin plug, and the PSU I've ordered has two 6 pin plugs. I assumed I was
going to have to wire a new 12 pin plug up the same way as the existing
one. Are you saying that two 6 pin plugs end to end have the same wiring
as the 12 pin one?

Also I notice the TT PSU screws into the motherboard. Is it necessary to
connect any leads from the PC PSU case to these screw holes in the
motherboard? Alternatively can I just get away with wiring up the 12 pin
mothrboard connector and the disk drive power sockets?

>Mind this however, as you put the power supply outside the TT's case, the
>harddisk will not get it's share of fresh air and could become 'cooked' !

Yes - I've thought about this. I wouldn't have thought the harddisk got
much air from the PSU fan! However I was thinking of mounting a small fan
behind the grill on tha back of the TT, where the original PSU fan sat.
Does this sound sensible?

Thanks

:-)

Roland.

@CiX

4745. Re: Programmimng help needed!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 01:56:34 UTC
From: js10039@cus.cam.ac.uk
Message-ID: <34ofci$o9b@lyra.csx.cam.ac.uk>
Source record: 30533

Jan Sjoberg <jan.sjoberg@p5.secom.ct.se> wrote:
> My actual problem is enlarging one line of bytes by a factor approx
> 1.7 But if there is faster methods on 1.6 or 1.8, that's the thing for
For resampling to any new resolution use a Digital Differential Analyser -
I'll post one that should do the job tomorrow if I can.

Each bit in the input stream needs to get repeated x times, where:
floor(ratio) <= x <= ciel(ratio)
The DDA decides whether you need to repeat the bit floor(ratio) or ciel(ratio)
times this time round, so the resulting output stream will on average have
bits repeated (ratio) times. This is reasonably fast but still has a fair
amount of overhead.

For a fixed (but non-integer) ratio like 1.6 or 1.8 you myo be able to
optimise this slightly:-
Ratio = 1.6 => Each bit is repeated at least once, and bits are
repeated twice .6 = 60% of the time => they are repeated once 40%
of the time. This gives you 3 doubled, 2 single, 3 doubled bits etc...

Ratio = 1.8 => Same as above but bits doubled 80% of the time. This
gives 4 doubled bits, 1 single bit, 4 doubled bits etc...

Unless the ratio gives you some nice numbers (like the total number
of bits in the generated non-repeating pattern (for 1.6 above this is
(3*2)+2=8) is divisible by 8), in which case you can calculate each
output byte quickly and store it, you will probably have to
generate the output by shifting bits out of the input, and then shifting
then into the output x times.

If you know that ratio before compiling, or know certain ratios are going
to be common you can code them in this way, otherwise I think you will
have to use the DDA.

> Could somebody just tell me a algorithm for this simple task (2:1) too,
> I would be very happy!
>
> 01010011 00111001 Original bit graphic line, 2 bytes
>
> 00110011 00001111 00001111 11000011 Enlarged 2:1, 4 bytes
>
> And the key word is: FASTEST POSSIBLE!

This is small enough to do by a lookup table - each byte in the input stream
expands to a full word in the output stream:

```
lea input,a0
lea output,a1
```

```
lea table,a2
move.w #no. of bytes to do-1,d7

lp:
moveq #0,d0
move.b (a0)+,d0
asl.w #1,d0
move.w (a2,d0.w),(a1)+
dbf d7,lp
rts

; 512 byte lookup table (one word for each possible byte)
table:
dc.w 0,$3,$c,$f,$30,$33,$3c,....
```

Or similar... You could even go as far as a 256k lookup table storing the bit-doubled longword for each possible input word. (On a 64-bit machine you could use a 32Gb lookup table storing a value for each possible long-word input if you REALLY need the speed.)

4746. Re: booting a MEGA4 from floppy?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 02:00:40 UTC
From: bobbro@delphi.com
Message-ID: <he1Ref4.bobbro@delphi.com>
Source record: 30528

AG HAIGH-HUTCHINSON <A.G.Haigh-Hutchinson@bradford.ac.uk> writes:

>Just a short missile - Is there anyone out there know where I can get an
>internal hard drive for my MEGA4 ST? - if so, because I cannot afford the
>price of a 'new' external hard drive + cabling, please post me details.
>

Hi Adrian, you might try checking with ICD to see if they have any of their internal host adapter kits in stock. You can write them via the Internet at icd@genie.geis.com

The only companies that I'm aware of that ever produced an internal HD for the Mega ST were Supra and ICD. I'd be really surprised if Supra still had any. 99% of their business right now seems to be modems for PCs and Macs.

While chatting with ICD, check out the price of THE LINK, their plug and play host adapter for SCSI drives. Over on this side of the pond, the price of SCSI drives is dropping like a rock. You can purchase a very large drive for quite a reasonable price, about 60 cents per meg (less if you shop carefully!)

regards,

Bob Brodie

4747. 1STGUIDE..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 02:21:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34ogqe$4b2@golem.wcc.govt.nz>
Source record: 30523
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some one e-mailed me and suguested that I should be using 1STGUIDE
and not GUCK as it was far better...

1. I don't use a TT or a Falcon, so how can it be better..

2. Doc's are very German and very hard to understand..??

3. It has none of the features that GUCK has, scroll with the mouse,
find a text string, display IMG pics, Signum fonts....

So I can't see 1STGUILD being better than GUCK, also 1STGUIDE is a ACC
and takes up memory, GUCK does not do that....

So how come some one can claim that 1STGUIDE is better than GUCK
and a standard ST/STE/MEGA running TOS or Neodesk..??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4748. Re: Clock cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 03:11:32 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <779077918.2@mettav.exnet>
Source record: 30530

On 5 Sep 94 at 10:57:06 (Volker Wedemeier) wrote the following:

|>> It was semi explained to us in college how to work out the time taken
|>> for it to execute the instructions but it wasn't explained very well.
|>>
> Well, for the newer processors which use pipelining and such things,
> it's no longer possible, but for the older real serial processors (like
> the 68000) for example there are tables giving you the number of clock
> cycles every instruction takes to execute. As you said, you just add

Yep, I remember reading that before now..

> those numbers of cycles for all the instruction of your program (or
> subroutine) up and to calculate the time it needs to execute you just
> have to devide the sum of cycles by the clock frequency of
> your computer. I. e. for a standard ST with 8 MHz (Mega Herz = 10^6
> Herz = 1000000 Herz) you have to devide by 8*10^6 = 8000000 to get the
> execution time in seconds.

Oh, I thought it was more complicated than that, great. :-)

Cheers, -Paul-

--
~=~=~=

4749. Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 04:16:14 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <779077918.11@mettav.exnet>
Source record: 30527

It was none other than "Roland Givan" that wrote on 5 Sep 94 that ,
"G> flicker/jitter/wobble
"G> after about an hours use. The VGA colour picture is none too
"G> inspiring either, with a slight horizontal flicker from turn on.
"G> Its been suggested that my TT PSU is suspect. Does this sound likely?

before going for a new PSU might be worth giving the socketed chips a good press and the other connectors a look at aswell . I suffered from Monitor wobble with my ST and even complete breakup of the screen during disk access sometimes. I don;t know what it was but after opening up the case and doing the above normal clarity was restored :-)

After countless removals I found the plastic plug that takes the power onto the motherboard got a bit trashed on my ST (don't know if this is still present on a TT) and the wires didn't sit that tight in the sockets
and caused previous problems with sound breakup and screen interference.

always better to try the simple things before going for costly and perhaps uncalled for expense !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)

4750. Falcon HD / DAT recording ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 05:13:29 UTC
From: euahil@eua.ericsson.se
Message-ID: <34oqtp$hpr@euas20.eua.ericsson.se>
Source record: 30525

Hi all of you!

Can someone give me a clue of what soft- and hardware is available
(incl price tag) for Falcon in the area of hard disk recording.
I have a DAT, in my homestudio, that is equipped with optical in, out
+ digital coax in. Is there anything developed that lets me do hard
disk recording on say 8 tracks on a Falcon and then do a mix down
to DAT ? That would probably make me switch from my old, but trusty,
ST to a Falcon. The sound quality must of course be good. No noise please :-)

Regards Mikael Hillborg
Email: euahil@eua.ericsson.se or
mikhil@minsk.docs.uu.se

4751. Re: Enhanced GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 06:13:34 UTC
From: petep@info.isbiel.ch
Message-ID: <34ouee$41r@vega.info.isbiel.ch>
Source record: 30526

In article 10530@gos.ukc.ac.uk, mdg@ukc.ac.uk (M.D.Griffiths) writes:
> I'm looking for ENHANCED GEM v1.45 (C Gem library)
> I would be eternally grateful if someone could direct to me an FTP site
> or mail me a uuencoded version.(Please note that I have v1.40)
>
> Cheers
> Griff
> --

E_GEM version 2.0 is the latest version and version 2.1 will be out soon,
unfortuantely there aren't on ftp yet, but you can send a public domain program
to the author, then you will get the latest version direct from him (see the docs
in e_gem 1.4!)

4752. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 07:52:51 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCvur86.25x@netcom.com>
Source record: 30532

: STIRRE31@MAINE.MAINE.EDU wrote:
: : Oooops. Sorry. I have one other question. Will there be any
: : support for sound? Like, say, emulation of a Sound Blaster?

I don't have pricing or details yet, but an announcement will be made
later this year.

Robert

4753. Help needed for XBIOS(11) and BIOS(0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 08:41:00 UTC
From: schauvea@irisa.fr
Message-ID: <34p72s$p5i@irisa.irisa.fr>
Source record: 30531

In the falcon TOS 4.2, there is an undocumented XBIOS(11,(int) mode, char *str) call.
In GEMDOS's calls, this function is called with 'mode'=5 and
'str' looks like "print malloc -x Lpeek('a6 + 8)" (It isn't an exact string)
It is probably a debugging function.
I would be greatfull if someone can give me a doc of this function.

A second question : I have the PUREC with a german doc and I can't
understand the GETMPB call (BIOS 0). Can you help me ??

Stephane Chauveau. (schauvea@irisa.fr)

4754. Re: Enhanced GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 10:18:29 UTC
From: prbogner@faui06h.informatik.uni-erlangen.de
Message-ID: <34pcpl$an1@faui06h.informatik.uni-erlangen.de>
Source record: 30535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mdg@ukc.ac.uk (M.D.Griffiths) writes:

>I'm looking for ENHANCED GEM v1.45 (C Gem library)

A (german) Ftp-Site is:
rrzs3.rz.uni-regensburg.de (or ftp.uni-regensburg.de)
/pub/freeware/software/atari/prg-ing/c/e_gem145.zip

--
Peter Bogner, Humbserstr. 10, D-90763 Fuerth
email: prbogner@cip.informatik.uni-erlangen.de

4755. New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 11:03:42 UTC
From: mad_man@pc.unimelb.au
Message-ID: <mad_man-090994210343@mg4_65.its.utas.edu.au>
Source record: 30444

I've just purchased a new 340Mb Quantum LPS 340s (I think that is the model, but I haven't got it on hand so I can't be sure). Here's my problem. I have a fairly old SupraDrive with a 20Mb Miniscribe mechanism. I have the version of the Supra host adaptor that has an on board clock and a SCSI port for daisy chaining. Also, I'm using the ICD Pro utilities.

Now when trying to format the drive with the original mechanism removed I discovered that it could see something was there but the poor old ST had no idea what. It seems to think that something is there as the boot program says ID 0 (not recogizable) and the ID checker had an extended pause when checking devices over ID 0 respectively. However, if I try to format it, it can't find the mechanism at all. Just for the record, I've got a 4Mb blitterized STFM with TOS 2.06 and 1.2

I know the drive works as I took it around to a friend's house and formatted it on his Amiga 3000. Now the interesting thing is that I was explicitly told it was a SCSI drive when, in fact, it comes up as being a SCSI 2 on the Amiga and I'd like to know if this could/should/does pose a problem?

Does this series of Quantum drive need any software fixes or hardware settings changed (other than the SCSI ID that is)?

If it isn't the drive itself then does the problem lie in either the host adaptor or it could be terminating resistors (my friend told me the latter and I don't know anything about them and neither does he really). So could someone tell me what terminating resistors are please! Is it that Supra host adaptors (or maybe the ST itself) are incapable of using a SCSI 2 drive?
If anyone else has had this problem could you please respond to me as this is very frustrating having spent quite a bit of cash on it. If SCSI 2 does not work with this adaptor, could anyone tell me of any host adaptors (and where I might obtain one (prefer Australian but others OK too)) that work well, have a clock on board and extra SCSI ports? I am prepared to buy a new host adaptor if this is necessary.

And just to increase my SCSI knowledge a bit. Does anyone know how compatible SCSI 2 devices are with SCSI devices, what are the main differences and what on earth do terminating resistors do?

Please post any response to this newsgroup as I sure there are others that may run into similar problems with the increasing use of SCSI 2. (You can also post to my E-Mail address if you like.)

I would really appreciate any help that anybody can give.

Anthony Green

E-Mail : ac_green@postoffice.utas.edu.au

4756. Re: 1STGUIDE..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 12:08:01 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <34pj71$kbj@newshost.uni-koblenz.de>
Source record: 30443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <34ogqe$4b2@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

...

|> So I can't see 1STGUILD being better than GUCK, also 1STGUIDE is a ACC
|> and takes up memory, GUCK does not do that....
|>
|>
|> So how come some one can claim that 1STGUIDE is better than GUCK
|> and a standard ST/STE/MEGA running TOS or Neodesk..??
|>

Hi,

1st Guide (Shareware) actually isn't a pure file viewer. 1st View (PD), which is a subset of it, is rather comparable with GUCK.

1st View does all of its output in GEM windows - this grants highest compatibility with MultiTOS, MagiC and all screen resolutions that one can imagine. So 1st View is very independent from the hardware/software environment.
This only becomes unimportant if you definately know that you are _never_ going to upgrade your computer (or OS) or purchase another one.

1st View is able to display text in a scrollable window in different font sizes, (X)IMG pictures, GEM Metafiles, .RSC files and a certain sound sampling format (I don't know it right now).

1st Guide does the same but also has Hypertext features built in and comes with a hypertext document which explains TOS (very useful for programmers). I have registered it as an application under Gemini and renamed it to .PRG instead of .ACC, as I use MagiC and can let it run in parallel. That way, it doesn't take up memory and displays automatically the contents of a file by a double click.

Have you already asked the author whether he is willing to translate 1st Guide/1st View and the documentation?

Bye,

Christoph

4757. Re: [SUMMARY] re: Wanted: UNIX program to access TOS disks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 12:18:29 UTC
From: crath@bnr.ca
Message-ID: <CRATH.94Sep9081829@bcaricbe.bnr.ca>
Source record: 30538

Thanks to all who replied. Most of the replies are appended to this message. I still have not been able to read a disk, although michal@gortel.phys.ualberta.ca has said that he was able to get MTools to read TOS disks (by expanding one of MTools' internal data structures). While I have now been able to get MTools to accept a TOS disk (that has more sectors and tracks than a standard MS-DOS disk), MTools still doesn't find any files on the disk. Further hacking is required.

My comments accompany the attached messages.

Christopher

```
]=====Message=Separator=====
]
] Mon Sep 5 14:39:00 1994
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'michal@phys.ualberta.ca' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
] In article <CRATH.94Sep5122435@bcaricbe.bnr.ca> you wrote:
] : I ftp'ed MTool off the net, but it only
] : reads standard MS-DOS disks.
]
] This should be more than enough. TOS disks do not really differ so
] much from MS-DOS disks. If you mean that you have something like
] 10 or 11 sector disks then this is also not a very big deal. Mtools
] have a table of devices and types of media accepted on them. Edit
] this table, recompile, and you should be fine. Don't forget increase
] size of track buffers, if a need will arise.
]
] I do not remember details know, but I did something like that many
] years ago on one of Sun machines and it worked without a whiff of a problem.
] Unfortunately the code is long gone together with a machine in question.
]
] Michal
]
]=====Message=Separator=====
]
] Mon Sep 5 17:05:00 1994
]
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'jzucconi@nyx10.cs.du.edu' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
```

] I have a perl script which change 2 bytes on TOS formatted floppies so that
] I can read/write them on my unix system (FreeBSD). I don't know if they are
] also readable with mtools though (FreeBSD support dos file systems). Drop me
] a line if you want the script.

My disks were formatted under TOS 1.4, so changing these two bytes shouldn't
be necessary; however, I requested a copy of his script just in case this is
part of the problem.

]
] Jean-Marc.
] --
] Jean-Marc Zucconi -- jmz@cabri.obs-besancon.fr -- jzucconi@nyx.cs.du.edu
]
]=====Message=Separator=====
]
] Mon Sep 5 21:43:00 1994
]
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'michal@gortel.phys.ualberta.ca' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
] > MTool reads MS-DOS disks fine on my system, and I tried fiddling with
] > the table you suggested (in the source code). However, I don't remember
] > how many tracks/sector I used with the disks, so I didn't have any luck.
] >
] > Do you recall what the specific ranges are for TOS disks? For example,
] > is the number of sectors 9, 10, & 11?
]
] "Normal" TOS disks (720K) are supposed to be the same as MS-DOS disks.
] They have 9 sectors per track. Depending on a version of TOS it can
] be a small difference within a header (I do not remember now what)
] which can spook MS-DOS. As far as I remember this was NOT essential
] to mtools. It is true that most of MS-DOS machines do not pay any
] attention to nearly all information which is in a disk header. That
] is one of reasons why you do not see 10 (11) sector formatted floppies
] on MS-DOS machines and they were quite popular on Atari. Anyway,
] any reference which describes MS-DOS floppy structure is also valid
] for Atari. TOS reads MS-DOS diskettes without any strain (but not
] two of them in a row - does not matter now why.).
]
] > When running the MTool code in a debugger, the application had
] > difficulty with the TOS disk's boot sector. When it did read the
] > sectors, tracks, etc. fields it came up with impossible numbers in the
] > hundreds.
]
] If you are getting some crazy numbers then maybe your backup program
] was writing diskettes "raw" and they are not really TOS diskettes. Do
] you have any ST around to check them out? If they are really TOS,
] then a reported disk capacity should give you an idea about a number
] of sectors in question. I could not tell. Since you can obviously

] can read something from your floopy device, then you may use 'dd' to
] raw-read fragments of your diskettes and check them out. Maybe you
] can even restore an info you are after that way? Requires continuous
] file images and a reasonable editor, but emacs should do it.

Turtle (the program I used to write the TOS disks) just creates normal
TOS disks, not "raw" disks, so it should be possible to get MTools to
read the disk as Michal originally suggested. I will continue to
pursue the MTools option.

]
] Michal
]
]=====Message=Separator=====
]
] Tue Sep 6 04:00:00 1994
]
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'mdekker@fwi.uva.nl' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
] If you use tos version > 1.4 (or 1.04) then the tos floppy should be
] readable by Mtools. at least, it works for me.

If I hadn't used the ``extended'' disk modes supported by TOS then
this would be true. However, MS-DOS type programs (even ones like
MTools) simply ignore the sector and track information that is stored
in the boot sector of the floppy.

]
] --
] Martijn Dekker +---+
] University of Amsterdam | member of PFF-software developers |
] department of Mathematics +---+
] mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn
]
]=====Message=Separator=====
]
] Tue Sep 6 12:24:00 1994
]
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'jmz@cabri.obs-besancon.fr' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
] Here is the script. Good luck!
]
] Jean-Marc.
]
] #!/usr/local/bin/perl
]
] print "set the last 2 bytes of the boot sector to 55 AA\n";

```
] print "put a floppy in drive and press enter: ";
] <STDIN>;
]
] open (DRIVE, "+>/dev/rfd0e") || die "open: $!\n";
] $sector = pack("C512",0);
] $count = sysread(DRIVE, $sector, 512);
] ($count == 512) || die "read: $! (read $count bytes)\n";
] @tmp = unpack("C512", $sector);
] if (($tmp[510] == 0x55) && ($tmp[511] == 0xaa)) {
] print "floppy already fixed\n";
] exit (0);
] }
]
] $tmp[510] = 0x55;
] $tmp[511] = 0xaa;
] $sector = pack("C512", @tmp);
]
] seek (DRIVE, 0, 0) || die "seek: $!\n";
] $count = syswrite(DRIVE, $sector, 512);
] ($count == 512) || die "write: $!\n";
] close DRIVE;
]
] exit (0);
]
] --
] ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
] Jean-Marc Zucconi | jmz@cabri.obs-besancon.fr
] Observatoire de Besancon |
] F 25010 Besancon cedex | PGP Key: finger jmz@cabri.obs-besancon.fr
] ========================================================================
]
]=====Message=Separator=====
]
] Tue Sep 6 16:22:00 1994
]
] To: Christopher (C.J.) Rath (BNR) Dept 4Y21 CAR
] From: 'randyh@eagle.sr.hp.com' (BNR400)
] Subject: Re: Wanted: UNIX program to access TOS disks
]
] Hi, here's some source that should do the trick.
] -Randy
]
] Cut here 8<---------------------------------------------------------------
]
] /*
]
] From alex@hpqtdla.sqf.hp.com Mon Jan 29 00:48 PST 1990
] Full-Name: Alex Ballantyne
] Subject: Re: Minix ST floppy disk format
] Date: Mon, 29 Jan 90 8:50:19 GMT
```

]
]
] Hello Bob,
]
] Here is the source for tos. The first bit of the file gives a
] synopsis of the command. It should behave just like it does
] under MINIX, expecting input from stdin and providing output
] to stdout. I didn't do anything special by way of compilation.
] You should find that tos can read DOS discs too.
]
] A couple of us here use MINIX quite a lot, so if you've got
] any problems, let me know and I'll ask around.
]
]
] Good luck,
]
] Alex.
]
]
] /*
] * tosdir - list TOS directories.
] * toswrite - write stdin to TOS-file
] * tosread - read TOS-file to stdout
] *
] * Author: Michiel Huisjes.
] *
] * Modified for TOS by: Jost Mueller
] *
] * Usage: tosdir [-lR] drive [dir]
] * tos -d[lR] drive [dir]
] * tosread [-a] drive file
] * tos -r[a] drive file
] * toswrite [-a] drive file
] * tos -w[a] drive file
] * Options: l: Give long listing.
] * R: List recursively.
] * a: Set ASCII bit.
] */
]
] [...40K of source code deleted...]
] [...email the author if you're interested...]

Although this source easily compiled on my NeXTstation, it wouldn't
run. I have not yet looked to see why. This is probably the best
option for reading my TOS disks; I will eventually get around to
sorting out why the program hangs when I run it.

]
]=====End=Of=Quoted=Messages=====

Thanks again for all the help,
Christopher
--
=== Christopher Rath ===== crath@bnr.ca ===== (613) 765-3141 ===
Bell-Northern Research |
Box 3511, Station `C' | ``Hydrogen is a colourless, odourless
Ottawa, ON K1Y 4H7 | gas which, given enough time, turns
FAX: (613) 763-4101 | into people.'' --- Henry Hiebert

4758. Re: printing IBM files on Falcon + laser

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 12:33:58 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <34pknm$ji5@ra.ibr.cs.tu-bs.de>
Source record: 30539

Denis Sevee (dsevee@CAM.ORG) wrote:
: I have a 386 and a Falcon. The Falcon is hooked up to an Okidata
: OL400e laser printer (hp compatible). If I print to a file on the
: 386, how do I then get this file printed from the Falcon?
: dsevee@cam.org

Well this is a delicate problem.

I assume both computers have 3.5" HD (1.44 MD) Floppies.
Now you copy the file to a PC-Floppy using something like:

copy /b c:\mypath\myfile.pcl a:
(The /b is importand!)

Then you take the disk to the falcon, open drive a:
and double-clik on the file. You ought to get a dialoge
asking what to do with the file:

print | show | abort

select print and the chance is high it will print on the oki.

If the file is larger than 1.44 MB (printing from WINDOWS
makes sure it is) you have to compress it first.

I suggest using PKZip on the PC and STZIP 2.6 on the Falcon.

If the compressed file is larger than 1.44 MB you have to
connect the computers via serial-line and use a terminal
programm to transfer files.

(Or use MiNT-net and PCTCP/IP and mount the PC-HD to the
U: filesystem. Type cat /nfs/mypath/myfile.pcl >/dev/prn at the
shell prompt. You might want to add a & to put the cat in the
background.)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

4759. assembler wanted#

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 14:40:00 UTC
From: not-for-mail@rubb.rz.ruhr-uni-bochum.de
Message-ID: <19940909144047.not-for-mail@CD41022.rz.ruhr-uni-bochum.de>
Source record: 30449

```
Hi!
Is there a free/shareware assembler which supports 68030 code?
Which commercial products are available (Price...)?
Matthias
Matthias.Hennig@ruba.rz.ruhr-uni-bochum.
```

4760. Re: Internal floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 16:23:04 UTC
From: putney@suburbia.apana.org.au
Message-ID: <putney.779127784@suburbia.apana.org.au>
Source record: 30540

jpb3@ukc.ac.uk (John Beranek) writes:

>I'm having problems with internal floppy drives on my ST, and I wondered if
>anyone could help.

>I have an old 1040STF, that I use for spare parts, and today I took out its
>internal drive to replace the knackered one in my 1040STE. After a bit of
>hassle I got it into the STE, only to find that the drive sat too high in
>the STE case. Looking at the 2 cases I could se why, the top parts were
>sculpted differently.

>Apart from using the STF case on the STE, I can think of no solution. Can
>anyone else?

>If so, could you reply by email if possible.

>Thanks in advance

A standard pc 1.44 mb drive will work in an st, the st thinks its a
720k drive. These are becoming dirt cheap, new I can pick them up for about
$60 aust. I saw one running in a mega st without any problems. The owner
of the mega plugged it staight in and sure enough it goes. These drives are
in the same height case as the original ste epson drives.

Hope this helps.

putney@suburbia.apana.org.au

--
---
suburbia.apana.org.au
Suburbia Public Access Unix - 24 Hr Internet Connection - +61 3 596 8366
==========

4761. Re: TOS 1.2 Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 16:36:54 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CvvFHI.Crr@info.bris.ac.uk>
Source record: 30445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <34904m$t5m@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

|>
|>I am in search of a TOS 1.2 chipset (the 6 chip set, not the two). I am
|>hoping that some folks who upgraded to 1.4 or higher might still have them
|>lying around. Will pay reasonable fee plus shipping. Please send email if
|>you have such a beast. Thanks in advance.

Hmmm, if I could get hold of a set of 1.4 chips I might be willing to part with my 1.2 chips (definitely have 6 socketed ROM chips).

|>
|>--
|>***
|>*
|>* Mickey Boyd
|>*
|>* Systems Administrator
|>*
|>* Florida State University Mathematics Department
|>*
|>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425
|>*
|>***
|>*
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) | Mbalax Rumba...|
---+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

4762. Re: assembler wanted#

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 16:57:48 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <34q46c$7vf@ugle.unit.no>
Source record: 30446

To: Matthias.Hennig@ruba.rz.ruhr-uni-bochum

Not-For-Mail@rubb.Rz.Ruhr,
In a message on 9 September, wrote :

nw> Hi!
nw> Is there a free/shareware assembler which supports 68030 code?

There sure is.
Check out the gnu assembler (gcc-as).
Note however that this uses slightly different mnemonics than what is usual
in 68k assembly. (so called MIT syntax).
Basically the difference is that you remove all '.' in an instruction.
("move.w" becomes "movew")
Also it uses "@" instead of () in conjunction with address registers.

like:
move.w d0,(a0)
becomes:
movew d0,a0@

There are lots of sourcecode available in MIT syntax, so this should not be
any problem. Check out ehscsi.tgz on atari.archive for an example...

Also turboass is available. However, I think this one has troubles with the
screen resolutions on TT/Falcon. But for the price, you can afford to check
it out.

I stick with gcc-as.

nw> Which commercial products are available (Price...)?

Devpac TT, and also the Pure-C assembler supports the 68030 from what I
have read about it.

nw> Matthias
nw> Matthias.Hennig@ruba.rz.ruhr-uni-bochum.

Erling

• ATP/Unix 1.40 • This is my tagline.

4763. 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 17:43:04 UTC
From: jbaumgar@bronze.coil.com
Message-ID: <34q6r8$41r@bronze.coil.com>
Source record: 30448

I recall a conversation here about 3.5" IDE drives in the Falcon, but I don't remember what the consensus opinion was, and the messages have scrolled off. If someone could please mail me and tell me if it's possible to replace the 2.5" with a 3.5", I'd be grateful.

Reply via mail to
jbaumgar@bronze.coil.com

Thanks in advance!

--
Jim Baumgardner (jbaumgar@bronze.coil.com)
"Would you _please_ stop clicking my head?"

4764. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 18:11:36 UTC
From: fox@nrlssc.navy.mil
Message-ID: <CvvJvD.4ny@usenews.nrlssc.navy.mil>
Source record: 30450

Charles Christensen (charles@eskimo.com) wrote:

- program debugging suggestions deleted ...

: BTW, how is Prospero C? Did it come with good docs? Where can I get the
: STR coverdisk?
:

I purchased it several years ago since I already used and liked
their ANSI Fortran 77 compiler. The docs for both products are
good. Not great; not terrible. They nicely list all the GEM
and VDI calls and come with lots of sample codes. I'm a rabid
fortran coder but even after a few years just a beginning C
programmer... I personally like both their packages.

They used to be very good about upgrades, mailed our newsletters
a few times a year. Since they closed their US office, I have
heard nothing from them. Tried sending to their email address
in UK a couple of times, but got no response either. Don't
know if the company is still in business anymore...

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

4765. GDOS help req!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 18:29:30 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <34q9ia$bak@dux.dundee.ac.uk>
Source record: 30429

I am gaving problems loading GDOS or AMCGDOS.

Everytime I boot them up the system hangs or presents the much loved
bombs. I have tried removing all the .acc's and .prg's at boot time
but this appears to make no difference. I have tried running them #
under MinT and single tasking. Can any one help?

system: Falcon 030 with 4mb RAM 68882 FPU, 65MB HD.
TOS ver 4.01.

Yours

Rod McCall

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4766. DTP software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 18:30:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <34q9k2$bak@dux.dundee.ac.uk>
Source record: 30436

I need a good DTP program and WP for my F030. Does anyone have any suggestions?

Rod McCall

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

4767. ST Hack question...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 19:54:17 UTC
From: clay@supra.com
Message-ID: <34qeha$d7a@v_mail.supra.com>
Source record: 30441

Here's a quick question for you all--

I have a 'stock' Atari 1040ST, 1M, internal floppy, etc. What will happen if I write to the RAM address space above 1M? Will the MMU trap me out as an error?

(What I'm up to is hacking a connector directly onto the 68000 so I can plug in a cable going to a battery backed up SRAM to program on the fly. Kind-of a dedicated EPROM emulator.)

E-mail replys are preferred, but I'll take whatever I can get. :-)

Thanks,
-Clay

-=-=-==-=-=-=

4768. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 19:58:26 UTC
From: clay@supra.com
Message-ID: <34qep2$d7a@v_mail.supra.com>
Source record: 30442

See if the drive has a parity jumper on it. If it does, reverse the
setting of the jumper. The Supra interface either doesn't like not
having parity, or
having parity... I don't recall which.

The older Quantum drives-- 40,80 and 120 LP mechs have a parity jumper.
Use
one of those if worse comes to worse. The new ones (EPS, LPS) might
not.

-Clay

(The old ST drive interface is long gone here at Supra, or I'd tell you
more about it...)

-=-=-==-
Clayton N. Cowgill Supra Corporation clay@supra.com
Macintosh Product Manager 206.905.1400

4769. Wanted- Audio from my STE!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-09 23:58:47 UTC
From: hallvart@ifi.uio.no
Message-ID: <34qsrn$8hf@baugi.ifi.uio.no>
Source record: 30453

Hi,
Does anyone have a circuit for a driver to a piezo ceramic element, that I can use for my STE?
See, I use an NEC Multisync II monitor that hasn't got a speaker like the Atari's have, and I would like the audio feedbacks still.

I have installed a small amplifier and a speaker inside the unit and that works fine, but I'm thinking about getting an internal hard disk for the machine, and if I do, there won't be spave for a speaker.
That's why I was thinking about one of those piezo ceramic elements, that certainly don't take up much space since they're flat, and could be placed anywhere, like under the keyboard. I know they won't give as good sound as a speaker, but i only need it for the occasional "beep" sounds and warnings.
Anyone got a circuit for anything like that, or can point me in the right direction?
Thanks. Any help will be greatly appreciated!

Hallvard, Oslo, Norway

4770. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 00:25:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvw160.CF7@cix.compulink.co.uk>
Source record: 30454

>before going for a new PSU might be worth giving the socketed chips a good
>press and the other connectors a look at aswell . I suffered from Monitor

Thanks - there is nothing obvious on this front, But I'll have another look
anyway.

:-)

Roland.

@CiX

4771. Software for sale/trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 04:45:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <34rdla$rid@mailer.fsu.edu>
Source record: 30457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Armourgeddon, Prince of Persia, Flight of the Intruder, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical
scrolling "fly over the landscape shooting and bombing everything"
game.

Ballistix, Psygnosis, Bizzare soccer style game, where one shoots at the
ball to move it around. Really good graphics, so-so gameplay.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

****Adventures (Graphical Adventures, most with some arcade action)****

Questron II, SSI, RPG, very similar in look/feel to Ultima IV, in terms of graphics and gameplay. Medievil setting.

Bard's Tale, Electronic Arts, yet another RPG, very good. Graphically impressive for its time. Search through buildings, dungeons, and towns (Skara Brae) in 1st person 3-D graphics (small graphics window and restricted movement, but this was many years before anything like Doom was ever seen :-).

Mercenary: Escape from Targ and Second City, early 1st person 3D vector graphics adventures. Future setting.

Gold of the Realm, Magnetic Images, very similar in look/feel to Ultima III, in terms of graphics and gameplay. Medievil setting.

Breach, Omnitrend, classic RPG game, GEM interface mostly, future setting, control a bunch of Marines as they search and shoot stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4772. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 06:22:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <34rjbf$r1i@golem.wcc.govt.nz>
Source record: 30458

In article <mad_man-090994210343@mg4_65.its.utas.edu.au>, mad_man@pc.unimelb.au (Mad Man) writes:
>I've just purchased a new 340Mb Quantum LPS 340s (I think that is the
>model, but I haven't got it on hand so I can't be sure). Here's my
>problem. I have a fairly old SupraDrive with a 20Mb Miniscribe mechanism. I
>have the version of the Supra host adaptor that has an on board clock and a
>SCSI port for daisy chaining. Also, I'm using the ICD Pro utilities.
>
>Anthony Green
>
>E-Mail : ac_green@postoffice.utas.edu.au

Well my e-mail to you came back...!!

But here it is....

Hi Anthony,

Your problem is the Parity on the drive, please disable
parity checking..

I have fitted a New Quantum LPS 240s SCSI II drive to a
30meg Supra box, and I used one here with a Supra host adapter..

New drives come fitted with Terminators, you don't remove them...

You can also replace the Clock chip with a Dallas clock chip,
the one I used has a 10 year battery life, far better that the ones
that were fitted to the Supra host, Supra did fit Dallas clock
chips on there later versions of there host adapter....

Hope this helps.....

P.S. There are some old Supra host adapters that will not work, these are the
one's that don't have the PAL's on the P.C.B....!!!

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4773. What's the problem with the Serial Port?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 14:02:58 UTC
From: hj7@aixterm4.urz.uni-heidelberg.de
Message-ID: <34seai$6oa@sun0.urz.uni-heidelberg.de>
Source record: 30461

Hi everyone,

after finally having bought a modem for my ST I am getting all kinds of
trouble with the serial port.
According to the Profibuch there seems to be some problem with the RTS/CTS
protocol.
I use TOS 1.4 on a (RAM upgraded) 520 STM with a c't SCSI hard disk interface.
An upgraded Poolfix (POOLF_CB.PRG) and an upgraded TOS 1.4 fix in my AUTO
directory don't fix the problem.

Any help about
- what exactly the problem is (detailed enough to try a hardware fix ?)
- where to find a patch for TOS 1.4 to fix it
would be helpful.
I'd also be glad to RTFM if I only knew where to look for it.

Thanks for any information...

Christoph Maier
(cmaier@dali.uphys.uni-heidelberg.de or hj7@ix.urz.uni-heidelberg.de)

4774. Re: What's the problem with the Serial Port?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 14:26:57 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <34sfnh$cvv@nyheter.chalmers.se>
Source record: 30447

In article <34seai$6oa@sun0.urz.uni-heidelberg.de>,
Christoph Maier <hj7@aixterm4.urz.uni-heidelberg.de> wrote:
>after finally having bought a modem for my ST I am getting all kinds of
>trouble with the serial port.
>According to the Profibuch there seems to be some problem with the RTS/CTS
>protocol.
>
>Any help about
>- what exactly the problem is (detailed enough to try a hardware fix ?)
>- where to find a patch for TOS 1.4 to fix it
>would be helpful.
>I'd also be glad to RTFM if I only knew where to look for it.
>
There are a few fixes available at atari.archive.umich.edu in the
directory Tosfixes, I think. You can also try nic.switch.ch under
mirror/atari/Tosfixes. This is a mirror of atari archive, that should be
easier to access from Germany.

Christer Gustavsson

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4775. Re: Falcon HD / DAT recording ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 15:46:55 UTC
From: sccoe@ucscb.UCSC.EDU
Message-ID: <34skdf$oa2@darkstar.UCSC.EDU>
Source record: 30451

Well, Toad advertises a DAT Interface for the Falcon that uses fiberoptics to record onto a DAT (or CD for that matter). This is a $500, professional level thing - is that what you wanted?

4776. DMC colour problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 17:23:52 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EIKRBCUU22-UP@deluxe.textlitho.nl>
Source record: 30452

Hi,

What could be causing this:
Outline Art 3.0 runs fine in 16 colour mode on my F030, but
does not in 256- and truecolour mode. When importing a CVG
it puts the frames in the window allright, but draws their contents
outside the window, like somewhere behind the interface.
Same thing with Calamus - it just won't do anything right in true colour.
I have a 4mb machine with OUTSIDE virtual RAM, NVDI 2.5 and a Screenblaster.
The problem only seems to occur with DMC programs and changing my boot
setup does not affect it. Anybody?

Thanks,

Paul

--

Paul Tuijnman
paul@textlitho.nl

4777. Memory Board Docs Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 19:34:28 UTC
From: rbeasley@cix.compulink.co.uk
Message-ID: <CvxIDG.L5I@cix.compulink.co.uk>
Source record: 30455

I hope someone out there can help me with this: I have acquired a memory board for my STFM, that was previously fitted in another machine. Problem is I got it with no documentation....

Does anyone have the installation instructions for a "Ladbroke Computing International" 2 megabyte memory board? I have naturally tried the manufacturers but they inform me it is an obsolete design and they no longer keep the manuals for this model. That's progress, I suppose.

If you can help, please email me. Thanks.

Roy Beasley
rbeasley@cix.compulink.co.uk

4778. Re: Enhanced GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 22:40:52 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e72a892187278@elfhaven.ersys.edmonton.ab.ca>
Source record: 30456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

prbogner@faui06h.informatik.uni-erlangen.de (Peter Bogner) wrote:

>mdg@ukc.ac.uk (M.D.Griffiths) writes:
>
>>I'm looking for ENHANCED GEM v1.45 (C Gem library)
>
>A (german) Ftp-Site is:
>rrzs3.rz.uni-regensburg.de (or ftp.uni-regensburg.de)
>/pub/freeware/software/atari/prg-ing/c/e_gem145.zip

There is now EGEM 2.00 available at ftp.cs.tu-berlin.de in the /Newitems
directory. This version has complete (german) documentation and a revised
demonstration program. Also, from what I can tell, the check-boxes are
a little different. Also, the help display seems to have change quite
a bit.

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

4779. Re: assembler wanted#

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 23:02:31 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvxs07.6ys@cix.compulink.co.uk>
Source record: 30459

>Is there a free/shareware assembler which supports 68030 code?

GAS (GNU assembler) is free and does 68030. Its no fun to use though (its part of the GCC package and not meant to be used on its own), and its syntax isn't Motorola standard.

>Which commercial products are available (Price...)?

DevPac from Hisoft

Roland.

@CiX

4780. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-10 23:02:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cvxs09.6zD@cix.compulink.co.uk>
Source record: 30460

>1. What's a PSU? [sorry]

Power Supply Unit ;-)

>2. I'm having similar problems with my Spektrum 1 board. Two problems

Well it does sound like heat. I get slight vertical flicker in colour modes *all the time*. In mono its only parts of the picture, although if you look very carefully the whole picture is moving slightly (horizontally).

What you could try is a cold gas spray (available from electronic stores). This is an aerosol filled with an inert gas which comes out *cold*! All you do is spray each chip in turn with it and see if the problem goes away. If i does, then you know the chip is overheating and you can fit a heatsink.

Disclaimer - never *actually* tried this myself. Went to buy a spray the other day, but it was 8ukp! ($12). I'm trying a new PSU first. Its slightly more expensive (30ukp by the time I've made all the connecting cables), but will prolong the life of the machine, even if it doesn't cure the problem.

Roland.

@CiX

4781. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-11 03:45:36 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <779509766.0@mettav.exnet>
Source record: 30402

On 9 Sep 94 at 18:11:36, Dan did truly state.....

DF> heard nothing from them. Tried sending to their email address
DF> in UK a couple of times, but got no response either. Don't
DF> know if the company is still in business anymore...
They're still in business just don't support the Atari anymore.

What e-mail address do you use?

I believe the correct one is hat@prospero.demon.co.uk

Spencer

* Origin: The Net is Yours,USE IT! Don't Abuse IT! (Turbonet 100:1011/0.2)

4782. Re: Falcon HD / DAT recording ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-11 09:29:58 UTC
From: euahil@eua.ericsson.se
Message-ID: <34uimm$nd7@euas20.eua.ericsson.se>
Source record: 30462

In article oa2@darkstar.UCSC.EDU, sccoe@ucscb.UCSC.EDU (Rowland Baker) writes:
>
>Well, Toad advertises a DAT Interface for the Falcon that uses fiberoptics
>to record onto a DAT (or CD for that matter). This is a $500, professional
>level thing - is that what you wanted?
>

Cubase Audio is what I wanted. A Falcon with Cubase Audio, SPDIF interface and a
500 meg SCSI disk seems to be the dream system for me. It would give me 16 channels
of 48kHz digital recording in a box of the size of my old ST...Quite amazing.

/Mikael Hillborg
euahil@eua.ericsson.se or
mikhil@minsk.docs.uu.se

4783. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-11 11:51:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EILLFGVO@ttgk.textlitho.nl>
Source record: 30463

In <Cvu6sD.6LJ@cix.compulink.co.uk> "Roland Givan" wrote :

>Glad to hear somebody has done it! I have a 150W PC PSU on order. Don't
>know if it is an AT or XT one though.

Shouldn't make very much difference, though the 'older' XT power supplies
have slightly different shaped connectors, but both will fit.

>Not entirely sure what you mean here. I know the TT PSU has a single 12
>pin plug, and the PSU I've ordered has two 6 pin plugs. I assumed I was
>going to have to wire a new 12 pin plug up the same way as the existing
>one. Are you saying that two 6 pin plugs end to end have the same wiring
>as the 12 pin one?

When you look at the connectors from the AT power supply you will notice
that both connectors have 2 black leads (the GND wires) you should keep
these side by side like this:

```
--
| o|--- RED
| o|--- RED
| o|--- RED
| o|--- WHITE
| o|--- BLACK --
| o|--- BLACK |
-- >
| o|--- BLACK |
| o|--- BLACK --
| o|--- BLUE
| o|--- YELLOW
| o|--- not connected (at least not with my XT/TT power supply)
| o|--- ORANGE
--
```

I don't know what will happen if you mix-up these two connecters, but I'm
fairly sure disaster will strike...

>Also I notice the TT PSU screws into the motherboard. Is it necessary to
>connect any leads from the PC PSU case to these screw holes in the
>motherboard?

Ypu will need a connection for grounding purposes, if you have an 'older'
TT it will have metal shielding all over, just connect a reasonable thick
wire between the metal of the PSU and the shielding.

>Alternatively can I just get away with wiring up the 12 pin
>motherboard connector and the disk drive power sockets?

Yep, should work OK

>Yes - I've thought about this. I wouldn't have thought the harddisk got
>much air from the PSU fan! However I was thinking of mounting a small fan
>behind the grill on tha back of the TT, where the original PSU fan sat.
>Does this sound sensible?

Yes, with the emphasis on 'sound' :-) you will get 'double' the noise,
except if you put in a quiet fan of course.

Gert

--

-- --
Atari TT-Point
-- --

4784. Re: Flicker problems on T

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-11 22:39:26 UTC
From: jornm@oslonett.no
Message-ID: <3500uu$rrk@hasle.oslonett.no>
Source record: 30468

In message #35, rgivan@cix.compulink.co.u writes:

> >before going for a new PSU might be worth giving the socketed chips a
> good
> >press and the other connectors a look at aswell . I suffered from
> Monitor
>
> Thanks - there is nothing obvious on this front, But I'll have another
> look
> anyway.
>

The TT-High flicker/jittering is a known problem on several revisions
of the TT mainboard. There exist a flickerpatch for every but a few
revisions of the TT. The latest revision is as good as flickerfree.
Setting the FPU clock down to 16Mhz also helps a little on flicker, so
if you're not using any app's that's depending on FPU speed, that might
do the trick.
The flicker patches does mostly consist of soldering an extra lead under
the PCB close to the TT-High video chip's, or one of the buffers (74xxNNN
chip). I've fixed this problem on a few TT's myself a couple of years
back....
Exact details on the diferent patches should be available direct from
Atari or from repairshops with authorisation.

Jorn Moe (email: jornm@oslonett.no)

4785. Atari st supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 00:06:27 UTC
From: schootn3@wfu.edu
Message-ID: <350623$71a@eis.wfunet.wfu.edu>
Source record: 30464

[No readable article body recovered]

4786. S.H. Copy of Devpack 3 Wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 01:01:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35099j$nr3@golem.wcc.govt.nz>
Source record: 30465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** DEVPACK 3 ***

To any one dumping there Arari system and has HiSofts Devpack 3 for sale..

Please leave me a e-mail...

I think some one here had a copy for sale some weeks back..??

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4787. CWAC's 3.02 Info....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 01:23:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <350ai2$o2v@golem.wcc.govt.nz>
Source record: 30466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As the CWAC's info file never got posted to A.A. here is some more info...

This is now on A.A. in the Archiver directory...

NOTES:

1.) Never use any LZH program above LZH201L for archiving, nasty changes were made in the way Base Page is set in Christians versions...

2.) Don't ever use the German port of ZOO 2.1...

What is CWAC?

CWAC, pronounced "quack", is Cool Wave Archive Converter. An automation package that assists your conversions of archives, or files into archives. This is all achieved with a simple GEM interface with interlaced help screens to guide you along the way. Conversions can be made from ARC, ARJ, LZH, ZIP, and ZOO, and converted to ARC, LZH, ZIP, or ZOO. You can also convert any groupings of files with a common extension. For example, if you want to take a bunch of *.TXT files and convert them to single archive files, CWAC will do it for you.

For Express or RATSoft owners, conversions also maintain your BBS system files. For Express, it will handle your description files, and for RATSoft, it will handle all of your file area data files. Selection of conferences and file sigs is done with a simple GEM interface. Just click on the areas you want to perform the conversions on and voila. You are also provided the option to enter conversion in standard mode in case you wish to have a path converted without the handling of data files.

CWAC will maintain the date/time stamp of the original archive file if you wish it to do so. This is a very helpful feature, especially for the SysOp of a bulletin board system. Why have all of the files that you convert showing up as new files when it is not necessary?

You can also have up to 5 files included with each converted file, and you can have up to 5 files eliminated from each converted file before it is packed back up. Imagine being able to take out the ads for BBS's that you are tired of seeing!

What follows is the on-going chart of updates and enhancements to CWAC. Only version 3.00 beta will receive public release.

Version 3.01 and above are only released to registered users of CWAC.

CWAC Updates:

Version 3.00beta (3.01)

Added procedure tracking for increased error control, should an error arise.

Added memory checks for users of STZIP 2.2. This program now requires over 512K to be executed, which can pose a problem for users of a 1 meg machine operating a BBS system. CWAC will now issue warnings during setup for low memory, and will indicate possible memory problems if an error occurs during a conversion involving STZIP.

Decreased the amount of memory CWAC uses by about 80K.

Added the option to have files added to or removed from archives during the conversion process.

Added searching, jumping, printing, and page deletion to the log viewer.

Increased overall logging of activities.

Completed handling of command line operation. It is complete, though not available.

Split the resource package in two to allow use of color and hatches in medium resolution, while still maintain readability in high resolution. If it weren't for Hursh, this would have taken longer. Grin.

Optimized the conversion code for the umpteenth time for speed and reduced duplication.

Have put on hold, indefinitely, the addition of optional conversion modules. This would entail more than I care to undertake unless this package becomes successful.

Incorporated digitized sounds.

Added color flow to the title screen.

Added Accessory Access for those requiring this feature.

****
NOTICE

All versions after 3.01 are not available for downloading. The only way to receive them is to register and have it mailed to you through US mail. Each registered version is customized to the person registering.

****

Version 3.02beta

Working date: 7/5/93

Registration amount remains at $10 US ($12 US if you do not supply the disk and self-addressed-stamped-envelope for return mailing of registered version)

Installed option to have date/time stamp of old archive maintained on converted archives. User selectable for each conversion entry.

Added conference/sig selection screens for Express and RATSoft.

Added option to have the log file trimmed in 5K increments from 10000-50000 bytes. This is the result of a user request (I'm sorry, but I forget who it was). You are shown when the trim occurs each time you adjust the log file length. If you have your log size set to 15000 bytes, the trim occurs at 17500 bytes. If you set to 20000 bytes, the trim occurs at 22500 bytes. As you can see, it is hard-wired to trim at 2500 bytes above the size you select. This will allow for reasonable growth between trimmings.

Completed registration kit. At present, no features are disabled on non-registered version because no public release is scheduled. Version 3.02 and above are only scheduled for release to registered users of CWAC.

Fixed a couple of bugs in spacing that appeared in the viewing module for conversion data.

Fixed the bug that caused errors when entering the log viewer after executing a conversion. Stupid bug, but it happens.

Completed BBS Express options: Conversion will convert the archives, rename the description files, overwrite the originals, and maintain the time/date stamp of the originals. You may change these options as you see fit. It was suggested by Terry May to have the time/date stamp maintained so that files would not appear as new in the download listings. Suggestion taken and implemented.

Beginning addition of an 'abort conversions' feature. It was suggested that the user have the option to abort a conversion in process. While I do not feel it necessary to abort a conversion on the current file, it does make sense to be able to abort between files. This will be in before the official release of 3.02.

Delay on the examination of the original documentation for CWAC may cause it to not be immediately included with the release of 3.02. Several features have been updated and included in 3.02 that were not documented in the original documentation.

****

Version 3.02

Scheduled release: 7/23/93

RATSoft module is on temporary hold. Some of the work is complete. Announcements of a new version of RATSoft has put awrench in the works. Not to mention the author must have seen CWAC and is now seeming to include most of the functions of CWAC internally.

Express modules are 100% complete.

Fixed a bug that caused havoc for an afternoon. It was not possible for you to perform conversions on your rebuild directory, yet I was allowing you to set that up as a source directory for conversions. Bug has been found and squirted with Raid.

Updated documentation may or may not be included with the updated version initially. I am working on catching them up, but I really hate doing docs. I try to make the program straight forward enough that they are not really necessary.

Log file operations have been expanded to record the amount of bytes saved or lost during a conversion. This information will also be available during a conversion. The bytes saved or lost on the last conversion will be displayed on the screen for you to see.

The hidden accessory box on the main menu has now been made visible. Clicking on it will give you access to the accessory menu and there is an option to call a file selector, so you can use file selectors like UIS III or LGS to do file operations. These accessory boxes have been there since 3.00, but a couple of the beta testers forced me to make them visible.

****
W A R N I N G !!!!!!!
****

I spend about an hour on the phone with a user who was having consistent errors while running CWAC. It appeared to actually be a CWAC error so I was evaluating the code operations as he was running the program on the other end of the line. At the end of the hour, I finally asked what was in the AUTO folder. Turned out that he was running with TOS 1.06 and had the TOS 1.4 fix and

the Poolfix programs in his AUTO folder. As these programs are
not necessary in TOS 1.06, they caused a MAJOR memory glitch and
resulted in continual bombs when CWAC was running. Please do
yourself a favor and examine what you run in your AUTO folder
before giving up on any program. AUTO folder programs are
usually something that is memory resident from the time it is run
until the time you turn off the computer. Another common culprit
is the accessories that you run. They remain memory resident
also. Anything that remains in memory constantly is capable of
causing major conflicts with other programs.

****
A hearty "Quack" to those who have registered CWAC during this
initial release phase. Please send your request for upgrades to3.02 when you
are ready. An upgrade request is to include your
name, address, phone number, BBS name (if applicable), BBS phone
number (if applicable), a 3.5" formatted floppy (720K please),
and a self-addressed-stamped envelope. If I do not already have
your registration on file, don't send me a request for upgrade,
send me your registration with the shareware fees.

Registration for CWAC is $10 ($12 if you do not wish to supply a
disk and return envelope or if you wish to use a Gift-Of-Time on
GEnie). Please note that you must fill out and fmail me the
registration form if you wish to use the Gift-Of-Time. I will
not mail your registered copy to you until I receive it.

The response has been adequate enough to keep me interested, but
I must admit that some registrations would be nice. To date,
including CWAC 2.04, CWAC has received a grand total of 8
registrations. As I work to enhance CWAC, perhaps the hold-outs
will work to enhance this number.
****

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4788. Where does Filament Voltage come from in SM124 Atari Monochrome Monito

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 06:43:30 UTC
From: mwinters@access.digex.net
Message-ID: <350tai$md8@access2.digex.net>
Source record: 30467

I have an old SM124 Atari Monochrome monitor which is not working. My friend determined that the filament voltage is screwed up. Does anyone know where the filament voltage "comes from"? Also, where can I find a schematic of this monitor? That would be helpful to give my friend in tracing the problem. Thanks for any hints.

------ Mike Winters Bring on a mainframe Atari 800!!!

4789. [SOFTWARE] MiNTOS Release 1.4.1 now available.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 08:13:32 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep12.081332.17400@euclid.earth.ox.ac.uk>
Source record: 30479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

MiNTOS is now at release 1.4.1

I've just made available via anonymous ftp (from
ftp://earth.ox.ac.uk/pub/mintos) the latest version of MiNTOS, Release
1.4.1. This is a bug fix release which has no more functionality than
Release 1.4.

Stephen Usher
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4790. 17" monitor for a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 08:58:23 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cw0E9B.LK9@hpbbrd.bbn.hp.com>
Source record: 30481

Net.folks,

I am thinking about buying a 17" IDEK monitor for a PC. While the monitor is said to be good and all, I'm not sure whether it is possible to hook it up to a TT to produce high-res output (1280x960 monochrome). The monitor should be able to support this bandwidth since it even can display a 1600x1200 resolution on a PC, and it can display 1280x1024 at about 75 Hz.

The monitor has VGA/BNC input, and I think I remember vaguely that the TT's high-resolution output is a somehow strange one which might be incompatible with everything else. Has someone else out there in net.land tried something like this? Any experiences?

Thanks a lot,

Claus
--
--clausb@hpbeo79.bbn.hp.com----------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>----------

4791. $125 Atari Sale!! PLEASE READ THIS!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 09:08:55 UTC
From: bensmith@teleport.com
Message-ID: <3515r7$suj@sandra.teleport.com>
Source record: 30469
Cross-posted to: pdaxs.ads.computers,pdx.computing,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

FOR SALE:

Atari 1040STF: Comes with built in Ports for Monitor, Printer, Modem, Hard Drive, External 3.5" Floppy Port, MIDI In and Out Ports, Cartridge Port plus Mouse and Joystick Ports. 1040STF has built in 3.5" Double Sided/Double Density 720K Floppy Drive. Built in drive reads 720K IBM disks. Computer has 10 Special Function Keys. Built in Numeric KeyPad. 94 Key Keyboard. Standard 1 MegaByte of Memory (RAM). Power Supply built-in, comes with Power Cable. Also comes with 2 Button Mouse for interfacing with GEM, (Graphics Enviromental Manager).

1040STF Computer Sells for $125!

Atari SC1224: Color Monitor has LED Power light on front. Has 3 Knobs on side: Brightness, Contrast and On/Volume Knob. Has Monitor Cable with 13 Pin Male Plug. Power Supply Built-in. Comes with Power Cable. Has 5 Video fine tune adjustments in back: V. Lin, V. Size, V. Hold, H. Position and H. Hold. Does both 40x25 and 80x25 Text. Does 320x200x16 Colors and 640x200x4 Colors. Does both InterLaced and NonInterLaced Graphics. Does both 50HZ and 60HZ refresh rate. Works great with Atari ST's, including 1040STF's.

SC1224 Color Monitor Sells for $125!

Your Choice, either the 1040STF or the SC1224 for $125!

Please Send E-Mail to my InterNet Address: bensmith@teleport.com Please don't reply in this Message Base as I don't regularly read the NewsGroups. Or you can call Ben at (503)256-9974.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4792. Re: Anyone ported AKCL or GCL to mint.....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 12:25:38 UTC
From: bfaust@yorktown.physik.Uni-Osnabrueck.DE
Message-ID: <351hc2$sf8@deimos.rz.Uni-Osnabrueck.DE>
Source record: 30470
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
In article <34n4mp$jdq@mozo.cc.purdue.edu>,
John P Cavanaugh <cavanaug@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>Just wondering if anyone had done this or if there are any
>atari.def's for them. Thanks......
>
There's a port of CLISP from B.Haible to the Atari platforms. Look
for it in 'ma2s2.mathematik.uni-karlsruhe.de', directory /pub/lisp/clisp

bernd
```

4793. Re: Internal floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 15:10:52 UTC
From: alenm@ifi.uio.no
Message-ID: <351r1s$q9o@mimir.ifi.uio.no>
Source record: 30471

In article <putney.779127784@suburbia.apana.org.au>, putney@suburbia.apana.org.au (Arthur Arland) writes:
> jpb3@ukc.ac.uk (John Beranek) writes:
>
>
> >I'm having problems with internal floppy drives on my ST, and I wondered if
> >anyone could help.
>
> >I have an old 1040STF, that I use for spare parts, and today I took out its
> >internal drive to replace the knackered one in my 1040STE. After a bit of
> >hassle I got it into the STE, only to find that the drive sat too high in
> >the STE case. Looking at the 2 cases I could se why, the top parts were
> >sculpted differently.
>
> >Apart from using the STF case on the STE, I can think of no solution. Can
> >anyone else?
>
> >If so, could you reply by email if possible.
>
> >Thanks in advance
>
> A standard pc 1.44 mb drive will work in an st, the st thinks its a
> 720k drive. These are becoming dirt cheap, new I can pick them up for about
> $60 aust. I saw one running in a mega st without any problems. The owner
> of the mega plugged it staight in and sure enough it goes. These drives are
> in the same height case as the original ste epson drives.
>
> Hope this helps.
>
> putney@suburbia.apana.org.au

I had a 520 STFM once. The diskdrive stopped working and I bought
a pc 1.44 mb drive, and replaced it with the old one. The drive
did work indeed but some games and some demos didnt work.
I suspect it has something to do with the number of tracks or
load routines.

The drive was external.

Hope this helps

4794. ar for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 15:51:16 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <AiR7XoS00awQE6jURv@andrew.cmu.edu>
Source record: 30472

I'm trying to compile init for MiNT, but it seems to need the program "ar". Does anybody know where I can find a copy? I looked around on umich, but couldn't find it anywhere.

David Watson
Carnegie Mellon University

4795. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 17:24:14 UTC
From: avg@cwi.nl
Message-ID: <Cw11oE.BGF@cwi.nl>
Source record: 30473

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>2. I'm having similar problems with my Spektrum 1 board. Two problems

>What you could try is a cold gas spray (available from electronic
>stores). This is an aerosol filled with an inert gas which comes out *cold*!
>All you do is spray each chip in turn with it and see if the problem goes
>away. If i does, then you know the chip is overheating and you can fit a
>heatsink.

There's one problem. I thought about this too, but the ET4000 chip
already has an enormous heatsink on it... So I suppose I'd rather
be going for a tower unit with a tremendous power supply and a
19'' fan or sth.

:-%

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4796. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 17:25:38 UTC
From: avg@cwi.nl
Message-ID: <Cw11qq.BHB@cwi.nl>
Source record: 30474

gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

>In <Cvu6sD.6LJ@cix.compulink.co.uk> "Roland Givan" wrote :

>When you look at the connectors from the AT power supply you will notice
>that both connectors have 2 black leads (the GND wires) you should keep
>these side by side like this:

```
> --
>| o|--- RED
>| o|--- RED
>| o|--- RED
>| o|--- WHITE
>| o|--- BLACK --
>| o|--- BLACK |
> -- >
>| o|--- BLACK |
>| o|--- BLACK --
>| o|--- BLUE
>| o|--- YELLOW
>| o|--- not connected (at least not with my XT/TT power supply)
>| o|--- ORANGE
> --
```

>I don't know what will happen if you mix-up these two connecters, but I'm
>fairly sure disaster will strike...

So... there are still two ways left of plugging them in, aren't
there? Up side up and up side down. Or is one of the two impossible?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
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4797. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 21:42:26 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94Sep12174226@acae127.cadence.com>
Source record: 30485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> >>What is the "piggyback" memory upgrade that I have heard mentioned previousl
>
> Definately not for the faint hearted, and not to be advised nowadays.
>

why not! my orig 520st upgraded this way (on the day i got the machine from the store) still sits next to my TT (and is working just fine!). here are gerts (revised) instructions:

NOTE: This is an REVISED,TESTED version of the original text downloaded from CompuServe. December 6, 1985

(This was REVISED AND TESTED by an annonymous engineer on Atari's developement staff. The addition of the resistors should provide a long life to your machine, but the warning below is STILL IN EFFECT. This is not an official sanction of the modification. USE WITH CARE!!!)

Here's the 1 Meg upgrade directions:

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256k * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time). E. g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of #24 AWG insulated wire and a good stripper for it and 2 feet of #22 AWG solid tinned copper bus wire. You will have to route 3 wires over a sequence if I.C. pins.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memory inside the 530ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The WriteEnable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chis foring the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that WriteEnable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pis of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal

generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will no be reliable since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that or each capacitor, turn over to the component side and heat the islands wile pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combiation of de-soldering wick and suction tool. Do this from the non component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old oes. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's suchthat hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 such that the legs are 180 degrees from their normal position, so they stick up in the air above the plane of the top surface of the chips. Don't make an absolute sharp 180 degree bend since some manufacturers' pins may snap off. Leave a little curve in the leg, but insure that is above the plane of the top surface of the chip.

Using #22 AWG to #16 AWG tinned solid copper wire you will form three buses along the top surface of the new d-rams. Cut a #22 AWG solid copper wire the length of the 16 d-rams on the PCB. The RAS bus is formed by soldering all the pin

4's of the new d-rams to the solid copper wire. The bus wire must be seated against the top surface of the new d-rams without a gap. This insures clearance between the top shield and the pins of the d-rams.

After soldering all 16 d-rams to the bus clip off any portion of the pins that extend above the top of the bus wire. Now cut a #22 AWG solid copper wire the length of the 16 d-rams. Place the bus wire along the top surface of the new d-rams in contact with all the pin 15's of the new d-rams. Solder every pin 15 to this bus and as above insure that the wire is seated solidly against the top surface of the new d-rams. Cut off all excess pin length sticking up above the top of the bus wire. Using diagonal cutters remove the section of the bus connecting the new U30 pin 15 to the new U32 pin 15. This divides the bus in half with the new U16, 17, 18, 24, 28, 29 having a common pin 15. The new U32, 33, 34, 38, 42, 43, 44, 45 now have a common pin 15, seperated from the other common bus.

(NOTE: until step 6 is finished, do no in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, suchthat they will not touch the lower shielding. Solder from the non component side.

Step 6: Orient the 520ST PCB so that you are looking at the solder side of the PCB (non-component side), with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. The socket is numbered conterclockwise, starting with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving counterclockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn counterclockwise, i.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving counterclockwise along the inside square only, and starting with the left side of the bottom row:

(62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,36,38,40,42)(45,47,49,51,53,55,57,59)

Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be added when adding memory. These series terminating resistors minimize undershoot which may damage BOTH BANKS of d-rams if omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to the pin 4 bus (RAS) of all the new d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32, 33, 34, 38, 42, 43, 44, and 45.

Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U45,44,43,42,38,34,33,32.

Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U30, 29,28,25,24,18,17,16.

For best results in all three cases above solder the wires coming from the resistors to the middle of the three bus wires in a "T" fashion rather than at one end of the buses.

Use a continuity tester to find the following three traces -- do not depend on visual inspection. Now install three 68-ohm series terminating resistors in the original 512K bank of ram. Be very careful while soldering to these narrow traces, since excessive heat can easily lift a trace from the board. Use an Exacto knife to gently remove solder mask from traces.

Cut the trace leading from pin 8, RAS0, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 6, CAS0H, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 7, CAS0L, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder remians and connect it to monitor, disk and supply. Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap

origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot). Check for hidden short:circuit on the RAM pins. May also be that you have a flaky new pin connection.

That's all there is...
--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4798. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 21:45:28 UTC
From: rengbers@netcom.com
Message-ID: <rengbersCw1Drx.8JC@netcom.com>
Source record: 30475

Kim Andersen (Kim@dksoft.ping.dk) wrote:

: What happened to the 386 emulator ? I believe a 486 would have a price
: of an full 80846Dx system, and i would rather buy a new PC than spending
: the same money on a exstra card which gives me the same.

Although it was a popular rumor, we never said we'd do a 386. We're getting
386SX performance out of the current 286-based Falcon Speed now.

: Will it cover a full Intel 486 ? What about the speed ? And last, a price
: of couse ? 8-)

I don't have details yet. Sorry. I suggest you get on a mailing list so
such information can be sent to you when it's ready. Contact one of our
offices, or send me email.

Thanks,

Robert

4799. Falcon surgery needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 23:04:45 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <07667QTRTEGUMAQFTOG@ars.ath.forthnet.gr>
Source record: 30412

torhov@ifi.uio.no writes:

> 1: The colour problem

Well, seems like the colors in STE mode...

> 2: The sound problem
>
> I managed to destroy the left sound channel, but I can't get it to
> work. I
> have tried to change the tiny amplifier chip without results, and I
> have
> searched `the whole' motherboard for errors. What can be wrong?

You connected a CD or something like that directly to the input....
The solution I found to be working is to remove the amplifing chip as
described in Cubase Audio's manual. After that you will have flat input
and output.

Michael Papadopoulos.
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4800. Atari Ghostscript 3.01 Beta Release Available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 23:15:25 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <Cw3r3G.Fxv@world.std.com>
Source record: 30400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

Hi,

A beta release of Aladdin Ghostscript 3.01 is now available from

ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/gs301bt1.zoo.

The code in this archive is a 68000 executable, and has all of the PostScript support files and three fonts (Courier, Times-Roman, Charter-Italic) compiled into the code. This reduces the baggage that accompanies GS, but it makes the executable rather large (~800K). Also included in the archive are a bunch of files to support the new on-line help features.

The extensive changes in the Atari interface are certain to have introduced bugs, so please expect them. When enough kind people have made useful bug reports and most problems appear to be fixed, I plan to make available several versions with various levels of hardware support. There will probably also be versions without the start-up files compiled into the executable.

The Atari interface has changed a good deal since GS 2.61. Look at http://godel.ph.utexas.edu/Members/timg/gs/gs.html if you want an overview of what has changed before you download anything.

Tim Gallivan
timg@landau.ph.utexas.edu

4801. Re: Where does Filament Voltage come from in SM12

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 23:27:36 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIMXDCVO@ttgk.textlitho.nl>
Source record: 30484

In <350tai$md8@access2.digex.net> Mike Winters wrote :

>I have an old SM124 Atari Monochrome monitor which is not working. My
>friend determined that the filament voltage is screwed up. Does anyone
>know where the filament voltage "comes from"? Also, where can I find
>a schematic of this monitor? That would be helpful to give my friend in
>tracing the problem. Thanks for any hints.

The filament is coming straight from the power supply (usually via a
current limiting resistor) or from a tap of the line output transformer
(depending on revision number) In the latter case the filament won't glow
until the line output transformer 'runs' properly (read: monitor connected
to the computer and both switched on) If the line output transformer is
working properly (screen becomes static) then indeed there must be a fault
in the filament circuit (check this circuit also for a current limiting
resistor) otherwise it could be the line output transformer has an internal
short (a common fault) and has to be replaced (= expensive).

Good luck (and don't touch the 'live' parts when switched on, please)
Gert

--

-- --
Atari TT-Point
-- --

4802. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 23:33:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw1IrH.I03@cix.compulink.co.uk>
Source record: 30477

>When you look at the connectors from the AT power supply you will notice
>that both connectors have 2 black leads (the GND wires) you should keep

Yep my TT looks like your diagram. I see what you mean about keeping the
black wires together.

BTW I had a look in a PC today (Olivetti M4-422S). The PSU arrangement was
very similar, but the pin out connections on the motherboard connector were
slightly different. I suppose I'll just have to check *very* carefully
before I plug anything in ;-)

>I don't know what will happen if you mix-up these two connecters, but I'm
>fairly sure disaster will strike...

An expensive smell, I expect! ;-)

>Ypu will need a connection for grounding purposes, if you have an 'older'

I have a newer TT with the red ferric paint.

>>Alternatively can I just get away with wiring up the 12 pin
>>motherboard connector and the disk drive power sockets?
>
>Yep, should work OK

So no need to connect the new PSU case to anything? Sorry to keep asking
this, but I'm getting very mixed responses from people.

>Yes, with the emphasis on 'sound' :-) you will get 'double' the noise,

Well I can live with that (probably)!

:-)

Thanks

Roland.

@CiX

4803. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-12 23:33:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw1IrJ.I0r@cix.compulink.co.uk>
Source record: 30478

>this is very frustrating having spent quite a bit of cash on it. If SCSI 2
>does not work with this adaptor, could anyone tell me of any host adaptors
>(and where I might obtain one (prefer Australian but others OK too)) that
>work well, have a clock on board and extra SCSI ports? I am prepared to buy
>a new host adaptor if this is necessary.

It could well be that Supra adaptors don't work with SCSI 2 drives - but
I'm not sure. The ICD ADSCSI+ *does* work, as I have a Seagate ST1280N
(which is *supposed* to be a SCSI 2 drive) plugged into one.

> And just to increase my SCSI knowledge a bit. Does anyone know how
>compatible SCSI 2 devices are with SCSI devices, what are the main

SCSI 2 is an extension of SCSI. However SCSI 2 drives should work with SCSI
controllers and SCSI drives should work with SCSI 2 controllers. If you
have both a SCSI 2 drive *and* controller then you might get some extra
benefits as well.

>differences and what on earth do terminating resistors do?

Terminating resistors are needed to stop the SCSI signal echoing(bouncing?)
up and down the cable. There are some simple rules which I can't remeber
at the moment. Actually I've found I can ignore termination, and everything
seems to work okay anyway.

IMO its you Supra host adaptor thats causing problems. I bought my ST1280N
along with a few other people. I'm pretty sure one of them had trouble
getting it to work with his Supra adaptor. It might be the capacity of the
drive as opposed to its interface though.

Roland.

@CiX

4804. Re: ar for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 00:09:47 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <352qkb$81f@irzr17.inf.tu-dresden.de>
Source record: 30476

In article <AiR7XoS00awQE6jURv@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:

> I'm trying to compile init for MiNT, but it seems to need the program
> "ar". Does anybody know where I can find a copy? I looked around on
> umich, but couldn't find it anywhere.

It's in the binutils package. Look for something like utilXX.zoo or
butilXX.zoo.

It have been in the same archive your linker, `ld', or `gcc-ld', had
been in. Maybe you have it already, but it's called `gcc-ar' or
something like that?

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4805. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 01:34:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <352vic$d4g@mailer.fsu.edu>
Source record: 30482
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan")
writes:

> > >>What is the "piggyback" memory upgrade that I have heard mentioned previousl
> > Definately not for the faint hearted, and not to be advised nowadays.
>
> why not! my orig 520st upgraded this way (on the day i got the
> machine from the store) still sits next to my TT (and is working just
> fine!). here are gerts (revised) instructions:
>
> NOTE: This is an REVISED,TESTED version of the original text
> downloaded from CompuServe. December 6, 1985

Thanks much. I'll stick this in an lzh file and file it on atari.archive
for future reference, if you don't mind.

I think I have managed to design my own SIMM upgrade, borrowing very
heavily from an existing memory upgrade instruction set currently on a.a.u.e.
If I get it to work, I'll put my instructions there as well. Actually, given
that all goes as planned, I'm amazed that it is this easy (famous last words).
I've also learned a bit about how modern memory works while researching this
project.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4806. Re: FalconSpeed<>386

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 01:40:07 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <352vtn$d4g@mailer.fsu.edu>
Source record: 30483

Robert Engberson (rengbers@netcom.com) wrote:
> Kim Andersen (Kim@dksoft.ping.dk) wrote:
>
> : What happened to the 386 emulator ? I believe a 486 would have a price
> : of an full 80846Dx system, and i would rather buy a new PC than spending
> : the same money on a exstra card which gives me the same.
>
> Although it was a popular rumor, we never said we'd do a 386. We're getting
> 386SX performance out of the current 286-based Falcon Speed now.

Hey, I have been seeing ads for a new Intel upgrade chip that replaces any
286 with a 486. It appears to be a chip-for-chip deal (obviously, the
rest of the machine will be AT grade, so it still won't be a screaming speed
demon). Anyway, I was curious if y'all had tried on of these things on your
286 based emulator? It is supposed to be plug-and-play on PCs, and
software can supposedly detect that a 486 has been installed automatically.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4807. Falcon Audio Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 02:24:08 UTC
From: tdcflcn@infinet.com
Message-ID: <3532g8$pb8@rigel.infinet.com>
Source record: 30480

A short while ago, about a week, there was a post here that read
something like:

"What is the Impedence of the audio ports?"

One of the responses that I read said:

"Input is intended for microphones, so if you want to do line-level
stuff, you have to add 2 200k resistors (one for each channel), and also
add a 1uF condensator in order to remove the 9V phantom power."

I'm not an electonics person but what is a "condensator". The people at
Radio Shack looked at me stupid, (which is not unusual), when I asked for
a 1 uF "condensator".

Also do I need 2 of them? (one for each channel)

Will this get rid of the hum when I try to hook it up to my stereo?

I get this hum both ways, 1/8 jack to RCA splitter to inputs on stereo
and Line-Out from stereo to 1/8 jack on Falcon.

Thanks for any help.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

4808. IDE Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 10:30:52 UTC
From: diehl@bonk.io.org
Message-ID: <353v0s$jji@ionews.io.org>
Source record: 30487

Greetings,

I'd like any information anyone can give me on the IDE Host adapter for the Atari that I've been hearing about. (i.e. how much, where does it plug in to, where to get one, et cetera) A number of people in my area -- myself included -- are eventually hoping to either switch to an IDE setup, or get a new setup as IDE (I'm of the former group) and any information would be greatly appreciated.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

4809. Re: Falcon Audio Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 10:58:37 UTC
From: sanders@sci.kun.nl
Message-ID: <Cw2EHq.C38@sci.kun.nl>
Source record: 30486

In <3532g8$pb8@rigel.infinet.com> tdcflcn@infinet.com (Tom Chamberlain) writes:

>"Input is intended for microphones, so if you want to do line-level
>stuff, you have to add 2 200k resistors (one for each channel), and also
>add a 1uF condensator in order to remove the 9V phantom power."

>I'm not an electonics person but what is a "condensator". The people at
>Radio Shack looked at me stupid, (which is not unusual), when I asked for
>a 1 uF "condensator".

I believe the correct English word for it is `capacitor'. The `u'
stands for `micro', as the `mu' cannot be typed. I'm not sure but I
guess you would need two capacitors, in series with the resistors.
Don't take my word, though.

Good luck,

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

4810. Problem with Mega ST4 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 12:16:56 UTC
From: urbansky@bailey.com
Message-ID: <Cw2I48.F4K@bailey.com>
Source record: 30489

I am having some serious problems with my Mega ST4 floppy drive. It has recently been replaced with an IBM-style 1.44 meg drive, though no other changes have been made as far as I know (I bought the unit after this had been done). Basically, I have the floppy drive disconnected, for when it is connected the Mega resets randomly. It's a pain to be in the middle of a sequence and BAM -- it's all gone.

Does anyone know what could be causing this? Would a 720K floppy fix the problem (if I could fine one)?

I also have a Moniterm monitor that I would _love_ to get rid of, as none of the MIDI software I have runs on the beast, and I don't know of any universal ed/libs that do. I would like $250 for it and the card for the Mega, or I would like to trade for an SM124 and either some cash or some cool MIDI hardware/software (a MIDI patchbay would be nice!)

JMZ

4811. Re: 17" monitor for a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 13:22:12 UTC
From: jonal@hiof.no
Message-ID: <jonal.2622.2E75A782@hiof.no>
Source record: 30488

In article <Cw0E9B.LK9@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>I am thinking about buying a 17" IDEK monitor for a PC. While the
>monitor is said to be good and all, I'm not sure whether it is possible
>to hook it up to a TT to produce high-res output (1280x960 monochrome).
>The monitor should be able to support this bandwidth since it even
>can display a 1600x1200 resolution on a PC, and it can display
>1280x1024 at about 75 Hz.

Hard & Soft have (had?) a converter box available which converts the signal
to ECL which the TT needs to produce the 1280x960x1 rez. I couldn't find any
reference to it in the latest ads, but I recall that it needed a monitor
which could keep up a certain frequency. Call them on 02305/18014 and ask!

>The monitor has VGA/BNC input, and I think I remember vaguely that
>the TT's high-resolution output is a somehow strange one which
>might be incompatible with everything else. Has someone else out
>there in net.land tried something like this? Any experiences?

TT Hi is using the ECL signal. No fancy port, though,

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4812. Falcon Hardware Damaged - HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 14:47:07 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Sep13.144707.12626@bradford.ac.uk>
Source record: 30490

Hi. It seems when trying to do D2D on my Falcon that the left channel does not work as it should. As if the input gain is set very very very low. Otherwise it's fine. It is TOS 4.04, UK, Perfect keys interface, Low range multiSync .....
If anyone can help, please reply via Email at danny@micros.hensa.ac.uk and tell him it's for Dave Haider.

```
/=========================================================================\
| David Haider \\ If you've got an ST get a FALCON|
| ------------ \\ |
| E-MAIL: via sptaylor@brad.ac.uk \\ If you've got a PC get a LIFE |
| \\ |
| SNAIL MAIL: 29 Horne St. Bury, \\ If you've got a CONSOLE get |
| Manchester BL9 9BW. // a BRAIN. |
| ENGLAND. // |
| // If you've got a FALCON advance|
| // to GO and collect 200 pounds. |
|=========================================================================|
| 0 0 0 OOOOO OOO O OOOO OOOOO O O *** **** *** |
| 0 0 0 O O O O O O O OO O ** ** * ** ** |
| 0 0 0 OOOO OOOOO O O O O O O O * * ***** * * |
| 0 0 0 O O O O O O O O OO ** ** * ** ** |
| 0 0 0 O O O OOOOO OOOO OOOOO O O *** **** *** |
\=========================================================================/
```

4813. Re: ar for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 14:54:53 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <AiRPoxa00bkVQ=k1Um@andrew.cmu.edu>
Source record: 30391

Thanks for the replies, I did manage to find a version, it was just
hidden behind the gcc- prefix.

David

4814. Looking for small/cheap hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 16:33:55 UTC
From: rflashma@mtholyoke.edu
Message-ID: <354k9j$i8n@mudraker.mtholyoke.edu>
Source record: 30394

My younger brother is in need of a hard disk for his Atari. Something in
the 20-40 meg range would do fine. He's somewhat strapped for cash, so
I'm looking for something inexpensive. So, if you have an external HD
(with case/controller/power) that you are not using, please let me know.
He just needs it to do word processing for school.

-Rick

Rick Flashman, President Gribnif Software
Tel 413.247.5620 P.O. Box 779
Fax 413.247.5622 Northampton, MA 01061-0779
For support/information please email "gribnif@genie.geis.com"

4815. 512/4096 colours

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 17:09:29 UTC
From: gmg1003@hermes.cam.ac.uk
Message-ID: <gmg1003.4.001128F7@hermes.cam.ac.uk>
Source record: 30393

Please can someone help me. I am writing a program in assembly and would like to show a full set of colours on the screen at once, Could some kind soul show me something suitable for displaying Spectrum 512 still pictures and/or a routine which would allow me to do ather things at the same time (i.e move sprites over the top of it - as seen in many games).

4816. Re: Looking for Alan Page

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 17:17:31 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <354mrb$rer@msuinfo.cl.msu.edu>
Source record: 30392

In article <Cw2rK1.EA5@eskimo.com>, charles@eskimo.com (Charles Christensen) writes:
>Anyone have an email address for Alan Page? Even snailmail if you have it.

You might try A.PAGE3@genie.geis.com, though don't expect any replies; he has been very busy with his job lately (I heard it through the grape vine...).

His mail address is:
Alan Page
620 Jarvis St. Apt. 204
Toronto, Ontario
M4Y 2R8
Canada

Good luck getting ahold of him, and if you learn anything usefull, let us know. :-)

Tom
hopper_t@msupa.pa.msu.edu

4817. Re: Falcon Audio Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 19:16:24 UTC
From: graham@insignia.co.uk
Message-ID: <Cw31JD.717@isltd.insignia.com>
Source record: 30395

In article pb8@rigel.infinet.com, tdcflcn@infinet.com (Tom Chamberlain) writes:

>add a 1uF condensator in order to remove the 9V phantom power."
>
>I'm not an electonics person but what is a "condensator". The people at
>Radio Shack looked at me stupid, (which is not unusual), when I asked for
>a 1 uF "condensator".
>
Condensator sounds like bad english for the archaic term condenser
thus the phrase should read

1 micro Farad capacitor

4818. Atari st supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 20:40:16 UTC
From: schootn3@wfu.edu
Message-ID: <3552ng$71j@eis.wfunet.wfu.edu>
Source record: 30396

[No readable article body recovered]

4819. Re: ar for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 21:29:05 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3555j1$7kt@ugle.unit.no>
Source record: 30397

Dw4g+@andrew.Cmu.Edu,
In a message on 12 September, wrote :

da> I'm trying to compile init for MiNT, but it seems to need the program
da> "ar". Does anybody know where I can find a copy? I looked around on
da> umich, but couldn't find it anywhere.

Uhmm, that should probably have been gcc-ar.ttp (if you are using gcc).
Anyway, it is the program the creates a library out of a bunch of object
files. gcc-ar should be located in the same archive as gcc-ld and friends
(probably binutils.zoo).

da> David Watson
da> Carnegie Mellon University

Erling

 ATP/Unix 1.40 This is my tagline.

4820. Re: Falcon Audio Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-13 21:29:07 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3555j3$7ku@ugle.unit.no>
Source record: 30398

Tdcflcn@infinet.Com,
In a message on 13 September, wrote :

tF> A short while ago, about a week, there was a post here that read
tF> something like:
tF>
tF> "What is the Impedence of the audio ports?"
tF>
tF> One of the responses that I read said:
tF>
tF> "Input is intended for microphones, so if you want to do line-level
tF> stuff, you have to add 2 200k resistors (one for each channel), and also
tF> add a 1uF condensator in order to remove the 9V phantom power."
tF>
tF> I'm not an electonics person but what is a "condensator". The people at
tF> Radio Shack looked at me stupid, (which is not unusual), when I asked for
tF> a 1 uF "condensator".

Ahh, uhmm mixed up all those languages again, sorry. It was me that wrote
that, and in English, condensator should have been CAPACITOR.
Although I'm a bit surpriced that they didn't get the point if you showed
them in writing "1 uF".
uF is short for micro-farad. The 'u' should really be the greek letter mu.
Just explain to the guy you buy it from that you need a capacitor for
removing 9V static voltage from an audio signal, and he should be able to
help you getting the kind of capacitor you need.

tF> Also do I need 2 of them? (one for each channel)

Yup.

tF> Will this get rid of the hum when I try to hook it up to my stereo?

It might, however if you have a loud "hum", this is probably because your
equipment is badly grounded. Or you have a fault in one of your cables.

Anyway, I would strongly advice you to do this modification anyway. You
might hurt the device you connect to the input with the 9v signal.

tF> I get this hum both ways, 1/8 jack to RCA splitter to inputs on stereo
tF> and Line-Out from stereo to 1/8 jack on Falcon.
tF>
tF> Thanks for any help.
tF>
tF> Thomas (Tom) Chamberlain, tdcflcn@infinet.com
tF> ===
tF> Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon

```
tF> | P.O.BOX 29103 | 8-bit
tF> | COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
tF> * 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
tF> ========================================================================
tF> Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant
```

Erling

• ATP/Unix 1.40 • This is my tagline.

4821. Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 06:37:29 UTC
From: woodford@esca.com
Message-ID: <1994Sep14.063729.22445@esca.com>
Source record: 30401

Hello world,

Well, since Stephen Henson is either on vacation or something since he's
not checking his emailbox, I'm throwing this to the net.
This is a copy of the message I sent him re. my current problems with
MinixFs:

----------+----------

System: Atari ST, 16MHz ICD AdSpeed CPU, 4Mb RAM, ICD AdSCSI+ host adaptor,
TOS 1.4, ICDBOOT v6.2.3, MiNT v1.09, MinixFs 6.10, Maxtor 7080S HD
partitioned as follows:
Drive Size ID OS
C: 12Mb GEM TOS
D: 6Mb GEM TOS
E: 64Mb BGM Minix V1, 1024 bytes per sector.

The system has been working perfectly with the above setup for a while now.
All sources have been compiled using Gnu gcc v2.5.8, and the latest version
of MintLibs.

A couple of days ago I bought a 1Gb Seagate ST11200N drive. :-)
I understand the limitations of the ICD software and BGM partitions, so
I partitioned the drive as follows:
Drive Size ID OS
F: 32Mb GEM TOS
G: 64Mb BGM MinixFs V2, 1024 bytes per sector.
H: ~430Mb BGM MinixFs V2, 8192 bytes per sector.
I: ~470Mb BGM MinixFs V2, 8192 bytes per sector.
J: 32Mb GEM TOS

(I've actually tried various combinations, with the same problem...)
Everything works great until I run minit.ttp to write the minix file
structures. (ie. minit -V -n 2 -P x:) Copying to/from all the new
partitions _before_ running minit, (ie. under TOS) everything works
great. No errors of any kind, no corruptions etc.

Run minit on G: with no problems and things still look fine (G: is the
64Mb BGM partition with 1024 bytes per sector, remember). However,
run minit on the other HUGE partitions where sector size is 8192 bytes
and problems start. The first parition, H:, seems to go ok. minit will
sometimes crash on I: however, with an endless loop of error messages
from Mint about process 'minit' (Address Error, and Bus Error). The loop
will eventually terminate with a fatal mint error. Other times, I: will
appear to complete successfully. However, any subsequent access on I: or
H: (such as "df") will again crash mint.

I reckon there is a problem with the sector size when accessing these big partitions. Trouble is, minit -t indicates that although XHDI isn't being used, physical accesses with lrecno are... <boggle>

I've already done a quick walkthrough of the code in hdio.c without finding any obvious problem. In the next few days I'll dig deeper in an attempt to track this thing down.

Now obviously, if you're aware of this problem you could save me the bother! If you're not aware of it, expect a full report in the near (?) future and hopefully a fix from me. I don't intend to sit back and relax until I get this 1Gb drive working with MinixFs. It cost enough......

----------+----------

Anyone else got minixfs running with the ICD driver and > 64Mb partitions?

Cheers, Steve

4822. Loosing 4.5Mb when installing new HD :-(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 07:39:59 UTC
From: mboom@mswe.dnet.ms.philips.nl
Message-ID: <1994Sep14.083959.132108@mswe.dnet.ms.philips.nl>
Source record: 30405
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I recently bought a digital 500Mb hard disk for my TT. When the drive is
connected I loose 4-5Mb TT-RAM space. This is not dependend on the
partition scheme.

When I disconnect the new 500Mb drive and leave the 240Mb drive installed,
I stil have 9.5 Mb out of 10Mb free. With the 500Mb drive, it decreases
to around 5Mb free out of 10Mb. This is absurd.

I am using AHDI601 which has not give me any problems so far...

Can anyone shine some light on this problem and how to solve it?

Marcel.

#include <stddiscl.h> Are you sure you won't change your mind?
email: mboom@mswe.dnet.ms.philips.nl Why, what's wrong with the one I have?
voice: +31 40 762007 / +31 4408 3531 Spock in ST4

4823. Monitor sync problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 09:20:00 UTC
From: jan.sjoberg@p5.secom.ct.se
Message-ID: <2e76d045@ct.se>
Source record: 30426

Hi all!

When I turn on my ST the picture sometimes is "shifted" to the left. I turn it off and on a couple of times and then the picture is OK in the middle of the screen.

It does work in 640x400 either shifted or not, but when I use Overscan at 752x480 the picture flickers in horizontal stripes like there is some sync problem, all this happens when the bootup screen is shifted to the left.

Is it the shifter? Or my home made auto overscan mod? I use 74LS157 to switch freq for overscan.

Any help greatly apreciated!

Greets from

Jan Sjoberg, Sweden

4824. GEMULATOR, How to get it into a laptop?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 10:57:46 UTC
From: v912100@si.hhs.nl
Message-ID: <Cw494A.9x0@si.hhs.nl>
Source record: 30404

Hi, a friend of mine 's got a little problem with his Gemulator (you know, the ST-Emulator for PC-compatibles).

He bought it,
Threw it into his laptop...

..and found out it didn't fit.

Any ideas?

Martijn from Holland.

4825. STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 13:38:27 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <356ucj$5hl@golem.wcc.govt.nz>
Source record: 30407

I was doing some testing regarding memory fragmentation,
and found that STZIP26 can have a problem..

If you load STZIP26, and then change your mind, and click
on the cancel button, in the file selector, the memory
used is not cleared...

If you click on a dummy Zip file then click on the exit
button, all is OK..!!!

Is Vincent still supporting this program..??

I will try and report this bug with him..

____
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4826. Re: Falcon Audio Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 14:24:50 UTC
From: cgra@se.alcbel.be
Message-ID: <35713i$f5e@btmplq.god.bel.alcatel.be>
Source record: 30408

In article <3555j3$7ku@ugle.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:

> Ahh, uhmm mixed up all those languages again, sorry. It was me that wrote
> that, and in English, condensator should have been CAPACITOR.
> Although I'm a bit surpriced that they didn't get the point if you showed
> them in writing "1 uF".

"Condenser" is perfectly good English too. Or am I showing my age?

> ATP/Unix 1.40 This is my tagline.
^^^ ^^^

Hey that came out as a Thorn on my VAXstation. Neat. :>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

4827. Re: Wanted- Audio from my STE!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 14:39:27 UTC
From: mhsmith@ornews.intel.com
Message-ID: <3571vg$j5h@ornews.intel.com>
Source record: 30399

hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>Hi,
>Does anyone have a circuit for a driver to a piezo ceramic element, that I can use
>for my STE?
>See, I use an NEC Multisync II monitor that hasn't got a speaker like the Atari's
>have, and I would like the audio feedbacks still.

>I have installed a small amplifier and a speaker inside the unit and that works
>fine, but I'm thinking about getting an internal hard disk for the machine, and if
>I do, there won't be spave for a speaker.
>That's why I was thinking about one of those piezo ceramic elements, that certainly
>don't take up much space since they're flat, and could be placed anywhere, like under
>the keyboard. I know they won't give as good sound as a speaker, but i only need it for
>the occasional "beep" sounds and warnings.
>Anyone got a circuit for anything like that, or can point me in the right direction?
>Thanks. Any help will be greatly appreciated!

>Hallvard, Oslo, Norway

Maybe far more reliable and of better sound quality would be a pair of
Labtec speakers, like the ones ones on PC (Soundblaster) and personal
stereo's.

You will need a mini-din to RCA adapter, but those can be had for
under five bucks.

I will be using a Multisync also (soon as I get the cable and build my
converter) and my solution will be the Labtec speakers. They're
pretty cheap, AND you can have stereo sound for games which support
stereo.

Michael

--
=-=-=-

4828. Harddisk in MEGA STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 15:01:47 UTC
From: larserik@oslonett.no
Message-ID: <35738r$272@hasle.oslonett.no>
Source record: 30406

HELP !!!!

I try to format a Quantum 425i S SCSI disk in my MEGA STE but HDX
just won't :-(("check your connection and try again")

FHDX will format it, but only makes 4 partisions og max 32 Mbyte
(and that's only 128 MB of the whole 425 Mbyte !!!)
Supra harddisk formatter has more partisions but each is max 16 Mbyte

And if I try to repartision the disk with HDX after formatting with
FHDX or Supra I only get a "error in boot-sector - reformat disk" !

Everything works great on a TT - but I don't have a TT....

Does anyone know what to do (anyone from Atari out there ?)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4829. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 18:26:32 UTC
From: knarf@nasim.cube.net
Message-ID: <357f8o$s64@nasim.cube.net>
Source record: 30413

Steven Woodford (woodford@esca.com) wrote:

> I understand the limitations of the ICD software and BGM partitions, so
> I partitioned the drive as follows:

I never heard about limitations of the ICD software with BGM partitions.
But I know this braindead software still produces non AHDI compatible
extended partitions by default. This *may* cause your problems.

> Drive Size ID OS
> F: 32Mb GEM TOS
> G: 64Mb BGM MinixFs V2, 1024 bytes per sector.
> H: ~430Mb BGM MinixFs V2, 8192 bytes per sector.
> I: ~470Mb BGM MinixFs V2, 8192 bytes per sector.

MinixFS-Partitions aren't as silly as GEMDOS partitions wasting 16 KB
for a one byte file. You always have a fixed sector size (1024 bytes
as I remember).

> Run minit on G: with no problems and things still look fine (G: is the
> 64Mb BGM partition with 1024 bytes per sector, remember). However,
> run minit on the other HUGE partitions where sector size is 8192 bytes
> and problems start. The first parition, H:, seems to go ok. minit will
> sometimes crash on I: however, with an endless loop of error messages
> from Mint about process 'minit' (Address Error, and Bus Error). The loop
> will eventually terminate with a fatal mint error. Other times, I: will
> appear to complete successfully. However, any subsequent access on I: or
> H: (such as "df") will again crash mint.

This seems to be the problem I mentioned above. F, G and H are AHDI
compatible, but I and J are not. Try to convert the J: partition into a
MinixFS partition and you'll see if I'm right.

> I reckon there is a problem with the sector size when accessing these big
> partitions. Trouble is, minit -t indicates that although XHDI isn't being
> used, physical accesses with lrecno are... <boggle>

Yes, throw away this dumb software and buy HuSHI or HDDRIVER.

> Anyone else got minixfs running with the ICD driver and > 64Mb partitions?

No, never tried it and will never do.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4830. AT/IDE interface for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 18:55:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e77556d@ct.se>
Source record: 30414

All the information is obtained from Chara' Data AB in Sweden.

The adapter is a little circuit board that fits on the CPU and it has a
socket where you can fit TOS 2.06 ROM's (which works on the ST!).
It handles 2 IDE HD's.
You can have an internal 2.5" HD or an external 3.5" HD (internal in the
Mega ST). The adaptor works fine even if you already have an HD in the DMA
port. Included in the package is SCSI Tools Jr 4.xx which handles ACSI,SCSI
and AT/IDE drives. The adaptor can be used in a ST or a Mega ST. It does
not work on STE.

Here is the prices (in SEK):
AT-BUS 2.06 card 995:-
Mounting-kit Mega ST 3.5" 295:-
Cable for internal 2.5" HD 195:-
Cable for 3.5" HD 179:-
TOS 2.06 ROMkit (swedish ones!) 695:-

About 7.2 SEK is 1US$ and about 11 SEK is 1 pound..

Chara' Data AB
Jungfrugatan 13
575 31 EKSJ&#65533;
- SWEDEN -

Phone: +46-(0)381-13100
Fax: +46-(0)381-10402

```
-------------------------------------------------------------
- Samuel Arvidsson 2:200/612.13 __ ___ __ -
- / \ \_ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- \__/ \__/ \__/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -
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```

4831. Re: GEMULATOR, How to get it into a laptop?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-14 19:56:31 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <357khf$t1o@mailer.fsu.edu>
Source record: 30403

Kriek (v912100@si.hhs.nl) wrote:

> Hi, a friend of mine 's got a little problem with his Gemulator (you
> know, the ST-Emulator for PC-compatibles).
>
> He bought it,
> Threw it into his laptop...
>
> ..and found out it didn't fit.
>
> Any ideas?

Define "didn't fit". Is the card just a bit too big to fit into the laptop's ISA bus? Is there no ISA bus (these are somewhat unusual to find in a laptop)? I have had to file some excess plastic from PC cards on several occasions to get them to fit properly, though this was with some rather old PCs. In one case, I had to do this with 20 Ethernet cards whose edge connectors were just a bit too wide to fit into Zenith card slots (I suspect the Zenith parts were undersized, damn proprietary PC junk...). Obviously, if you have to hit a trace with the file, there is something wrong that is more basic. :-)

Actually, I spent a bit of time looking for a PC laptop that had at least two ISA card slots (one for GEMulator, one for Ethernet) and could not find one. If your friend does have an ISA bus in his machine, I would be interested in knowing what the manufacturer/model/cpu-type is.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4832. Slip over MintNet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 03:13:01 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <8iRvixC00WB78c3Zpn@andrew.cmu.edu>
Source record: 30411

I'm trying to run slip using MintNet and I've run into some problems (big surprise!). I've run the test in the FAQ using udpprobe, and Mint-Net seems to be working fine.
When I run /etc/slattach -t /dev/ttyb -r hostname, it tells me:

ioctl (SIOCSIFLINK): invalid function number.
connot get interface name

I'm never quite sure that I still have my connection over the serial line. (BTW I basically have a straight serial connection to the network, no modem.) What can I use to basically just send stuff to and from the modem2 port, from within MiNT? All I need to do is send a few carriage returns and "slip" and make sure that it's getting received. The other possiblity that I have considered is that something is wrong with what I'm typing in as the hostname. I've tried using the straight IP address of the host I'm connected to, but it gives me the same error.
Also, what do I need to do to set up the speed of the port? I've tried to set /dev/ttyb to be 38400 (using stty), but it won't let me do it. It works when I do 19200. (/dev/modem2 has been renamed to /dev/ttyb, so that shouldn't be a problem).

Thanks,
David

4833. Wanted: Atari Compendium

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 04:00:29 UTC
From: charles@eskimo.com
Message-ID: <Cw5KGs.n1J@eskimo.com>
Source record: 30305

I'm looking for a used copy of the Atari Compendium. I'm between jobs right now so I can't pay a hell of a lot for it but I do have some ST stuff I could trade for it, ie Computer Eyes Color video digitizer and the St Replay (?) sound digitizer.

4834. Re: Loosing 4.5Mb when installing new HD :-(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 06:08:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cw5qEx.I93@hpbbrd.bbn.hp.com>
Source record: 30410
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Marcel Boom, doing Galileo (mboom@mswe.dnet.ms.philips.nl) wrote:
> When I disconnect the new 500Mb drive and leave the 240Mb drive installed,
> I stil have 9.5 Mb out of 10Mb free. With the 500Mb drive, it decreases
> to around 5Mb free out of 10Mb. This is absurd.
>
> I am using AHDI601 which has not give me any problems so far...

Did you install any cache programs?
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

4835. Re: Loosing 4.5Mb when installing new HD :-(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 07:12:54 UTC
From: Theo_Runia
Message-ID: <2e77f4b5@f301.n282.z2.fidonet>
Source record: 30293

In a message of <Wed 14 Sep 94 09:40>, Marcel Boom, doing Galileo (2:281/202.0) writes:

MB> I recently bought a digital 500Mb hard disk for my TT. When the drive
MB> is connected I loose 4-5Mb TT-RAM space. This is not dependend on
MB> the partition scheme.

What HD driver do you use? I suspect that it uses a lot of space for this HD because the cluster size or someting like that is to big.

Try to boot with just AHDI for a change and dump all caching software. It's likely to be something like this.

Otherwise try ICD, which is much better :-)

You could give my BBS a call if you don't get it going. We _are_ in the sma ecountry. I have had a lot of experience with HD's (sysop do ya know :-)

: Theo Runia Internet: theo@textlitho.nl Fido: 2:282/301
: P.O. Box 1183
: NL-8900 CD Leeuwarden, The Netherlands
: QuickBBS ST Leeuwarden: +31-58-153849 (HST/V32bis)

--- JetMail 0.99beta8
* Origin: QuickBBS ST Leeuwarden +31-58-153849 (HST/V32bis) (2:282/301)

4836. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 07:49:04 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779615344@acp5>
Source record: 30434

woodford@esca.com (Steven Woodford) writes:

>I reckon there is a problem with the sector size when accessing these big
>partitions. Trouble is, minit -t indicates that although XHDI isn't being
>used, physical accesses with lrecno are... <boggle>

As far as I know big partitions require an XHDI compatible driver. The ICD
software is not XHDI compliant. But maybe we should wait for Stephen to
solve this.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

4837. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 07:52:37 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779615557@acp5>
Source record: 30435

knarf@nasim.cube.net (Frank Bartels) writes:

>I never heard about limitations of the ICD software with BGM partitions.

There is at least one limitation: The ICD software can't boot from BGM
partitions, other drivers can. Drivers that are compatible to AHDI 3.0 must
be able to boot from these partitions.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4838. Help needed with fixing dead ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 08:25:03 UTC
From: jamie@spuddy.uucp
Message-ID: <1994Sep15.082503.11171@spuddy.uucp>
Source record: 30409

Greetings...

I have a number of "dead" 520 & 1040 ST's that really need restoring to life. If you have any experience with dealing with these machines specifically I would greatly appreciate any advice or common problems that you have noticed, before I waste hours on each one.

Many thanks in advance.

Jamie
--
Joy in futility with the tungsten carbide ball.

<< jamie@spuddy.uucp or !uunet!mcsun!uknet!spuddy!jamie >>

The phone number for Spud's Xanadu (The UK's ONLY free email/news service) will change to (0268) 515441 later this month. Please note this down !!

4839. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 09:47:38 UTC
From: ZIPP@stpc.wi.LeidenUniv.nl
Message-ID: <ZIPP.3.779622458@stpc.wi.LeidenUniv.nl>
Source record: 30437
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Hi All,

A fast way to swap bytes is just to put eacht byte in a register half and
use the SWAP command...

Arjan Zipp.

4840. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 10:22:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940915102211.L.J.Sak@sp0017.kub.nl>
Source record: 30420

In Article <mad_man-090994210343@mg4_65.its.utas.edu.au> "mad_man@pc.unimelb.au (Mad Man)" says:

> I've just purchased a new 340Mb Quantum LPS 340s (I think that is the
> model, but I haven't got it on hand so I can't be sure). Here's my
> problem. I have a fairly old SupraDrive with a 20Mb Miniscribe mechanism. I
> have the version of the Supra host adaptor that has an on board clock and a
> SCSI port for daisy chaining. Also, I'm using the ICD Pro utilities.
>
> Now when trying to format the drive with the original mechanism
> removed I discovered that it could see something was there but the poor old
> ST had no idea what. It seems to think that something is there as the boot
> program says ID 0 (not recogizable) and the ID checker had an extended
> pause when checking devices over ID 0 respectively. However, if I try to
> format it, it can't find the mechanism at all. Just for the record, I've
> got a 4Mb blitterized STFM with TOS 2.06 and 1.2
>
> I know the drive works as I took it around to a friend's house and
> formatted it on his Amiga 3000. Now the interesting thing is that I was
> explicitly told it was a SCSI drive when, in fact, it comes up as being a
> SCSI 2 on the Amiga and I'd like to know if this could/should/does pose a
> problem?
>
> Does this series of Quantum drive need any software fixes or hardware
> settings changed (other than the SCSI ID that is)?
>
> If it isn't the drive itself then does the problem lie in either the
> host adaptor or it could be terminating resistors (my friend told me the
> latter and I don't know anything about them and neither does he really). So
> could someone tell me what terminating resistors are please! Is it that
> Supra host adaptors (or maybe the ST itself) are incapable of using a SCSI
> 2 drive?
> If anyone else has had this problem could you please respond to me as
> this is very frustrating having spent quite a bit of cash on it. If SCSI 2
> does not work with this adaptor, could anyone tell me of any host adaptors
> (and where I might obtain one (prefer Australian but others OK too)) that
> work well, have a clock on board and extra SCSI ports? I am prepared to buy
> a new host adaptor if this is necessary.
>
> And just to increase my SCSI knowledge a bit. Does anyone know how
> compatible SCSI 2 devices are with SCSI devices, what are the main
> differences and what on earth do terminating resistors do?
>
> Please post any response to this newsgroup as I sure there are others that
> may run into similar problems with the increasing use of SCSI 2. (You can

> also post to my E-Mail address if you like.)
>
> I would really appreciate any help that anybody can give.
>
> Anthony Green
>
> E-Mail : ac_green@postoffice.utas.edu.au
>

Ludo says: it can be that the drive needs parity setting using software.
There are drives on the market that do not have dip switches to do this,
and only let software do the setting. There are now a couple of controllers
who are capable of this, fe. (i thought) the new LINK (SCSI2) from ICD. If
the parity is not correctly set, the drive will not function correctly on
a controller who does not support this. I thought the newer (270 Q) had this
problem also, but (as I am having a slight headache (staying up TOO late))
I am not certain of that. What your friend said about terminating resistors
could be the parity software settings.

I could be wrong, I could be right...
(try to format it on another ST or falcon, and maybe your drive will then
correctly work.. An Amiga format is not compatible with the ATARI standard,
so that wouldn't realy make waves. Give it a try, it's the cheapest sollution.
But then again, it might not work..

Good luck!
Ludo
L.J.Sak@kub.nl

4841. Re: DMC colour problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 10:53:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940915105352.L.J.Sak@sp0017.kub.nl>
Source record: 30430

In Article <EIKRBCUU22-UP@deluxe.textlitho.nl> "paul@deluxe.textlitho.nl (Paul Tuijnman)"
says:
> Hi,
>
> What could be causing this:
> Outline Art 3.0 runs fine in 16 colour mode on my F030, but
> does not in 256- and truecolour mode. When importing a CVG
> it puts the frames in the window allright, but draws their contents
> outside the window, like somewhere behind the interface.
> Same thing with Calamus - it just won't do anything right in true colour.
> I have a 4mb machine with OUTSIDE virtual RAM, NVDI 2.5 and a Screenblaster.
> The problem only seems to occur with DMC programs and changing my boot
> setup does not affect it. Anybody?
>
> Thanks,
>
> Paul
>
>
>
> --
>
>
> Paul Tuijnman
> paul@textlitho.nl
>

Ludo says: depends on the version of Calamus you have. The good old 1.09
works only in high res, and only the newer versions of S(L) work on the
Falcon with a patch to work correctly when started in colour resolutions.
With patch it works correctly in high color modes, because the color handling
of the Falcon differs from other ATARI machines.
Without the patch you get the scrambled screen output (and everything that
is supposed to be black is grey, and all is drawn into a very small area etc)

L.J.Sak@kub.nl

4842. Re: Where does Filament Voltage come from in SM124 Atari Monochrome Moni

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 10:56:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19940915105623.L.J.Sak@sp0017.kub.nl>
Source record: 30431

In Article <350tai$md8@access2.digex.net> "mwinters@access.digex.net (Mike Winters)" says:
> I have an old SM124 Atari Monochrome monitor which is not working. My
> friend determined that the filament voltage is screwed up. Does anyone
> know where the filament voltage "comes from"? Also, where can I find
> a schematic of this monitor? That would be helpful to give my friend in
> tracing the problem. Thanks for any hints.
>
> ------ Mike Winters Bring on a mainframe Atari 800!!!
>

If you receive a scheme, could you please let me know?

L.J.Sak@kub.nl (my monitor blew some years ago, but I still kept it after
smoking out :))

4843. Re: IDE Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 15:52:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e787f45@ct.se>
Source record: 30415

13 Sep 94, Eric March wrote something like this to All :

EM> From: diehl@bonk.io.org (Eric March)
EM>
EM> Greetings,
EM>
EM> I'd like any information anyone can give me on the IDE Host adapter
EM> for the Atari that I've been hearing about. (i.e. how much, where
EM> does it plug in to, where to get one, et cetera) A number of people
EM> in my area -- myself included -- are eventually hoping to either
EM> switch to an IDE setup, or get a new setup as IDE (I'm of the former
EM> group) and any information would be greatly appreciated.

I recently posted some information about this. The price was then 1690 SEK for a complete board with TOS 2.06 (working on ST!). Today I saw another swedish company selling the same board for 699 SEK INCLUDING TOS 2.06 (w/o 479). The TOS language is unfortuneately swedish but I think that you can get a english version. This apadtor does not work with STE if you don't have SpeedBridge.

Here is the company's adress:

H g-Data (High-Data in english)
Rudsv gen 16
654 63 KARLSTAD

Phone: +46-(0)708-399727,(0)54-101596
Fax: +46-(0)54-184478
BBS: +46-(0)54-184478

EM> --
EM> _____ _____
EM> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
EM> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
EM> _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!"
EM> ___

- Samuel Arvidsson __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

4844. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 16:23:11 UTC
From: woodford@esca.com
Message-ID: <1994Sep15.162311.22113@esca.com>
Source record: 30423

seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>As far as I know big partitions require an XHDI compatible driver. The ICD
>software is not XHDI compliant. But maybe we should wait for Stephen to
>solve this.

Well, I'm the original poster with the problem. I've downloaded at least
two versions of ahdi from umich. For some reason, HDX _will not_ format
either of my disks! When I select the format option, hdx sits there
for about 10 seconds, then accesses ACSI-0 for a few seconds, then ACSI-1
then ACSI-2. I then get a window where I'm supposed to select the drive
I wish to format. Trouble is, _none_ of the ACSI devices are listed! All
I get is a list of 8 SCSI devices and 1 IDE device, none of which are
"responding"! Remember, this is an ST, not a Falcon. However, if I select
the Partition option of hdx, I _do_ get the correct ACSI devices listed.
But, since they were previously formatted by ICD, hdx tells me to reformat
them to AHDI standard. I've even tried using ICDFMT to partition them to
be AHDI compliant, still with no luck.

On top of all that, the ahdi driver doesn't install an XHDI cookie, so
I'm still not able to use huge BGM partitions! (Presumably because
the drives haven't been HDX formatted yet.) <sigh>

As for kludging minixfs to work with ICD and BGM partitions, an idea
for a possible kludge came to me late last night. I'll give it a shot
tonight....

Cheers, Steve

4845. Atari 1040STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 17:41:43 UTC
From: at328@FreeNet.Carleton.CA
Message-ID: <Cw6MHK.AC9@freenet.carleton.ca>
Source record: 30417

Anyone know where I can get an internal power supply for the 1040STFM?
Anywhere from North America is fine. I'm up in the Great White North!

Andrew B.
a.buttigieg@mailstop.telesat.ca

4846. Re: Where does Filament Voltage come from in SM124 Atari Monochrome Moni

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 19:38:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35a7s3$nrj@mailer.fsu.edu>
Source record: 30421

SAK L.J. (L.J.Sak@kub.nl) wrote:
> In Article <350tai$md8@access2.digex.net> "mwinters@access.digex.net (Mike Winters)"
says:
> > I have an old SM124 Atari Monochrome monitor which is not working. My
> > friend determined that the filament voltage is screwed up. Does anyone
> > know where the filament voltage "comes from"? Also, where can I find
> > a schematic of this monitor? That would be helpful to give my friend in
> > tracing the problem. Thanks for any hints.
> >
> > ------ Mike Winters Bring on a mainframe Atari 800!!!
> >
>
> If you receive a scheme, could you please let me know?
>
> L.J.Sak@kub.nl (my monitor blew some years ago, but I still kept it after
> smoking out :))

I'm pretty sure several German sites have some schematics in .img format.
I am not sure if they are the correct type for repair, though. Good luck.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4847. SC1224 for cost of shipping

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 19:43:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35a84i$nrj@mailer.fsu.edu>
Source record: 30427
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an SC1224 monitor that I am willing to give to anyone willing to
pay the shipping to get it to them. The only catch: it doesn't work!
It is in great physical shape, and had a very nice picture when working,
so I hate to just throw it away. It does not come on at all when power is
applied (no hum or anything). It could be something big (like the flyback),
or it could be a loose wire or other trivial problem. Heck, it would make
a great aquarium for some enterprising Atari fanatic.

If anyone wants to tinker on this beast, or just needs it for parts, send
me some email.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4848. Re: Help needed for XBIOS(11) and BIOS(0)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 21:27:47 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <Cw6wyB.Eqx@cix.compulink.co.uk>
Source record: 30424

In message <34p72s$p5i@irisa.irisa.fr>, schauvea@irisa.fr said:
>==========
>In the falcon TOS 4.2, there is an undocumented XBIOS(11,(int) mode, char *str) call.
>In GEMDOS's calls, this function is called with 'mode'=5 and
>'str' looks like "print malloc -x Lpeek('a6 + 8)" (It isn't an exact string)
>It is probably a debugging function.
>I would be greatfull if someone can give me a doc of this function.
This call is documented in the Atari Compendium. This call allows you to
send messages to a resident debugger.

Simon Robins

* Internet: srobins@cix.compulink.co.uk NeST: 90:100/102@nest.ftn *

4849. Re: 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 23:04:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cw71Ep.Kr3@cix.compulink.co.uk>
Source record: 30419

In message <34q6r8$41r@bronze.coil.com>, jbaumgar@bronze.coil.com said:
>==========
>comp.sys.atari.st.tech #756, 980 chars, Sep 9 13:43 94
>From: jbaumgar@bronze.coil.com,
>>----------
>Article: 13379 of comp.sys.atari.st.tech
>Path: cix.compulink.co.uk!uknet!liv!strath-cs!clyde.open.ac.uk!warwick!slxsys!pipex!howla
nd.reston.ans.net!swiss.ans.ne>t!malgudi.oar.net!bronze.coil.com!bronze.coil.com!not-for-m
ail
>From: jbaumgar@bronze.coil.com (James E. Baumgardner II)
>Newsgroups: comp.sys.atari.st.tech
>Subject: 3.5" IDE in Falcon??? (Yes, again)
>Date: 9 Sep 1994 13:43:04 -0400
>Organization: Central Ohio Internet Link (614-538-8294 login: guest)
>Lines: 13
>Message-ID: <34q6r8$41r@bronze.coil.com>
>NNTP-Posting-Host: localhost.coil.com
>
>I recall a conversation here about 3.5" IDE drives in the Falcon, but I
>don't remember what the consensus opinion was, and the messages have
>scrolled off. If someone could please mail me and tell me if it's
>possible to replace the 2.5" with a 3.5", I'd be grateful.

For the 3.5 in.IDE drive you need a 44/40 adaptor cable, and a suitable
power supply.

I have seen a 3.5in. IDE installed inside the standard Falcon case, they put
it below the floppy which was changed to a very thin model. Not sure what
they did with the power supply though. I wouldn't use the standard Falcon
PSU.

Hope this helps.

Barry wilsontjb@cix.compulink.co.uk
>
>Reply via mail to
>jbaumgar@bronze.coil.com

4850. Re: 17" monitor for a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 23:05:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw71HJ.Ky4@cix.compulink.co.uk>
Source record: 30422

> the TT's high-resolution output is a somehow strange one which might

TT-Hi is ECL output (whatever that is). It comes out of a standard VGA plug, but as a standard VGA monitor won't display it, I can safely say its different in some way.

I have a ProScreenTT at the moment, though trying to lay my hands on a spare as the ProScreen looks like it is on the way out. I've heard that Eizo 6500(?) mono monitors can cope with TT-Hi output.

:-)

Roland.

@CiX

4851. SCSI-2 with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 23:57:13 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <35an0p$50p@news.CCIT.Arizona.EDU>
Source record: 30425

Simple question: Will a SCSI-2 hard drive work with a SCSI-1 TT?

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

4852. Re: Problem: MinixFs, ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-15 23:57:45 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <35an1p$pgt@ugle.unit.no>
Source record: 30416

Seimet@chemie.Uni-Kl.De,
In a message on 15 September, wrote :

sR> woodford@esca.com (Steven Woodford) writes:
sR>
sR> >I reckon there is a problem with the sector size when accessing these bi
sR> >partitions. Trouble is, minit -t indicates that although XHDI isn't bein
sR> >used, physical accesses with lrecno are... <boggle>
sR>
sR> As far as I know big partitions require an XHDI compatible driver. The IC
sR> software is not XHDI compliant. But maybe we should wait for Stephen to
sR> solve this.

Not so.
I have a 200 Mb minixfs partition running just fine with AHDI (The newest
version, 6.061 or whatever it was).

sR>
sR> **
sR> * Uwe Seimet | I really hate this damned machine,
sR> * | I wish that they would sell it.
sR> * Internet: seimet@chemie.uni-kl.de | It never does that what I mean
sR> * Mausnet: Uwe Seimet @ KL | but only what I tell it.
sR> **
sR>

Erling

 ATP/Unix 1.40 This is my tagline.

4853. Re: IDE Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 00:14:19 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35ao0r$pv2@golem.wcc.govt.nz>
Source record: 30432

In article <353v0s$jji@ionews.io.org>, diehl@bonk.io.org (Eric March) writes:
>Greetings,
>
> I'd like any information anyone can give me on the IDE Host adapter for
>the Atari that I've been hearing about. (i.e. how much, where does it plug
>in to, where to get one, et cetera) A number of people in my area -- myself
>included -- are eventually hoping to either switch to an IDE setup, or get a
>new setup as IDE (I'm of the former group) and any information would be
>greatly appreciated.
>
>

Why not stick to the normal Atari standard, SCSI, here a SCSI drive is only
$50 more....

Another reason there is far better support for SCSI hard drive set ups,
like most utility software does not support IDE...

Another reason, there are far more SCSI host adapters than IDE ones, and from
what I know the IDE ones are German, verry little support out side of Germany
, I should know I am trying to get support for my Overscan software...!!!

So be warned.....!!

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4854. DMA & DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 00:30:04 UTC
From: pblagay@crash.cts.com
Message-ID: <Cw75E5.19M@crash.cts.com>
Source record: 30440

Falcon:

Has anyone out there tried or know how to combine DMA sound (STe) and DSP MOD playback. I need to play the sound effects for a game, while playing the music in the background.

I am using the BSW DSP MOD player.

Thanks

Paul Blagay

4855. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 00:32:54 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <sztbbllqfeq@moacs11>
Source record: 30306

In <seimet.779615344@acp5>, Uwe Seimet wrote:

> woodford@esca.com (Steven Woodford) writes:
>
> >I reckon there is a problem with the sector size when accessing these big
> >partitions. Trouble is, minit -t indicates that although XHDI isn't being
> >used, physical accesses with lrecno are... <boggle>

Could be a problem with ICD's implementation of Rwabs().

> As far as I know big partitions require an XHDI compatible driver.

Not necessarily, it is possible to create and use a minix filesystem on
a huge BGM partition with an AHDI compatible driver. If I remember cor-
rectly I had to edit the bootsector by hand and pass the exact number of
1KB blocks on the commandline. Off course the ICD software is not AHDI
compatible (just look at the kludges that the minix filesystem driver
contains to make it work at all with the ICD driver).

However, I would strongly recommend the installation of an XHDI >= 1.10
compatible driver to anyone who plans on using minix filesystems under
MiNT. Currently the XHDI protocol is supported by HDDriver and HuSHI,
both work fine with mfs 0.6.

Regards,
Waldi (walra@moacs.indiv.nl.net)

4856. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 00:45:15 UTC
From: m93kma@polaris.tdb.uu.se
Message-ID: <35apqr$hnp@columba.udac.uu.se>
Source record: 30433
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

ZIPP (ZIPP@stpc.wi.LeidenUniv.nl) wrote:
: Hi All,

: A fast way to swap bytes is just to put eacht byte in a register half and
: use the SWAP command...

: Arjan Zipp.

It's even faster to have the bytes already swapped -- and just about as
usable in practice.

;) ;) ;)

Seriously, how would you "put each byte in a register half"!!?

/Kristofer

--
Name: Kristofer Maad |
Snail: Stureg. 12A, 3tr | "The satisfaction in making a 'crash-
753 14 Uppsala | proof' system screw up completely
Phone: 018-51 73 06 | almost makes it worthwile." /Kris
E-Mail: m93kma@student.tdb.uu.se |

4857. Using internal disk as external disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 02:08:42 UTC
From: u9361081@wumpus.cc.uow.edu.au
Message-ID: <35auna$ss0@wumpus.cc.uow.edu.au>
Source record: 30418

I have just bought a sony atari disk drive which has the connections for the internal drive. I wish to use this as a second drive. Any suggestions as to how I could hook it up using the floppy port or something.

ATARI1040STfm by the way.

Thanks in advance
Jeremy

4858. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 07:26:10 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <ac_green-160994172643@mg4_53.its.utas.edu.au>
Source record: 30428

Ludo said:

> it can be that the drive needs parity setting using software.
> There are drives on the market that do not have dip switches to do this,
> and only let software do the setting. There are now a couple of controllers
> who are capable of this, fe. (i thought) the new LINK (SCSI2) from ICD. If
> the parity is not correctly set, the drive will not function correctly on
> a controller who does not support this. I thought the newer (270 Q) had this
> problem also, but (as I am having a slight headache (staying up TOO late))
> I am not certain of that. What your friend said about terminating resistors
> could be the parity software settings.

Does anyone know where I could find, or tell me themselves, some more info
on the supposed Link 2 which an Australian dealer told me about, they don't
seem very wise.

>
> I could be wrong, I could be right...
> (try to format it on another ST or falcon, and maybe your drive will then
> correctly work.. An Amiga format is not compatible with the ATARI standard,
> so that wouldn't realy make waves. Give it a try, it's the cheapest sollution.
> But then again, it might not work..

I've got the drive up and running on a Falcon I've been borrowing for quite
some time, but I had to get myself a SCSI -> SCSI 2 cable which in my
opinion is ridiculously overpriced. I've learnt a bit more about the drive,
like the term resistors are present (thanks to all how pointed what they
looked like out) and I know that there appears to be no parity jumper on
the embedded controller. The Falcon loves the drive, it's very fast indeed.

Anthony Green

4859. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 08:11:17 UTC
From: dave@sectel.com
Message-ID: <779731877snx@sectel.com>
Source record: 30331
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Not a lot of use to those using ready-made computers, but using a 16-bit
latch and a 16-bit buffer you can arrange the wiring so that writing out
to the latch and reading back from the buffer gives you byte swapping,
bit reversal etc. You can't get much faster than that!

Dave
--
djh@sectel.com
Tel +44 1285 655 766
Fax +44 1285 655 595

4860. Re: SCSI-2 with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 08:24:58 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779703898@acp5>
Source record: 30295

paul@vega.ame.arizona.edu (Paul Harris) writes:

>Simple question: Will a SCSI-2 hard drive work with a SCSI-1 TT?

Simple answer: It will, no problems at all.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

4861. Re: SCSI-2 with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 08:52:41 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep16105242@issan.informatik.uni-dortmund.de>
Source record: 30439

In article <35an0p$50p@news.CCIT.Arizona.EDU>, paul@vega.ame.arizona.edu (Paul Harris) writes:

|> Simple question: Will a SCSI-2 hard drive work with a SCSI-1 TT?

Simple answer :-)
Yes, and the other way round too (SCSI-2 controller with SCSI-1 drive).
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4862. Re: GDOS help req!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 08:54:20 UTC
From: CASTAN@cip.physik.uni-stuttgart.de
Message-ID: <35bmfs$2503@info2.rus.uni-stuttgart.de>
Source record: 30438

In <34q9ia$bak@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk writes:

> I am gaving problems loading GDOS or AMCGDOS.
>
> Everytime I boot them up the system hangs or presents the much loved
> bombs. I have tried removing all the .acc's and .prg's at boot time
> but this appears to make no difference. I have tried running them #
> under MinT and single tasking. Can any one help?
Could you post your ASSIGN.SYS?

>
> system: Falcon 030 with 4mb RAM 68882 FPU, 65MB HD.
> TOS ver 4.01.
Why don't you use SpeedoGDOS that comes with the Falcons?

Gerd

CASTAN@cip.physik.uni-stuttgart.de; alias: G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4863. Re: 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 15:02:39 UTC
From: millert@grad.csee.usf.edu
Message-ID: <35cc2f$mtv@mother.usf.edu>
Source record: 30291

I'd also like to know if it's possible to put two 2.5" HD's into the Falcon, like one on top of the other?

4864. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 15:40:14 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35ce8u$pnb@mailer.fsu.edu>
Source record: 30292

Anthony Green (ac_green@postoffice.utas.edu.au) wrote:
> Ludo said:
>
> Does anyone know where I could find, or tell me themselves, some more info
> on the supposed Link 2 which an Australian dealer told me about, they don't
> seem very wise.

What would you like to know? It is equivalent to the original Link, with the exception of accepting parity and having a small LED to show proper power is reaching the unit (thus solving the two more common problems with it). It has the ability to use Floptical drives (no big deal). Other than that, and the fact that it is external, it is pretty much a standard ICD host adaptor. Its software is special, and upgrades must be ordered directly from ICD (you can't use the stuff they put on Genie/Compuserve).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4865. Re: Using internal disk as external disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 15:45:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35cej5$pnb@mailer.fsu.edu>
Source record: 30294

Hynoski Jeremy Stephen (u9361081@wumpus.cc.uow.edu.au) wrote:
> I have just bought a sony atari disk drive which has the connections for
> the internal drive. I wish to use this as a second drive. Any suggestions as
> to how I could hook it up using the floppy port or something.

Easiest way: purchase an SF354 single sided external drive (these are
dirt cheap, as they are not particularly useful nowadays), and swap the
mechanisms. You will then have the magical Atari sub-board present in these
drives that makes them work properly. It should just drop in and work.
At worst, you might have to modify the case slightly if your eject button
is in a different place.

If you want to try and hook it up directly, you will need a power supply,
some kind of case, a cable you can cut up, and some instructions. The latter
are available on atari.archive.umich.edu (ibmflop.lzh and genflop.lzh).
I get the impression that there are a number of "fiddley bits" associated
with using generic floppy drives with the ST (primarily making sure that
media change can still be detected), but since you have an Atari mechanism
it might be easy (then again, if the thing that fixed this is on the
sub-board in the external drives...). Good luck.

--
****
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****

4866. STZIP 26

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 20:10:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35cu40$a9g@golem.wcc.govt.nz>
Source record: 30300

I have been trying to contact Vincent Pomey,
but his address in the software is no longer valid..?

So how does one contact him now..??

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4867. Thanks for help on assembler: $70 VBI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 20:55:02 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <35d0n6$aav@athos.cc.bellcore.com>
Source record: 30302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks much to all those who helped me with understanding
the role of register $70 in assembler for the ST.
As I now understand it, the machine on its own checks $70 every
vertical blank (it interrupts the current process to to this),
and goes to the address in the $70 register.
Whatever instructions are found at that address, the machine will
perform, and then discontinue the interrupt to resume current
processing. At least I think that is what is going on now.
This makes me wonder if there is a practical limit to the number
of instructions one can ask the machine to do during this vertical
blank interrupt. Anyway, I appreciate your help very much.
My studies continue. Now the ST Format tutorial is trying to
teach me why dividing the sprite frame number in an OCP Art
file by 16, and then multiplying it by 640 gives me a sprite.
Beats me. Anyway, I'll keep pondering. Thanks again for the earlier
help!

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4868. Software for sale or trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 21:28:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35d2mq$5kh@mailer.fsu.edu>
Source record: 30296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for some games (Vroom, Armourgeddon, Prince of Persia, Flight of the Intruder, and many others), Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly) and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

Neodesk Command Line Interpreter, v. 2.0, adds a command line interface to Neodesk with MSDOS/UNIX style commands. More commands can easily be added (the GNU versions of standard UNIX utilities, for example). This version is really more MSDOS-like than UNIX-like, but the new version 2.1 (to which this can be upgraded) is supposed to be more UNIX-like. There are a couple of neat things about this CLI. First, it pops up in a window on the desktop, so a CLI is only a mouse click (or keyboard macro) away. One can drop batch files onto the CLI icon to execute them, which can be quite handy. Finally, it is quite small, primarily because it reuses the routines in Neodesk to do standard file operations (i.e. when the CLI copies a file, it uses the code already in Neodesk to do it). Only works with Neodesk.

Wordup v3.x, Neocept, with the large thesaurus and large dictionary extra options, plus lots of Genie notes about bug fixes and work-arounds. This is an excellent WYSIWYG word processor, but it does have some bugs. The rights to the code were purchased by Atari (and some of the code used in Atari Works, or so I hear). It is not buggy enough

to be unusable, just irritating at times. This is the final version
that was released.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers,
includes a bunch of 150 and 300dpi fonts. Claims to be 200-500%
faster than other HP drivers (for that time, I don't know if there
are faster ones out now).

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is useful.

Personal Pascal, ICD, I believe this is the final version of this compiler.
The only limitation with it that I know about is that one cannot
pass functions as arguments. Other than that, it is a complete
Pascal compiler environment. The lack of this feature will not
hamper most Pascal programmers, IMHO. Good docs on both Pascal and
the Atari programming environment (it's a big fat softcover book).

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Xevious, Mindscape, port of the stand-up Arcade game Xevious, vertical
scrolling "fly over the landscape shooting and bombing everything"
game.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Custodian, futuristic platform shoot'em up game, excellent graphics, fast
scrolling, lots of weapons, etc.

Eliminator, strange driving/shoot'em up game, lots of different weapons and bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small child (in terms of its difficulty). A bit boring for us big children, IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics are quite lame (mostly text, in fact), but I suppose a political process fan might like it. It does not appear to be particularly tied to the 1988 elections, and has data for US elections all the way back to 1960. Can apparently be used to predict elections as well.

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****
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4869. Re: 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-16 22:17:00 UTC
From: samuel.arvidsson@p13.secom.ct.se
Message-ID: <2e7a292e@ct.se>
Source record: 30304

16 Sep 94, "BARRY WILSON" wrote something like this to All :

>> I recall a conversation here about 3.5" IDE drives in the Falcon, but
>> I don't remember what the consensus opinion was, and the messages
>> have scrolled off. If someone could please mail me and tell me if
>> it's possible to replace the 2.5" with a 3.5", I'd be grateful.
"W>
"W> For the 3.5 in.IDE drive you need a 44/40 adaptor cable, and a
"W> suitable power supply.
"W>
"W> I have seen a 3.5in. IDE installed inside the standard Falcon case,
"W> they put
"W> it below the floppy which was changed to a very thin model. Not sure
"W> what they did with the power supply though. I wouldn't use the
"W> standard Falcon PSU.
"W>
"W> Hope this helps.
"W>
"W>
"W> Barry wilsontjb@cix.compulink.co.uk

I have my 3.5" IDE installed inside the Falcon case. I bought a 40->44 cable
and a power-cable. I removed the first metal-shell including the internal
speaker and throwed it to ****.
I placed the HD at where the 2.5" is supposed to be (between the floppy and the
PSU).
I soldered my power-cable at the standard PSU. I know, it's kinda risky, but my
428MB-drive has worked fine for a month now.

- Samuel Arvidsson __ ___ __ -
- / \ _ \ / \ 4 MB RAM -
- Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
- __/ __/ __/ 428 MB IDE -
- Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -

4870. Re: Flicker problems on T

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 00:11:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cw8z7E.D34@cix.compulink.co.uk>
Source record: 30325

> The TT-High flicker/jittering is a known problem on several revisions

Interesting. Its amazing what you learn!

Is this flicker there from the moment you turn it on, or does it gradually appear? Mine is the latter.

I've only recently bought the machine second hand, and the previous owner swears he never had this fault, I'm inclined to belive him as he told me about other minor faults that were not otherwise imeadiately obvious.

> The flicker patches does mostly consist of soldering an extra lead

What sort of klead is this? Ground?

Anyway I'm trying a new PSU at the moment. Tonight I externally mounted an IBM PC-XT style 150W PSU. I kept the internal PSU fan (unbolted it from the PSU and stuck it in place).

I've had the machine on 2 hours so far. The output from the internal fan is *cold* while the PSU fan is barely warm (much less warm than the PSU fan used to get).

Its a case of so far so good. No noticable flicker, and after 2 hours its normally quite noticable. Might not cure the problem entirely, but can't hurt trying.

:-)

Roland.

@CiX

OTOH it would be nice if I could cure myself of examining the screen carefully every few minutes. The flicker was not noticable until you looked for it. *Then* it looks aweful! ;-)

4871. Uniterm 2.0e015

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 00:33:30 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35ddgq$i1p@mailer.fsu.edu>
Source record: 30307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have added a file in /Telecomm on atari.archive.umich.edu that has the instructions for downloading the last version of Uniterm, 2.0e015. This has been the final version for several years, but I'm sure most folks ended up with a previous one, as the author requests that no site other than the one mentioned below carry this last version. Atari.archive has the last version released for general distribution, 2.0e011.

So, for those that like Uniterm, and want to have the final version, it is on the machine chsun.chuug.ch in /software/atari/UniTerm. Please do not upload it elsewhere, as per the author's wishes (this paragraph is essentially what the file on atari.archive says).

I have been unable to get ahold of the author, Simon Poole. I would like to ask him to release the source (so someone could add Zmodem capability), or at least to allow atari.archive.umich.edu to stock the final version. If anyone has a current email address for Simon, please let me know.

For those that don't know, Uniterm is a telecommunications package that is particularly suited for UNIX connectivity. It does excellent vt100 emulation, and uses the full screen (with standard system font) for a large fast terminal display. It offers a powerful macro language, which can be used to automate tasks (or even to add Zmodem capability, in a fashion). Even after all these years, I would rank it very high in the list of ST terminal programs.

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****

4872. B/W Video problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 01:57:39 UTC
From: anmar@netcom.com
Message-ID: <anmarCw9444.5uF@netcom.com>
Source record: 30297

I have almost always had problems with using my B/W monitor
with my Atari 1040ST. The problems don't occur when I
use my color monitor.

Basically, the screen starts slowing going to inverse video.
The screen appears to shimmer as it is going through the
transition and sometime I can see a visible grid matrix on
the screen (maybe at chip boundaries?).

This problem has gotten worse as time goes on. Unfortunately,
I need to use B/W with the CUBASE music software I have.

Anybody else experienced this? Is there a quick fix like
giggling the video board? I guess there must be a seperate
board for B/W and color.

Any help would be appreciated?

-Tony-

Anthony R. Marriott
Anmar, Inc.
Software Consulting Services

4873. CaTTamaran woes - TT hardware help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 07:20:22 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <35e5bm$2e7@canopus.cc.umanitoba.ca>
Source record: 30309

Hello,

I recently ordered a CaTTamaran TT 48Mhz upgrade for my TT. I had it installed by a local dealer whom consequently had many problems installing it. Apparently I have one of the earliest mother boards that Atari produced and the CaTT requires some playing around with to get it working.

Anyways, he finally got it installed so it would actually boot (which is the way it is now), although to get the machine to a workable state, I must go through about 8-25 reboots. It usually gets part way through the boot sequence (auto folder prgs and such) but then bombs out (at seemingly random points, but as you reboot more and more, it seems to bomb out later and later). After doing this for a while, I'll finally get to my desktop and be able to run programs and such. It sometimes bombs out when running a program, but after another boot or 2, it will run flawlessly (at 150% the CPU speed) for hours.

What may be the problem? It's like it needs to get "warmed up" or something. But that's silly...

I'm still happy with my purchase, although I _really_ would like to solve the boot-up bombs problem.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$

4874. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 07:26:20 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <35e5ms$2jv@canopus.cc.umanitoba.ca>
Source record: 30310

In <356ucj$5hl@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I was doing some testing regarding memory fragmentation,
>and found that STZIP26 can have a problem..

>If you load STZIP26, and then change your mind, and click
>on the cancel button, in the file selector, the memory
>used is not cleared...

>If you click on a dummy Zip file then click on the exit
>button, all is OK..!!!

I'll have to check this bug out. I myself have had problems with another
bug. If you go to extract a zip file (usually by drag & dropping on the
STZIP.PRG icon), and then select, say, the first 2 compressed files, and
then press extract, only the 2nd one will be extracted! For some reason,
it seems to occasionally ignore the first file I have selected. Strange.

Anyone else had this problem?

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
$$$

4875. Re: IDE Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 11:46:03 UTC
From: diehl@grin.io.org
Message-ID: <35ektt$5np@ionews.io.org>
Source record: 30299

Samuel Arvidsson (samuel.arvidsson@p13.secom.ct.se) wrote:

: I recently posted some information about this. The price was then 1690 SEK for
: a complete board with TOS 2.06 (working on ST!). Today I saw another swedish
: company selling the same board for 699 SEK INCLUDING TOS 2.06 (w/o 479). The
: TOS language is unfortuneately swedish but I think that you can get a english
: version. This apadtor does not work with STE if you don't have SpeedBridge.

: Here is the company's adress:

: H&#65533;g-Data (High-Data in english)
: Rudsv&#65533;gen 16
: 654 63 KARLSTAD

: Phone: +46-(0)708-399727,(0)54-101596
: Fax: +46-(0)54-184478
: BBS: +46-(0)54-184478

: --
: - Samuel Arvidsson __ ___ __ -
: - / \ _ \ / \ 4 MB RAM -
: - Vroomfondel/NeanderThal FALCON< <> >_< >< <> > -
: - __/ __/ __/ 428 MB IDE -
: - Email: samuel.arvidsson@p13.secom.ct.se 133 MB SCSI -
: --

Your information is greatly appreciated, thanks. I'll relay this to those
that asked after it.

_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

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_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4876. Re: IDE Host Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 11:47:34 UTC
From: diehl@grin.io.org
Message-ID: <35el0m$5np@ionews.io.org>
Source record: 30298

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <353v0s$jji@ionews.io.org>, diehl@bonk.io.org (Eric March) writes:
: >Greetings,
: >
: > I'd like any information anyone can give me on the IDE Host adapter for
: >the Atari that I've been hearing about. (i.e. how much, where does it plug
: >in to, where to get one, et cetera) A number of people in my area -- myself
: >included -- are eventually hoping to either switch to an IDE setup, or get a
: >new setup as IDE (I'm of the former group) and any information would be
: >greatly appreciated.
: >
: >

: Why not stick to the normal Atari standard, SCSI, here a SCSI drive is only
: $50 more....

: Another reason there is far better support for SCSI hard drive set ups,
: like most utility software does not support IDE...

: Another reason, there are far more SCSI host adapters than IDE ones, and from
: what I know the IDE ones are German, verry little support out side of Germany
: , I should know I am trying to get support for my Overscan software...!!!

: So be warned.....!!

: _____
: |Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
: |+64 4 298-7249 r.sheppard5@genie.geis.com |
: -----

Like I said, this information wasn't for me, it was for a number of people
in my area who were asking after one. Given the choice I'd go with an SCSI
Drive and a Link II. Faster, more reliably, and you're not capped off at
around a half a gig.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4877. Re: Prospero C problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 13:40:13 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <CwA0n1.At6@cix.compulink.co.uk>
Source record: 30324

>Tried sending to their email address in UK a couple of times, but got no
>response either. Don't know if the company is still in business anymore...
Prospero is still going and can be contacted at prospero.demon.co.uk.
Try hat@prospero.demon.co.uk.

Slainte mhath
Mark

--
* Mark S Baines * Internet: msbaines@cix.compulink.co.uk *
* IV20 1SF * FidoNet: 2:259/29.10@fidonet.org *
* 0862 87 624 * NeST: 90:105/5@nest.ftn *
* * TurboNet: 100:106/0.10@turbonet.ftn *

4878. Gem Spool(er) 3.2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 15:44:44 UTC
From: vctec@westminster.ac.uk
Message-ID: <CwA6EM.MLI@westminster.ac.uk>
Source record: 30301
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all

Just to say, I have just received GEM Spooler 3.2d, and will install it
on hensa on Monday, when I get back to work.

hehehe...I will be testing it out all weekend....

This is the ShareWare (keyware) program...so if you like it, you are
expected to pay the registration fee.

TTFN
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

4879. Fixing dead ST's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 16:02:25 UTC
From: jstottz@pinn.net
Message-ID: <35f3uh$p4r@everest.pinn.net>
Source record: 30303

To: jamie@spuddy.uucp (Jamie Allen)
Subject: Re: Help needed with fixing dead ST's
Newsgroups: comp.sys.atari.st.tech

In article <1994Sep15.082503.11171@spuddy.uucp> you wrote:
: Greetings...

: I have a number of "dead" 520 & 1040 ST's that really need restoring to life. If
: you have any experience with dealing with these machines specifically I would
: greatly appreciate any advice or common problems that you have noticed,
: before I waste hours on each one.

The most common problem that I've seen happen to ST's deals with the
gradual un-seating of its EPROMS. This normally happens due to
temperature flucuations, expanding and shrinking the sockets/pins until
there is a loss of connection.

Case of power indications (eg.. power light is lit on the Atari), but no
video, no disk access when turning on:

So first off, simple press down firmly on each EPROM, and you should hear
a cracking sound as they re-seat.

If you've got a machine with SIMM sockets, reseat those as well.

And- in the case of having absolutly no power indications at all, well
then its most likely a power supply gone bad.

There are a variety of other things that can go wrong, but the EPROM
problem is probably the easiest to fix.

-Stottz

--

4880. Hard disk upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 19:12:28 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <188_9409190258@softtech.brisnet.org.au>
Source record: 30332

Hi I have a Megafile 30 and I wish to add to it in the same case and using the same controllers a SeQuest 105mb removeable HD (a SCUSSI device). Does anybody know if this is possible.

Tar.

Geoff of OZ.

4881. Are you from Cologne? I have a question to you. Personal replies only, please. Thanks. <empty>

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 19:26:04 UTC
From: "Igor A. Baikov" <igor@wlad.spb.su>
Message-ID: <AAedpUkKH5@wlad.spb.su>
Source record: 30312
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,alt.music.filk

[No readable article body recovered]

4882. Spectre GCR Q's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 20:47:55 UTC
From: gauger@esvx12.es.dupont.com
Message-ID: <1994Sep17.204755.9285@es.dupont.com>
Source record: 30308

I need help: I'm running Spectre GCR v. 3.0 on an Atari 520ST 2.5/45MB config.

Question 1. What is the highest version of Spectre?
Q2. Where can I FTP or call to get an upgrade copy of Spectre GCR?
Q.3 Anyone using an Apple Imagewriter II Printer too? What are the address switchs set to, and how did you config. Spectre?

I have not been able to reach Dave Small or Gadgets by Small, Inc. for tech assistance, so, to any Atari gurus who can point me towards Spectre GCR support, I will be eternally grateful.

I'm very pleased with the way the Atari and Spectre work. It was quite a learning experience getting an optimal set-up; I would be glad to give pointers to the GCR novice.
Regards,
Donald Gauger
DuPont P&IP
gauger@esvax.dnet.dupont.com.us

4883. Re: New Quantum HD that won't go!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-17 21:10:02 UTC
From: PEGASOS@TRASHCAN.ESCAPE.DE
Message-ID: <36f3df79.a9c1.0762@mtonne58.trashcan.escape.de>
Source record: 30242

RGIVAN@CIX.COMPULINK.CO.UK ("ROLAND GIVAN") schrieb am 12.09.94, 23:33, in
<COMP/SYS/ATARI/ST/TECH> unter <Re: New Quantum HD that won't go!>:

R> >this is very frustrating having spent quite a bit of cash on it. If SCSI 2
R> >does not work with this adaptor, could anyone tell me of any host adaptors
R> >(and where I might obtain one (prefer Australian but others OK too)) that
R> >work well, have a clock on board and extra SCSI ports? I am prepared to buy
R> >a new host adaptor if this is necessary.

Sorry for I had not got the whole original message. I think, I've the
same problem with a different SCSI-II-HD, an IBM GigaByte one. I've also
an ICD SCSI Host Adapter but the IDCheck.PRG will not find the HD, which is
surely correct terminated. For I'd spent more than 1000 Deutsche Mark for
the HD, I'm similar frustrated as the sender from the original mail.

email me

Marko
^
--
* Origin : ...auf dem Weg zum Olymp

__ __ _ pegasos@trashcan.escape.de *
| \ / | // marko_kekemenis@2:241/595.99 oO _^_
||\Y/|||// VOICE: D1Fu +49 171 3 236 237 \/___\~
|| Y ||\\ ..___ /\ / \ _._..._
|| || __...neues Leben und neue Zivilisationen..._____________________

// THE_DOT V2.14c1 DEMO //

4884. Re: Gem Spool(er) 3.2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 00:49:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35g2qh$t09@golem.wcc.govt.nz>
Source record: 30311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Danny I sent you three files last week, but so far no responce,?

One was Autosort 4.1 , GUCK18b and DCX220C...

Also some e-mails bur no responce from you..??

These files are not on any other site..?

>--
>Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
> Computer Centre, Lancaster University, Lancaster LA1 4YW
> D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
> danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4885. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 03:10:49 UTC
From: gathings@cs.utk.edu
Message-ID: <35gb3pINNfga@duncan.cs.utk.edu>
Source record: 30313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following are scanners I have with no docs or
drivers:

1) IBM model 3117
2) Golden Image Scanner Model Digital Eye 64
made by Kin-Tech Corp.

If any one has any of the drivers/docs for the above scanners,
please reply via email.

Thanks

Golando

4886. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 03:10:53 UTC
From: gathings@cs.utk.edu
Message-ID: <35gb3tlNNfge@duncan.cs.utk.edu>
Source record: 30314
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

4887. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 04:24:49 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35gfeh$2bv@golem.wcc.govt.nz>
Source record: 30316

```
In article <seimet.779615557@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>knarf@nasim.cube.net (Frank Bartels) writes:
>
>>I never heard about limitations of the ICD software with BGM partitions.
>
>There is at least one limitation: The ICD software can't boot from BGM
>partitions, other drivers can. Drivers that are compatible to AHDI 3.0 must
>be able to boot from these partitions.

This is indeed completely Wrong, you can boot from a BGM
partition , so were do you get your outdated info from....

If fact booting is just a sector thing, nothing to do with Patition size
at all....

>*************************************************************************
>* Uwe Seimet | I really hate this damned machine, *
>* | I wish that they would sell it. *
>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
>* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
>*************************************************************************

-------------------------------------------------------------------------
|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |
-------------------------------------------------------------------------
```

4888. Re: assembler wanted#

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 07:23:53 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <35gpu9$8fv@usenet.INS.CWRU.Edu>
Source record: 30315

In a previous article, not-for-mail@rubb.rz.ruhr-uni-bochum.de (anonymous) says:

>Hi!
>Is there a free/shareware assembler which supports 68030 code?
>Which commercial products are available (Price...)?
>Matthias
>Matthias.Hennig@ruba.rz.ruhr-uni-bochum.
>

Commercial products:

You could use Assemble which is fast !
Assemble has a English users interface (with
online Help) The docs I have are in French,

but it could have English docs.
Assemble is available at 490 french francs
($ 100) you can also get it bundeld with
Adebug (powerful source & low level debuger)
for 890 FF ($ 200 ?).
More info at:
Brainstorm
19 bis , rue de Cotte
75012 Paris
FRANCE
BBS +33 1 44 67 08 44 (Great filled with Atari Stuff)
Fax +33 1 44 67 08 11
phone +33 1 44 67 08 09

E-mail: brainstorm@brasil.frmug.fr or
Chemla@cnam.cnam.fr

Ludo,
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

4889. XBRA , COOKIES ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 07:50:16 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <35grfo$928@usenet.INS.CWRU.Edu>
Source record: 30317

I' de like 2 maintain an list of Xbras and cookies. Needed info for Xbra : name of the program, wath does it patch, latest version. For the cookies i'de like 2 know wath the long word means latest verion of the programm and name of the program.

PLEASE E-MAIL THE ANSWERS

Ludo,
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200

4890. Re: SCSI-2 with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 08:01:35 UTC
From: dba@jet.uk
Message-ID: <1994Sep18.080135.14951@jet.uk>
Source record: 30318

In <35an0p$50p@news.CCIT.Arizona.EDU> paul@vega.ame.arizona.edu (Paul Harris) writes:

>Simple question: Will a SCSI-2 hard drive work with a SCSI-1 TT?
Simple answer: Yes
I have a SEAGATE drive which has the SCSI2 command set working on
my TT at the moment.

dennis
--

```
_. .________________________. .__________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4891. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 10:27:30 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <814_9409191546@wmeonlin.sacbbx.com>
Source record: 30251

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech
> Date: 13 Sep 1994 01:34:04 GMT
> Organization: Florida State University Department of Mathematics
> Lines: 30
> References: <34911e$t5m@mailer.fsu.edu>
> <1994Sep6.211932.5199@cc.ic.ac.uk>
> <BAMMI.94Sep12174226@acae127.cadence.com> Reply-To: boyd@math.fsu.edu
> Nntp-Posting-Host: gauss.math.fsu.edu
> X-Newsreader: TIN [version 1.2 PL2]
>
> Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
>> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
>
>> What is the "piggyback" memory upgrade that I have heard mentioned
> previousl
>> Definately not for the faint hearted, and not to be advised
>> nowadays.
>> why not! my orig 520st upgraded this way (on the day i got the
>> machine from the store) still sits next to my TT (and is working
>> just fine!). here are gerts (revised) instructions:
>>
>> NOTE: This is an REVISED,TESTED version of the original text
>> downloaded from CompuServe. December 6, 1985
>
> Thanks much. I'll stick this in an lzh file and file it on
> atari.archive for future reference, if you don't mind.
>
> I think I have managed to design my own SIMM upgrade, borrowing very
> heavily from an existing memory upgrade instruction set currently on
> a.a.u.e.
> If I get it to work, I'll put my instructions there as well. Actually,
> given
> that all goes as planned, I'm amazed that it is this easy (famous last
> words).
> I've also learned a bit about how modern memory works while researching
> this
> project.
>

To keep you from re inventing the wheel <G>

------------------------------ snip ----------------------------------

One of the ultimate ironies of the Atari ST system is that the computer is not upgradeable. I'm sure that many people from other computer platforms would be very quick to agree. Many others, such as Dave Small, and probably the people at ICD INC would take some small exception to this idea. I too would have to take a minor exception. Because of the relatively closed architecture of the ST this computer system has become a hackers heaven. It is with this in mind that I have written this recount of my experiences using SIMMs to upgrade STs to 2 1/2 megs.

It seems like each time I read an article about upgrades there is a long warning about warranties and technical competence. Why should I care if you ruin your computer? As far as your warranty goes, if you remove the screws on the bottom your warranty is void. My upgrade will cause your warranty to explode and possibly ruin your computer desk in the process. There is the small reminder that since the warranty is only 90 days in the first place, the odds of your warranty being valid at this time are nill. One small consolation, if you do ruin your computer while attempting this upgrade you can always buy an STe and use the SIMMs there.

The reasons I developed this particular style of upgrade are two fold. The first is that I just wanted to see if I could do it. The second has to do with my personal feelings about sockets that plug into existing chip sockets and cause permanent damage.

There are a couple of advantages to my upgrade techniques. 1} I use SIMMs, which are noted for their reliability. 2} The upgrade requires only two minor jumper/foil cuts. 3} All connections are soldered which means no sockets to ruin and if properly done provides extremely reliable long term operation.

Since you are probably going to try this anyway, you should go ahead and get yourself a pair of 1 meg x 8 SIMMs. If you should happen to get the 1 meg x 9 SIMMs, that is ok too. The speed isn't that important, but it is hard to find a set of SIMMs these days slower than 100ns anyway. While you are in the getting mode, get yourself a few feet of 28 gauge Kevlar wire such is used for wire wrapping. You will also need a decent temperature controlled soldering iron running between 750 and 800 degrees. Take your 25 watt Radio Shack type iron and throw it away while you are at it. Those small and unregulated irons are a good source of just the right types of static known for killing CMOS circuitry dead. I should also mention the fact that the longer a soldering iron remains on the circuit board, the greater the chances are that you will begin destroying the foil patterns.

The major problem I have encountered while upgrading STs is the numerous version revisions. There are no fewer than 6 different styles of mother boards and many of them use different circuit symbols for the various components. For this reason I will not be referring to any of the components by their circuit

symbols. All references will be by component name, such as the MMU, or the upper and lower RAM banks. I simply have to assume you know what your are doing.

I begin the upgrade by removing the mother board from the computer and placing in on an anti-static workbench. Depending on the model of computer, the upper bank of ram chips must be removed. By upper bank I mean the row of chips connected to the CAS1, and RAS1 lines from the MMU chip. You may verify this by measuring from pins 18, 21, and 22 of the MMU chip. CAS1 H = 22, CAS1 L = 21, and RAS1 = 18. The corresponding locations of the CAS and RAS lines on the ram chips are pins 15 for CAS and 4 for RAS.

The ST uses two rows and four columns of ram chips in their memory addressing scheme. The Row Address Strobes (RAS) are labeled RAS1 and RAS0, and the Column Address Strobes (CAS) are labeled CAS1 H, CAS1 L, CAS0 H, and CAS0 L where the H and L stand for High and Low. All the lines using the 1 are related to the the upper row and the lines labeled with the 0 are used in the lower row.

You will probably not find the above mentioned labels printed on your particular mother board. The only time I remember seeing this done was on the 520ST with modulator. Don't expect it.

If you are wanting to do this upgrade on the early 520 you should remove the entire set of ram chips. Your final upgrade will be 2 megs instead of 2.5. There is just no clean way to install all the wiring needed to installed chips.

Once the ram chips are removed it is time to mount the SIMMs and prepare the wiring. On the machines where the ram chips are mounted under the keyboard, there is a good place to mount the SIMMs right above the upper bank of ram chips. I use strips of double sided adhesive foam which I attach to the back of one of the SIMMs. I then stick this SIMM to the mother board. When the SIMM is mounted it is about 3/4 inch above the spot where the ram chips were removed. I then take another strip of adhesive foam and cut it to a width of 1/4 inch. This strip is placed on the top rear of the SIMM I just mounted on the board. Now I carefully place the second SIMM directly over the first. It is important to line the two SIMMs up so that they match exactly. When completed I have the two SIMMs stuck together, with one on top of the other. From this time on, consider the top SIMM to be the "High" and the bottom SIMM to be the "Low" column.

For the STs with the ram under the keyboard, the upper bank of ram chips just happens to be the ones farthest away from the front of the machine. It also happens that the "High" column is o the left and the "Low" column is on the right. To make remembering easier I use a marker and mark the center between the

two columns. That make eight on the left and eight on the right side of the mark.

If you have one of the STs with the ram under the powersupply, you will need to use the ohm meter and verify the locations of the upper and lower banks. While I have looked at one of these beasts I have not done an upgrade on this particular style so I cannot suggest a location for the SIMMs.

The following pinouts will be critical to your successful upgrade: 1 meg x 8 SIMM

```
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 2 2 3
1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0
| | | | | | | | | | | | | | | | | | | | | | | | | | | |
V C D A A D A A V D A A D A A D A A N D W V D N D N R N N V
C A Q 0 1 Q 2 3 S Q 4 5 Q 6 7 Q 8 9 C Q E S Q C Q C A C C C
C S 0 1 S 2 3 4 5 S 6 7 S C
```

256K DRAM Pinout

```
1> A8 16> VSS
2> Din 15> CAS
3> WE 14> Dout
4> RAS 13> A6
5> A0 12> A3
6> A2 11> A4
7> A1 10> A5
8> VCC 9> A7
```

If you notice, there is no A9 on the ram chips. This is the new address line and special consideration is required. I will cover this further on.

I start by making a check list numbered from 1 to 30 with two columns, one for the upper and one for the lower columns.

PIN 1
Beginning with pin 1 on the SIMMs take the kevlar wire and strip back about half an inch. The neat thing about the wire is that it fits perfectly into the holes on the SIMMs. Since the Vcc line is common to both SIMMs I insert the wire into the lower SIMM and solder it into place. I then attach the wire to the upper SIMM and solder it. Because the Vcc line is what it is, I now use a slightly larger gauge wire and run it from pin 1 of the SIMM to pin 8 of the nearest vacant ram. In order to keep things neat, I keep the wires as short as possible without any undue stress.

Since I removed the 16 ram chips I have my choice of spots for the placement of the wires run from the SIMMs. The following considerations should be taken into account.

The address lines A0 through A8 are common to all the chips.
The CAS lines are split so CAS1 H is common to the upper column
of 8 chips and CAS1 L is common to the lower 8 chips. The RAS1
line is common to all 16 chips. The DQ lines are separate and
require special wiring.

PIN 2
The CAS line on pin 2 of the SIMMs needs to be split up. The
lower SIMM is wired to any convenient pin 15 of the lower column.
The upper SIMM is wired to pin 15 in the upper ram column.

---------- snip ----------
Continued in SIMM_UP2
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

4892. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 10:29:42 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <815_9409191546@wmeonlin.sacbbx.com>
Source record: 30254

> From: boyd@gauss.math.fsu.edu (Mickey Boyd)
> Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech
> Followup-To: comp.sys.atari.st,comp.sys.atari.st.tech
> Date: 13 Sep 1994 01:34:04 GMT
> Organization: Florida State University Department of Mathematics
> Lines: 30
> References: <34911e$t5m@mailer.fsu.edu>
> <1994Sep6.211932.5199@cc.ic.ac.uk>
> <BAMMI.94Sep12174226@acae127.cadence.com> Reply-To: boyd@math.fsu.edu
> Nntp-Posting-Host: gauss.math.fsu.edu
> X-Newsreader: TIN [version 1.2 PL2]
>
> Jwahar R. Bammi (bammi@acae127.cadence.com) wrote:
>> In article <Cvs6sJ.F4z@cix.compulink.co.uk> rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:
>
>> What is the "piggyback" memory upgrade that I have heard mentioned
> previousl
>> Definately not for the faint hearted, and not to be advised
>> nowadays.
>> why not! my orig 520st upgraded this way (on the day i got the
>> machine from the store) still sits next to my TT (and is working
>> just fine!). here are gerts (revised) instructions:
>>
>> NOTE: This is an REVISED,TESTED version of the original text
>> downloaded from CompuServe. December 6, 1985
>
> Thanks much. I'll stick this in an lzh file and file it on
> atari.archive for future reference, if you don't mind.
>
> I think I have managed to design my own SIMM upgrade, borrowing very
> heavily from an existing memory upgrade instruction set currently on
> a.a.u.e.
> If I get it to work, I'll put my instructions there as well. Actually,
> given
> that all goes as planned, I'm amazed that it is this easy (famous last
> words).
> I've also learned a bit about how modern memory works while researching
> this
> project.
>

SIMM UP 2
---------- snip ----------

PIN 3
DQ0 is split. The lower SIMM is run to the first chip socket of the lower column. This should be the chip closest to the spot previously marked as the center. Both columns run from left to right. The DQ label corresponds to the Din or pin 2 of the ram socket. The upper SIMM is wired to the ram socket farthest to the left.

PIN 4
A0 should be wired from the lower SIMM to the upper SIMM. It should then be wired to the nearest ram socket pin 5. The only major concern here is neatness.

The rest of the wiring follows the same order listed above. Pin 21 of the SIMM should be jumpered between the two SIMMs and then run to ram pin 3. Pin 27 of the SIMMs is also jumpered between the two SIMMs and then run to ram pin 4.

PIN 18
The A9 line is the new address line which is required when 1 meg chips are used. This line should also be jumpered between the two SIMMs. Using the Kevlar wire I run to one of the holes where the ram chips were removed. What I like to do is drop the insulated wire through the hole and run it over near the MMU. The idea here is to run the wire from the SIMMs pin 18 through a 33 ohm resistor (which you need to come up with) to pin 64 of the MMU. I like to use a little shrink tubing over the resistor connections since this is an outboard hookup. Using a couple of convenient holes for wire routing simply makes for a neater job.

I follow my check list exactly and mark each connection as it is made. Since the key to a well done job is top quality craftsmanship, I am careful to do the best job I am capable of.

There is now a final set of steps which is required to make this upgrade work. Because the upper bank of chips was removed, it is important to do something about the routing of the Row and Column address strobes. The configuration of the computer as it now lies consists of an illegal ram configuration. By this I mean that you have a 512k lower bank and a 2 meg upper bank. This needs to be reversed.

Reversing the CAS and RAS lines is simple but can be tricky. If you don't get exactly right your computer won't boot at all. It won't hurt it, it just won't work. What I like to do is locate the resistors these line pass through. The technique is to identify which resistor is associated with CAS1 H. I then identify find the resistor for CAS0 H. Once this is done I will lift one end of each resistor. Using whatever technique i can that is clean, I cross wire the ends of the two resistors to their respective holes in the pc board. I then do the same for the CAS1 L and CAS0 L lines.

Finally I identify the RAS1 and RAS0 lines. These two lines can be found side by side with the CAS resistors. On the foil side of the circuit board I cut the foil between the pads for RAS1. I then do the same for RAS0. If you look at the spot where the resistors are mounted, it looks like there is a place for two more resistors to go. This is usually where the RAS lines are found. The final step is to run jumper wires in order to cross wire the RAS0 and RAS1 lines.

It is important to check your work with an ohm meter at this point. I use a Fluke 77 which has a diode checker position. This setting of the meter is safe for CMOS circuits boards and also makes a beeping sound whenever it senses a short. The following measurements should be taken and verified.

MMU Pin # SIMM pin # New Identity

6 <==========> upper 2 CAS0 H
7 <==========> lower 2 CAS0 L
8 <==========> both 27 RAS0

You should also verify the new CAS1 H, CAS1 L, and RAS1 lines. These lines go to the remaining ram chips which are now your new upper bank.

Ram Pin # MMU #

4 <==========> 18 RAS1
15 (right) <===> 21 CAS1 L
15 (left) <====> 22 CAS1 H

This completes the upgrade. If you want to go to 4 megs all you need to do is make a few minor changes. Remove all the ram chips and of course use 2 pairs of SIMMs. Wire one pair into the upper bank position and the second pair into the lower bank position. You do not need to do anything about swapping the CAS and RAS positions.

If you are doing the upgrade on an older 520 that does not use the 1040 mother board you can also ignore the part about the CAS and RAS swapping.

I would like to suggest that you get ahold of some type of memory tester program. There is one in the GEnie library written by Barry Orlando which will do the job nicely. Another program written by Willie Brown does a good job as well. It is also possible to use NeoDesk to look at but not test our memory. With Neo Desk simply click on the desktop info and read the screen. there is a line at the bottom of the screen which identifies free memory.

I will admit that once or twice my upgrades did not work at first and required some trouble shooting. If this is the case, you will need to double check your work. Each time I had trouble

it was caused either by a faulty solder connection or by getting confused when I swapped the CAS and RAS lines. If you get these lines wrong, you will probably not hurt anything, but your computer will lock up during the boot cycle. The only way to really hurt things is by wiring your VSS and VCC lines to the wrong places.

There is one other place you may get some trouble.
If you are upgrading from 512k and the computer has never had a memory upgrade before, there is a possibility that the MMU chip could be bad. This can occur because the CAS1 and RAS1 lines have never been used or tested. I ran into this problem once. It also doesn't hurt to remove and clean the MMU and its socket. This can pay off on the older machines.

Just in case I have inspired you to go out and do this upgrade, let me advise you that it takes me about 6 hours to do this job. Using a good desoldering machine to remove the old ram chips takes about 1 hour. You could also use a fine pair of cutting pliers and clip out the chips. This would be much faster, but I like to save the chips for other projects. The fastest upgrade I did was on a 520STFM where the 1040 mother board was used. There were no ram chips to remove.

Now that it is all done, it is time to sit back and enjoy your work. 2.5 megs is a pretty nice upgrade. The cost was fairly reasonable, the SIMMs cost $90 to $110 a pair and 100 feet of Kevlar wire costs about $5 bucks. The only other cost is for the resistors and depending on the computer you will need from 1 to 4 of them. I recommend using 1/8 watt 33 ohms.

I hope that this information is of some value to those of you who have read it. You may use this document in your club news letters or magazines provided it is printed in its entirety. You may not remove my byline cause I need some claim to fame. Finally if you should choose to perform this upgrade and kill your computer, you can always buy an STe and sell your dead computer to me, really cheap. Heck, I can always use a few more spare parts.

Paul Gittins
Portland Atari Club, PAC
GEnie id: P.Gittins

---------- snip ----------

Hope this helps,

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com

4893. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 11:28:22 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <816_9409191546@wmeonlin.sacbbx.com>
Source record: 30255

```
>> I never heard about limitations of the ICD software with BGM
>> partitions.
>
> There is at least one limitation: The ICD software can't boot from
> BGM partitions, other drivers can. Drivers that are compatible to AHDI
> 3.0 must be able to boot from these partitions.
>

Say that quietly, please my 64 Meg C: drive in my Mega 2 might hear you <G>

TTYL,

John
--
: Fidonet: John Stoff 1:203/1657.4 .. speaking for only myself.
: Internet: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
```

4894. Hooking ST formatted 540mb Quantum to PC....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 12:49:35 UTC
From: mattk@netcom.com
Message-ID: <mattkCwBsyn.Jz@netcom.com>
Source record: 30319

Well, the real question is what would happen? The ST is supposed to use PC format by and large. I remember that ST floppies are basically the same as PC floppies except for the ST's not having a serial number. What about HDs? Will the PC read the partition table correctly? Can a PC deal with "Big Gem" drives (thatis over 16/32mb using bigger than 512 byte logical sectors)?

Thanks,
Matt
mattk@netcom.com

4895. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 15:23:52 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EISHAEVN@warpcon.ersys.edmonton.ab.ca>
Source record: 30245

In <35e5ms$2jv@canopus.cc.umanitoba.ca> Trevor Eaton Cordes wrote :

>In <356ucj$5hl@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
>>I was doing some testing regarding memory fragmentation,
>>and found that STZIP26 can have a problem..
>
>>If you load STZIP26, and then change your mind, and click
>>on the cancel button, in the file selector, the memory
>>used is not cleared...
>
>>If you click on a dummy Zip file then click on the exit
>>button, all is OK..!!!
>
>I'll have to check this bug out. I myself have had problems with another
>bug. If you go to extract a zip file (usually by drag & dropping on the
>STZIP.PRG icon), and then select, say, the first 2 compressed files, and
>then press extract, only the 2nd one will be extracted! For some reason,
>it seems to occasionally ignore the first file I have selected. Strange.
>
>Anyone else had this problem?
>
Yes, I have, but I then switched to ST Zip 2.7, which doesn't have
that problem (although I don't know about the first mentioned
problem)

--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

4896. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 16:37:24 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779906244@acp5>
Source record: 30320

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>This is indeed completely Wrong, you can boot from a BGM
>partition , so were do you get your outdated info from....

From users of the ICD software. Maybe they weren't up to date.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4897. Re: XBRA , COOKIES ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 16:38:25 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779906305@acp5>
Source record: 30321

fg024@cleveland.Freenet.Edu (Ludovic Hirlimann) writes:

>I' de like 2 maintain an list of Xbras and cookies. Needed info
>for Xbra : name of the program, wath does it patch, latest ver-
>sion. For the cookies i'de like 2 know wath the long word means
>latest verion of the programm and name of the program.

Such a like already exists. You find it on ftp.uni-muenster.de in
pub/atari/Docs. The file is called xbralist.zoo.
So I don't think it makes sense to think about a second list with the same
contents in the end

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4898. Re: Hooking ST formatted 540mb Quantum to PC....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 16:40:33 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779906433@acp5>
Source record: 30322

mattk@netcom.com (Matt Koundakjian) writes:

>about HDs? Will the PC read the partition table correctly? Can a PC

No, the PC can't read Atari partition tables. The Atari on the other hand
can read PC partition tables. But nevertheless PC partitions > 32 MByte
won't work because GEMDOS can't handle this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

4899. Re: SCSI-2 with TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 23:04:18 UTC
From: larserik@oslonett.no
Message-ID: <35ih1i$787@hasle.oslonett.no>
Source record: 30323

> >Simple question: Will a SCSI-2 hard drive work with a SCSI-1 TT?
> Simple answer: Yes
> I have a SEAGATE drive which has the SCSI2 command set working on
> my TT at the moment.

I have a Quantum SCSI-2 drive working on my MEGA STE
(and the MEGA STE SCSI-adapter is not very advanced :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4900. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 23:29:39 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <CwCMLG.DCx@sci.kun.nl>
Source record: 30329
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In <34lld3$nkl@lyra.csx.cam.ac.uk> js10039@cus.cam.ac.uk (J. Sullivan) writes:
>Trangdaithi Hoang <thoang@orion.oac.uci.edu> wrote:
>>The DEC PDP-11 is an example of a computer that falls in between
>>two models. Although basically a 16-bit little endian, when
>>referencing 32-bit integers the two 16-bit words are organized in
>>big endian fashion:
>>
>>Middle EndiAn 01 02 03 04
>> (PDP-11) A+1 A A+3 A+2

This is purely a convention of the C runtime code, since the PDP-11 has
no 32 bit instructions. The order could just as well have been
purely little-endian, but I guess the runtime support authors were
big-endians.

>Some ICL machines also have a big-endian bit addressing scheme which is
>pretty unique. Bit #0 is the MSB of a 32-bit word rather than the LSB as
>it is on most other architectures.

IBM 370 family processors also tend to count that way, if I recall
correctly,

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl Ooey-Gooey-Fluffy-Barfie
\X/ I'm not weird, I'm differently percepted. D787B44DFC896063 4CBB95A5BD1DAA96

4901. Re: Upgrading 520ST memory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 23:42:56 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7L.II3@cix.compulink.co.uk>
Source record: 30326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > Definately not for the faint hearted, and not to be advised nowadays.
> >
>
> why not! my orig 520st upgraded this way (on the day i got the machine
> from the store) still sits next to my TT (and is working just fine!).

yes - but you probaby bought your 520ST in 1986 when there weren't any
other options to upgrade the memory.

Nowadays there are some very neat and quite cheap boards which do the same
job, and are far less risky for those people less accustomed to a soldering
iron than you are.

Roland.

@CiX

4902. Re: Flicker problems on TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-18 23:43:03 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwCn7r.IJu@cix.compulink.co.uk>
Source record: 30327

> There's one problem. I thought about this too, but the ET4000 chip
> already has an enormous heatsink on it... So I suppose I'd rather
> be going for a tower unit with a tremendous power supply and a 19''
> fan or sth.

Well I now have a 150W PSU instead of my old 65W one, *and* extra
cooling/better ventaltion. Its early days yet, but it does seem that my
flicker problem has gone away.

:-)

Roland.

@CiX

4903. Re: Spectre GCR Q's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 00:29:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35im1k$o9@mailer.fsu.edu>
Source record: 30328

gauger@esvx12.es.dupont.com wrote:
> I need help: I'm running Spectre GCR v. 3.0 on an Atari 520ST 2.5/45MB config.

> Question 1. What is the highest version of Spectre?

The highest released version is 3.0. Version 3.1 is supposedly ready, and
Dave Small made a "really really soon now" annoucement (his first in years)
a month or so ago. I suspect it will eventually come out....

> Q2. Where can I FTP or call to get an upgrade copy of Spectre GCR?

The 3.1 upgrade will probably involve sending disks to Dave Small (not sure,
as mine was 3.0 when I bought it). I got a hint that perhaps Toad computers
might also be able to issue upgrades, but that is not confirmed.

> Q.3 Anyone using an Apple Imagewriter II Printer too? What are the address
> switchs set to, and how did you config. Spectre?

I managed to get my Star dot matrix to work, but it was a long time ago.
I don't remember having to do anything special, I just plugged it in.
The thing I like about Spectre (Macs in general, actually) is that one can
output anything to a PostScript file and print it elsewhere.

> I have not been able to reach Dave Small or Gadgets by Small, Inc. for
> tech assistance, so, to any Atari gurus who can point me towards Spectre GCR
> support, I will be eternally grateful.

Dave Small is a bit of an enigma. The initial excuses for the lack of new
Spectre versions (what, almost four years ago, maybe more) involved several
plausible yet fantastic events in his life, for which he ignored the
Gadgets by Small business in favor of his family (can't blame him there).
Then, there was a long period of no contact. Then, the surprise annoucement
a few weeks ago about 3.1 coming out any day now. Then, nothing....

He is a neat guy, and I like reading his articles and buying his products.
However, I think perhaps he has waited too long for a lot of Atari folks.
IMHO, he should have released something (anything) sooner than this.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4904. Re: Spectre GCR Q's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 02:02:31 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <35irfn$ele@acmex.gatech.edu>
Source record: 30330

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>The highest released version is 3.0. Version 3.1 is supposedly ready, and
>Dave Small made a "really really soon now" annoucement (his first in years)
>a month or so ago. I suspect it will eventually come out....

I thought this announcement was made last February which is much more
than a month ago. In it he said that 3.1 was finished and implied all
it needed was packaging. Also he promised GBS support again. I think
this statement was made just to keep Spectre upgrade hopes (which were
and are diminishing) alive.
--
David Forrai gt1448b@prism.gatech.edu Opinions expressed are my own.

4905. Falcon HD / DAT recording ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 03:22:12 UTC
From: mipap@ars.ath.forthnet.gr
Message-ID: <1892SKBDMCOURSVSAH@ars.ath.forthnet.gr>
Source record: 30253

IE>Can someone give me a clue of what soft- and hardware is available
IE>(incl price tag) for Falcon in the area of hard disk recording.
IE>I have a DAT, in my homestudio, that is equipped with optical in, out
IE>+ digital coax in. Is there anything developed that lets me do hard
IE>disk recording on say 8 tracks on a Falcon and then do a mix down
IE>to DAT ? That would probably make me switch from my old, but trusty,
IE>ST to a Falcon. The sound quality must of course be good. No noise please :-

The Cubase Audio v2 with 16 audio tracks should do.
Steinberg has also some other peripherals that use your DAT device ...
About the noise... what noise?

You will need a Falcon with 16meg for some very serious work and an
external hard disk (~500 MB and up). There are also some hardware
modifications for the falcon that make it sound better.

The prices for the machine/software are usually different here in Greece
so I'll skip that part...

Michael Papadopoulos
mipap@ars.ath.forthnet.gr

Sent via ARS_FORUM_ONLINE INFORMATION SYSTEM ATHENS GREECE (301) 6450566
Professional Information and Entertainment Services

4906. Re: Spectre GCR Q's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 04:19:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35j3h4$evk@mailer.fsu.edu>
Source record: 30333

David Paul Forrai (gt1448b@prism.gatech.edu) wrote:
> boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
> >The highest released version is 3.0. Version 3.1 is supposedly ready, and
> >Dave Small made a "really really soon now" annoucement (his first in years)
> >a month or so ago. I suspect it will eventually come out....
>
> I thought this announcement was made last February which is much more
> than a month ago.

I just checked, March 24 is the date on the annoucement. So, about 6
months ago :-(. My, time flies when you're having fun!

> In it he said that 3.1 was finished and implied all
> it needed was packaging. Also he promised GBS support again. I think
> this statement was made just to keep Spectre upgrade hopes (which were
> and are diminishing) alive.

This could be. I would like to believe he is just having some bad luck,
but it has been a long long time.....

Heck, I'm happy with Spectre as it is, pretty much. I have not found
anything that crashes it, and I wouldn't want to run System 7 on a
4mb 68000 anyway. If I had a TT, I'd be rather irritated though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4907. Re: Thanks for help on assembler: $70 VBI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 07:15:05 UTC
From: rb@rbsoft.bias.uni-bremen.de
Message-ID: <35jdpp$i4a@gina.zfn.uni-bremen.de>
Source record: 30334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <35d0n6$aav@athos.cc.bellcore.com>, rrk@vixen.cc.bellcore.com (kutz,randolph r) says:
>
>This makes me wonder if there is a practical limit to the number
>of instructions one can ask the machine to do during this vertical
>blank interrupt.
I don't think so because I flush a complete cache even with slow
harddrives, it could take several seconds and up to now nothing
happend which make me think that there is something time-critical.

cu B.

4908. Re: ar for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 07:39:48 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Sep19.073948.27564@euclid.earth.ox.ac.uk>
Source record: 30335

In article <AiR7XoS00awQE6jURv@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> I'm trying to compile init for MiNT, but it seems to need the program
>"ar". Does anybody know where I can find a copy? I looked around on
>umich, but couldn't find it anywhere.
>
>David Watson
>Carnegie Mellon University

It should be included with the GNU binary utilities, probably named
gcc-ar.ttp. Merely make a copy, call it ar (or ar.ttp) and place it in your
path.

Either that or pleace the line:-

AR=/path/to/gcc/compiler/gcc-ar.ttp

in the Makefile.

Steve
--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

4909. Re: Software for sale or trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 11:34:41 UTC
From: urbansky@bailey.com
Message-ID: <CwDK5u.6Ar@bailey.com>
Source record: 30336
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mickey,

Too bad none of the software you have is MIDI -- but it's OK. I would be interested in the NeoDesk CLI if it works with NeoDesk 3.0 (which I run on my Mega). Also, are any of the games playable on mono monitors?

John

4910. Web pages for Atari!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 13:02:19 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35k24r$8sg@mserv1.dl.ac.uk>
Source record: 30337

I just wanted to let you know I have started creating a Web page for the Atari. It is to cover all formats and I would appreciate it if anyone could mail me with ideas for things to include. Also any reviews, news or general commentary will be welcome and will be considered for inclusion. I hope to have a first version up before the end of the week so I will keep you all posted.

I am doing this page for two reasons:

1). To practice writing HTML scripts (this will be my first so expect it to improve with time).
2). To support the Atari which seems to get little mention (let alone whole pages) dedicated to it on the Web.

I myself have a 1040STF and 4Mb Falcon with 127Mb HD. There is also an Atari Lynx in our house so I can comment on a fair range of Atari hardware. I also have access to an Atari Jaguar from time to time so I hope to bring you the latest on that also.

Please send any comments or pieces for inclusion directly to me (PD and Shareware will also be accepted if UUEncoded).

Thank you for your time,

Mark msh@dl.ac.uk

4911. Re: GEMULATOR, How to get it into a laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 13:17:49 UTC
From: v912100@si.hhs.nl
Message-ID: <CwDoxp.ECG@si.hhs.nl>
Source record: 30338

In article t1o@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Kriek (v912100@si.hhs.nl) wrote:
>
>> Hi, a friend of mine 's got a little problem with his Gemulator (you
>> know, the ST-Emulator for PC-compatibles).
>>
>> He bought it,
>> Threw it into his laptop...
>>
>> ..and found out it didn't fit.
>>>> Any ideas?
>>Define "didn't fit". Is the card just a bit too big to fit into the
>laptop's ISA bus? Is there no ISA bus (these are somewhat unusual to
>find in a laptop)? I have had to file some excess plastic from PC cards
>on several occasions to get them to fit properly, though this was with some
>rather old PCs. In one case, I had to do this with 20 Ethernet cards
>whose edge connectors were just a bit too wide to fit into Zenith card
>slots (I suspect the Zenith parts were undersized, damn proprietary PC
>junk...). Obviously, if you have to hit a trace with the file, there is
>something wrong that is more basic. :-)
>
>Actually, I spent a bit of time looking for a PC laptop that had at least
>two ISA card slots (one for GEMulator, one for Ethernet) and could not
>find one. If your friend does have an ISA bus in his machine, I would be
>interested in knowing what the manufacturer/model/cpu-type is.
>
>--
>***
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>***

4912. Re: GEMULATOR, How to get it into a laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 13:37:08 UTC
From: v912100@si.hhs.nl
Message-ID: <CwDptw.ELq@si.hhs.nl>
Source record: 30339

In article t1o@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Define "didn't fit". Is the card just a bit too big to fit into the
>laptop's ISA bus? Is there no ISA bus (these are somewhat unusual to
>find in a laptop)?

As far as I know, it _did_ have an ISA card slot. The Gemulator-card is
just (far) too big to fit in.

>Actually, I spent a bit of time looking for a PC laptop that had at least
>two ISA card slots (one for GEMulator, one for Ethernet) and could not
>find one. If your friend does have an ISA bus in his machine, I would be
>interested in knowing what the manufacturer/model/cpu-type is.
As soon as I know I'll E-mail this to you.

Anyway, I got an idea myself and i'd really like to have your opinion about it:

Would it be possible (since there are just two TOS-ROMS on the GEMulator
card) to store the contents of the chips somewhere in RAM? I already have the
contents of these chips in two files (found them in public domain).
Then, every time the GEMulator-program wants to use the TOS-chips (which
aren't there) this could be 'redirected' to the files in RAM, couldn't it?

It's just a stupid idea, but would it be possible, and if so, would it be legal to
change the GEMulator program so that it can operate without the card?

Thanks again,

Martijn from Holland.
(v912100@si.hhs.nl)

By the way, I apologize for the other message (probably the one before this one)
I accidently pushed the 'deliver' button instead of 'cancel'.

4913. CaTTamaran woes - TT hardware help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 13:43:00 UTC
From: cybercube.research@canrem.com
Message-ID: <60.3456.4019.0N1B0546@canrem.com>
Source record: 30340

Trevor,

please send us some e-mail to cybercube.research@canrem.com detailing
the motherboard revision you have and the installation particulars.
We'll try our best to help you out with your CaTTamaran troubles.
Once correctly installed, you should be able to boot your machine
flawlessly every time without the 'warm up period' you described.

Ralf.

4914. Re: Atari 1040STFM power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 15:38:33 UTC
From: rappleye@felix.kodak.com
Message-ID: <35kb9p$jj8@kodak.rdcs.Kodak.COM>
Source record: 30241

In article <Cw6MHK.AC9@freenet.carleton.ca>
at328@FreeNet.Carleton.CA (Andrew Buttigieg) writes:

>
> Anyone know where I can get an internal power supply for the 1040STFM?
> Anywhere from North America is fine. I'm up in the Great White North!
>
Toad.

RevDrFreak
'foot soldier

4915. Re: Hard disk upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 16:06:23 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.779990783@acp5>
Source record: 30244

Nesral@closer.brisnet.org.au (Nesral) writes:

>Hi I have a Megafile 30 and I wish to add to it in the same case and using the
>same controllers a SeQuest 105mb removeable HD (a SCUSSI device). Does anybody
>know if this is possible.

This is not possible because like any other real SCSI device the SyQuest
needs a host adapter if you`re connecting it to an ST.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

4916. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 16:57:33 UTC
From: ZIPP@stpc.wi.LeidenUniv.nl
Message-ID: <ZIPP.5.779993853@stpc.wi.LeidenUniv.nl>
Source record: 30243
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <35apqr$hnp@columba.udac.uu.se> m93kma@polaris.tdb.uu.se (Kristofer Maad) writes:

>
>It's even faster to have the bytes already swapped -- and just about as
>usable in practice.
>

Sorry if I'm babbling nonsense, but I haven'y been following this thread. I'm assuming that you're talking about assembly on the ST.

The fastest way I know of swapping two bytes is to make the table in which the bytes are with a filler byte in between so you can just use a MOVE.L and then a SWAP to switch 'em.

The key thing here is to adjust your data structures so that you can make the most of the instructions you've got. One of the most important lessons in demo coding...

/\rjan...

4917. SLM194

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 18:48:00 UTC
From: rickard.troedsson@secom.ct.se
Message-ID: <2e7deafa@ct.se>
Source record: 30256

Is it possible to use to above old Atari monitor with a PC?

How?

+ _______/ --------- SiG(tm) --------- rickard_troedsson@secom.ct.se +
+ _/roed --- FOG Sweden's Support BBS -- m9329@hktecfs.hkr.se (slow) +
+-------------- SysOp on SECOM - Sarcastic Existence - +46-451-91002 +
+ Synchron ASM ----------------- 2:200/612 - 7:102/102 - NeST Sucks! +
+ SYNC -------- Opinions expressed are those of my employee! --------+

4918. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 21:17:05 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35kv4h$kea@msuinfo.cl.msu.edu>
Source record: 30246

In article <Up-EISHAEVN@warpcon.ersys.edmonton.ab.ca>, leslieh@warpcon.
ersys.edmonton.ab.ca (Leslie Hartmier) writes:
> Yes, I have, but I then switched to ST Zip 2.7, which doesn't have
> that problem (although I don't know about the first mentioned
> problem)

2.7? Where's this available? I haven't seen anything more recent than
v2.6

As far as getting in touch with Pomney, you should be able to contact him
via email. I registered ST Zip 2.6 with him via email several months ago,
though he didn't respond for about six weeks.

Tom
hopper_t@msupa.pa.msu.edu

>--
>
>
>-- --
> leslieh@warpcon.ersys.edmonton.ab.ca
>-- --

4919. TOS 2.06 and Lattice C 5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 22:31:21 UTC
From: vulcan@tdc.dircon.co.uk
Message-ID: <35l3fp$6m6@felix.dircon.co.uk>
Source record: 30247

Could anyone tell me if TOS 2.06 will run Lattice C v5 ?

Many Thanks

e-mail vulcan@dircon.co.uk

Phil Mack

4920. Assembler & C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 22:41:49 UTC
From: vulcan@tdc.dircon.co.uk
Message-ID: <35l43d$72e@felix.dircon.co.uk>
Source record: 30248

Hi all...

I'm trying to write a small clock programme that displays on
the GEM desktop. I've got the VB written in assembler and I'm
trying to link in a C module that does all the screen formatting.

Anyway the progamme cashes all the time !

Has anyone written a clock programme I my have a look at,
or mananged to link an assembler VB routine with a C module ?
If so could I have a look at your code.

Many thanks in advance.

e-mail vulcan@dircon.co.uk

Phil Mack.

4921. Re: CaTTamaran woes - TT hardware help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-19 22:53:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwEFL2.nr@cix.compulink.co.uk>
Source record: 30249

> What may be the problem? It's like it needs to get "warmed up" or
> something. But that's silly...

I suspect its exactly that. Some component in your system requires to be
at a certain temperature before it will run at 150% speed.

Somebody around here had a PAK/3 with a similar fault. Needed 15mins warm
up before it would run at 40Mhz.

Its normally the other way around though. The machine runs fine *until*
it warms up, and then can't cope with the speed at that heat.

I supose it could be dry joint. When it heats, its expands and makes a
better connection.

:-(

Roland.

@CiX

4922. Re: Hard disk upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 00:24:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35la3s$21p@golem.wcc.govt.nz>
Source record: 30252

In article <188_9409190258@softtech.brisnet.org.au>, Nesral@closer.brisnet.org.au (Nesral) writes:
>Hi I have a Megafile 30 and I wish to add to it in the same case and using the
>same controllers a SeQuest 105mb removeable HD (a SCUSSI device). Does anybody
>know if this is possible.
>
>Tar.
>
>Geoff of OZ.

I did reply to this in a previouse post, no you can't, you will need a SCSI host adapter, the Mega File 30, uses a intergrated ASCI RLL host adapter..

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4923. Moniterm Monitor on TT/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 01:37:48 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35ledc$2sm@mailer.fsu.edu>
Source record: 30250
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For a 19" Moniterm monitor (Viking?), I would like to know:

1. Can this be hooked to a TT? What is involved?
2. Can this be hooked to an STE? Ditto.

There is a card for the MegaST computers that fits the internal megabus connector. I'm pretty sure I don't have one in the STE (replaced by a VME card slot). I know there are several monitor cards for the STE/TT, but can any of them drive a 19" mono monitor?

Thanks in advance for any assistance.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4924. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 12:58:02 UTC
From: diehl@grin.io.org
Message-ID: <35mm8r$66p@ionews.io.org>
Source record: 30257

Trevor Eaton Cordes (umcordes@cc.umanitoba.ca) wrote:

: I'll have to check this bug out. I myself have had problems with another
: bug. If you go to extract a zip file (usually by drag & dropping on the
: STZIP.PRG icon), and then select, say, the first 2 compressed files, and
: then press extract, only the 2nd one will be extracted! For some reason,
: it seems to occasionally ignore the first file I have selected. Strange.

: Anyone else had this problem?

I have only ever had this problem with version 2.5. 2.6 seems to have
cleared that problem straight up.

: --
: <Trevor_Cordes@umanitoba.ca> $ Atari TT030 4+4MB/135 $ cds,tapes,comics,rpg,
: 3rd Year CompSci Honours $ SyQuest 88 & ZyXEL $ software,midi,videos,
: University Of Manitoba, Canada $ *Still The Best* $ 4 SALE - E-Mail me...
: $$$

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4925. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 13:51:55 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Sep20.135155.9650@unix.brighton.ac.uk>
Source record: 30259

How about this one then:
If you create a directory in the zip with 8 characters it puts the dot on
the end so you get \12345678.\
You now get a good ole fashion bus error should you try to put anything
in it. I guess it'll also crash when you extract files from that directory.
I'd report this to the author but I don't have his address to-hand.
I guess someone else has already done it anyway.

On the subject of memory I do wish ZIP and Lharc for that matter used more
memory than those blasted temporary files !!
I have 2mb and a slow hard disk and stzip always appears to use around
300k max :-(- its sheer lazyness on the porters side.

Despite that bit of 'constructed critisism', STZIP has a nice shell and I
hope its continuly supported.

Paul Finch

(Have you seen that awful bug in the Lharc shell where no matter how many files
you select to compress, it does every in the directory !)

4926. Re: TOS 2.06 and Lattice C 5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 13:55:37 UTC
From: pf21@unix.brighton.ac.uk
Message-ID: <1994Sep20.135537.9794@unix.brighton.ac.uk>
Source record: 30260

vulcan@tdc.dircon.co.uk (Philip Mack) writes:
> Could anyone tell me if TOS 2.06 will run Lattice C v5 ?
>
How sad !

4927. teAC floppy jumpers [Q]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 14:24:36 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <35mrb4$g5p@ccpnws.in2p3.fr>
Source record: 30258
Cross-posted to: comp.sys.atari.st.tech,fr.comp.sys.atari,comp.sys.ibm.pc.hardware.storage

Hi,
I have a nice TEAC 3"1/4 disk drive and I would like to know the jumpers meaning.
They are organized as an array like this:

```
+---+
E |o o| complete ref: TEAC FD-235HF 4240
D |o o|
C |o o|
B |o o|
A |o o|
+---+
2 1
```

For the moment, there are 2 jumpers (AB1 and CD2) and the drive comes from a PC.
Can anyone help me ?
Thank you.


```
--
+--------------------+-----------------------------------------------+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
```


"Ask a silly question and you'll get a silly answer"

4928. Atari Web Page Address!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 15:56:50 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <35n0o2$1kg@mserv1.dl.ac.uk>
Source record: 30261

Hi,

Here is the address of my Atari Web page:

http://www.dl.ac.uk/TCSC/disco/mark/atari.html

The page is only a day old and will be updated regularly, but I need your input. This page is for you so you must tell me what you want to see. Please send ideas or things for inclusion to me. Send all mail directly to me and make sure any files are UUEncoded first. I look forward to hearing from you.

Thanks

Mark msh@dl.ac.uk

4929. Re: Moniterm Monitor on TT/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 19:07:12 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIUTEAVD@ttgk.textlitho.nl>
Source record: 30275
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <35ledc$2sm@mailer.fsu.edu> Mickey Boyd wrote :

>For a 19" Moniterm monitor (Viking?), I would like to know:
>
>1. Can this be hooked to a TT? What is involved?
>2. Can this be hooked to an STE? Ditto.
>
>There is a card for the MegaST computers that fits the internal megabus
>connector. I'm pretty sure I don't have one in the STE (replaced by a
>VME card slot). I know there are several monitor cards for the STE/TT,
>but can any of them drive a 19" mono monitor?

The monitor can be connected directly to a TT, assuming the monitors input
is ECL (mine is..) Maybe you will have to readjust the vertical hold and
the picture may appear too small, on the left side PCB (facing the back)
there is a jumper wire surrounded by a couple of holes marked A,B,C,D etc.
If I can recall correctly I moved it up to the highest to get a full size
picture. After adjusting the V-Hold and V-Size the monitor served me very
well (Signum!3 is great on it).. But now I'm spoiled by the picture of my
'supposed to be dead, so throw it away' 17" color monitor.. The monitor is
driven by a TSENG-VGA card (yes, from a PC..) in my TT, and runs now in
800x600 at 256 colors...
But for a razorsharp display go for the Viking! The picture is 'rocksteady'
at 71 Hz and the desktop is huge...

Gert

--

-- --
Atari TT-Point
-- --

4930. STGA users ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 19:21:28 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EIUTEAVG@ttgk.textlitho.nl>
Source record: 30269

I'm running a TSENG VGA card in/on my TT with STGA and was wondering if there were more STGA users around.
I'd like to know what kind of cards are used and in what computer (ST/STE/MegaSTE/TT).

Gert

--

-- --
Atari TT-Point
-- --

4931. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 21:13:20 UTC
From: bbutler@netcom.com
Message-ID: <bbutlerCwG5M8.F4K@netcom.com>
Source record: 30271
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Olaf Seibert (rhialto@mbfys.kun.nl) wrote:

> >Some ICL machines also have a big-endian bit addressing scheme which is
> >pretty unique. Bit #0 is the MSB of a 32-bit word rather than the LSB as
> >it is on most other architectures.

> IBM 370 family processors also tend to count that way, if I recall
> correctly,

PowerPC chips use this convention also, since they evolved from IBM. However,
I hesitate to refer to it as big or little endian, since it is really just
a convention for numbering bits, and doesn't have the influence that byte
ordering does. That is, the MSB of a byte will always be the MSB of that byte,
regardless of whether you call it bit 0 or bit 7.

--

Bryan Butler
bbutler@netcom.com

4932. Re: Flicker problems on T

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 22:36:58 UTC
From: jornm@oslonett.no
Message-ID: <35no6a$a7j@hasle.oslonett.no>
Source record: 30265

In message #67, rgivan@cix.compulink.co.u writes:

> > The TT-High flicker/jittering is a known problem on several revisions
>
> Interesting. Its amazing what you learn!
>
> Is this flicker there from the moment you turn it on, or does it
> gradually
> appear? Mine is the latter.

This depends on wich revision you have on the motherboard. Mine, which is one of the latest revisions, gets more stable after a while, though the jittering is bearly noticable even at start. On som early revisions, the flickering/jitter was REALY bad when the machine were switched on. The whole uper part of the screen shifted several pixels to the right, and sometimes it looked as if the screen were out of sync.

> > The flicker patches does mostly consist of soldering an extra lead
>
> What sort of klead is this? Ground?

Yes, in most revisions that's the case.

Jorn Moe (email: jornm@oslonett.no)

4933. Re: 3.5" IDE in Falcon??? (Yes, again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 22:46:30 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CwG9xI.DKF@cix.compulink.co.uk>
Source record: 30267

In message <35cc2f$mtv@mother.usf.edu>, millert@grad.csee.usf.edu said:

>I'd also like to know if it's possible to put two 2.5" HD's into the
>Falcon, like one on top of the other?

IIRC the existing Falcon software looks only for one IDE drive, so even if you connect an IDE slave either internally or externally, it will only find the one drive.

Barry wilsontjb@cix.compulink.co.uk

4934. Re: TOS 2.06 and Lattice C 5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 22:59:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwGAJ9.EIL@cix.compulink.co.uk>
Source record: 30266

> Could anyone tell me if TOS 2.06 will run Lattice C v5 ?

I used LC 5.5.2 under TOS 2.06 very successfully. It also seems to work
just fine under TOS 3.06.

:-)

Roland.

@CiX

4935. Re: Hard disk upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 22:59:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwGAJC.EJ6@cix.compulink.co.uk>
Source record: 30264

> Hi I have a Megafile 30 and I wish to add to it in the same case and
> using the same controllers a SeQuest 105mb removeable HD (a SCUSSI
> device). Does anybody know if this is possible.

A Megafile 30 probably doesn't have a SCSI controller in it. Its more
likely to be an old style ST506, MFM/RLL system.

The way to tell:

SCSI drives have one 50way cable from the drive to the controller.
ST506 drives have 2 thinner cables. One is 20way ISTR, but I can't remember
how wide the other one is.

Basically its *very* unlikely you will get a Megafile and SeaQuest running
from the same controller.

:-(

Roland.

@CiX

4936. Re: Hard disk upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-20 23:00:48 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EIUXAAUQUp@dksoft.ping.dk>
Source record: 30276

In <188_9409190258@softtech.brisnet.org.au> Nesral wrote :

>Hi I have a Megafile 30 and I wish to add to it in the same case and using the
>same controllers a SeQuest 105mb removeable HD (a SCUSSI device). Does anybody
>know if this is possible.
>

It is not possible as the Megafile 30 is an MFM/RLL device.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari comuters including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

4937. Re: Using internal disk as external disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 00:15:58 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35ntvu$gfi@golem.wcc.govt.nz>
Source record: 30263

In article <35cej5$pnb@mailer.fsu.edu>, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>Hynoski Jeremy Stephen (u9361081@wumpus.cc.uow.edu.au) wrote:
>> I have just bought a sony atari disk drive which has the connections for
>> the internal drive. I wish to use this as a second drive. Any suggestions as
>> to how I could hook it up using the floppy port or something.
>
>Easiest way: purchase an SF354 single sided external drive (these are
>dirt cheap, as they are not particularly useful nowadays), and swap the
>mechanisms. You will then have the magical Atari sub-board present in these
>drives that makes them work properly. It should just drop in and work.
>At worst, you might have to modify the case slightly if your eject button
>is in a different place.

NO ! NO ! ..

A lot of these drives use a special Back board with a CPU fitted,
this was because some one stuffed up at Atari and ordered the wrong
type of drives, slow step rate, so the fitted a CPU to buffer the step rate..

You will have to remove this CPU and some IC's and add some wiring,
and a new drive connector, definitely not for the faint harted,
I know I did one, was not that easy....

On some STF they used a removable CPU board, but then the cable was to short
to use, these rubish drives have a single line connector...

Just my 10c worth....

****
>* Mickey Boyd *
>* Systems Administrator *
>* Florida State University Mathematics Department *
>* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
>**

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4938. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 00:24:08 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <35nuf8$gfi@golem.wcc.govt.nz>
Source record: 30262

In article <1994Sep20.135155.9650@unix.brighton.ac.uk>, pf21@unix.brighton.ac.uk (Paul Finch) writes:
>How about this one then:
>Paul Finch
>
>(Have you seen that awful bug in the Lharc shell where no matter how many files
>you select to compress, it does every in the directory !)

The New author of LZH3101 has stuffed up the base page option that
Thomas Quester was using in LZH201l, I wrote to this chap, but to me
was very dogmatic and would not change his abortion of LZH to make
it compatible with Thomas Questers one....

Not the way to do things....

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4939. Monitor Cable Question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 00:46:02 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pM1z--y.mindbomb_bbs@delphi.com>
Source record: 30268

Hiya - I managed to break off a pin on my STe's monitor cable __top__
and finally managed to find a new one, however all is ....
not wonderful. The pin marked 'x' in the diagram was missing x...
on my old cable - and the hassle I had trying to find this new ....
cable <g> I'm wondering if I'm supposed to remove it for a '
COLOR monitor - as right now there is no sound on my STe and
low volume on my Mega ST when I use the new cable.

On my mono monitor, however, sound on both machines is fine...

Is it safe to cut this pin? Will someting weird happen?

Help... :}

Andy

[uh, i never made it clear but all pins exist on the new
cable - wondering if this is the difference between mono/color]

4940. Mac / Spectre GCR Q's

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 01:43:54 UTC
From: daveh@netcom.com
Message-ID: <davehCwGI57.Jnw@netcom.com>
Source record: 30270

Probably not quite the right place but what the hell.

OK here is my problem. If I manipulate an image on my SUN and produce a PICT file (via pbmplus) how do I get this to Mac and have it recognised as a PICT file.

Preferably I would like to simply ftp it to the Mac but this just gives me a document.

I have sort of worked around the problem by manually hacking the first 128 bytes of a PICT transfered from the Mac to the SUN and pasting it infront of each PICT I transfer back, this is very hacky is there a simple solution?

I can make use of my GCR and Atari at home if I real have to but would prefer simple Mac solution if possible.

Many Thanks,

Dave.

4941. Using internal floppy as an external

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 04:37:02 UTC
From: u9361081@wumpus.cc.uow.edu.au
Message-ID: <35od9e$291@wumpus.cc.uow.edu.au>
Source record: 30274

HELP ME!!!!

I just (mistakenly) bought a second hand 1040ST (fm) internal floppy drive
and I want to use it as a second floppy.
How can I rig it up to the floppy port on the back of the atari (or is
there another way??)

Thanks in advance

Jeremy

4942. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 10:01:18 UTC
From: kraemer@rzri6f.gsi.de
Message-ID: <35p09e$1223@rs18.hrz.th-darmstadt.de>
Source record: 30273
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Message-ID: <1994Sep21.115722@rzri6f.gsi.de>
Organization: GSI, Darmstadt, Germany
Subject: Re: Fast byte swaping!
Keywords:

In article <ZIPP.5.779993853@stpc.wi.LeidenUniv.nl>, ZIPP@stpc.wi.LeidenUniv.nl (ZIPP)
writes:
|> In article <35apqr$hnp@columba.udac.uu.se> m93kma@polaris.tdb.uu.se (Kristofer Maad)
writes:
|>
|> >
|> >It's even faster to have the bytes already swapped -- and just about as
|> >usable in practice.
|> >
|>
|> Sorry if I'm babbling nonsense, but I haven'y been following this thread. I'
|> m assuming that you're talking about assembly on the ST.
|>
|> The fastest way I know of swapping two bytes is to make the table in which
|> the bytes are with a filler byte in between so you can just use a MOVE.L and
|> then a SWAP to switch 'em.
|>
|> The key thing here is to adjust your data structures so that you can make
|> the most of the instructions you've got. One of the most important lessons
|> in demo coding...
|>
|> /\rjan...

but what if I have to live with a stream of externally generated longwords
without fillers ? Is there something better than
rol.w #8,d0
swap.w d0
rol.w #8,d0
possibly with a movem.l to fill a couple of Dx registers at once ?

4943. Re: GEMULATOR, How to get it into a laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 10:44:03 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <35p2pj$kod@percy.cs.bham.ac.uk>
Source record: 30272

v912100@si.hhs.nl writes:
>In article t1o@mailer.fsu.edu, boyd@gauss.math.fsu.edu (Mickey Boyd) writes:
>>Define "didn't fit". Is the card just a bit too big to fit into the
>>laptop's ISA bus? Is there no ISA bus (these are somewhat unusual to
>>find in a laptop)?
>
>As far as I know, it _did_ have an ISA card slot. The Gemulator-card is
>just (far) too big to fit in.

At least one German company is advertising portable PCs which contain
Janus cards (contain 68000, TOS and RAM); so perhaps Janus cards are
smaller than Gemulator cards. The price for a b/w screen portable was
about 3000DM (1200 GBP), can't recall the HD size.

>Anyway, I got an idea myself and i'd really like to have your opinion
>about it:
>Would it be possible (since there are just two TOS-ROMS on the
>GEMulator card) to store the contents of the chips somewhere in RAM? I
>already have the contents of these chips in two files (found them in
>public domain). Then, every time the GEMulator-program wants to use
>the TOS-chips (which aren't there) this could be 'redirected' to the
>files in RAM, couldn't it?

You have broken Atari's copyright by obtaining ROM images without
paying. *Please* alert the maintainer of the PD library/site where you
found the files and ask them to delete the file(s).
--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

4944. My List of PD- and Shareware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 11:43:18 UTC
From: Werner Michaleck <Werner.Michaleck@muenst.Boerde.DE>
Message-ID: <2e801c51.16@muenst.Boerde.DE>
Source record: 30369

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Atari-Liste Stand: 01.09.1994
------------------------------

Virenkiller
```

Die neueste Verion unserer Virenkillerdiskette finden Sie in
Zukunft auf dieser PD-KATALOG-DISKETTE!
Durch st�ndige Erg�nzung und Erneuerung gibt es keine
Angaben zu den enthaltenen Programmen.

5 Flight F Demo des schon legend�ren Flugsimulator II
10 M Studio SW F 53 Musikst�cke f�r das Musikstudio(MIDI-MUSI)
Eldicad SW GFA hervorragendes Elektro CAD Progr.
voll GEM viele Optionen.
14 Minos SW F ACC Labyrinth mit L�sung !
Dulo SW F ACC
Mad SW F ACC, der Bildschirm spielt verr�ckt
Square SW F ACC
Happy 4 SW Das Spiel 4 gewinnt.
Pascal SW Passhel-Compiler, Linker, Editor.Hilfsprogramm
Ram Disk SW F einstellbare Ram Disc nur altes TOS
25 Megaram SW F ACC Ramdisk f�r Megarechner
VDI Samp F Darstellung verschiedener M�glichkeiten
und Farben f�r Grafikprogramme
Zord 7 SW VIP " Technologes " Demo !!
Mandel SW F �hnlich Apfelm�nnchen
PSPEED SW F �berp�ft die Lade- und Speicher
geschwindigkeit der einzelnen Laufwerke
Dump SW Monitor gut !
Silent SW F MIDI Progr. spielt das Lied Silent Night
Casio SW Progr.zur �bertragung von Daten
zwischen dem Casio Keybord CZ101 und
dem ST �ber die MIDI Anschl�sse
Color 512 F Alle 521 Farben auf dem Bildschirm
Iconname SW F Erm�glicht das �ndern der Namen
RTC 12 SW F resetfestes Einstellen von Zeit und Datum
X Modem SW F Terminalprogr.f�r X Modem und kompat.
Grafdemo SW F einige Grafikdemos
Ram 97 SW F Ramdisk f�r 260 mit Boot Tos
Etiketten SW F Druckt Disketteninhaltsverzeichnis
auf Endlosetiketten
Munchners SW eine Pac Man Version auf dem ST
Pool SW Monocrome Billard Version

Reversi SW F ACC Spiel
Puzzel SW Puzzle am ST
46 Desk Uhr SW F Tic Tac..... Tic Tac
Gemtool SW Demo f�r die GEM-Programmierung
Harddisk SW F Treiber f�r Harddisc.Automatischer
Start von der Festplatte
Master SW F Generationsberechnung mit
frei definierbaren Regeln
Memory SW F ACC zeigt freien Speicherplatz
von A bis D und RAM
Pegasus SW Malprogramm
RCS Scann SW RCS Scann analysiert Files
Toram SW F Kopiert automatisch bestimmte
Programme beim Booten in eine RAM Disc
Disc Uhr SW F Tic Tac..... Tic Tac
RAM DISC SW F ACHTUNG in diese frei definierbare
Ram Disc kann viel mehr eingeladen werden,
als sie normalerweise fasst.
Beispiel:Anmelden mit 400 K Byte
Einladen ca. 720 K Byte ?!?!
Aufl�sung: Die Ram Disc komprimiert die Progr.

48 Fram 77 SW Statische Berechnung f�r Konstrukteure.
Sehr umfangreich
Messwerte SW F Grafische Darstellung von Messwerten
66 AGO Finanz SW F Finanzmathe: Berechnung von Zinsen,
Laufzeit, Tilgung
Assembler SW F Assemblerpaket nach M68000 Standard
inkl. 2 Pass- Assembler, Disassembler,
Debugger, Editor Zum Erstellen von
Maschinenspracheprogrammen mit 14 K. Anleitung
Mathelib SW F Eine umfangreiche Mathebibliothek f�r
Pascal, igonometrische Funktionen,
Matrizenalgebra u.v.m..Nur f�r ST Pascal.
72 Auto SW F CH Maus versperrt Zugriff
auf Desktopleiste
Protect SW F ACC Der Protector (Schreibschutz)
Levis 123 SW F Chemieprogramm aus den USA.
Mit 50 KByte Anleitung
Bikalk SW ACC einfacher Taschenrechner
Speettos SW F ACC doppelte Geschwindigkeit
beim Laden und Speichern
Tinytool SW F ACC Monitor
Epromdisk SW F Erzeugt Ramdisk von 128 und 64 K
f�r die Ablage von Programmen, die auf ein
Eprom gebrannt werden sollen.
Disklable SW noch ein Etikettendruckprogramm.
Mit �ber 100 festen M�glichkeiten.
Etiketten SW Adressaufkleber f�r Label und Briefe.

Hardcopy SW ACC unterst�tzt eine gezielte Hardkopy
(Bildausschnitt)
79 LFD ST SW F Rund um den ATARI. Stand:19.4.1986
Eine etwas ausf�hrlichere Erkl�rung
als das Handbuch.75 KByte und optimal
f�r Einsteiger.Lesbar am Bildschirm.
Aufkleber SW komfortabler Adressaufkleber Forth
Digi Uhr SW Digitale Uhr, oben rechts im Desktop
Etiketten SW Beschriftung von 3,5" Disketten
Labelprog. SW F Herstellung von Texten, Etiketten
CPM Z 80 SW F Z 80 Emulator
Folks SW F Volks- Forth 83 Einstiegsm�glichkeiten
mit sehr vielen M�glichkeiten der
Weiterentwicklung
CBRAM SW F Ramdisk

90 Adress ST SW F eine gute Adressverwaltung, die
einigen k�uflichen das F�rchten lehrt
DiskUtilitySW F Der Weg an's Directory
manipuliert L�schschutz,
erzeugt echtes IBM-Format
Solitair SW F bekanntes 'Taschenspiel' -
�berspringen von Streichh�lzern
in einem breiten Kreuz
ST Grafik SW F GFA-Grafikausgabe in Form von Kuchen und
Balkengrafik und/oder Diagrammen [sehr gut]
Boxmaster F 2 Spiele
103 Yahtzee SW Altbekanntes Zockerspiel
Disk SW Spielautomatensimulation
Calc SW Superrechner der Wienand KG

140 Tendemo F hervorragendes Zeichenprogramm mit sehr
vielen Optionen wie DEGAS ELITE

141 Tridemo SW wie P.D. Nr 140
156 Syntw K 1 SW Originaldiskette von Steinberg Res.
Eine Slideshow zeigt, was das Originalprogramm
Syntworks K 1 kann. Ca 30 Minuten Laufzeit.
1 MB erforderlich.
Schieber SW ein alter Rechenschieber.
Slalom SW Geschicklichkeitsspiel
Skiabfahrtslauf in 4 Stufen.
Three GM SW Drei Spiele: 1.Kalah 2.Memo 3.Solitais
177 Roulet SW Wagen Sie den Schritt in Ihr privates
Spielkasino.
Eleganz und Kapital vorrausgesetzt.
Lohnsteuer SW F Lohnsteuerberechnung.
Maxidisk SW F !!!!! nur altes TOS
TOY Prolog SW F V 4.8 mit Source
Ansicht SW F sehr beruhigende Strichdemo.

Monodemo SW sehr beruhigende Strichdemo.
Doodle + SW F einfaches Malprogramm. Erkennt
alle g�ngigen Formate.
183 Bridgeit F Strategiespiel f�r 2 Personen.
CH Time SW F GFA Uhr stellen.
CLR Demo SW GFA Programmiervorschl�ge.
Dir SW F GFA Checkt Disketten nach Files und Folders.
ED Sprite SW GFA Sprite- und Mouse-Editor
GFA Mice SW Spiel GFA Nicht 100% lauff�hig.
GFA Shell SW F GFA, zum besseren Handling beim Arbeiten mit
Compiler
Globe F GFA-Demo zeigt schnellen Aufbau von 3 D-
Kugeln
Kalender GFA Kalender nach Wunsch!!!
Master F Mastermind (Superhirn) Stragespiel GFA
Microcard F GFA Zeichenprogramm
Pacman F 2 Pacman Versionen GFA
Scorfour F Vier Steine in einer Reihe GFA
Sensori F Spiel GFA
States F Strategiespiel GFA
TI TA TO SW GFA 3D Tic Tac Toe mit vier versetzten
Brettern �bereinander. Alle Bretter werden
gleichzeitig gespielt. 1 oder 2 Spieler.
GFA Basro SW F 41261
192 ST Klick SW F Notiz, Wecker, Schreibmaschine, Rechner
Kalender mit Tagen und Monaten, Druckeranp.
Mac Pan SW Der alte PAC MAN aus der Spielhalle.
Term SW Umfangreiches Terminalprogramm
X Ref SW F Anpassung von C Programmen, die f�r andere
Rechner geschrieben wurden.
Invaders SW Eine neuere Umsetzung des alten
Spielhallenspiels.
Andruil SW Geschicklichkeitsspiel mit 75 Bildern.
Diamon SW Vielseitiges Spiel mit 30 fertigen Levels,sehr
schneller Grafik und Feldeditor.(Boulder Dash)
Minefilds SW wagemutiges Spiel in einem Minenfeld.
Data Text SW Datenverarbeitung
194 Sprache SW F Softwarem�ssige Sprachausgabe
ZeitmanagerSW GFA Sehr �bersichtlich und gut durchdachtes
Zeitplanungskonzept. Super
Carpet SW Berechnungsprogramm von 3D-Funktionen.
Hiddenline,Algorithmus und Beleuchtungseffekten.

3 D Plott SW Berechnungsprogramm von 3D-Funktionen
mit einigen Extras.
Funktion SW Plotterprogramm mit verschiebbaren Achsen,
mehrere Darstellungsarten m�glich.

Tops SW F The Other Pascal Shell (Pascal Plus)

198 RCS ICN SW Icons einfach erstellen.Bildschirmbereiche
werden einfach umgewandelt in Icons.
Anlage SW Anlage / Aktien / Investmentverwaltung
Depot SW Aktiendepot
Aktie SW F Aktienverwaltung
Regelpro SW Simulation einer Regelstrecke
Berechnung und grafische Darstellung.
Schaltplan SW elektronische Schaltpl�ne mit Hilfe von
Schaltsymbolen selber entwickeln.
Rotax 4.0 SW Animation und Rotationsprogramm von 3-D K�rpern
Pic Switsh F V0.5 Darstellung verschiedener Bildformate.
RSC INN SW F Ausschneiden von Bildschirmausschnitten,
zur Weiterverarbeitung zu ICONS
200 Poster SW Druckt ein Bild in vierfacher Gr�sse.
Ausdrucke lassen sich dann zu einem Poster
zusammenf�gen.

ZS Editor SW Zeichensatzeditor f�r 24-Nadeldrucker
(P5/6/7 und andere). Down-Load Zeichensatz.
Basic Ref SW Crossreferenzprogramm f�r GFA-Basic.Hilft
mit vielen Optionen, Fehler aufzudecken.
Incl.Source in GFA-Basic.
MSK Edit SW GFA Maskeneditor f�r GFA-Basic.Generiert mit
einfacher Bedienung eine komplette
Eingabemaske als Quelltext (Form Input).
Retten SW Fortran. Speichert zu lange Dateien in mehreren
Teilen auf verschiedene Disketten.
Seco SW F GFA Verwaltet Bildausschnitte (mit GFA-
Basic-Befehlen PUT GET verwendbar) und
f�gt sie zu Bibliotheken zusammen.
World SW Lernprogramm. Fragt alle L�nder und
Hauptst�dte der Welt ab. Dabei erfolgt die
Antwort per Mausklick.
Enthaltene Landkarten: BRD, USA, Ozeanien,
Mittelamerika, S�damerika, Europa, Asien.

Kreuzwort SW Generiert Kreuzwortr�tsel.
203 Imperium SW Kaufen und verkaufen von �lfeldern, Pumpen,
Tankwagen.Nat�rlich ist auch Sabotage
enthalten.Wettbewerb vorrausgesetzt.
F1 Manager SW Sie m�ssen einen Formel-Eins-Rennstall
verwalten. Ausr�sten von Autos, Verpflichten
von Rennfahrern und einiges mehr geh�rt dazu
BOLO SW Wahrscheinlich die beste Arkanoidumsetzung
Columbia SW Malprogramm mit vielen Optionen.
Kermit v1.1SW F Datenfern�bertragungsprogramm

204 RAM SW F ACC zeigt freien Speicherplatz.
Paintlux SW Sehr umfangreiches Malprogramm. 3
Ein Muss f�r jeden Monochrombesitzer.
Inhalt SW Erzeugt eine Index-Liste von 1st Word-Texten.

Kopieren Sie einfach alle W�rter,
die ber�cksichtigt werden sollen, in eine
Datei."Inhalt" f�gt nun die Seitennummer an.
Index SW Programm zur Erstellung einer Seitenindexliste,
alphabetisch sortiert, Liste aller Zeilenlineale
und aller Bilder. Weiterhin wird ein Lexikon
aller vorkommenden W�rter erzeugt, mit Wortfilter.
BT Konvert SW Konvertiert 1st Word-Texte nach Becker-Text.
Incl. Sonderzeichenumwandlung und Schriftartanpassung.
Type SW Schreibmaschinenkurs in �ber 40 Lektionen.
Von einzelnen Buchstaben bis zu ganzen W�rtern
werden Aufgaben gestellt und bewertet .
Plotter SW F Darstellung von Werten in Diagrammen.
sehr aufwendig und vielseitig.
Morse SW F Morselernprogramm, mit Angabe der T�ne,
und Abfragen der Buchstaben und W�rter.
206 L Painter SW Malprogrgramm Rasteroperationen, Musterspray,
Verwischen, Drehen, Biegen,
Blockladen und Speichern, Fontloader.
Minigolf SW 18 Bahnen , Steuerung per Maus
Richtung Anschlagst�rke. Sehr Gut !!
Solit�r SW Dreidimensionales Solit�r mit guten Grafiken
Deutsch und Franz�sisch.
Roulette SW Was mag das wohl sein?
Surface SW einfache aber sehenswerte Strichdemo
Mazemaker SW F erstellt ein Labyrinth.
Setmaus SW F ACC Mauseinstellung 3 fache Geschwindigkeit,
CAD SW Student CAD nur altes TOS
Gut gestaltetes CAD Programm mit vielen
guten Optionen.Vergleichbar mit kommerziellen
CAD Programmen.
209 Schloss SW F Textadventure
Squixx SW Altbekanntes Spielhallenspiel f�r Maus
und Joy-Stick.Ziel:F�llen von Fl�chen
im Kampf gegen Steinbeisser.
StundenplanSW F erstellt Stundenplan nach Wahl.
APPLE ST SW F �bertragen von Textdaten zwischen ATARI ST
und APPLE �ber v 24 als GFA BAS + PRG.
Cartoon SW einfaches Zeichentrickfilmprogramm.
Erstellen von Animationen m�glich.
MIDI Mus SW MIDI Programm 1 MB und Keybord erforderlich
sehr �bersichtlich und professioneller Editor.
Einspielen �ber Keybord, Noten ausdrucken.
Erstellt f�r Yamaha PC R 800.

210 Kreuz AS SW Eine sinnvolle Art, mit dem Computer zu
spielen, ohne einen Pfennig Einsatz.
Nachahmung des gleichen Gl�cksspielautomaten.
X Modem SW F Datenfern�bertragung

AMIGA Demo F 100% Funktion wird nicht gew�hrleistet.
Spriter SW Sprite Editor
Denk Mal SW es weden Farbe und Ton vorgegeben, und
sollen nachgespielt werden. 3-6 Felder.
Deconv SW Deconvolutionsprogramm zur Bestimmung
von Abklingzeiten.
Bilanzen SW Kontenverwaltung mit Monats,-Jahresbilanzen,
Balken und Kuchengrafiken,sehr �bersichtlich.
Dakar Sw Dateiverwaltung
Rechnen SW F Wirtschaftsrechnen f�r B�rokaufleute.
Funktionen:Zeiteinheiten, Z�hlmasse,
Englische L�ngenmasse,-Gewichtseinheiten,
L�ngenmasse, Gewichte, K�rpermasse,
mathematische Berechnungen, Datenumwandlung,
Zinzrechnung, Dreisatz, Lagerkennzahlen,
Buchf�hrung, W�hrungsrechnen, Prozentrechnung,
Diskontrechnung, Kalkulation, Verfallzeit
Durchschnittsrechnung, Kurswert,u.v.m.
Auf jeden Fall zu empfehlen.
Zeichen SW F Grafikprogramm f�r alle g�ngigen Formate,
mit vielen neuen Funktionen und neuen Ideen.
Z.B.Ordner erzeugen, sroll, 4 Spiegel,q
Spiegel, Mausi, Gag, Effekt (horizontal-
vertikal), Tausch, Peil, Baum, Rahmung,
Kantenform,Mausiform, M-Kreis, Hardcopy.

216 Deskblue SW Gibt dem Desktop ein neues Gesicht.
alle Programme laufen einwandfrei(4 Wochen Test)
Lotto SW F Lotto Analyse. Chancensteigerung durch
Analysierung aller vorhergegangenen Ziehungen.
Eingabe der folgenden Ziehungen m�glich.
Morsen SW F Morsen �ber Centronics-Schnittstelle.
Erweiterung f�r Funkger�t ist m�glich.
Senden von Buchstaben, Kennung, Zeilen u.Dateien.
Morse ST SW Morsetrainer (nicht 100%, aber sehenswert)
Picsw 0.7 F Darstellung und Drucken von Degas PI1-PI3,
NEO, Tiny, NVision, Amiga IFF, Mac Paint,
Mac Startup, CIS Vidtex und alle Atariformate.
QTH LOC SW Programm f�r Funkamat zur Festestellung der
QTH Kenner.Sehr sch�ne Grafiken und Karten
Ratte SW lernende Ratte in einem Irrgarten
REM EX SW F Entfernt REM aus GFA Basic Programmen.
Mazemakr SW F Erzeugt ein Labyrinth f�r Bildschirm u. Drucker
M Help SW F ACC Hilfsprogramm mit den Funktionen:
Disk Formatieren, kopieren, Ordnernamen �ndern,
Disknamen �ndern, Directory drucken.
Netz SW Bestimmen Sie die Gr�sse einer Netzlandschaft.
Kprinter SW F Kassettenh�llendruckprogramm f�r Audiokassetten.
227 Sammelsorium der gebr�uchlichsten Accessories mit ACC Loader

Weller ToolSW F Setup. Auto-Programme, Accessory Auswahl,- und
Lade-Programm mit sehr vielen sinnvollen Infos.
PD; V.1.4; 1.8.1989; Autor: Clemens Weller
Calc SW - ACC Superrechner der Wienand KG mit ca.280 Funktionen
PD; V.3.0; 1986; Autor : M.Weller
MM Copy SW F ACC Filekopierprogramm von Laufwerk A bis H.
PD; V.1.0; 1986; Autor: K.Ullmann
Setmaus2 SW F ACC Ver�ndern der Mausparameter wie z.B.
Geschwindigkeit,Doppelklick auf der rechten Taste u.s.w.
Sideklick SW F ACC Multi ACC mit Taschenrechner, Terminkalender,
Kalender, Uhr, Wecker, Notizblock, Zeichensatz,
Disk Index Druck und Puzzle.
PD; V.1.0; 1986; Autor: ROS-Soft / H�hn & Ullmann
ST Klick SW F ACC Multi ACC mit Notizblock, Wecker, Drucker Init,
Schreibmaschine !!!, Kalender und Minitaschenrechner.
SHW; V.1.4; Autor: W.Zweygart
Word 400 SW F ACC einfache Textverarbeitung.(sehr sinnvoll)
PD; V.2.0; Autor: F.Gregory Schneller
Bigmacc SW F ACC Multi ACC mit ein oder zweiseitiges Formatieren
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F Tasten Belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
Clock SW F ACC zeigt in einem Fenster die Zeit Analog an
CRT Saver SW F ACC Bildschirmschoner, schaltet den Bildschirm
nach einer einstellbaren Zeit dunkel.
PD; V.1.0; 7.1986; Autor: ASSoft
DIR Print SW F ACC druckt das Inhaltsverzeichniss (DIR) von A & B
PD; V.1.0; Autor: John Kurvink
Diskhelp SW F ACC mit den Funktionen: l�schen, kopieren, rename,
format, sortieren, tauschen und Ordnerh�ndling.
PD; Autor: Helmut M�nsch / Karl-heinz Wilder
DOLU SW - ACC Mauslupe. Vergr�pert den Bereich des Mauszeigers
ca. um das 16-fache in einem eigenen Fenster.
Freeram SW F ACC zeigt den derzeit freien Speicher an.
Info Box SW F ACC Speicheranzeige, Inversschaltung, Mausklick
ein und ausschaltbar, Weckereinstellung, Uhr.
MAD SW F ACC wahrscheinlich das verr�ckteste ACC �berhaupt.
Es passieren die unm�glichsten Dinge mit dem Desktop
M Help12 SW F ACC Multi ACC mit Formatieren, Kopieren, freiem
Speicher, Ordner �ndern, Disknamen �ndern, DIR Druck.
PD;V.1.2; Autor: Holger Brieger
Show RAM SW F ACC zeigt den derzeit freien Speicher oben rechts an.
Start Up SW F ACC er�ffnet die M�glichkeit ein PRG aus der
DeskTop Leiste zu starten. Witziger Bildschirmschoner
Supercalc SW F ACC einfacher Taschenrechner
Uhrzeit SW F ACC zeigt oben rechts die Systemzeit an.
PD; V.1.1; 7.2.1987; Autor: Dietmar Rabich
Software SW - PRG zur Erstellung eines Softwareverzeichnis.
PD; V1.0; Autor: Horst Fabry

240 STDCAT SW F Disketten-Katalog-Programm in GEM
FRW; V.4.0; 15.10.1988; Autor: Bob Silliker
Drucker SW F Druckereinstellung f�r Seikosha SP 1000 A
und Epson Kompatible. Sehr viel Optionen, wie z.B.
verschiedene Schriftarten, Grafik und Hardcopyausdruck,
Puffer, 10 verschiedene intern. Schriften, u.s.w.
PD; V.1.0; 23.3.1989; Autor: Siegfried H�bner
Fupball SW - Simulation der Fussball-Bundesliga. Sie sind der
Manager eines 3.Liga-Clubs und sollen Meister werden.
PD; V.1.61; 1988; Autor: Reiner Duda
Termin SW F gelungener Terminkalender mit kompl.Jahreskalender
incl. Feiertage auf einer Maske, jahres�bergreifende
Terminplanung, Suchfunktionen, Hilfsfunkotionen u.v.m.
PD; V.3.2; Autor: Siegfried Weckmann
P TAP SW professionelle Fupballbundesligaverwaltung
SHW; V.1.0; 1987; Autor: 2 S Ware
242 AUS I D SW F Ausgabe in eine Datei erm�glicht das Schreiben
einer Druckerausgabe in eine Datei auf Diskette.
PD; V.1.0; 12.1989; Autor: Volker Deffner
KNIFFEL SW F W�rfelspiel f�r 7 Personen
PD; V1.0; 1988; Autor: Frank Stozer
WT-GFA SW F Weller Tools Entwicklungssystem f�r GFA-Basic mit
Cross Reference-Analyser f�r globale und lokale
Variablen sowie �bergabeparameter, Labels und
Proceduren; findet Fehler und macht
Verbesserungsvorschl�ge; Ausgabe als Zeilen- und
Proceduren-Referenz.
Outline-Funktionen f�r Analysen der Programmstruktur.
Zahlreiche Optionen, Utilities und Hilfsprogramme.
PD; V.1.2; 10.12.1988; Autor Clemens Weller
246 Viren SW F Diese Diskette ist randvoll mit verschiedenen Virenkillern
und teilweise deren Quellcode. Einige Viren werden
analysiert und liegen im Quellcode vor.
248 AMANAGER SW - Adressmanager der gehobenen Mittelklasse mit
sinnvollen Optionen.
SHW; V.1.02; 1989; Autor: J�rg Trojan
ARC SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierung bei Text und Grafik :ca.50 %
PD; V.5.21; 1989;
ZOO SW F Archivierungsprogramm mit Anleitung in Englisch.
Kompriemierungen ca.40 % schneller als ARC.
PD; V.2.01;1989; Autor: Rahul Dhesi, Daan J.Jitta
ARCVSZOO SW F ASCII Text zu beiden Archivierungsprogrammen, und
vergleicht diese miteinander. Autor: Daan J.Jitta
B�RSE SW - B�rsenspiel um Autofirmen in neuer, verbesserter Version
PD; V.2.0 GFA V.3; 1.8.1988; Autor: Rolf H�ming
B BANNER SW - Grope Schriftz�ge auf Endlospapier in 5 Gr�pen und
5 Schriften f�r 9 Nadeldrucker.
PD; V.1.21; 1989; Autor: J�rg Trojan

D PR�FER SW - Diskettenpr�fer pr�ft die verwendeten Disketten auf
Fehlerfreiheit, Benutzung von einseitigen Disketten
und checkt die hoffentlich einwandfreie Funktion der
Diskettenlaufwerke.
SHW; V.1.5; 1989; Autor: J�rg Trojan
250 ACC Loader SW F JJ-LOAD: Ausw�hlen der ACC's w�hrend des Bootvorgangs
PD; V.1.04; 1990; Autor: Martin Kellner
CODER SW F ACC verschl�sselt Dateien
PD; V.1.17; 1990; Autor: Wolfgang Ante
Autor: Wolfgang Ante
DATETIME SW F ACC+PRG zeigt Uhrzeit und Datum an.
PD; V.1.0; 1989; Autor: Reiner Fr�drich
LOCK SW F ACC verschl�sselt das System mit einem Codewort
PD; V.1.1; 1989; Autor: Manor Hill
QUICK ST SW F ACC:Beschleunigungsutility f�r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC:Beschleunigungsutility f�r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SFONT SW F ACC:erm�glicht das Laden von neuen Desktopfont's
WERKZEUG SW - ACC:hervorragendes Multiutility mit 16 verschiedenen
Hilfsprogrammen im Desktop.
PD; V.1.0; 1987; Autor: Ingo Br�ckl
FORMAT SW F ACC:Formatierprogramm
PD; V.1.0 ; 1987; Autor: Dietmar Rabich
FREE RAM SW F ACC:zeigt den freien Speicher, das Datum und die Uhrzeit
PD; V.1.0 ; 1986; Autor: Dietmar Rabich
FILECOPY SW F Super File Copy: Sehr �bersichtliches und durchdachtes,
schnelles Kopierprogramm f�r einzelne Dateien.
PD; V.2.4; Autor: Jens Fangmeier
B E B SW F ACC:Bitte ein Bitt: umfangreiches Kopierprogramm.
SHW; V.3.1; Autor: Uland T�ffner
DISKHEAD SW F stellt die Systeminformationen der Festplatte dar.
PD; V.1.1; 1988; Autor: Rainer Fr�drich
DMA REDY SW F erfragt den Status Quo des D M A Ports.
PD; V.2.1; 1988; Autor: Rainer Fr�drich
PARKDISK SW F parkt den Kopf der Festplatte.
PD; V.3.1; 1988; Autor: Rainer Fr�drich
PM DUMP SW F Utility f�r Assemblerprogrammierer zur Unterst�tzung
bei der Suche von System-Crashs
PD; V.1.1; 1988; Autor: Rainer Fr�drich
SCR SAV SW F Bildschirmschoner
PD; V.2.0; 1989; Autor: Rainer Fr�drich
TOS VER SW F ermittelt die derzeitige TOS-Version
PD; V.2.2; 1988; Autor: Rainer Fr�drich
UTERM SW F klitzekleines Terminalprogramm f�r zwischendurch
PD; V.1.1; 1989; Autor: Rainer Fr�drich
UNIDUMP SW F ACC+PRG Utility zum Senden von MFile's oder
TwentyFour-File's �ber MIDI
PD; V.1.0; 1989; Autoren: M.Hill, Th.Meuller

XXX LOAD SW F Einladen und Anzeigen von DOO, PI3, PAC-Bildern.
PD; V. ;Autor: Wolfgang Ante
252 LABYRINTH SW - Interressantes u. strategisches Jump und Run Spiel
Wichtig !!! Lesen Sie die Anleitung. Spiel ist O.K.
SHW; V ; 25.7.1989; Autor: G&#65533;nter Heidel
MONKY SW - Umsetzung des Automatenspiels MONKY KONG
PD; V.1.0; 1988; Autor: Ron J.Fortier
KIDGRAPH -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDGRID2 -- F einfaches Malprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDMUSIK -- F einfaches Musikpogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDNOTES -- F einfaches Notenlernprogramm f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
KIDPIANO -- F einfaches Piano- und Orgelspielen f&#65533;r Kinder (englisch)
PD; V.1.0; 1987; Autor: D.A.Brumleve
256 BAUSPAR SW - Errechnet auf einfache Art den Verlauf eines
Bausparvertrages bei unterschiedlichen Sparzahlungen.
Mit 7 verschiedenen Bausparkassenberechnungsarten.
PD; V.1.0; 1989; Autor: Klaus Walter
ORION -- F Weltraumballerspiel mit der Maus
PD; V.1.0; 1988; Autor: Beery's Bit Software
QUIS SW F Frage- und Antwortspiel f&#65533;r 7 Personen nach
dem Muster von "Der Grope Preis" mit Wim T&#65533;lke
PD; V.1.0; Autor: Frank Stolzer
QUICK ST SW F ACC Beschleunigungsutility f&#65533;r ST und STF.
SHW; V:1.4; 1989; Autoren: D.Mihocka, I.Kolenko
QUICK STM SW F ACC Beschleunigungsutility f&#65533;r STM
SHW; V:1.4; 1989; Autorer: D.Mihocka, I.Kolenko
SENSORI -- F Nachspielen von vorgegebenen Farben und T&#65533;nen.
PD; V.1.0; Autor: Michael Fordermair
BIGMAC SW F ACC:Multi ACC mit ein- oder zweiseitigem Formatieren,
Kopieren A-A/A-B/B-B, Filecopy, Uhr, RAM Disk (einst),
RAM Disk laden, F-Tasten belegung und Spooler
PD; V.1.1; 1987; Autor: Marco van Meegen
258 LETTEROR SW - Buchstabenspiel mit dem Inhalt eines Lesebuchs der
ersten Klasse (476 Worte)
PD; V.1.43; 1989; Autor: Rudolf Schmitt
MINITEXT SW - Komplette Textverarbeitung mit sehr vielen Optionen.
PD; V.2.45; 1989; Autor: Heinrich M&#65533;ller
PD SUPER -- F Wettkampfspiel mit 100 m-Lauf, Weitsprung, Kugelstopen,
Hammerwerfen, Hochsprung, 110 m H&#65533;rden, Speerwerfen und
Diskuswerfen.
PD; V.1.5; 1988; Autor: K.Hermann
S B F S SW F Segelflugsimulator
PD; V.1.0; 1988; Autor:
SUCHSETS SW - gibt eine alphabetische Liste aller benutzten Signum-Fonts
PD; V.1.0; 1989; Autor: Alfred Sap

TEXTER SW - Tool f�r GFA-Basic.Textstring-Positionierer.
FRW; V.2.0: Autor: Markus H.Giebeler
FONTMON SW - Programm zum Anzeigen der verwendeten Signum-Fonts.
PD; V.1.0;1989; Autor: R.L�deke
NO CLS SW - entfernt das " CLS " am Programmanfang bei GFA-Basic 2.02A
S FONT SW F ACC neue Font's f�r das Desktop
SPION SW - Speicher Spion; durchforsten Sie Ihren Speicher
267 Driod 3 F Grafikadventure
FRW; Autor: Haral Breitmaier
Stones F Tetrisvariante
PD; V. 1.0; 1989; Autor: Carsten Kauschmann
Tunnel V F Tunnel Vision ist ein Labyrithspiel.
PD; Autor: ST Enthusiasts of Portland

300 Sagrotan sw/f Virenkiller der Version 4,17 mit �nderung des Bootsektors
(auch f�r MS-DOS kompatibele Disketten !)

400 STZIP.TOS Selbstextrcting-Progrmm zum Packen/entpacken von
*.ZIP-Files (auch DOS-gepackte!)
500 RUFUS Terminalprogramm
600 Starcall Terminalprogramm, voll ANSI und Color, sehr gut
610 Starbox Mailboxprogramm, l�uft unter Starcall !
700 Trapido noch ein Terminalprogramm

sowie diverse Spiele (auf Anfrage)
* Liste f�r MS-DOS- PD ist in Arbeit !*
*** linke Zahlenangabe ist nur fuer mich relevant,bitte Files angeben !***

Weitere Programme sind schon im Test/auf Anfrage. Ich werde das LISTING
in der BOX st�ndig aktualisieren! (und auch die Programme !)
Ich biete die M�glichkeit, Einzelzusammenstellungen nach individuellem
Wunsch zusammenzustellen !(als ST-ZIP-File) oder im Versand.

Dazu ist entsprechendes Leerdiskmaterial und eine Anforderungsliste erfor-
derlich. **->Bitte R�ckporto beilegen oder frankierten Umschlag !<-**

Wir wollen keinen Handel treiben , sondern TAUSCHEN !!! Also- wenn gute
(aktuelle Programme ***nur PD- und Shareware oder FREEWARE***) bei Euch
vorhanden sind, (auch TEST-Versionen neuer PRG oder Updates) - bitte
eine MSG schreiben oder direkt zuschicken ! (oder in die BOX laden!)

Alle Programme k�nnen gepackt werden (auf Wunsch mit entspr. Prg)->Stan-
dard ist momentan STZIP<- **damit die Disk VOLL wird !**

*** Format derzeit (max.) 960 KB bei 720'er 3,5'' Disketten ***
* mit Tricks (Dos-Formatierung) auch h�her) ** ->Fehlerquote auch !
MS-Dos k�nnen wir bis 1,4 MB auf 3,5'' Disketten fahren.(HD und DD)

Ich finde, das ist ein faires Angebot, wenn man den Aufwand ber�cksichtigt!

Adresse f�r Anfragen und Bestellungen :

W e r n e r M i c h a l e c k

W i n k e l m a n n s t r a s s e 30

(D) 39108 M a g d e b u r g
Telefon : (049) (0) 931-7314356 oder ber Boerde.DE(BBS)

Sanyowq/ENDE

4945. ST Flowcharting Utility?!?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-21 13:39:34 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e808c00101ba@elfhaven.ersys.edmonton.ab.ca>
Source record: 30378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Does anyone know of a flowcharting utility for the ST? I'm finding that
I'm rapidly becomming aggravated with the pencil-and-paper method. It
just does not look very good. The only requirements that it must meet
is that it must support annotations and horizontal case/switch statements.
Any other features, like GDOS support, are a plus.

Thanks...

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

4946. Mint & cron ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 07:39:45 UTC
From: plord@novell.co.uk
Message-ID: <CwItA9.JH3@novell.co.uk>
Source record: 30281

Does anyone have a version of the stcron working with a recent version of MiNT ?

I've tried running stcron4, but all I get is bus errors ...

Thanks,

Pete

4947. Circuit diagrams ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 07:54:09 UTC
From: jamie@spuddy.uucp
Message-ID: <1994Sep22.075409.259@spuddy.uucp>
Source record: 30284

Greetings....

Does anyone have, or have an ftp source for any ST hardware or
peripheral circuit diagrams in GIF or similar ?

Any info very gratefully received.

Jamie
--
"Pretend I did blow up the school. All the schools. Now you're dead, what
are you going to do with your life ?"

The phone number for Spud's Xanadu (The UK's ONLY free email/news service)
will change to (0268) 515441 later this month. Please note this down !!

4948. Re: sozobon libm.a - how to use printf(" %f") ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 08:59:32 UTC
From: schwab@ls5.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Sep22105932@issan.informatik.uni-dortmund.de>
Source record: 30280

In article <35q394$673@ionews.io.org>, mike@io.org (Mike Stramba) writes:

|> I'm trying to use the floating point printf in the libm.a library.
|> I have libm.a ahead of dlibs.a in my 'ld' command line. The ld program
|> *does* pick up other routines from libm.a (sin .. etc), but it wont'
|> find printf. The 'nm' program *does* show printf being in the libm.a file.

|> Any ideas ?

Try passing the option -f to cc when linking.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

4949. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 10:22:00 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35rls8$10dl@msuinfo.cl.msu.edu>
Source record: 30283

In article <35qahq$epk@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) writes:
>I have a question about SCSI termination resistors (isn't that what
>they are called in english :-) on the MEGA STE (and in gerneral).

That's the right wording. :-)

>Somebody told me that a SCSI-cable should be terminated in both ends,
>but I have always been told that I have to remove them from the harddisk
>before installing it in my MEGA STE because the controller allready has
>a set of them. What is right - and what is most reliable (both works).

It is my understanding that the controller should be terminated (I use the ICD AdSCSI Plus, and it's terminated), and the drive "furthest" from the controller should be terminated, but any drive in between should not have any of the termination resistors.

I recently added a hard drive to my system. I now have two drives hooked up to an ICD AdSCSI Plus host adapter in an external case. The drive on the end of the SCSI cable is terminated, and the drive that connects in the middle of the cable has no termination resistors on it. This is apparantly correct (it certainly works!).

Hope this helps!
Tom
hopper_t@msupa.pa.msu.edu

> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>

4950. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 10:39:40 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <35rmtc$9qi@cri.ens-lyon.fr>
Source record: 30367

Has anyone seen the following bug?

If you ask STZIP to display a file (from the .ZIP file) and then want
to extract files, in general STZIP cannot read these files.

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

4951. Speech program code

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 14:29:47 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <35s4cr$pc6@infa.central.susx.ac.uk>
Source record: 30289
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to get the code (pref. in C) for a speech program anywhere?

Thanks for any help

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

4952. Assembler Graphics Help please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 14:36:03 UTC
From: rrk@vixen.cc.bellcore.com
Message-ID: <35s4oj$msi@athos.cc.bellcore.com>
Source record: 30277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My assembler tutorial in ST Format tells me that a
32 by 32 pixel sprite requires 20 bytes in each line (low rez),
for 32 lines. I keep calculating 16 bytes (or 8 words) in each line,
not 20. I figure each of the first 16 pixels needs one bit in each
of four contiguous words (four planes for color). Similarly
I figure the next 16 (now 32 in all) pixels need four more
contiguous words. A total now of 8 words, or 16 bytes.
Could the fact they are using OCP Art Studio have something
to do with the need for 4 additional bytes? Or is there yet
another detail I'm neglecting?

Thanks.

Randy Kutz Bellcore ..!bellcore!vixen!rrk
or rrk@vixen.cc.bellcore.com

4953. Connecting an Atari MEGA ST2 to a Sony Scart Television

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 15:19:34 UTC
From: zzptmsl@cguhpb.cgu.mcc.ac.uk
Message-ID: <35s7a6$lbu@yama.mcc.ac.uk>
Source record: 30278

I am having trouble connecting my MEGA to my Sony TV. I have tried
just about everything, including having a specific RGB lead made up.
The leads work on my STE, they also work on my MEGA using a friend's
PHILIPS scart tv. (the lead was made for a sony, however). If anyone
has any advive on the matter, I would be grateful if you could contact
me (Ian Pashley) by e-mail on:

pij@fs2.ee.umist.ac.uk

Thanks! :)

4954. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 16:10:10 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35sa92$r2i@mailer.fsu.edu>
Source record: 30282

Rob Schmersel,5215,9768 (etmrosc@crosby.ericsson.se) wrote:
> It is just like you said a SCSI chain should be terminated on both sides.
> This means that if you only have two devices on your SCSI chain (your
> ST/TT/Falcon and your HD), that both should have the resistors installed.

This depends on where the SCSI bus plugs into the computer or host adaptor.
For example, if one end of the bus plugs into the motherboard or
host adaptor somewhere, it is often terminated by that board in some way.
If the bus plugs in somewhere in the middle, then what you say is true.
Basically, a SCSI bus is a 50 line set of wires that is supposed to be
terminated on each end. I say "supposed to be" because this is primarily
to meet the SCSI length spec (which is, uh, 6 feet I think?). In other
words, if you follow the spec exactly, including termination, you should be
able to have a 6 foot SCSI bus. If it is shorter, then it might work just
fine without proper termination. For the bus lengths encountered in most
personal computer setups, just about anything will work in my experience,
as long as you don't have terminators in the middle of the chain.

Some examples:

XXX = External terminator HHH = host adaptor
DDD = SCSI device with no terminating resistors
DXD = SCSI device with terminating resistor packs installed
--- = SCSI bus (very often a 50 line ribbon cable)

XXX------DDD-------DDD--------HHH

This one could be a current Toad drive (I saw one recently), where the bus
plugs into the ICD internal host adaptor on one end, and goes to an external
plug with terminator installed on the other, with drive hookups in the
middle. I'm going to change my drive to this configuration soon, so I
can plug in Mac or PC external devices with ease, and without requiring
another host adaptor.

DXD------DDD-----HHH

This is what my drive looks like right now. One device with resistors
installed on one end, resistorless drive in the middle, host adaptor on
the other end.

DXD----HHH----DXD

Here is one with a terminated drives on each end.

DXD-----DDD-----DDD-----DDD----DDD-----DDD----DDD----HHH

This is what I want for Xmas. :-)

In general, I have found that termination is no big deal with my external ST SCSI stuff. My SCSI bus is about 2.5 feet long right now, and it does not seem to matter if the end is terminated or not. Now, terminators in the middle would certainly cause problems, but the lack of them does not seem to for me.

> AS you can see you should always have resistors in your ST, since this is always
> the beginning of your chain.

Hmmm, it sort of depends on how the internal MegaSTE SCSI/ASCI bus is organized. My guess would be that the internal and external bus are continuations of the same, in which case you would be right. It might also be the case that terminators on the motherboard itself need to be pulled to "connect" the internal and external ASCI bus, at which time proper termination on whatever is plugged into the external port would apply. The internal device would also be terminated in the scenario. I have not tried to put an internal drive in my MegaSTE, so I cannot speak from experience on that.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4955. Re: Speech program code

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 16:15:42 UTC
From: rm03@cscmgb.cc.ic.ac.uk
Message-ID: <1994Sep22.161543.17138@cc.ic.ac.uk>
Source record: 30279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article <35s4cr$pc6@infa.central.susx.ac.uk>,
Andrew Collington (andrewc@cogs.susx.ac.uk) wrote:
>Is it possible to get the code (pref. in C) for a speech program anywhere?
Try Programming/c_say.zoo on atari.archive (or it's mirrors).

I haven't actually tried to use it, but it seems to be a simple phoneme based
speech system in C.

Hope this helps,

-- Robert Mellish, F.O.G. --
Email: r.mellish@ic.ac.uk Net: rm03@sg1.cc.ic.ac.uk
-- and also the mrs joyful prize for rafia work. --

4956. TrueColor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 16:41:46 UTC
From: pblagay@crash.cts.com
Message-ID: <CwJIDp.HBA@crash.cts.com>
Source record: 30285

Hi, programmers!

I need a good TrueColor FadeIn and FadeOut routine for the Falcon030.
I am writing a really cool fighting game and this would really make it
start to look professional. I should be posting an early teaser of the
game in a few weeks, so PLEASE, somebody out there, get me Fade routines.

Thanks

Paul Blagay

4957. Re: Fast byte swaping!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 22:00:52 UTC
From: millert@grad.csee.usf.edu
Message-ID: <35suqk$919@mother.usf.edu>
Source record: 30286
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
It seems to me that looking in a 128k look-up table for byte-swapping
would take longer than an 8-bit rol....

lea table.l,A0 ; get address of table into A0 (12)
move.w ???,D0 ; get data into D0 (4+)
add.w D0,D0 ; D0 * 2 (4)
move.w 0(A0,D0.w),D0 ; look in table and move into D0 (14)

--- 34+ cycles

versus

move.w ???,D0 ; get data into D0 (4+)
rol.w #8,D0 ; swap bytes (22)

--- 26+ cycles

Which is faster?

Definately the second one. PLUS, it is my understanding that the 68000
does fast byte-swaps when rol is told to shift by 8 bits, and the higher
processors have barrel shifters.

Using a look-up table is often a very good approach, but in this case,
definately not.
```

4958. SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-22 22:24:04 UTC
From: jonal@hiof.no
Message-ID: <jonal.2678.2E820404@hiof.no>
Source record: 30287

I recently bought a scanner (a Microtek ScanMaker IIs), but didn't connect it to my TT until last night. As long as the scanner is connected to the machine, the disk refuses to boot properly. The initial sequence runs fine until it is about to start the desktop, then it crashes with two bombs. It is unable to access the HD, yet I can access the scanner if programs are run from floppy. A friend of mine suggested that the scanner might draw some power from the SCSI bus and thus leaving me without enough power to fully support the internal HD. I recently added some more RAM, and it might be time to get a better power supply...

I have tried this with only the scanner attached to the external SCSI port, but it still crashes.

Any other theories?

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4959. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 00:18:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <35t6st$hal@golem.wcc.govt.nz>
Source record: 30290

In article <35kv4h$kea@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>In article <Up-EISHAEVN@warpcon.ersys.edmonton.ab.ca>, leslieh@warpcon.
>ersys.edmonton.ab.ca (Leslie Hartmier) writes:
>> Yes, I have, but I then switched to ST Zip 2.7, which doesn't have
>> that problem (although I don't know about the first mentioned
>> problem)
>
>2.7? Where's this available? I haven't seen anything more recent than
>v2.6

Yes people that just come up and state a new version that no one has ever heard
of before...???

>As far as getting in touch with Pomney, you should be able to contact him
>via email. I registered ST Zip 2.6 with him via email several months ago,
>though he didn't respond for about six weeks.

Can you e-mail me this address, the one in his software did not work for me....

>Tom
>hopper_t@msupa.pa.msu.edu
>
> --
>> leslieh@warpcon.ersys.edmonton.ab.ca
>>-- --

|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
|+64 4 298-7249 r.sheppard5@genie.geis.com |

4960. Re: Circuit diagrams ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 02:16:26 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35tdpq$11k@mailer.fsu.edu>
Source record: 30342

Jamie Allen (jamie@spuddy.uucp) wrote:
> Does anyone have, or have an ftp source for any ST hardware or
> peripheral circuit diagrams in GIF or similar ?
>
> Any info very gratefully received.

At least one of the German sites has IMG pictures of the SM124 wiring
schematic. Sorry, don't remember which one.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4961. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 02:35:04 UTC
From: gathings@cs.utk.edu
Message-ID: <35tesoINN164@duncan.cs.utk.edu>
Source record: 30288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

4962. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 06:18:46 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Sep23.061846.8015@ericsson.se>
Source record: 30344

Hi,

There was just an discussion about terminators on the SCSI chain. Looks like your setup is a perfect example of what can go wrong. You'll have to remove the terminator resistors from your internal drive. After that everything 'should' work (it work for me when I connected my external CD-rom to my TT).

Regards
/Rob

4963. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 08:02:40 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <35u230$3m9@ccpnws.in2p3.fr>
Source record: 30341

Mickey Boyd (boyd@gauss.math.fsu.edu) once wrote:
> If it is shorter, then it might work just
> fine without proper termination. For the bus lengths encountered in most
> personal computer setups, just about anything will work in my experience,
> as long as you don't have terminators in the middle of the chain.

Mickey, you are saying that you can use a car with three wheels only if you
drive small distances but you need all the wheels to make long distance trips.
I am sorry but your are wrong, the SCSI specs says that a SCSI bus must be
terminated at both ends, wether it is short or not. If you don't follow the
specs, it might work BUT the setup is not safe and you could lose datas.
Have a look at the Usenet group comp.periphs.scsi, they have a nice FAQ.
Bye.
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
"Ask a silly question and you'll get a silly answer"

4964. mouse programmation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 09:03:11 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <400@lacerta.sxb.bsf.alcatel.fr>
Source record: 30359

```
I would like to receive X_pos, Y_pos , button
```

4965. Re: GEMULATOR, How to get it into a laptop

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 09:08:48 UTC
From: v912100@si.hhs.nl
Message-ID: <CwKs2o.K7L@si.hhs.nl>
Source record: 30343

>>Anyway, I got an idea myself and i'd really like to have your opinion
>>about it:
>>Would it be possible (since there are just two TOS-ROMS on the
>>GEMulator card) to store the contents of the chips somewhere in RAM? I
>>already have the contents of these chips in two files (found them in
>>public domain). Then, every time the GEMulator-program wants to use
>>the TOS-chips (which aren't there) this could be 'redirected' to the
>>files in RAM, couldn't it?
>
>You have broken Atari's copyright by obtaining ROM images without
>paying. *Please* alert the maintainer of the PD library/site where you
>found the files and ask them to delete the file(s).
>
I'm sorry, but I really didn't know these ROM images are copyrighted.
I've deleted the files (I _did_, believe me) and I'll ask the BBS I found the
files on to delete them.

Since almost every software I have is Public Domain / Shareware (I'm
using Sozobon C most of the time), I don't think about copyrights all day,
so thanks for telling me.

Martijn.
--

4966. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 10:42:33 UTC
From: jonal@hiof.no
Message-ID: <jonal.2680.2E82B119@hiof.no>
Source record: 30345

In article <1994Sep23.061846.8015@ericsson.se> etmrosc@crosby.ericsson.se (Rob Schmersel,5215,9768) writes:

>There was just an discussion about terminators on the SCSI chain. Looks like
>your setup is a perfect example of what can go wrong. You'll have to remove
>the terminator resistors from your internal drive. After that everything '
>should'work (it work for me when I connected my external CD-rom to my TT).

The problem is worse than that - I guess those resistors are gone a long time ago. I tried the setup this morning and the problem has changed a bit:

The machine boots, but when it gets to the desktop it bombs when in singletasking mode and AESSYS crashes under MTOS - then I get two bombs again when it tries to go single mode. This happens even if the scanner or other peripherals are disconnected from the TT. The only thing that works is booting from a floppy (bypassing AHDI) and mounting the drives. I haven't tried to fire up MTOS manually yet, but it might work.

The RAM is checked and every single bit seems to function properly, thus it can't be that power problem.

The only scanner related problem I have now is that the TT can't access the HD properly when it's connected. Perhaps I should put those resistors back on... :)

Grmf! This is really bothering me...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4967. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 11:36:39 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <35uek7$10dc@msuinfo.cl.msu.edu>
Source record: 30346

In article <35t6st$hal@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
(Roger Sheppard.) writes:
>In article <35kv4h$kea@msuinfo.cl.msu.edu>, hopper_t@msupa.pa.msu.edu writes:
>
>Can you e-mail me this address, the one in his software did not work for me....

Sorry, Roger, the one I used *was* the one on the software. I'll look
around and see if I still have his return message, and if I do, I'll let
you know what the address is.

Did you try both addresses in the "Info" dialog of the program? Maybe one
works and the other doesn't.

Regards,
Tom
hopper_t@msupa.pa.msu.edu
>____
>|Roger W. Sheppard sheppard_r@kosmos.wcc.govt.nz|
>|+64 4 298-7249 r.sheppard5@genie.geis.com |
>---
>

4968. Falcon Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 14:07:36 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <CwL5wo.CEH@freenet.carleton.ca>
Source record: 30347

I'm a Notator Logic user and have been waiting for the Logic Audio (Direct to Disk Recording) for quite some time now. It has been released and I'm just awaiting delivery. Yesterday I spoke at some length with the distributor about updates etc. He informed me that E-Magic is sceptical of any further updates for the Hard disk recording module as E-Magic has apparantly found some discrepancies in the Falcon hardware itself. It would appear from what I understand, that the there are many different ways to put together a Falcon, and some of the ways may be incompatible with this particular software. Is there anyone who knows or might be able to offer a comment? I know that apparantly Cubase Audio is beautiful on the Falcon, although I've never seen it up and running!

Thanks.

4969. Re: Assembler Graphics Help please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 14:27:15 UTC
From: pedstef@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <1994Sep23.142715.4080@newsserver.rrzn.uni-hannover.de>
Source record: 30349

kutz,randolph r (rrk@vixen.cc.bellcore.com) wrote:
> My assembler tutorial in ST Format tells me that a
> 32 by 32 pixel sprite requires 20 bytes in each line (low rez),
> for 32 lines. I keep calculating 16 bytes (or 8 words) in each line,
> not 20. I figure each of the first 16 pixels needs one bit in each
> of four contiguous words (four planes for color). Similarly
> I figure the next 16 (now 32 in all) pixels need four more
> contiguous words. A total now of 8 words, or 16 bytes.
> Could the fact they are using OCP Art Studio have something
> to do with the need for 4 additional bytes? Or is there yet
> another detail I'm neglecting?

Since what you're talking about is a sprite it is 20 bytes. If it had been
pure graphic it would take 16 bytes, but you need 4 bytes for a MASK to
get the sprite looking result.

This mask only need 1 bit/pxl (On/Off) so that's 32 pixels = 4 bytes.

Stefan

4970. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 14:43:16 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <35upi4$ddh@mailer.fsu.edu>
Source record: 30348

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) once wrote:
> > If it is shorter, then it might work just
> > fine without proper termination. For the bus lengths encountered in most
> > personal computer setups, just about anything will work in my experience,
> > as long as you don't have terminators in the middle of the chain.
>
> Mickey, you are saying that you can use a car with three wheels only if you
> drive small distances but you need all the wheels to make long distance trips.
> I am sorry but your are wrong, the SCSI specs says that a SCSI bus must be
> terminated at both ends, wether it is short or not. If you don't follow the
> specs, it might work BUT the setup is not safe and you could lose datas.
> Have a look at the Usenet group comp.periphs.scsi, they have a nice FAQ.

No sir, I am saying that this particular car seems to run just as well with three wheels as with four, on Atari ST systems with fairly short SCSI buses at least (must be a Yugo). I don't recommend this practice, and in fact you will note that my drive subsystem diagram shows proper termination (and I would not have taken such pains to describe termination techniques). However, for an experimentor trying to acertain what is going on with a weird system, it is helpful to know that this _probably_ won't matter, hence my statement.

As for losing data, I think it likely that if (in a particular setup) an unterminated SCSI bus works fine, it will probably continue to work fine until the setup is physically changed. I have opened up ST drives owned by others that had been run for years with no problems and no termination. In fact, I have seen more problems caused by bad passive terminators (external ones) over the years than I have a lack of termination! On several occasions, I have found such bad terminators by pulling them, then rebooting the system. If it boots fine, I replace the terminator with an active one. Note that it booted fine for me to figure this out..... (this won't work with more than one daisy-chained external device, on say a typical Sun, BTW, probably due to bus length)

There are undoubtely cases where one can be "on the edge" of SCSI bus length that will work without termination, so I certainly don't recommend it! I'm just saying that it is not a black and white "written in stone" kind of thing, and could be thought of as such in the diagnostic process. Perhaps I should have made that clear. By all means, I advise following the SCSI spec concerning termination.

That said, I'll go take a peek at the FAQ you mention. All of my SCSI information comes from direct experience, not specs, so perhaps I should go see what I am missing :-).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

4971. deskjet q's and med rez

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 14:58:29 UTC
From: mhsmith@ornews.intel.com
Message-ID: <35uqel$5qh@ornews.intel.com>
Source record: 30350

I have two questions:

Now that I've entered the wonderful world of color (after five years of mono) on my ST, I have a resolution questions.

I'm currently using a Mega STe with TOS 2.05. I can't figure out how to get the system to default to medium resolution at boot. I think this topic has been covered before, but now that it finally applies to me I'm interested in hearing some solutions.

Next question:

HP Deskjet 500 in parallel mode printing from GEM. First page prints fine, but second page prints three lines and form feeds. Where/how can I set page length from GEM so one full page prints on one physical page and I'm not always wasting one page after printing a full page. Does that make sense? I'm just looking for normal output as I would expect from printing out of Works. This seems to be a common problem in other applications as well. I've installed Gemspool and I see there are some options for doing manual FF's LF's and resetting the printer. But there don't appear to be any way of setting page length etc. Can someone shed some light on this mystery?

Thanks much,

Michael

--
=-=-=-

4972. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 15:10:37 UTC
From: avg@cwi.nl
Message-ID: <CwL8tq.GKC@cwi.nl>
Source record: 30352

jonal@hiof.no (Jon A. Lovstad) writes:

>I recently bought a scanner (a Microtek ScanMaker IIs), but didn't connect
>it to my TT until last night. As long as the scanner is connected to the
>machine, the disk refuses to boot properly. The initial sequence runs fine
>until it is about to start the desktop, then it crashes with two bombs. It
>is unable to access the HD, yet I can access the scanner if programs are run
>from floppy. A friend of mine suggested that the scanner might draw some
>power from the SCSI bus and thus leaving me without enough power to fully
>support the internal HD. I recently added some more RAM, and it might be
>time to get a better power supply...

>I have tried this with only the scanner attached to the external SCSI port,
>but it still crashes.

Sounds like a terminator problem to me. TTs are rather complicated
with termination. AFAIK you need to add terminators inside your TT
(these are not supplied) and need to set terminator power to external
(i.e. provided by the TT) in any external SCSI devices.

BTW: but don't take my advice on this, as I still haven't managed to
properly connect the SCSI disk I bought more than a year ago :-)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4973. ST and www

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 15:55:01 UTC
From: g051@cpcw2.uea.ac.uk
Message-ID: <35utol$5gl@cpca3.uea.ac.uk>
Source record: 30353

Has anyone written a www server for the Atari?

4974. Re: Assembler Graphics Help please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 16:01:02 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <35uu3u$jd5@vishnu.jussieu.fr>
Source record: 30354

In article msi@athos.cc.bellcore.com, rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
}My assembler tutorial in ST Format tells me that a
}32 by 32 pixel sprite requires 20 bytes in each line (low rez),
}for 32 lines. I keep calculating 16 bytes (or 8 words) in each line,
}not 20. I figure each of the first 16 pixels needs one bit in each
}of four contiguous words (four planes for color). Similarly
}I figure the next 16 (now 32 in all) pixels need four more
}contiguous words. A total now of 8 words, or 16 bytes.

Yes, it is 16 bytes long. If you use preshifting, you must keep 16 pixels more per line, which brings us to a total of 24 bytes/line, not 20. I really don't know why they reach 20.

MB.

4975. 6800/6802 Cross Assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 16:29:33 UTC
From: jabrana@powertech.no
Message-ID: <1994Sep23.162933.9951@powertech.no>
Source record: 30351

Could anyone please point out weather there are any any 6800/6802
cross-assemblers avaliabe for the ST?

Thanx in advance.

--

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
_____________________________ jabrana@powertech.no ____//

... Hark! What light through yonder afro breaks?
/// IMHO V1.07

4976. Re: Assembler Graphics Help please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 19:26:54 UTC
From: pblagay@crash.cts.com
Message-ID: <CwLKou.8C2@crash.cts.com>
Source record: 30356

kutz,randolph r (rrk@vixen.cc.bellcore.com) wrote:
: My assembler tutorial in ST Format tells me that a
: 32 by 32 pixel sprite requires 20 bytes in each line (low rez),
: for 32 lines. I keep calculating 16 bytes (or 8 words) in each line,
: not 20. I figure each of the first 16 pixels needs one bit in each
: of four contiguous words (four planes for color). Similarly
: I figure the next 16 (now 32 in all) pixels need four more
: contiguous words. A total now of 8 words, or 16 bytes.
: Could the fact they are using OCP Art Studio have something
: to do with the need for 4 additional bytes? Or is there yet
: another detail I'm neglecting?

: Thanks.
:
: Randy Kutz Bellcore ..!bellcore!vixen!rrk
: or rrk@vixen.cc.bellcore.com

In my reckoning it should be 8 words. in 16 color mode on the ST.
4 planes (4 words = 16 pixels). Therefore 8 words = 32 pixels.
Maybe they meant 20 hex which is 32 in decimal!

I have written sprite routines for 16x16 and it was 4 words.

Need any more help just mail me.

pblagay@crash.cts.com

See ya

Paul Blagay

4977. ACSI trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 19:34:56 UTC
From: larserik@oslonett.no
Message-ID: <35val0$arp@hasle.oslonett.no>
Source record: 30355

I've hooked up an ICD Link host adapter with a SCSI streamer to my
MEGA STE, but can't get connected to it....

If I disconnect the internal MEGA STE harddisk the streamer appears at
ACSI ID 0. If I disconnect the ICD Link (with the streamer) the
internal harddisk appears as ACSI ID 0. BUT if both are connected
none of them work and ID-TEST only returns garbage as SCSI id-string.

To me it looks like both devices works on ACSI ID 0.
How do I get passed this problem (the ICD Link adapter is a closed
box with no DIPs or setting, and no special software). Is there
a strap inside the MEGA STE to set the first adress of the external
ACSI, or do I have to change the internal harddisk to ACSI ID 1
(the internal host adapter has adress select) - and if I do - will
the internal harddisk still be bootable (with the ICD disconnect too)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

4978. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-23 23:15:45 UTC
From: daveh@netcom.com
Message-ID: <davehCwLvAA.96I@netcom.com>
Source record: 30358

: The only scanner related problem I have now is that the TT can't access the
: HD properly when it's connected. Perhaps I should put those resistors back
: on... :)

: Grmf! This is really bothering me...

Yes but has the scanner got terminating resistors? If the scanner is
the last item on the chain it needs them, or you can get one of those
little external terminators and put that on the out socket of the
scanner.

Another thing to consider is terminating power. If the last device on
the chain is expecting to use TERMPWR to terminate the chain, or you are
using an external terminator pack at least one device on the chain
should provide terminating power.

Finally if you are using an external resitor pack then be carefull not
to use on of the Mac ones that were supposed to make mac scsi more
reliable. These are the wrong resitance. The one I stole of a Sun is
great though. I simply have no devices terminated and put the resistor
pack on the out socket of the last device whatever that may be.

Dave.

4979. Re: RSVE hardware available now.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-24 00:36:08 UTC
From: darrenet@aol.com
Message-ID: <35vs9o$72u@newsbf01.news.aol.com>
Source record: 30357

In article <miff.776394414@apanix.apana.org.au>, miff@apanix.apana.org.au (Michael Smith) writes:

Hi, i have beenlooking for the so called RSVE board, i thought it was of German origin though, could you e-mail me some more info it, and are there nay compatability problems. Thanks

4980. Re: ACSI trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-24 10:07:03 UTC
From: e2daka5@etek.chalmers.se
Message-ID: <1994Sep24.100703.11368@etek.chalmers.se>
Source record: 30360

In article <35val0$arp@hasle.oslonett.no>, larserik@oslonett.no (Lars-Erik Oesterud) writes:

> I've hooked up an ICD Link host adapter with a SCSI streamer to my
> MEGA STE, but can't get connected to it....
>
> If I disconnect the internal MEGA STE harddisk the streamer appears at
> ACSI ID 0. If I disconnect the ICD Link (with the streamer) the
> internal harddisk appears as ACSI ID 0. BUT if both are connected
> none of them work and ID-TEST only returns garbage as SCSI id-string.
>
> To me it looks like both devices works on ACSI ID 0.
> How do I get passed this problem (the ICD Link adapter is a closed
> box with no DIPs or setting, and no special software). Is there
> a strap inside the MEGA STE to set the first adress of the external
> ACSI, or do I have to change the internal harddisk to ACSI ID 1
> (the internal host adapter has adress select) - and if I do - will
> the internal harddisk still be bootable (with the ICD disconnect too)
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>

Hello! I also have a few problems with ACSI/SCSI on my Mega/STE.

Recently, I bought a Quantum ELS127S SCSI-II HD, since my old Seagate 48MB HD nearly was full. I wasn't able to connect the Quantum HD via the internal host adapter (seems to be a parity problem...), but when I borrowed an external host adapter from a friend (thanks, CG!), the setup worked fine.

The ID of my Quantum is set to 1 and the Seagate still has ID 0. The driver was placed on the Quantum using SCSI-tools. Now I can boot on my Quantum and choose if I want to use my Seagate or not, by only switching its power on/off...

If you can't alter the ID of the SCSI-streamer to 1, the remedy is to change the ID of your internal HD to 1, and install a new driver. With SCSI-tools, you can choose in what order the Atari will search for the ACSI/SCSI devices. I think that ICD Utilities has the same abilities...

Hope this helps!

David Kaplan

|||||||
_____________________________oOo___(_O___O_)___oOo_____________________________
|
David Kaplan |
|
E-mail: e2daka5@etek.chalmers.se | I love work; it fascinates me.
|
Snail mail: David Kaplan | I can sit and watch it for hours..
Flugsnapparegatan 30 |
S-431 33 Molndal |
Sweden |
Tel: +46 31 879700 |
____

4981. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-24 15:03:14 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <123362@cup.portal.com>
Source record: 30362

>I have a question about SCSI termination resistors (isn't that what
>they are called in english :-) on the MEGA STE (and in gerneral).
>
>Somebody told me that a SCSI-cable should be terminated in both ends,
>but I have always been told that I have to remove them from the harddisk
>before installing it in my MEGA STE because the controller allready has
>a set of them. What is right - and what is most reliable (both works).
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>

To severely oversimplify things, electronicly what happens is without the terminations signals can reflect off the end of the cable. The electronic echos resulting can confuse the devices on the bus as the (weaker and weaker) echos repeatedly bounce back and forth, getting confused with new signals on the bus and other echos (just like you might get confused trying to listen to someone in a place with extreamly bad echos).

Placing a (correct value) termination resistor on EACH end of the line acts like an absorber, suppressing the echos without affecting the signals on the line between the two ends.

Placing the termination ANY place else will disturb the signals on the cable (adding its own reflections and absorbing some of the signal as it passes) distorting the signals and making it hard for devices on opposite sides of the incorrectly placed terminator to communicate (just like it would be if you tried to hear someone standing behind a partial sound deadening wall).

Its just like suppressing echos in a room: you place the sound deadening materials on the walls (ends of the cable), NOT between the orchastra and the audience (middle of the cable). :-)

As to what is the correct value and WHY it acts this way electronicly, I won't go into any details. The theory is much better covered in any good medium level electronics text than I could here, and in practice the correct value has already been computed for you and is provided in the "terminator assembly" that you buy already made. These analogys with sound (bad echos and absorbing sound deadening materials) should be adaquate for a reasonable "intuitive" understanding of the theory and effects.
R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

4982. HD advice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-24 15:55:24 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09241994.155524@empyr.dircon.co.uk>
Source record: 30361

Hi,

I am about to go to my first computer auction, and I might pick up a HD for my ST. What should I look out for ? I know it can only be an SCSI device, but what else ? What sort of price should I look for, for a second-hand HD ?

Any hints / tips very gratefully received.

Thanks.

VQWK 6.20I

4983. Re: Falcon Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-25 06:51:53 UTC
From: Paul_Modos@mindlink.bc.ca
Message-ID: <54692@mindlink.bc.ca>
Source record: 30363

Hi Angus!
I didn't know that LAF was even available at all! I'll have to bug my dealer!
CAF is aparently pretty cool. But for those of us who were raised on Notator, Logic was the best way to go. It was a real drag when this LAF non-compatibility problem came along. Heres top hpoing that LAF will work on my Falcon.

YIKES!out.

4984. ST memory chips ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-25 14:07:22 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <09251994.140722@empyr.dircon.co.uk>
Source record: 30364

Hi, I'm going to my first computer auction soon, and I imagine there will be all sorts of stuff there. I have a 520STFM (1Mb RAM) and wondered if there was any way I could build my own Ram upgrade ?

I'm pretty good with electronics, and was wondering if I just happened to see like '8Mb of RAM chips - $20', could I throw them into the ST (with an appropriate PCB of course !). Will any RAM chips work ? (I presume the answer is no, so what ones will ?)

Also....ANYONE got TOS roms higher than 1.2 (1.02) that they want to dispose of ? (leftovers from an upgrade perhaps ?) I have 1.2 and want to upgrade a bit, but can't afford the new 2.06.

Also, Also, is there a cheap DIY mod that I can do to stop my ST keyboard feeling like I'm typing on a bathroom sponge ?

Thanks.

VQWK 6.20I

4985. 6800 cross-assembler

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-25 16:52:49 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3649t1$nlg@romulus.ucs.uoknor.edu>
Source record: 30365

jabrana@powertech.no (Jabran Akhtar), asks:

>Could anyone please point out weather there are any any 6800/6802
>cross-assemblers avaliabe for the ST?

The Frankenstein Cross-assembler covers many different CPUs.
The 6811 assembler part has flags for the 6800, 6803, and 68hc11.
It is available at ftp.cs.tu-berlin.de as fasbin21.zoo in the
/pub/atari/Programming directory.

Bill Hallman <bh@okcforum.osrhe.edu>

4986. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-25 22:50:43 UTC
From: jonal@hiof.no
Message-ID: <jonal.2681.2E85FEC3@hiof.no>
Source record: 30366

In article <CwL8tq.GKC@cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>Sounds like a terminator problem to me. TTs are rather complicated
>with termination. AFAIK you need to add terminators inside your TT
>(these are not supplied) and need to set terminator power to external
>(i.e. provided by the TT) in any external SCSI devices.

Gentlemen,

thanks for all your suggestions for fixing my little problem. It got fixed
today during a chat with Erling Henanger - we tracked it down to something
as simple as a corrupted newdesk.inf file...

It was just the circumstances which made it look like a SCSI problem.

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

4987. Overscan problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-25 22:52:00 UTC
From: mikke.mattsson@tnogobl.ct.se
Message-ID: <a0cedf15@ct.se>
Source record: 30373

Hia!

I'm normally running the Overscan mod. on my Mega, but after installing Mag!x it doesn't run anymore. The reason for it not running is apparently that it doesn't recognise my TOS as 1.4 anymore.

I have the source for version 1.6 of the program, but it is garbled at the end, so it does not compile.

```
;-----------------------------------------------------;
; ;
; OVERSCAN.S Version 1.6 ;
; Bernd Gebauer ,Berlin 31.05.89 ;
; Karsten Isakovic,Berlin 07.07.89 ;
; ;
; RAMTOS 1.4 / BETATOS / ROMTOS 1.4 / BLITTER TOS ;
; ------------------------------------------------ ;
; ;
; GFA-Assembler 1.2 ;
; ;
;-----------------------------------------------------;
```

Does a newer version of this program exist, and if so, could someone please mail me the source so I can compile a working version. (If there isn't a newer version, then you just can send me a complete copy of this one)

Grtz.
-Mikke M.
mikke@tnogobl.ct.se

4988. Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 01:10:01 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.28.2E861F69@massey.ac.nz>
Source record: 30368

Hi.

I am trying to find an algorithm to edit text - like in a text editor.

Are the starts of lines in text files indexed for speed, or does the program
just search thru the file looking for \n ???

Also, when text is inserted into the file, where do u put it? I mean -
surely it's too slow copying the lower half of the file down a character
each time you type.

Does any1 have an algorithm for this, or have any pointers that might help?

I'd much appreciate it,

Richard =8-]
r.m.morris@massey.ac.nz

4989. Hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 01:15:00 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.29.2E862094@massey.ac.nz>
Source record: 30370

How do I connect a SCSI hard drive to my ST?

I have a 20 meg SH204 (or whatever) and want to remove the drive inside for a (much) bigger one. I thought atari used scsi drives connected to the ASCI adaptor or something.

I don't want to have to send to the UK for an atari-ready drive as they cost a fortune!!!

I worked it out that buying a 100M scsi drive, would be the same as me buying a 540Mb drive here in NZ (big difference). And the atari bits seem a bit more expensive.

So can I just swap the drive from my SH204 or do I have to buy a host adaptor like the ICD one...

Any info would be most appreciated,
Richard =8-]

r.m.morris@massey.ac.nz

4990. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 01:36:16 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3658ig$1481@msuinfo.cl.msu.edu>
Source record: 30371

In article <R.M.Morris.28.2E861F69@massey.ac.nz>, R.M.Morris@massey.ac.nz (Richard Morris) writes:
>Hi.
>
>I am trying to find an algorithm to edit text - like in a text editor.
>
>Does any1 have an algorithm for this, or have any pointers that might help?

I'm interested in any responses to this question, too. Please respond on the net, or at least include me in any mailing.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

>Richard =8-]
>r.m.morris@massey.ac.nz

4991. Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 02:21:29 UTC
From: ludis@netcom.com
Message-ID: <ludisCwpt7u.44s@netcom.com>
Source record: 30372
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <35p09e$1223@rs18.hrz.th-darmstadt.de> kraemer@rzri6f.gsi.de (Michael Kraemer) writes:
>but what if I have to live with a stream of externally generated longwords
>without fillers ? Is there something better than
> rol.w #8,d0
> swap.w d0
> rol.w #8,d0
>possibly with a movem.l to fill a couple of Dx registers at once ?

Try this:
```
MOVE.B (A0)+,3(A1)
MOVE.B (A0)+,2(A1)
MOVE.B (A0)+,1(A1)
MOVE.B (A0)+,(A1)
ADDQ.L #4,A1
```

Or this:
```
ADDQ.L #4,A1
@0 MOVE.B (A0)+,-(A1)
MOVE.B (A0)+,-(A1)
MOVE.B (A0)+,-(A1)
MOVE.B (A0)+,-(A1)
ADDQ.L #8,A1
loop to @0
```

BTW - For those of you still following this thread, I renamed it to more closely match recent suggestions.

Ludis Langens
ludis@netcom.com

4992. TOS 2.06 and Lattice C 5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 03:28:06 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <780546474.2@mettav.exnet>
Source record: 30374

```
It was none other than Philip Mack that wrote on 19 Sep 94 that ,
PM> Could anyone tell me if TOS 2.06 will run Lattice C v5 ?

Yes

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (100:1011/0.8)
```

4993. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 10:36:02 UTC
From: avg@cwi.nl
Message-ID: <CwqG42.GwG@cwi.nl>
Source record: 30375

In comp.sys.atari.st.tech Morris writes:

>I am trying to find an algorithm to edit text - like in a text editor.

>Does any1 have an algorithm for this, or have any pointers that might help?

The general idea is this: the text is stored in two parts, the
part before and the part after the cursor. In between is a 'gap'.
Whenever something is typed, it is inserted into the gap, so that
no memory needs to be moved or copied.

Data is only moved when the cursor is moved (i.e. some data is
moved from one side of the gap to the other).

I.e.

t_start ... t_gap_l <GAP> t_gap_r ... t_end

When the memory block gets too small, you'll have to reallocate.
't_end' always coincides with the end of the memory block.

For speed (at least that's what the Edith system does), you might
want to store a dynamically allocated block with pointers to
the start addresses of lines.

Depending on whether you are using the Mac paradigm, there might
be data inside the gap that is interesting, as a 'selection' is
then thought of as 'a cursor dragged over a piece of text'.
I would not encourage such an approach. The Mac paradigm is
outdated.

If your lines never exceed a certain length, an efficient
alternative may be to simply use an array of lines of equal
length, like the old Tempus editor did.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4994. STZIP 25 BUG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 11:55:00 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <366cqk$mrj@infa.central.susx.ac.uk>
Source record: 30376

I find my machine goes nuts when i try to create a new directory in a .zip file I have just made: The character set gets messed up and the machine often bombs.

Steve

4995. Falcon Sequencer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 17:28:48 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3670cg$p7o@u.cc.utah.edu>
Source record: 30379

[No readable article body recovered]

4996. TOS versions and changes info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 17:50:07 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Sep26.115007.3282@atlas.tntech.edu>
Source record: 30377

Is there some kind of FAQ or info file that explains the TOS versions and what some of the major changes to each version were?

Specifically, I am looking for info on such things and XBRA and cookie jars. I know that XBRA was added in 1.04, but not sure of its function. I also don't know when cookie jars were added and exactly what purpose they serve. It seems from what I have seen of the info in README files for various apps, these appear to be ways for programs to communicate with desk accesories and such sort of like pipes in Unix.

I put this in st.tech sincee it probably is really a programming concern.

Where can I get more info on these and other such enhancements to TOS and GEM?

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

4997. Re: 17" monitor for a TT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 20:01:22 UTC
From: UweKloss@lionbbs.escape.de
Message-ID: <H.ekBJ.O3VMQyPOf_M@lionbbs.escape.de>
Source record: 30206

In <Cw0E9B.LK9@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>... , I'm not sure whether it is possible
>to hook it up to a TT to produce high-res output (1280x960 monochrome).
The TT interface is a ECL type one.
This means that the electrical specs are different.
I'm not shure but you might even damage either VDU or computer
or even both if you connect them.

Uwe
--

Uwe Kloss email: UweKloss@lionbbs.escape.de
Fasanenstrasse 65 voice: +49-531-336908
38102 Braunschweig

4998. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 20:58:13 UTC
From: knarf@nasim.cube.net
Message-ID: <367cl5$iqg@nasim.cube.net>
Source record: 30382

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <sztbbllqfeq@moacs11>, Waldi Ravens writes:
> > However, I would strongly recommend the installation of an XHDI >= 1.10
> > compatible driver to anyone who plans on using minix filesystems under
> > MiNT. Currently the XHDI protocol is supported by HDDriver and HuSHI,
> > both work fine with mfs 0.6.

> But do any of those work with an ICD host adapter? I can't justify
> buying new hardware for my ST (I mean, really, it's ANCIENT), especially
> when I'd be replacing a part that works.

The dumb ICD software only works with their host adapters, but HuSHI
and HDDRIVER work fine with their hardware.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

4999. Re: SCSI problems - scanner killing HD...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 22:00:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBtF.64z@cix.compulink.co.uk>
Source record: 30381

> I have tried this with only the scanner attached to the external SCSI
> port, but it still crashes.

It might be mismatched termination resistors.

OTOH it might be a clash between SSCI id numbers. If both the scanner and
the HD are set to the same SCSI ID, then this is liekly to cause problems.

Roland.

@CiX

5000. Re: SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-26 22:00:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CwrBtK.65p@cix.compulink.co.uk>
Source record: 30380

> No sir, I am saying that this particular car seems to run just as well
> with three wheels as with four, on Atari ST systems with fairly short
> SCSI buses at least (must be a Yugo). I don't recommend this

I must say I agree with this post. A lot is said about SCSI termination,
but I've mixed and matched drives on several Ataris and never had *any*
problems dure to termination.

Nobody is syaing this is *right* - just that it can and *does* work for
many people.

Roland.

@CiX

5001. Re: HD advice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 00:08:50 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367nqi$gu7@mailer.fsu.edu>
Source record: 30383

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> I am about to go to my first computer auction, and I might pick up a HD
> for my ST. What should I look out for ? I know it can only be an SCSI
> device, but what else ? What sort of price should I look for, for a
> second-hand HD ?

If you don't have an ICD AdSCSI, AdSCSI+, or Link2, you should try to ensure that the SCSI drive has a parity jumper. Some Quantum models do not (you have to do it in software, from something that can deal with parity). I believe these are the ELS models. If you do have one of those host adaptors, just about anything should work. Stay away from SCSI2 stuff that has other qualifiers, like fast, wide, double-ended, etc. Straight SCSI2 should work fine. Standard SCSI will almost always work fine. Just about anything that works on a Mac will work on an ST, given parity concerns.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5002. Re: ST memory chips ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 00:35:47 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367pd3$q5b@mailer.fsu.edu>
Source record: 30384

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Hi, I'm going to my first computer auction soon, and I imagine there
> will be all sorts of stuff there. I have a 520STFM (1Mb RAM) and
> wondered if there was any way I could build my own Ram upgrade ?

Well, I suggest you purchase four 1mb SIMM or SIPP modules, and use them to upgrade your ST. I just did a 520STFM from 512k to 2mb, and it worked perfectly the first time. I am not a low-level hardware guy (this was my first project, in fact). Anyway, it is a piece of cake with SIMM/SIPPs. There is a set of instructions for using SIPPs on atari.archive.umich.edu in /Misc (2_5ramxxx.zoo, or something like that). I used these as a basis for my SIMM upgrade, which was even easier. I'll be writing up my humorous but successful experience and putting in the same directory soon. I took great pains to make this as easy for my underskilled self as possible.

Ha, this hardware stuff is easy :-).

Dealing with chip memory is probably cheaper, but also probably much more work, unless you buy a premade memory upgrade board.

> Also, Also, is there a cheap DIY mod that I can do to stop my ST keyboard
> feeling like I'm typing on a bathroom sponge ?

There is a spring set that will make it feel stiffer (the name escapes me). Also, there are hardware interfaces to let you use a PC keyboard (DEKA is the name, I think). You want one that is hardware only, so it will work with any games and such as well (there are some that depend on a software driver, which means you will have to type on the old keyboard with self-booting stuff).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5003. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 00:50:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <367q8o$q5b@mailer.fsu.edu>
Source record: 30385

Frank Bartels (knarf@nasim.cube.net) wrote:
>
> The dumb ICD software only works with their host adapters, but HuSHI
> and HDDRIVER work fine with their hardware.

I have gone through at least a dozen versions of the ICD software, and did not have to pay anything for them (perhaps a bit of shipping for the disk, but nothing major). IMHO, that level of support is worth far more that what I paid for the hardware. That is not to say that the other products you mention are not also good (I have not seen them), but I would certainly not characterize the ICD upgrade policy as "dumb". In fact, it is one of the smartest I have encountered! I wish more companies would give that kind of support.

What you need to realize is that the versions of the ICD software that are restricted are free upgrades for ICD hardware owners, not just "generic" software. If I did not have an ICD host adaptor (or if I was using a Falcon/TT), I would buy the Pro level stuff in a second (which works on just about any host adaptor). Their software (and hardware) is tops, IMHO.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5004. Re: HD advice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 02:32:00 UTC
From: selick@bu.edu
Message-ID: <368070$90u@news.bu.edu>
Source record: 30386

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: > I am about to go to my first computer auction, and I might pick up a HD
: > for my ST. What should I look out for ? I know it can only be an SCSI
: > device, but what else ? What sort of price should I look for, for a
: > second-hand HD ?

Actually, I have 2 MFM hard drives hooked up to my 1040STe with an Adaptek
4000 conversion board. I use a Supra host (SCSI) adaptor by the way. MFM
drives are really cheap these days.

-Steve

Steven Selick:
selick@acs.bu.edu ak479yfn.ysu.edu steven.selick@rocks.org
be824@cleveland.freenet.cwru.edu ai478@leo.nmc.edu

5005. Falcon Sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 04:19:53 UTC
From: pl4266@u.cc.utah.edu
Message-ID: <3686h9$o93@u.cc.utah.edu>
Source record: 30387

Hello!
While I'm saving to buy CUBASE AUDIO, is there a Falcon Sequencer
on any FTP sites any where, I just need something to keep me going. I have
Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
So can someone help me get it running or can someone help me find a
hold-over sequencer? I really appreciate all the input I've received in
deciding to buy the Falcon, I'm confident it will work out great!
Paul Luscher
Paul.Luscher@m.cc.utah.edu

5006. need help with ka9q

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 04:54:11 UTC
From: ad717@yfn.ysu.edu
Message-ID: <3688hj$nrp@news.ysu.edu>
Source record: 30198

I need help with ka9q slip setup.

Had it working on netcom with TIA internet adapter, know have
slip account on ixc.net . They use a net mask of 255.255.255.0
can't telnet ping finger all I get is sync sent.
Their server does the routing. With TIA you use dial up account
address ,so you have mask for ip address with it to.
Any help and or ideas will be greatly appreciated.

thanks in advance.
Edward Cunningham
send email replies to ecunning@netcom.com
--
Edward Cunningham

5007. Starting program from EPROM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 08:05:06 UTC
From: jorritsm@eryx.prl.philips.nl
Message-ID: <1994Sep27.080506.3925@prl.philips.nl>
Source record: 30200

I have a ATARI 1040ST, which I only use for a midi sequencer called CUBASE.
So every time I'm starting, I'll have to load the program from a floppy
(I don't have a hard disk).

Now my question: Is it possible to start a program which is stored in a
eprom, which is connected to the 'ram'-connector at the left side ???
(or any other solution)

Thanks for any help,

--
Jorritsma, ing. Fre J.

Philips Research Laboratories
Building WY 1 051, Prof. Holstlaan 4, 5656 AA Eindhoven, The Netherlands
Phone: +31-40-742995

E-mail: jorritsm@prl.philips.nl

5008. Connecting ATARI STF to SCART on a TV

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 08:25:26 UTC
From: jbt@lulea.trab.se
Message-ID: <1994Sep27.082526.8877@lulea.trab.se>
Source record: 30201

Does anyone know hot to connect an ATARI STF to SCART input on a TV? Which pins on the ATARI monitor output should be connected to which pins on the SCART input?

Thanks in advance

/JBT

5009. Discovery Cart Software Wanted.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 08:52:35 UTC
From: bensmith@teleport.com
Message-ID: <368mgj$kvr@sandra.teleport.com>
Source record: 30202

I have the Discovery Cartridge and I'm looking for software that works
with it that scans the disk your trying to copy then writes a special Custom
Control Backup File to make it easier to copy any Protected file. I would
appreciate it if someone could help me find this software.

Please send E-Mail to: bensmith@teleport.com

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5010. Re: Compiling Mint 1.10 h8 (problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 12:04:43 UTC
From: J.B.W.Webber@ukc.ac.uk
Message-ID: <10416@eagle.ukc.ac.uk>
Source record: 30388

I am trying to make the latest mint.

I have mint 1.10 sources, and have successfully patched them to version h8
using patch12u8

Compilation goes OK as far as magics.o; when linking, to magics.ttp
gcc reports can find no main.
When I look at magics.c, there is a header and a main, no problem.
All the brackets seem to match up.

I am using GCC 4.22, and have TOS 2.06;

any ideas ?

cheers
beau webber jbww@ukc.ac.uk

5011. Re: Hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 12:23:44 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CwsFrL.2BC@hpbbrd.bbn.hp.com>
Source record: 30192

Richard Morris (R.M.Morris@massey.ac.nz) wrote:
> I have a 20 meg SH204 (or whatever) and want to remove the drive inside for
> a (much) bigger one. I thought atari used scsi drives connected to the ASCI
> adaptor or something.
>
> I don't want to have to send to the UK for an atari-ready drive as they cost
> a fortune!!!

The SH204 consists of a ACSI to SCSI host adapter, an Adaptec 4000A
SCSI to ST506 controller, and a ST506 drive. Swap the drive for a SCSI
drive, ignore the Adaptec controller, and you're set. In the earlier
days (when 20 MB were just a little too small, and something like 80 MB
seemed huge), this was a pretty common way to upgrade the SH204.

The software part, however, could be trickier. I hear that the more
current HDX versions do no longer support the SH204 drive. Other software
may have problems with the SH204's PAL bug in the host adapter.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5012. [HELP] Sound Programming on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 13:10:34 UTC
From: jhh@cwi.nl
Message-ID: <CwsHxM.DLw@cwi.nl>
Source record: 30390

Hi,

I just got the Atari Compendium, and wanted to do some simple sound programming on my Falcon: just playing a sample by DMA using the XBIOS calls. Now the Compendium looks like a nice book, and seems to document each individual function adequately, but it doesn't give much background information on how to use them in conjunction with other function. To be more specific
- I figured I have to use Devconnect() to connect the DMA to the output, and set the sampling rate. So far so good.
- I, off course, have to check the cookie jar for availability of these functions first, and lock/unlock the sound system before and after use.
- the buffer with data is set with Setbuffer()?
But now the trouble begins:
- how do i start playing the sample? Do I use Bufoper()? What's Bufptr() got to with the operation of Bufoper() (the compendium says I have to use Bufptr() first, but I don't see how)
- the function Settracks() indicates that it is possible to play back 1-4 tracks simultaneously. But how do I tell the sound systems which data comprise which track (Setbuffer() accepts only one buffer).
- the function Settracks() indicates also that it is possible to _record_ four tracks simultaneously. How do I determine the source for each individual track? Where does the data go
- the function Setmode() changes the type of sample data from 8bit/16bit or mono/stereo. How is the data for each mode represented in memory?
- the function Soundcmd() mentions the existence of an 'adder'; which are its inputs and where (if at all) does it connect to the sound-matrix.
So what I really would like to know: what's the 'official' way to play one or tracks through the DMA using XBIOS calls.

P.S. Functions names may be slightly incorrect because I'm typing them from memory.

Thanks in advance for any help I may get (please mail replies to me: I'll summarize)

--

Jaap-Henk Hoepman CWI : Centre for Mathematics and Computer Science
Phone: +31 20 5924078 Kruislaan 413, 1098 SJ Amsterdam
Email: jhh@cwi.nl URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html

5013. SM194 & Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 13:23:20 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EI2MFAUU22-UP@deluxe.textlitho.nl>
Source record: 30389

Hi!

Just wondering - is it possible to connect a SM194 (19" Moniterm)
monochrome monitor to a Falcon?

PT

--

'May your life be interesting'
- old Chinese curse -

Paul Tuijnman
paul@textlitho.nl

5014. Re: Compiling Mint 1.10 h8 (problem)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 14:51:28 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <369bhg$l0s@ra.ibr.cs.tu-bs.de>
Source record: 30191

jbww (J.B.W.Webber@ukc.ac.uk) wrote:
: I am trying to make the latest mint.

: I have mint 1.10 sources, and have successfully patched them to version h8
: using patch12u8

: Compilation goes OK as far as magics.o; when linking, to magics.ttp
: gcc reports can find no main.
: When I look at magics.c, there is a header and a main, no problem.
: All the brackets seem to match up.

: I am using GCC 4.22, and have TOS 2.06;

: any ideas ?

You didn't mention the Libs you are using. This sounds like
one of these pre30 lib errors.

Get MiNTLib >30 (39 and 44 are ok, don't use 45).
This may solve your problem.

BTW I had no probem compiling MiNT with GCC 2.4.2 till last week.
It didn't like the 1.11h2 source, that's why I'm on 2.4.5 now.

Stay away from GCC 2.5.x for x!=8.
2.5.8 is said to be ok.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5015. Problems with slip

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 19:06:45 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <8iW6p5600WB88IQUVj@andrew.cmu.edu>
Source record: 30193

It turns out my previous problem trying to install slip using MiNT
was caused by my forgetting to place the slip driver in my mint
directory.
Now, when I run slip it seems to mess up all other network stuff.
For instance, before I run slattach, ping works fine on the localhost.
After I run slattach ping localhost just sits there. I have no idea
what's causing this so if anybody can give me ideas where to start
looking for problems, I'd appreciate it.

David

5016. non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 19:38:05 UTC
From: mhsmith@ornews.intel.com
Message-ID: <369sat$sei@ornews.intel.com>
Source record: 30199

I find this quite bizarre, but:

As I was putting a new power supply in my Mega STe, I couldn't help
but notice the processor was NOT a Motorola. It was labeled ST,
which should be SGS-Thompson. very uncool

Now can someone, maybe even a design engineer from Atari tell me:

Was the Mega STe designed around a non-Motorola processor?
Could the compatibility problems people experience with Mega STe's be related
to, not just the TOS version, but possibly using this "foreign"
microprocessor.

Working for INtel, you would think this wouldn't bother me, but
I think when a system is designed around a particular processor,
then it should ship with that processor. There is no such
thing as a perfect clone..unless Motorola released the microcode
for their 68000 processor to third party IC manufacturers and
they're licensed to build this chip.

Can anyone tell us if putting the Motorola 68000 in the MegaSTe will
make a noticeable difference in performance/compatibility?

Thank you,

Michael Smith

--
=-=-=-

5017. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 19:58:29 UTC
From: evanlang@uss.lonestar.org
Message-ID: <369th5$nc@uss.lonestar.org>
Source record: 30196

In article <3658ig$1481@msuinfo.cl.msu.edu>,
<hopper_t@msupa.pa.msu.edu> wrote:
>In article <R.M.Morris.28.2E861F69@massey.ac.nz>, R.M.Morris@massey.ac.nz
>(Richard Morris) writes:
>>Hi.
>>
>>I am trying to find an algorithm to edit text - like in a text editor.
>
>I'm interested in any responses to this question, too. Please respond on
>the net, or at least include me in any mailing.
>
>Thanks,
>Tom
>hopper_t@msupa.pa.msu.edu

Sorry Tom, I already sent the mail, perhaps Richard will forward my reply.

Basically, here is the answer ->

```
struct line {
char * text;
size_t lnsize;
struct line * next;
}
```

Every line is just a null-terminated C string, with lnsize bytes of
storage (allocate at least 81 bytes for each new line, and realloc() as
needed). Each line structure has a pointer to the next line. Now,
an insert is an insertion into the linked list, a delete is an unlink
and free(text) and free(liststruct) - use a temp pointer or the ->next->next
method to unlink.

Moving blocks just unlinks the structures and re-links them elsewhere!
No data moving.

There are, of course, other methods, but if you are used to basic, and the
idea that everything is an array, and you aren't used to dynamic memory
allocation, then your SOL.

Hmm .. I think that covered everything. Richard won't need to forward my
reply after all :-)

CYA,
Evan Langlois

5018. Re: HD advice.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 20:26:30 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <369v5m$j3o@library.erc.clarkson.edu>
Source record: 30194

Steven Selick (selick@bu.edu) wrote:

: Actually, I have 2 MFM hard drives hooked up to my 1040STe with an Adaptek
: 4000 conversion board. I use a Supra host (SCSI) adaptor by the way. MFM
: drives are really cheap these days.

How about that 4000 conversion board, is it still for sale, and or is
there one that does mfm/rll/esdi?
Thanks
Scott "Captain, Captain, We need more memory" Traynor

Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

5019. Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 20:39:39 UTC
From: mah@mpr.ca
Message-ID: <1994Sep27.203939.24502@mprgate.mpr.ca>
Source record: 30195

A friend of mine owns an ATARI 1040ST. He is having serious problems using his mouse (Atari STMI) - it only works intermittently so it must be a loose connection. He finally found a store which sells Atari stuff and was told that a new mouse is $60 (Canadian). Considering the current value of his 1040, he wasn't too thrilled about shelling out this amount of money.

Two questions:
- are there any third party mice for Ataris which are significantly cheaper than the above, and, if so, where can he find them?
- I noticed that the mouse uses the same connector type as serial mice for IBM-PC compatibles, i.e. 9-pin (DB-9?). Is it possible to use a IBM-compatible serial mouse with the 1040 or can it be adapted/rewired?

Thanks in advance for any help.

Richard Mah
mah@mprgate.mpr.ca

5020. Re: Hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-27 23:02:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cwt9Cr.3JC@cix.compulink.co.uk>
Source record: 30197

> I have a 20 meg SH204 (or whatever) and want to remove the drive inside
> for a (much) bigger one. I thought atari used scsi drives connected
> to the ASCI adaptor or something.

Unless you are very lucky, you will find that the SH204 *doesn't* have a SCSI drive. Its more likely to be an MFM or RLL mechanism.

Have a look in the case and find the drive model number. Also look at the cables. SCSI has 1 50way ribbon cable. ST506 interfaces (as used by RLL and MFM) have 2 smaller cables.

Either way, you should be able to find some sort of drive which is bigger than the one you already have.

:-)

Roland.

@CiX

5021. Setinterrupt(), Timer A, & F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 03:17:56 UTC
From: mlake@dgs.dgsys.com
Message-ID: <36an94$i51@DGS.dgsys.com>
Source record: 30203

I am not sure if this made it out to the Net the first time I tried to post. If it did, forgive me.

Has anyone successfully used Setinterrupt() with Timer A on a Falcon 030? If so, please point me in the right direction (or send me) some example source code.

Thanks.

--
Marshall Lake
mlake@dgs.dgsys.com

5022. Re: SM194 & Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 10:53:07 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780749587@acp5>
Source record: 30205

paul@deluxe.textlitho.nl (Paul Tuijnman) writes:

>Just wondering - is it possible to connect a SM194 (19" Moniterm)
>monochrome monitor to a Falcon?

No, that's not possible.

```
**************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
**************************************************************************
```

5023. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 13:07:34 UTC
From: wz@echo.chem.TU-Berlin.DE
Message-ID: <wz.780757654@echo>
Source record: 30204

mhsmith@ornews.intel.com (Michael H Smith) writes:

>I find this quite bizarre, but:

>As I was putting a new power supply in my Mega STe, I couldn't help
>but notice the processor was NOT a Motorola. It was labeled ST,
>which should be SGS-Thompson. very uncool

where is the problem??
Hitachi and SGS (also some other's I cant remeber) have the license to
produce 68000.

>Was the Mega STe designed around a non-Motorola processor?
no. The Hitachi and others are working fine.

>Working for INtel, you would think this wouldn't bother me, but
>I think when a system is designed around a particular processor,
>then it should ship with that processor.
The differences between the Moto 68000 and the other manufactured 68000 are
very small, it's not like Intel 486 and AMD 486!!!!

>There is no such
>thing as a perfect clone..unless Motorola released the microcode
>for their 68000 processor to third party IC manufacturers and
>they're licensed to build this chip.
They are licensed, because Moto is not as braindead as Intel...

Bye Wolfgang

5024. Re: [HELP] Sound Programming on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 16:05:57 UTC
From: graham@rbg.informatik.th-darmstadt.de
Message-ID: <36c495$r05@rs18.hrz.th-darmstadt.de>
Source record: 30214

> - how do i start playing the sample? Do I use Bufoper()? What's Bufptr()
> got to with the operation of Bufoper() (the compendium says I have
> to use Bufptr() first, but I don't see how)
You're right. Buffoper() starts the sample. Just set the bit for play.
If the volume is to low use soundcmd() to adjust input and output volume.

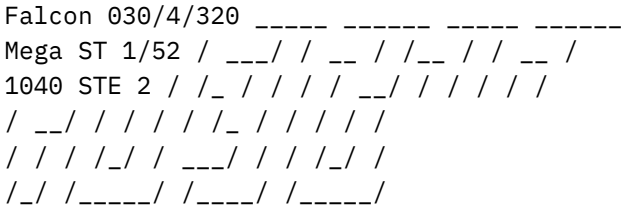
> - the function Settracks() indicates that it is possible to play back 1-4
> tracks simultaneously. But how do I tell the sound systems which data
> comprise which track (Setbuffer() accepts only one buffer).
You have only one sample buffer on the falcon. The samples are intereaved like
this: left side 1. Track, right side 1. Track, left side 2. Track, r. side 2. Tr.
etc.
> - the function Settracks() indicates also that it is possible to _record_ four
> tracks simultaneously. How do I determine the source for each
> individual track? Where does the data go
The source is always the same (set by devconnect()), you just have 8 channels
from one source to one destination.
> - the function Setmode() changes the type of sample data from 8bit/16bit or
> mono/stereo. How is the data for each mode represented in memory?
Hmm. Never jused anything else than 16 bit, but if I remember right you can
only record in 16-Bit mode. 16-Bit mode is also always stereo. The 8 bit mode
takes one byte in mono and two bytes in stereo but maybe the buffer length has
to be a multiple of 2 or 4 Bytes 'couse of the normaly used 16-Bit stereo mode.

> - the function Soundcmd() mentions the existence of an 'adder'; which are its
> inputs and where (if at all) does it connect to the sound-matrix.
The hardware adder adds the input signal (ADC) to the output (DAC). This might
be usefull in some kind of applikations.
> So what I really would like to know: what's the 'official' way to play one or
> tracks through the DMA using XBIOS calls.
I try to remember (I'm kot sitting on my falcon just on a Unix machine):
- locksnd() - with the right return code (128 ?)
- soundcmd() - set the I/O, the adder etc. as you need it
- setbuffer() - set the playback buffer
- setmode() - set the mode (e.g. 16-Bit stereo)
- settrack() - in most cases one track mode
- setmontrack - set the track which shall be put through the DAC --> headphone output
- devconnect() - set the matrix as you need it
- buffoper() - start playing the sample

I think that's it.
Hope this helps.
If not email me and I'll give you more help.

Alex

Alexander Graham Informatik TH-Darmstadt



5025. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 16:19:48 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <i6too5q0ym2@moacs11>
Source record: 30209

In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:

> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> > But do any of those work with an ICD host adapter?
>
> The dumb ICD software only works with their host adapters, but HuSHI
> and HDDRIVER work fine with their hardware.

Depends on the number of harddisks connected to the hostadaptor. HDDriver supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors will allow more than two devices. Those who have more than two harddisks connected to the same ICD hostadaptor will be stuck with the incompatible ICD software.

Regards,
Waldi (walra@moacs.indiv.nl.net)

5026. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 17:25:30 UTC
From: gathings@cs.utk.edu
Message-ID: <36c8uaINNm3c@duncan.cs.utk.edu>
Source record: 30208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 520stfm 512k ram
system mouse, internal 3.5"
drive (ssdd)
68000 main processor
with communcation
software and books $150
(GEM programming etc.)

Atari 1050stf 512k ram (other 512k $250
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 and sf314
external floppy drives.

Atari 1200XL 64k ram /books $30

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold with the week, I will junk.

Golando

5027. piezo sounder wanted for audio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 19:04:59 UTC
From: hallvart@ifi.uio.no
Message-ID: <36ceor$d5q@baugi.ifi.uio.no>
Source record: 30207

I'm *still* looking for a driver circuit for a piezo sounder
that I can use with my STe instead of a speaker, since it takes
up too much room inside the machine, and I don't have a speaker
in my monitor (NEC Multisync II).
Anybody got a circuit for this?

Hallvard

5028. Re: Falcon Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 20:53:33 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <Cwuy19.AE6@cix.compulink.co.uk>
Source record: 30232

In message <CwL5wo.CEH@freenet.carleton.ca>, az822@FreeNet.Carleton.CA said:
>
>just awaiting delivery. Yesterday I spoke at some length with the
>distributor about updates etc. He informed me that E-Magic is sceptical
>of any further updates for the Hard disk recording module as E-Magic has
>apparantly found some discrepancies in the Falcon hardware itself. It
>would appear from what I understand, that the there are many different
>ways to put together a Falcon, and some of the ways may be incompatible
>with this particular software. Is there anyone who knows or might be able
>to offer a comment? I know that apparantly Cubase Audio is beautiful on
>the Falcon, although I've never seen it up and running!

I have Cubase Audio Falcon v2.0 and can confirm that it works very
well indeed, but as I understand it from the 'New features in version 2'
section of the manual, there was a 'SCSI Timeout especially during
long recordings' problem which was fixed in v2.0, and the text goes on
to say that 'this was actually a Falcon hardware problem, but could
fortunately be solved in software'.

Perhaps this is a similar problem to which E-magic refer, but in
addition to this there is a 'modification' to the CPU clock signal
which I understand is 'recommended'. I have this mod fitted to my
machine, so am not sure whether this particular mod is absolutely
necessary - apparantly on some machines it was possible to get a
disturbance on the SDMA clock signal resulting in cracking noises
on the audio.

I read a transcript a while back in 'Atari Explorer Online' of
(I think) the final 'Atari Round Table' on Genie, in which it was
mentioned that Atari were thinking about the possibility of developing
a 'music workstation', and have since heard that 'Falcon technology
has been licenced to C-Lab GmbH' - perhaps a Falcon-based music
workstation integrated with C-Lab software is planned, but I thought
'E-Magic' was actually 'C-Lab' previously.

Brian

brobson@cix.compulink.co.uk

5029. Have caution in buying German software..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-28 22:54:46 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36cs7m$e3g@golem.wcc.govt.nz>
Source record: 30210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yes after have brought some German software, I find now there is no longer
any English support for these programs....

1. Script V1.0, only has a USA Dictionary, now up to version 3.5,
but only if you are German...

2. Auto Overscan, no later English version than 3.0zi, I have been told that I
need version 3.0zm for multitasking, but there is no English version..

3. Tempus 2.07, the very first program to be ported to English, now version
2.21, but only if you are German...

4. Signum 2, now upto version 3, but again only if you are German...

5. Papyrus, no English Dictionary or Thesaurus as of yet....

6. Tempus Word/Light, no English version..

7. Pheonix, no English version..

Why the BIG no support for English users of most of these programs..??

The only piece of German software that I have had good support is GSZRZ,
and you can update it via a BBS....

I am still waiting to get support for Auto Overscan, all I have been given is
the run around from the UK and zero Internet help from the Germany....

So what is going on in Germany, ??? are they going bankrupt..??

Please Please support your users, you have the Arari community at your feet...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5030. Re: Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 00:12:09 UTC
From: mhsmith@ornews.intel.com
Message-ID: <36d0op$2o0@ornews.intel.com>
Source record: 30211

mah@mpr.ca (Richard Mah (PDE)) writes:

>A friend of mine owns an ATARI 1040ST. He is having serious problems
>using his mouse (Atari STMI) - it only works intermittently so it must
>be a loose connection. He finally found a store which sells Atari stuff
>and was told that a new mouse is $60 (Canadian). Considering the current
>value of his 1040, he wasn't too thrilled about shelling out this amount
>of money.

>Two questions:
>- are there any third party mice for Ataris which are significantly
> cheaper than the above, and, if so, where can he find them?
>- I noticed that the mouse uses the same connector type as serial mice
> for IBM-PC compatibles, i.e. 9-pin (DB-9?). Is it possible to use a
> IBM-compatible serial mouse with the 1040 or can it be
> adapted/rewired?

Richard,

Your friend can purchase a BeetleMouse through mail order places such as
Toad Computers or retail such as Vision Computers in Eugene, OR (my
favorite).

A MS compatible mouse can be used. Instructions for converting the MS
mouse are contained on some of the ftp sites and local BBS's.
Plugging an MS mouse directly into the ST is a really bad idea.. I
don't recommend it unless you have a fire extinguisher handy.. :)

The instruction's I've seen are for the bus mouse version of the
MS mouse, though the serial version can be converted as well. I
don't know the pinouts or routing off the top of my head.. maybe someone
can post an ASCII routing??

M

--
=-=-=-

5031. Hardware Scrolling 1 Plane

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 03:13:45 UTC
From: mlake@dgs.dgsys.com
Message-ID: <36dbd9$ful@DGS.dgsys.com>
Source record: 30212

Has anyone tried hardware scrolling mono graphics? I'm having trouble on an STe and am beginning to think that the scrolling hardware was intended for multi-plane graphics only.

Also, the same code reacts differently on an F030 than on an STe.

--
Marshall Lake
mlake@dgs.dgsys.com

5032. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 04:53:36 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <36dh8g$mht@news.cs.tu-berlin.de>
Source record: 30224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Roger!
In comp.sys.atari.st you write:

>Yes after have brought some German software, I find now there is no longer
>any English support for these programs....
[...]

>I am still waiting to get support for Auto Overscan, all I have been given is
>the run around from the UK and zero Internet help from the Germany....
-
Most German developers are not connected to the internet. The
German "Maus" (<-german word for 'mouse' it's a nationwide net of
local BBS] is very popular instead.
(about as 10-20x more postings than on the usenet.)

I've just forwarded your article to the Mausnet, so hopefully you
will get some mails (or even support) from Germany.

>So what is going on in Germany, ??? are they going bankrupt..??
-
I don't hope so!
Some developers recently said the market is regaining from
conciousness ;)

I hope you'll get some answers!

bye -thommy

BTW: What does BBS mean :-?
P.S. sorry for any mistakes, but here's no spellchecker and no
dictionary...
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

5033. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 05:27:52 UTC
From: steve-j@teleport.com
Message-ID: <36dj8o$cin@elaine.teleport.com>
Source record: 30225

In article <369sat$sei@ornews.intel.com>,
Michael H Smith <mhsmith@ornews.intel.com> wrote:

>I find this quite bizarre, but:
>
>As I was putting a new power supply in my Mega STe, I couldn't help
>but notice the processor was NOT a Motorola. It was labeled ST,
>which should be SGS-Thompson. very uncool
>
>Now can someone, maybe even a design engineer from Atari tell me:
>
>Was the Mega STe designed around a non-Motorola processor?
>Could the compatibility problems people experience with Mega STe's be related
>to, not just the TOS version, but possibly using this "foreign"
>microprocessor.
>
>Working for INtel, you would think this wouldn't bother me, but
>I think when a system is designed around a particular processor,
>then it should ship with that processor. There is no such
>thing as a perfect clone..unless Motorola released the microcode
>for their 68000 processor to third party IC manufacturers and
>they're licensed to build this chip.
>
>Can anyone tell us if putting the Motorola 68000 in the MegaSTe will
>make a noticeable difference in performance/compatibility?

While Motorola HAS licensed a select few other chip makers to make clone processors (I don't have first-hand knowledge of such, but I understand that to be the case), ALL Atari TOS-based machines SHOULD have genuine Motorola CPUs in them. If you ARE correct about having a non-Motorola 68000 in your machine, that is a highly rare occurance and has very little (if ANYTHING) to do with any incompatibility problems. The incompatibilities are due to changes in TOS and new hardware (a 16MHz CPU, cache, new sound hardware, VMEbus, etc.).

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5034. Re: Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 05:35:04 UTC
From: steve-j@teleport.com
Message-ID: <36djm8$cta@elaine.teleport.com>
Source record: 30226

In article <1994Sep27.203939.24502@mprgate.mpr.ca>,
Richard Mah (PDE) <mah@mpr.ca> wrote:

>A friend of mine owns an ATARI 1040ST. He is having serious problems
>using his mouse (Atari STMI) - it only works intermittently so it must
>be a loose connection. He finally found a store which sells Atari stuff
>and was told that a new mouse is $60 (Canadian). Considering the current
>value of his 1040, he wasn't too thrilled about shelling out this amount
>of money.
>
>Two questions:
>- are there any third party mice for Ataris which are significantly
> cheaper than the above, and, if so, where can he find them?
>- I noticed that the mouse uses the same connector type as serial mice
> for IBM-PC compatibles, i.e. 9-pin (DB-9?). Is it possible to use a
> IBM-compatible serial mouse with the 1040 or can it be
> adapted/rewired?

No, you cannot use 9-pin serial mice with the ST's mouse/joystick
port. There IS software available (from Cybercube Research, I
think) that will let you use serial mice in the ST's serial port,
though. Mice that are compatible with, I believe, the Microsoft
mouse (bus/mouseport version) are supposedly capable of being
rewired to work on an ST's standard mouse/joystick port. I'm
looking for that information myself!

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@genie.geis.com	their feet on anything with 'Welcome'
or steve-j@teleport.com	written on it." -- Andy Partridge

5035. Re: STZIP 26 BUG...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 06:55:47 UTC
From: gaghon@nevada.edu
Message-ID: <36dodj$sht@post-office.nevada.edu>
Source record: 30213

Vincent Lefevre (vlefevre@ens-lyon.fr) wrote:

: Has anyone seen the following bug?

: If you ask STZIP to display a file (from the .ZIP file) and then want
: to extract files, in general STZIP cannot read these files.

: Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

Yes, I have noticed that. It seems to happen on files that have Folders
as well. I can't seem to get it unzipped.

If I extract it with the -xr option, it works.

5036. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 09:13:34 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Sep29.091334.22255@news.unige.ch>
Source record: 30215

>>after have brought some German software, I find now there is no longer
>>any English support for these programs....
>>
>>5. Papyrus, no English Dictionary or Thesaurus as of yet....

Yes there is ! From Hisoft; US or British. Pretty good too :)

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5037. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 09:19:18 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780830358@acp5>
Source record: 30217

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>Depends on the number of harddisks connected to the hostadaptor. HDDriver
>supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors
>will allow more than two devices. Those who have more than two harddisks
>connected to the same ICD hostadaptor will be stuck with the incompatible
>ICD software.

What exactly do you mean? HDDRIVER supports 8 SCSI devices (7 in Bus
Arbitration mode because TT or Falcon in this case have a SCSI-ID of their
own) and two logical units for each device. This is independent of the host
adapter you're using.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5038. 14.4 modems and TOS 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 09:24:00 UTC
From: Jason Jones <chance@u.washington.edu>
Message-ID: <Pine.A32.3.90b.940929021513.21706A-100000@mead2.u.washington.edu>
Source record: 30216

I was wondering if I should expect any problems utilizing my new 14.4 modem (when it arrives...) with my 1040STf, configuration: 1meg, no hard drive, SC1224 monitor, TOS 1.00. What communications software should I be using to best make use of this upgrade (my current modem is a 1200) and where might it be available? I need VT100 or VT102 or ANSI emulation. Any comments or suggestions would be appreciated; post here or Email me directly: chance@u.washington.edu. Thanks. :)

5039. Pin connections

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 09:45:02 UTC
From: st39@unix.brighton.ac.uk
Message-ID: <1994Sep29.094502.13787@unix.brighton.ac.uk>
Source record: 30218

I want to make up a serail cable to go between my STe and a PC (with a "small" serial port).

Could someone mail me the pin connections etc... as all my books are at home!

Many thanks.

Steve.
--

Stephen Ticehurst /\ Editor: PDP Magazine for the Atari
s.ticehurst@bton.ac.uk \/ Hey, finger for details!
=-=-=-

5040. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 11:20:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36e7ua$lvb@golem.wcc.govt.nz>
Source record: 30220

In article <i6too5q0ym2@moacs11>, walra@moacs.indiv.nl.net (Waldi Ravens) writes:
>In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:
>
>> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> > But do any of those work with an ICD host adapter?
>>
>> The dumb ICD software only works with their host adapters, but HuSHI
>> and HDDRIVER work fine with their hardware.
>
>Depends on the number of harddisks connected to the hostadaptor. HDDriver
>supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors
>will allow more than two devices. Those who have more than two harddisks
>connected to the same ICD hostadaptor will be stuck with the incompatible
>ICD software.
>
>Regards,
> Waldi (walra@moacs.indiv.nl.net)

The ICD host adapter software is the most widly used in the world, and NOTE:
the most compatible, if you have a gripe with ICD please send them a e-mail,
and don't slander them over the net Thanks...

There is very little support for German software out side Germany...

Please ask me about the UK support for Overscan...

```
*****************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*****************************************************************************
```

5041. Re: TOS versions and changes info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 11:29:18 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36e8ee$lvb@golem.wcc.govt.nz>
Source record: 30221

In article <1994Sep26.115007.3282@atlas.tntech.edu>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
>Is there some kind of FAQ or info file that explains the TOS versions and what
>some of the major changes to each version were?
>
>Specifically, I am looking for info on such things and XBRA and cookie jars. I
>know that XBRA was added in 1.04, but not sure of its function. I also don't
>know when cookie jars were added and exactly what purpose they serve. It seems
>from what I have seen of the info in README files for various apps, these
>appear to be ways for programs to communicate with desk accesories and such
>sort of like pipes in Unix.

I don't think that XBRA was a TOS thing at all, but a software standard,
but the COOKIE JARS thing was started with TOS 1.04, but not fully compatible
till TOS 1.6...

COOKIE JARS tell other programs what othere programs are resident and what
options that are fitted to the machine, ie, hardware and software..

XBRA is the correct way to steel vectors, thats from memory...

> | Hiram W. Lester, Jr. | School: | Home: |
> | Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
> | Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
> | University | hwl0978@tntech.edu | h.lester1@genie.geis.com |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5042. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 11:31:14 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36e8i2$lvb@golem.wcc.govt.nz>
Source record: 30222

In article <1994Sep29.091334.22255@news.unige.ch>, mike@divsun.unige.ch (Mike Morris) writes:
>>>after have brought some German software, I find now there is no longer
>>>any English support for these programs....
>>>
>>>5. Papyrus, no English Dictionary or Thesaurus as of yet....
>
>Yes there is ! From Hisoft; US or British. Pretty good too :)
>
>**********
>Michael Morris PhD
>Division of Medical Genetics tel (Switzerland) (22) 702.56.94
>CMU, University of Geneva fax (Switzerland) (22) 702.57.06
>Geneva, Switzerland email mike@medsun.unige.ch
>

From reviews that I have just read it states that is comming, does not state how many words and there is no Thesaurus....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5043. Re: 14.4 modems and TOS 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 11:35:24 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36e8ps$lvb@golem.wcc.govt.nz>
Source record: 30223

In article <Pine.A32.3.90b.940929021513.21706A-100000@mead2.u.washington.edu>, Jason Jones <chance@u.washington.edu> writes:
>I was wondering if I should expect any problems utilizing my new 14.4
>modem (when it arrives...) with my 1040STf, configuration: 1meg, no hard
>drive, SC1224 monitor, TOS 1.00. What communications software should I
>be using to best make use of this upgrade (my current modem is a 1200)
>and where might it be available? I need VT100 or VT102 or ANSI
>emulation. Any comments or suggestions would be appreciated; post here
>or Email me directly: chance@u.washington.edu. Thanks. :)
>

Please try and get TOS 1.04, its only 25 UK, pounds, fixes many many bugs...

You could have problem with dnloading files to a floppy, use a RAM disk or get a Hard Drive, a Hard drives gives a new perspective in useing a Atari, you think you have just gone and brought a all new machine...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5044. Hard & Soft

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 11:54:12 UTC
From: larserik@oslonett.no
Message-ID: <36e9t4$ntt@hasle.oslonett.no>
Source record: 30219

Does anyone know if Hard & Soft in Germany has an e-mail adress ?
(letters, faxes and stuff takes too much time :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5045. Personalised Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 13:06:40 UTC
From: D.G.Williamson@Sheffield.ac.uk
Message-ID: <36ee50$rne@hippo.shef.ac.uk>
Source record: 30229

Does anybody know how to add information to the rom so that I could personalise the windows and desktop. At the moment I draw new routines from GFA Basic. If I could do it through a cartridge it would be best so I don't have to have a permanent change. Also how could I do it using GFA Basic. I could compile it then load it into an assembler for any changes to the way the program goes in memory. Thanks for any help.
Will.

5046. Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 13:32:46 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <36eflu$89r$1@perth.dialix.oz.au>
Source record: 30230

I've read a few articles lately on HSMODEM2, and they all mention a mod for the ST serial port that allows it to go up to 38400 baud.

I've got an Ste with the T28 accelerator in it, and I use a 9600 baud modem, and often tranfer files to a PC in the same room which has Gemulator on it. (I don't use floppies - we transfer mb's at a time.) Being able to access higher baud rates would be very useful.

Does anyone know of a doc file outlining the mod, or know where I can FTP the info from?

Thanks for any help

Simon Haynes

P.S. Has anyone modified their ST's serial port & if so, does it work?

Simonh@perth.dialix.oz.au

5047. Re: Problem: MinixFs, ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 15:58:46 UTC
From: larserik@oslonett.no
Message-ID: <36eo7m$5pj@hasle.oslonett.no>
Source record: 30227

> will allow more than two devices. Those who have more than two harddisks
> connected to the same ICD hostadaptor will be stuck with the incompatible
> ICD software.

But even though the ICD software doesn't work with other hostadapters, the
ICD hostadapters work with other software (at least it work with SCSITOOLS
and GEMAR, I use a ICD link hostadapter for my tape-streamer right now)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5048. Help! Sound in Pascal!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 18:19:08 UTC
From: garnerg@esu.edu
Message-ID: <36f0es$qhe@jake.esu.edu>
Source record: 30228

I use HighSpeed Pascal, the Turbo Pascal 5.0 knock off for the Atari STE. I have tremendous difficulty getting sound into my programs. I can't even make little dopey beeps! Any information on how to incorporate sound into my High-Speed Pascal programs will be greatly appreciated!

Respond at: garnerg@esu.edu
--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the message above sounds interesting, please respond at:

===> garnerg@esu.edu

Thank you, drive through
****

5049. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 18:20:20 UTC
From: bug@eskimo.com
Message-ID: <CwwLL8.IqE@eskimo.com>
Source record: 30236

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Frank Bartels (knarf@nasim.cube.net) wrote:

>> The dumb ICD software only works with their host adapters, but HuSHI
>> and HDDRIVER work fine with their hardware.

>software. If I did not have an ICD host adaptor (or if I was using a
>Falcon/TT), I would buy the Pro level stuff in a second (which works on just
>about any host adaptor). Their software (and hardware) is tops, IMHO.

Agreed. The ICD software may not comply with AHDI/XHDI, but it's got a heck
of a lot more 'built-in' features. With ICD, you don't need to clutter
your AUTO folder with cache programs, clock programs or FOLDRXXX.PRG.

I'm sticking to ICD, despite being the original poster on this thread.
The problem was a bug in MinixFs when using partitions > ~250meg. Now
that it's fixed, it works a treat. (Well, almost. It crashes with filenames
longer than 16 characters....)

Cheers, Steve
P.S. I'm posting through an alternate account, the news-feed at my main
site is screwed up. (Has been for ages :( ). Reply-to: set accordingly.

5050. Re: Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 19:51:26 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <36f5ru$10f@mailer.fsu.edu>
Source record: 30235

Steve Johnson (steve-j@teleport.com) wrote:
> Mice that are compatible with, I believe, the Microsoft
> mouse (bus/mouseport version) are supposedly capable of being
> rewired to work on an ST's standard mouse/joystick port. I'm
> looking for that information myself!

Here you go. This is both the instructions for converting a Microsoft Mouse (bus version) and an Amiga mouse to ST use. My understanding is that the Amiga one requires no soldering/cutting, just moving a couple of plugs inside the mouse.

If anyone runs into a pile of the old Microsoft mice, I sure would like one :-). I have been on the lookout for such a unit in various computer graveyards for years, but have not found one yet.

--begin microsoft hunk--

Date: 21 Feb 89 03:02:45 GMT
From: tektronix!ozvax!tekcsc!jeff@ucbvax.Berkeley.EDU (Jeff Beadles)
Subject: Here's how to hook a MicroSoft Mouse to a ST
To: info-atari16@score.stanford.edu

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari. :-)

Atari ST	Microsoft Mouse	ST expected signal
1	5	XB
2	3	XA
3	8	YA
4	9	YB
5	N/C	N/C
6	2	Left button
7	N/C	+5VDC (N/C)
8*	6 and also tie to pin 1	Ground
9	7	Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

--end microsoft hunk--

--begin amiga hunk--

>From: BGB100@PSUVM.BITNET (Bruce Blanar)
Newsgroups: comp.sys.atari.st
Subject: Commodore Amiga mouse->ST
Date: 28 Nov 89 02:33:25 GMT
Organization: Penn State University
Posted: Mon Nov 27 21:33:25 1989

Below is a decription of the mod need to be made to a Commodore Amiga mouse
to get the mouse to work on an Atari ST. The Amiga mouse offers a faster
(slightly) tracking rate and two very comfortable buttons to use. The
mod is easy to do and provides a very nice mouse. Enjoy!

Commodore Amiga mouse -------> Atari ST mouse

This is the mod for a Commodore Amiga mouse conversion to ST mouse. No
big deal about the difficulty of the conversion, but still be careful
about what you do. I have included the original wire order by color so
that if you do mess something up, it is here. If the wires in your

mouse are different colors, I suggest writing down the color order before starting in case you switch the wrong wires. Then you can go back to START and begin again.

OK...here it is. All it involves is switching two wires on the connector going to the mouse circuit board. I'll give the before and after views e of the connector wires in order from back to front (of the mouse).

```
Before To use on an Atari ST
--------- -----------------------
Black Black
Blue Blue That's it!
Brown -----\ /-------- Yellow
Orange \/ Orange
White /\ White
Yellow -----/ \-------- Brown
Red Red
Grey Grey
```

Like I said, the mod is not difficult. The standard disclaimer applies. I cannot take responsibility for any misfortunes that may befall you because of your using these plans for the mod. I have performed this mod and I know it works. I ripped the whole mouse apart trying to figure it out before I found out I just had to switch two wires. If you need help with the mod, ask someone you know who has the expertise to do it.

Good luck!

Bruce Blanar

--end amiga hunk--

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5051. Re: Falcon Sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-29 23:00:59 UTC
From: brobson@cix.compulink.co.uk
Message-ID: <CwwyLo.GEA@cix.compulink.co.uk>
Source record: 30231

In message <3686h9$o93@u.cc.utah.edu>, pl4266@u.cc.utah.edu said:
>==========
> While I'm saving to buy CUBASE AUDIO, is there a Falcon Sequencer
>on any FTP sites any where, I just need something to keep me going. I have
>Cubase on my 1040ST but it won't run on the Falcon- 6 bombs!
>So can someone help me get it running or can someone help me find a

The 'Falcon' version of Cubase is v3.02, and runs fine on the Falcon.
I obtained v3.02 free of charge from my supplier (Harman Audio here
in the UK) in response to a telephone call (v3.02 uses the same
dongle as v3.0, which I had been using with my 1040ST).
I'm not sure what the position would be if you are currently running
a lower version than v3.0, but perhaps it would be an idea to contact
your supplier - I am sorry I can't offer any pointers regarding an
alternative Falcon sequencer from an ftp site as I do not know of any
specifically for the Falcon, perhaps someone else can help here.

Brian

brobson@cix.compulink.co.uk

5052. Hybrid Arts HD Recording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 04:26:30 UTC
From: ab661@cfn.cs.dal.ca
Message-ID: <CwxDo7.IqH@cs.dal.ca>
Source record: 30233

I have an opportunity to purchase a Hybrid Arts Digital Recorder at a reasonable price, but the interface cable is missing. The company no longer exists so I have no way of getting another cable. Does anyone have any documentation that they could share?

--

5053. The FAQs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 10:58:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <Cwxvst.2zC@westminster.ac.uk>
Source record: 30141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

Just writing to inform you that I (hopefully) will be taking over the posting of the FAQs, from Steve Ourada, as he does not have much time to do so. He has agreed to me doing this, and the news.answers moderators have also agreed, upon me completing the conditions they have send me.

So, if you want anything added to the FAQs, then please e-mail them to me.

Thanx
Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5054. Re: Hybrid Arts HD Recording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 11:46:54 UTC
From: hjv@phil.ruu.nl
Message-ID: <36gtre$olj@chico.staf.phil.ruu.nl>
Source record: 30146

ab661@cfn.cs.dal.ca (Ian D. Perry) writes:

>I have an opportunity to purchase a Hybrid Arts Digital Recorder at a
>reasonable price, but the interface cable is missing. The company no
>longer exists so I have no way of getting another cable. Does anyone have
>any documentation that they could share?

As far as I know, HA is taken over by Barefoot Software. I don't know if they make the cable you're looking for, but you could always ask, right? Some phone numbers:

voice : 310/455-0171
fax : 310/455-3072
BBS : 818/906-7659

Hope this is of any use...

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

... I'd rather die than find myself betrayed again ...

5055. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 12:39:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.tIPwE6O8whc@semprini.waterloo-rdp.on.ca>
Source record: 30234

In <R.M.Morris.28.2E861F69@massey.ac.nz>, Richard Morris writes:
> Hi.
>
> I am trying to find an algorithm to edit text - like in a text editor.

Source code for various vi clones and MicroEMACS (and a zillion other
text editors) is available all over the 'net...

> Are the starts of lines in text files indexed for speed, or does the program
> just search thru the file looking for \n ???
>
> Also, when text is inserted into the file, where do u put it? I mean -
> surely it's too slow copying the lower half of the file down a character
> each time you type.

Well, if I were writing a plain text editor, I'd probably just keep a
linked-list of lines. Then, when the use types in a new letter in the
middle of the line, you just move over the rest of the characters, all
of the other lines are untouched. I'd probably make it a
doubly-linked-list, just to make adding/deleting lines easier.

Now, if I were writing a word processor, I'd use a linked-list of
paragraphs where each paragraph was a linked-list instead of just an
array of characters. The linked-list that made up the paragraph would
store format info (font, size, bold/italic/underline/etc) and the array
of characters.

Of course, I'd do this all in C++, where it'd be pretty easy; complex
data structures are tricky in C due to the pointer semantics... it's
easier in C++, since there are references.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5056. Re: Serial Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 12:43:18 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <36h156$32p$1@perth.dialix.oz.au>
Source record: 30147

To: Mickey Boyd

Thanks for the info about the serial port hack.. I'm off to find the files as soon as I've finished typing this reply :-)

Simon

5057. Returned mail: Host unkno

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 12:44:53 UTC
From: larserik@oslonett.no
Message-ID: <36h185$nq3@hasle.oslonett.no>
Source record: 30148

> To: fsctc@avelon.lerc.nasa.go
> Subject: Re: Tape Streamers
>
> > I also have a Viper 2150S fitted on my TT through its SCSI connector as
> > device 2. Will GEMAR work or do I need a host adapter?
>
> Gemar has an option for TT and Falcon SCSI but it's disabled on when
> I run it on my MEGA STE (I guess this because I don't have SCSi :-)
>
> Maybe you need the registered version....
> The author of Gemar is reachable at: Steffen_Engel@pe.maus.de
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5058. scannerquestion

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 13:23:46 UTC
From: leverenz@desy.de
Message-ID: <36h3h2$e09@dscomsa.desy.de>
Source record: 30150
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi together.
A friend of mine has bought a so called "Professional Scanner II"
for an atari st. This device is to be plugged into the romport
of the st. Unfortunately, there was no cable in the package and
since he bought it at a liqudation (right word?) of a firm,
he has no way of getting the original cable. We tried
to phone the manufactorer of that device, but it failed up to know.

Finally the question: Does anybody know of cable between this
scanner and the st? Which Pins of the romport have to be
soldered to which pins on the subd-25 pin on the scanner?
Is it only a cable or an interface? If interface, how to build it?

The scanner: "Professional Scanner II"
from "Print-Technik in munich and vienna"

Questions over questions, any help would be great.
Answers preferred by e-mail.

ciao, Christian

Sorry, english is not my native language and i never hacked on an atari...
--
o---o
This message was sent to you from:
Ch. Leverenz, DESY-FH1K	leverenz@dice2.desy.de
Lab 1c rm 280	vxdesy::leverenz (decnet)
Notkestr.85	f21lev@dsyibm.desy.de
22603 Hamburg	leverenz@desy.de
Phone: (040) 8998 - 3681	
o---o

5059. Re: TOS versions and changes info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 14:50:21 UTC
From: "David A. Olanyk" <david@archimedes.chinalake.navy.mil>
Message-ID: <Cwy6Jy.7tL@avalon.chinalake.navy.mil>
Source record: 30237

In article <CwwE3z.JpG@avalon.chinalake.navy.mil> David A. Olanyk,
david@archimedes.chinalake.navy.mil writes:
>I don't know about a FAQ or info file, but the Atari Compendum ($49.95)
>is loaded with the information you are looking for. It covers from TOS
>1.0 to 5.0, I belive.
>
>David

A follow on to my previous post, The Atari Compendium covers TOS 1.0
through TOS 5.0, MultiTOS, and Falcon030. It has 860 pages. ISBN:
0-9638331-0-3. The $49.95 is a suggested retail price. may be available
through your local dealer or the source is :
Software Development Systems, 996 Redondo Ave. #404,
Long Beach, CA 90804 (310)430-0364.
Please note: I have NO connection with this company. I have a friend who
purchased this book to solve his programming problems and in spite of the
steep price he said it was well worth it.

David

5060. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 14:56:39 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.780936999@acp5>
Source record: 30143

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>The ICD host adapter software is the most widly used in the world, and NOTE:
>the most compatible, if you have a gripe with ICD please send them a e-mail,

Most compatible? Good joke. It isn't even compatible to the official AHDI
3.00 releate notes dated Aug. 1989.
If you don't believe this take a look at these notes.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5061. Re: Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 15:08:01 UTC
From: "David A. Olanyk" <david@archimedes.chinalake.navy.mil>
Message-ID: <Cwy7DE.81M@avalon.chinalake.navy.mil>
Source record: 30238

In article <1994Sep27.203939.24502@mprgate.mpr.ca> Richard Mah,
mah@mpr.ca writes:
>A friend of mine owns an ATARI 1040ST. He is having serious problems
>using his mouse (Atari STMI) - it only works intermittently so it must
>be a loose connection. He finally found a store which sells Atari stuff
>and was told that a new mouse is $60 (Canadian). Considering the current
>value of his 1040, he wasn't too thrilled about shelling out this amount
>of money.
>
>Two questions:
>- are there any third party mice for Ataris which are significantly
> cheaper than the above, and, if so, where can he find them?

Third party mice can be purchased via mail order from many dealers that
sell Atari computers. For Example: Toad Computers has Toad Swifty mouse
for $29, Toad Optical mouse or a Toad Trackball for $49. Order #
(800)448-8623
ATY Computer has a High Rez mouse or a Pen Mouse for $39, three button
trackball $69. They also have TT Touch (for Keyboard) at $29.
(510)482-3775
Vision Computers @ (503)485-1424 caries everything that Toad has in their
catalog and generally at a lower cost.
Computer Rock is another possible source @ (415)751-8573.

One of these sources should help with your mouse problem. Your friend
may save many dollars to try cleaning his mouse if the intermittent
operation has to do with the cursor movement (see your atari users manual
under cleaning). if it is the mouse buttons, than it may be the
micro-switches. If so replacement switches can be obtained from Best
Electronics in the San Francisco area. Sorry, I don't have their # handy.

>- I noticed that the mouse uses the same connector type as serial mice
> for IBM-PC compatibles, i.e. 9-pin (DB-9?). Is it possible to use a
> IBM-compatible serial mouse with the 1040 or can it be
> adapted/rewired?
>
>Thanks in advance for any help.
>
>Richard Mah
>mah@mprgate.mpr.ca
>

5062. Re: ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 15:11:49 UTC
From: "David A. Olanyk" <david@archimedes.chinalake.navy.mil>
Message-ID: <Cwy7Jp.82M@avalon.chinalake.navy.mil>
Source record: 30239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36c8uaINNm3c@duncan.cs.utk.edu> Golando Gathings,
gathings@cs.utk.edu writes:
>
>Note: All prices Negotiable.
>I would like to sell system as a system and not break up.
>If not sold with the week, I will junk.
>
>
You might try contaction one of your local schools and donate the
equipment if it doesn't sell and get a tax deduction, at least, on your
federal tax return.

5063. PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 15:27:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409301416.AA07248@ilmen.lanl.gov>
Source record: 30240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Just a request here on behalf of many who slog their way through the
Atari newsgroups every day on the Usenet and other online services:

PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
your messages to a width of 80 columns or less and use a hard carriage
return at the end of each line. That means no lines longer than this:

0--------1---------2---------3---------4---------5---------6---------7--------8

A lot of folks have been merrily typing away, entering a huge post and
never pressing the RETURN key. This has an adverse effect in two ways:

1) It makes your post extremely hard to read from most newsreaders and
impossible to read from some of them (and doesn't reflect very well
on you as the sender, either);

and

2) It makes your post a likely candidate for being deleted from the
queue of those posts that get echoed (relayed) to other online
telecomm services. No one wants to manually clean up such posts so
the simple solution is to just delete them. Zap!

Remember, not all newsreaders are created equal. So be thoughtful and
take just a moment to properly format your posts. And would it be too
much to ask folks to stop using those darn HUGE sigs? Yeh, thought so. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

5064. Multi-player games before 1983?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 17:06:35 UTC
From: kowalski@access.digex.net
Message-ID: <36h63q$cn7@news1.digex.net>
Source record: 30142

I am doing research on the history of video games and am curious to find if anyone knows of multi-player games that existed before 1983.

The game should allow two players to play each other in a way where the two players are not looking at the same screen, but they may see the other player on their screen. They may be connected through modem, over network, or whatever...

Any clues?

Rob Kowalski
kowalski@access.digex.net

5065. Re: RSVE hardware available now.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 20:14:26 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36hrj2$eov@golem.wcc.govt.nz>
Source record: 30144

```
In article <35vs9o$72u@newsbf01.news.aol.com>, darrenet@aol.com (Darren E T) writes:
>In article <miff.776394414@apanix.apana.org.au>, miff@apanix.apana.org.au
>(Michael Smith) writes:
>
>Hi, i have beenlooking for the so called RSVE board, i thought it was of
>German origin though, could you e-mail me some more info it, and are there
>nay compatability problems. Thanks

These are ilegal boards, the Author of RSVE is after this chap as he has
broken copyright laws....

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

5066. Problem: Conner HD with ICD Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-09-30 22:43:56 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <36i4bc$5d9@news.CCIT.Arizona.EDU>
Source record: 30145

I just bought a 540M Conner hard drive (CFA540S) to replace the original 50M one in my TT. Hooked up the the TT SCSI, it works just fine (and much faster than my old one).

But, as I use Spectre 3.0, which does not recognize the SCSI port, I've had my old hard drive hooked up to the external DMA port via an ICD Micro host adapter. However, the adapter and my new drive can't seem to communicate, as I can get no response when they're together. The sparce documentation with the drive says that parity is always enabled. Is that all right? Or maybe the host adapter isn't getting power correctly, though that would seem odd.

Has any one else had any problems with such a combination? I'd apreciate any help. (And to Dave Small, if you're listening, I've been waiting for Spectre 3.1, which should fix this problem, for about three years now....;)

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

5067. SM194 & Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 00:00:20 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <c50_9410020337@softtech.brisnet.org.au>
Source record: 30149

I should not think so as a special board was needed for it to work on the
MSTe/TT.
By the way the curse was "May you live in interesting times."

Seeyoulatermate.
..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v

5068. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 00:53:31 UTC
From: ekl@sdf.saomai.org
Message-ID: <CwyyHH.CM7@sdf.saomai.org>
Source record: 30156
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens) writes:
>> rol.w #8,d0
>> swap.w d0
>> rol.w #8,d0

How does the following compare with the above :

move.b (a1)+,(a6)+
move.b (a1)+,(a6)+
move.w -(a6),-(a1)

Assuming a6 points to a word of free storage (or some stack or whatever),
and a1 points to the value you want to swap. I'm not sure which is faster,
since I can't my tables on effective address calculations.

Anyone know for sure?

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl
```

5069. Re: Problem: MinixFs, ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 08:39:24 UTC
From: jornm@oslonett.no
Message-ID: <36j77s$ald@hasle.oslonett.no>
Source record: 30152

In message #65, seimet@chemie.uni-kl.de writes:

> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
>
> >The ICD host adapter software is the most widly used in the world, and
> NOTE:
> >the most compatible, if you have a gripe with ICD please send them a
> e-mail,
>
> Most compatible? Good joke. It isn't even compatible to the official AHDI
> 3.00 releate notes dated Aug. 1989.
> If you don't believe this take a look at these notes.
>

I realy must agree with you: ICD is not to compatible. And their hardware
is so-so.... At least one of their ACSI->SCSI converters vil block the
floppy drive(s) if you use anything but ICD's own software.
I've come across at least one setup with a TT (with a LOT of extra goodies
on the acsi and scsi bus) where the ICD driver created extensive problems.
The solution was to boot with ICD driver when they needed to use the
ICD tape streamer. Also they had to disconect the ACSI->SCSI board when
not using the ICD driver.
One might wonder why they didn't run the streamer on the SCSI bus, and
the reason was simple: The (ICD) software had no suport for TT-SCSI, and
in fact the TWO first versions they got didn't work at all on the TT!!

They were certainly not to impresed by ICD. And after a few clashes (sp?)
with ICD trying to get some suport to solve these problems, they finaly
gave it up, and opted for a network solution, and connected their TT to a
PC/MAC network (NOVEL/Ethernet) where they easily can do their backup on
one of several streamers!

Jorn Moe (email: jornm@oslonett.no)

5070. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 10:20:19 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781006819@acp5>
Source record: 30151

cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>Now THAT is interesting news... Would I need to reformat my disks?
>That could be a problem... 250M backup and restore is very painful
>without a tape drive. Still, it might be worth it!

If you want to install other drivers than the ICD one bootable on your hard disk this only works if your drive is partitioned according to Atari standards, i. e. with not more than 4 primary partitions on the root sector of your hard disks. When a drive was partitioned using the ICD software it is likely that the partition scheme is not Atari compatible.
With Atari compatible partition schemes you can use any hard disk driver I know without reformatting or repartitioning your drive.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5071. Re: Problem: Conner HD with ICD Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 15:14:33 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <36jucp$bv7@ccpnws.in2p3.fr>
Source record: 30160

Paul Harris (paul@vega.ame.arizona.edu) once wrote:
> I just bought a 540M Conner hard drive (CFA540S) to replace the original
> 50M one in my TT. Hooked up the the TT SCSI, it works just fine (and
> much faster than my old one).

> But, as I use Spectre 3.0, which does not recognize the SCSI port, I've
> had my old hard drive hooked up to the external DMA port via an ICD Micro
> host adapter. However, the adapter and my new drive can't seem to
> communicate, as I can get no response when they're together. The sparce
> documentation with the drive says that parity is always enabled. Is that
> all right? Or maybe the host adapter isn't getting power correctly, though
> that would seem odd.

> Has any one else had any problems with such a combination? I'd apreciate
> any help. (And to Dave Small, if you're listening, I've been waiting for
> Spectre 3.1, which should fix this problem, for about three years now....;)

> ---

> -Paul Harris @ @
> paul@vega.ame.arizona.edu ___/

My Conner CP30100 drive has the parity bit always set (it is not possible to
switch it off) so I had to buy an AdSCSI PLUS from ICD (which supports parity)
Unless your drive is newer than mine and that Conner changed this stupid
"feature" (the parity always enabled), you can not use the ICD micro adapter.
Sorry.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

5072. Thanks for the info !

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 15:21:35 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10011994.152135@empyr.dircon.co.uk>
Source record: 30161

Just a note to say thankyou to everyone who replied to my message about the stuff in the auction, and my probs with the serial port at 19,200. There have been so many, it would take up too much bandwidth to reply individually. Thanks again. I have still not sorted out the serial port, but I haven't had a chance to try out all the suggestions yet !

Cheers.

Kev

VQWK 6.20I

5073. Re: Will any of these work ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 18:26:26 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cx0B83.Lus@cix.compulink.co.uk>
Source record: 30154

In message <09291994.210814@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk said:

>I would like to upgrade my ST (520STFM, 1Mb, TOS 1.02) and I'm going to a

I Wouldn't buy any of the items you listed, for use with ST.

However, you _may_ find a use for the following:

>Lion 611B external SCSI case for SCSI devices

You will need a host adaptor, eg ICD Link, and SCSI hard disk to fit the case.

>Lion 3400 external CD-ROM case with PSU & SCSI cables

You will need a host adaptor, eg ICD Link, and CD ROM drive to fit the case.

I have seen brand new cased CD300 CD ROM drives for £107 plus VAT.

Good luck.

Barry wilsontjb@cix.compulink.co.uk

5074. Re: Starting program from EPROM ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 18:26:31 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cx0B87.LvD@cix.compulink.co.uk>
Source record: 30153

In message <1994Sep27.080506.3925@prl.philips.nl>, jorritsm@eryx.prl.philips.nl said:

>Now my question: Is it possible to start a program which is stored in a
>eprom, which is connected to the 'ram'-connector at the left side ???
>(or any other solution)

Yes, this connector is the cartridge port, into which you plug a cartridge,
with your programs on ROM, up to 128K bytes.

Some companies including, IIRC, Steinberg, use this port for a dongle.

Barry wilsontjb@cix.compulink.co.uk

5075. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 20:46:16 UTC
From: ludis@netcom.com
Message-ID: <ludisCx0Hp5.2Bu@netcom.com>
Source record: 30155
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
In article <CwyyHH.CM7@sdf.saomai.org> ekl@sdf.saomai.org (Evan K. Langlois) writes:
>In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens) writes:
>>> rol.w #8,d0
>>> swap.w d0
>>> rol.w #8,d0
>
>How does the following compare with the above :
>
> move.b (a1)+,(a6)+
> move.b (a1)+,(a6)+
> move.w -(a6),-(a1)
>
>Assuming a6 points to a word of free storage (or some stack or whatever),
>and a1 points to the value you want to swap. I'm not sure which is faster,
>since I can't my tables on effective address calculations.

Your example does nothing - it writes back the same bytes in the same
order as they were before.

(BTW - your attribution is wrong. I didn't write the fragment with the
rol's and swap - I quoted it from someone else.)

Ludis Langens
ludis@netcom.com
```

5076. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-01 22:47:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx0nBn.A44@cix.compulink.co.uk>
Source record: 30157

> > Working for INtel, you would think this wouldn't bother me, but I
> > think when a system is designed around a particular processor, then
> > it should ship with that processor.
> The differences between the Moto 68000 and the other manufactured 68000
> are very small, it's not like Intel 486 and AMD 486!!!!

Just to put things in perspective.

Those of you who remember the Sinclair ZX Spectrum might know that it was built around a Zilog Z80. However if you opened one up, the chances of there being a Zilog chip inside were very small. All the ones I saw had NEC chips.

Apparently Zilog had licensed the chip to NEC, and the NEC version was more plentiful.

While I'm at it. Olivetti did a 20Mhz 286 based machine - the M290-30 several years ago. I've had over 100 of these apart and *never* found an INTEL 80286 inside! The've always been AMD or HARRIS ones. AFAIK INTEL never made a 20MHZ 286, so other manufacturers ones were use. Never stopped the machines running any PC software though.

:-)

Roland.

@CiX

5077. To the Person that emailed me GUCK18B..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 00:41:55 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36kvkj$1je@golem.wcc.govt.nz>
Source record: 30159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To that very helpfull German friend that sent me GUCK18B...

Yes I have lost your net address,
so Please can you email me again thanks..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5078. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 00:45:20 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36kvr0$hu0@mother.usf.edu>
Source record: 30158

Steve Johnson (steve-j@teleport.com) wrote:

: While Motorola HAS licensed a select few other chip makers to make clone
: processors (I don't have first-hand knowledge of such, but I understand
: that to be the case), ALL Atari TOS-based machines SHOULD have genuine
: Motorola CPUs in them. If you ARE correct about having a non-Motorola
: 68000 in your machine, that is a highly rare occurance and has very
: little (if ANYTHING) to do with any incompatibility problems. The
: incompatibilities are due to changes in TOS and new hardware (a 16MHz
: CPU, cache, new sound hardware, VMEbus, etc.).

I had an old 520ST and it didn't have a real Motorola in it. There were
no problems, though.

5079. PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 08:14:35 UTC
From: krilov@u.washington.edu
Message-ID: <36lq5b$a0j@nntp1.u.washington.edu>
Source record: 30162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just recently got a 486-66, and would like to be able to use my portfolio to upload files to it. Where would I be able to find a cable for doing this, and would I need any special software, or other hardware for doing this.

Is Toad Computers still in business, and would this be something that they might carry?

Also, if someone has one they would like to sell, I would be interested.

Thank you,

Krilovsky Kreutermann

5080. technical details Megafile 44 to connect a second SCSI drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 11:54:13 UTC
From: snprobst@faui46a.informatik.uni-erlangen.de
Message-ID: <36m715Ea43@uni-erlangen.de>
Source record: 30163

Hi everybody!

i want to connect a second SCSI drive to my atari megafile 44
(Syquest 555). There's a second connector and a second power
supply on the atari host adapter, but it doesn't recognize a
drive over the second connector. Does anybody know, what to do,
to have two drives running with the original atari hostadapter
from the megafile 44 drive?

Any hints are appreciated!

Many thanks in forward.

Ciao. Stefan.

___ _______
/ / ___/_ __/ Just get Linux and escape the "gates" of hell...
/ /_/ __/ /
/_____/_ /__/ Stefan Probst, In der Reuth 200, D-91056 Erlangen
==== /____/ ====== phone: ++(49) 9131 47196, fax: ++(49) 9131 490874
LST Distribution e-mail: snprobst@immd4.informatik.uni-erlangen.de

5081. Piezo Sounder Wanted For

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 16:11:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <a6602e0d@balmybeach.tor250.org>
Source record: 30164

HT> I'm *still* looking for a driver circuit for a piezo sounder
HT> that I can use with my STe instead of a speaker, since it
HT> takes up too much room inside the machine, and I don't have a
HT> speaker in my monitor (NEC Multisync II). Anybody got a
HT> circuit for this?

Beg pardon, Hallvard, but if you've got an STe, why are you wanting to install a speaker INSIDE it when you've got a pair of audio out jacks that you can attach to outboard self-powered speakers, or even a stereo system you could get for cheap at a garage sale? You'll get better sound that way, AND in stereo!

... "NOOOOBODY!!! Expects the Spanish Inquisition!"
___ Mountain Reader II - #00000007

5082. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-02 19:17:18 UTC
From: PS@teeny.demon.co.uk
Message-ID: <781125438snz@teeny.demon.co.uk>
Source record: 30165
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

In article <CwyyHH.CM7@sdf.saomai.org>
ekl@sdf.saomai.org "Evan K. Langlois" writes:

>In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens)
> writes:
>>> rol.w #8,d0
>>> swap.w d0
>>> rol.w #8,d0
>
>How does the following compare with the above :
>
> move.b (a1)+,(a6)+
> move.b (a1)+,(a6)+
> move.w -(a6),-(a1)
>
>Anyone know for sure?
>

Ummm you forgot the branch instruction

forever
move.b (a1)+,(a6)+
move.b (a1)+,(a6)+
move.w -(a6),-(a1)
bra forever

...Definitely the slowest byte swap- 1 word swapped in infinite time.

--
Paul Shirley: Defender of the Sacred Beans

5083. Re: Have caution in buying German software..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 00:44:38 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <0X4SBF7P@isys-hh.Hanse.DE>
Source record: 30171
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

thommy@cs.tu-berlin.de (Thomas Bahls) writes:

> [...]
>BTW: What does BBS mean :-?

Bulletin Board System (== Mailbox)
>--
> "Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."
Dein Wort in Bill Gates` Ohr...

cu, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org |
| INTERNET: dk3uz@iSYS-hh.isys.net |
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU |

5084. HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 00:51:41 UTC
From: kfason@csn.org
Message-ID: <Cx2nq5.4DH@csn.org>
Source record: 30166
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

A friend and me are trying to get something figured out. He has a Mega/STe, he also has RATsoft BBS running with a USR v.34 modem. It works fine on Modem1 @ 19200, but since the modem can do 28800 he wants it to be locked @ 38400 or preferbly 57600. We played with HS Modem a little. WHile RATsoft sees the modem on modem2 with no probs, the Modem2 does not have a ring indicator. But with playing HSModem, I read in the docs (MFP_X.TXT) that you could get 57600 on a 8Mhz or 16Mhz 68000 CPU on Modem1. It then has something untranslated under it, so I assume that is the method... How do I get HSModem to redirect the Modem1 to go past 19200?

We tried configuring it, but with the english being poor we could not figure it out too well. but we setup MFP.PRG like this:

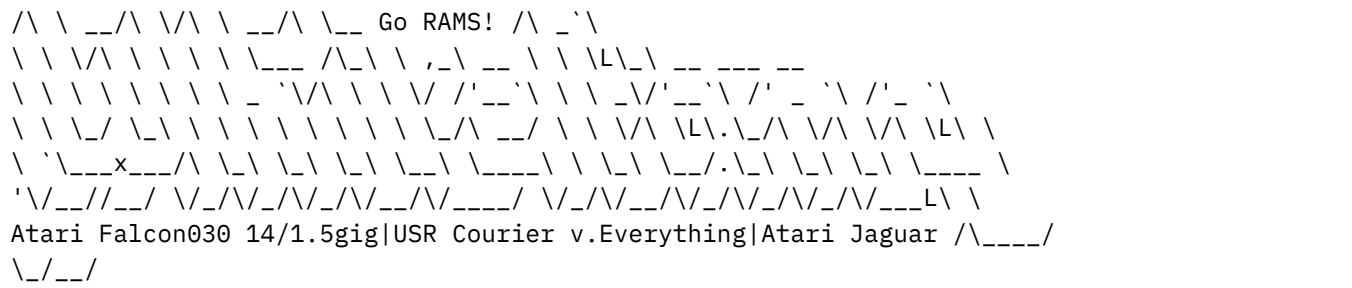
FASTINT: Yes
RSVE: NO
HISP: NO
REPL: (this one we had probs with, how do you input it to redirect say 19200 to 57600? we tried 19200 / 57600, 19200/57600, and the reverse, but when rerunning MFP via SETTER.TTP it only shows the second number)

DTR:On
RBL:1024
TBL:1024

any help is appreciated!

--

- Kevin Fason



5085. PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 02:12:13 UTC
From: mdg@ukc.ac.uk
Message-ID: <10555@gos.ukc.ac.uk>
Source record: 30167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Announcing the release of 'PLAYMPEG v0.68' - *THE* Falcon MPEG player.

PLAYMPEG v0.68 should be available on most popular FTP sites within the next
few days - the version uploaded is greyscale only, to obtain a colour version
you can register by sending 5 pounds (10 pounds for non-UK residents to
cover postage and bank charges) to the below address:

Martin Griffiths,
7 Long Acre Close,
Canterbury,
Kent,
CT2 7TE.

Features added v0.60 -> v0.68.

- Plays all MPEG files (P/B Frames are skipped but all I frames are displayed)
- Restores the screen resolution correctly when using Screenblaster(at last!)
- Handles large MPEG files (upto 480x384) - this limit is imposed by the Falcon
hardware, since True Colour cannot have a horizontal resolution of more than
480 on a standard SVGA Monitor).
- Error tolerance is again(!) much improved, with no loss in speed,
(i.e. 17.62 FPS for MJACKSON.MPG))
- Works on ALL accelerated Falcons, including 50mhz DSP, 40mhz CPU!).
- No annoying DSP '.LOD file 'anymore :-).
- Additional program 'INFOMPEG' provides detailed information on MPEGs.

I urge all users to register this program, 5 pounds is not much to ask for a
program which is heading towards a full DSP based implmentation of the MPEG
standard.

Cheers
Griff
--

5086. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 02:55:42 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36nrre$4iq@mailer.fsu.edu>
Source record: 30179
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Kevin Fason (kfason@csn.org) wrote:
> A friend and me are trying to get something figured out. He has a
> Mega/STe, he also has RATsoft BBS running with a USR v.34 modem. It works
> fine on Modem1 @ 19200, but since the modem can do 28800 he wants it to be
> locked @ 38400 or preferbly 57600. We played with HS Modem a little.
> WHile RATsoft sees the modem on modem2 with no probs, the Modem2 does not
> have a ring indicator. But with playing HSModem, I read in the docs
> (MFP_X.TXT) that you could get 57600 on a 8Mhz or 16Mhz 68000 CPU on
> Modem1. It then has something untranslated under it, so I assume that is
> the method... How do I get HSModem to redirect the Modem1 to go past
> 19200?

I believe you misunderstood (perhaps the author was refering to his RSVE
hardware mod, which can attain such speeds on Modem1). Modem1 cannot
reliably go faster than 19200 without hardware modification.

No ring indicator on Modem2? Does that mean it is missing a line or
something? There are docs on how to fix problems with both Modem2 and
Serial2 (a GAL programmer is needed). Email me if you are interested.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5087. Just got HD, How connect

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 05:26:03 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10031994.052603@empyr.dircon.co.uk>
Source record: 30176

Hi Everyone, especially those who pointed me in the right direction about what to buy / leave at the auction I've just come back from !

I have bought....a Rodime RO3128T Type 04 SCSI HD, 120Mb
and... a Lion 320VC External SCSI subsystem.

I paid 25 UK Pounds (about 38 US$) for the drive and 12 UK Pounds (18 US$) for the box with the connectors, PSU & fan.

Right, here comes the inevitable....<g>...

The drive spins OK, I can't test it yet as I don't have a host adaptor.

Anyone know how to plug them all together ?

The SCSI box has room for 2 HDs (it has 2 SCSI connectors, power plugs etc) It has 2 numeric displays (mechanical) on the back, with little + and - buttons on each one. By pressing either the + or - buttons, the number cycles from 0 to 9 (or reverse, if you press the - button !). These appear to be multi-way switches. From the back of each switch comes 4 wires, colored Red, Blue, Yellow, Black. These are grouped into three pairs with Black common to all. Nothing else is connected to the switches. Each pair of wires is terminated with a tiny 2 pin connector. These look as if they could fit onto the group of 6 pins on the back of the drive, like this..

...where the number 1's (or 2's, 3's) mean the wires in pair 1, 2 or 3.

The SCSI connector looks simple enough - which way does it go in ? It would appear to fit 'upside down' too.

The drive itself appears to have no dip switches or anything like that, apart from two small pins that you could link, and these are near a chip marked ICX 06358
8844
USA

This is a square, 28 pin device and one of the pins referred to above is connected to pin 7. (Counting anti-clockwise from the little 'dot' [top left corner] on the chip). (I'm only mentioning this as I've heard you need to switch parity off, and I'm hoping this is where you would do it)

That's it really.

In case it helps, the following info is also on the drive:

Assembled in Scotland
30144068 Build Level 007 Option K
LR50240
8926 127
0688-1-03 0140-5-15 0260-5-16

What I would like some kind soul to tell me is....HOW do I plug it all together and what do I do next to get it working with my STFM ?

I understand I will need a host adapter, ICD Link or something like that, and some software for running the HD. Where can I get these things ? (preferably in the UK, but I'll buy from anywhere !).

Could I ask you to reply via e-mail please ? As my sysop is just about to drop the atari echos from his system. My address is:

Kevan@empyr.dircon.co.uk

Thanks a lot friends.

Cheers.
Kev

P.S. The auction was worth a visit, but it was quite funny watching some people bidding up to 90% of the full retail value of the gear, and there was only 24 hours guarantee ! One guy even started bidding against himself ! <g> Prices were, well, disappointing. They had stuff like 486sx25, 1Mb RAM, 170Mb HD, 1.44 Floppy, 256k VGA card, keyboard, all brand new, these went for 320 UK pounds (500 US$), BUT they had NO monitor, mouse, software, support or guarantee. Various cards went for about 10 UK (15 US$), 14 inch SVGA 1024 x 768 - 130 UK (200 US$) There were 286 systems, used (very !), 5.25 inch drives, 640k etc, these went for between 30 UK and 70 UK (45 & 110 US$). It seemed a good place to go if you were building your own PC system, as motherboards & drives etc were quite cheap. The ONLY bit of Atari kit they had were 3 internal floppies, used, not sure if they were SS or DS, but they went for 8 UK (12 US$) each.

VQWK 6.20I

5088. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 05:34:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <36o557$io8@golem.wcc.govt.nz>
Source record: 30168

In article <367cl5$iqg@nasim.cube.net>, knarf@nasim.cube.net (Frank Bartels) writes:
>Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> In <sztbbllqfeq@moacs11>, Waldi Ravens writes:
>> > However, I would strongly recommend the installation of an XHDI >= 1.10
>> > compatible driver to anyone who plans on using minix filesystems under
>> > MiNT. Currently the XHDI protocol is supported by HDDriver and HuSHI,
>> > both work fine with mfs 0.6.
>
>> But do any of those work with an ICD host adapter? I can't justify
>> buying new hardware for my ST (I mean, really, it's ANCIENT), especially
>> when I'd be replacing a part that works.
>
>The dumb ICD software only works with their host adapters, but HuSHI
>and HDDRIVER work fine with their hardware.
>
>Bye,
>Knarf

PLEASE PLEASE get a BRAIN, ICD has software (Pro) that works with out there host
adapter and NOTE: it can format to Ataries standard, it has a option
button for this...

This other stuff you are on about is not available world wide, and if its that
good why havent I read about it...?...

So PLEASE don't post any more lyes thanks....

> Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
>knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5089. GEMulator FAQ ????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 09:39:09 UTC
From: laurent.lebecque@crpht.lu
Message-ID: <laurent.lebecque.78.0009A755@crpht.lu>
Source record: 30169

Where can I find this FAQ ?
Is GEMulator a good choice (99$+ROM... Oups !) ?
What is Janus ?

Thanks
Laurent.

5090. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 11:02:09 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781182129@acp5>
Source record: 30170

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>adapter and NOTE: it can format to Ataries standard, it has a option
>button for this...

Is this button the default? It should be because otherwise users who don't
know about this incompatible format always get the wrong (i. e. not
compatible) format if they are simple using the ICD defaults.

>This other stuff you are on about is not available world wide, and if its that
Some of this is available world wide. HDDRIVER e. g. is distributed in an
English version by System Solutions, GB.

>good why havent I read about it...?...

You just did :-).

```
*****************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*****************************************************************************
```

5091. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 12:22:29 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1994Oct3.122229.5219@bradford.ac.uk>
Source record: 30172

On 28 Sep 1994 22:27:52 -0700, Steve Johnson wrote:

: While Motorola HAS licensed a select few other chip makers to make clone
: processors (I don't have first-hand knowledge of such, but I understand
: that to be the case), ALL Atari TOS-based machines SHOULD have genuine
: Motorola CPUs in them. If you ARE correct about having a non-Motorola
: 68000 in your machine, that is a highly rare occurance and has very
: little (if ANYTHING) to do with any incompatibility problems. The
: incompatibilities are due to changes in TOS and new hardware (a 16MHz
: CPU, cache, new sound hardware, VMEbus, etc.).

Yes. My 1987 STFM TOS 1.2 has the 68K and the MFP made by Toshiba!
--
||| Steve Taylor. Computer Science Student, Bradford University, U.K. / /\
/ | \ Disclaimer: All the above may or may not be true. (of course) \/\/
/ |For comprehensive contact details, finger sptaylor@muser.brad.ac.uk) /\
"Rules are for the obedience of the ignorant and the guidance of the wise." \

5092. Re: TOS 2.06 and Lattice C 5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 13:22:57 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <36p0jh$6u1@whitbeck.ncl.ac.uk>
Source record: 30173

In article <CwGAJ9.EIL@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > Could anyone tell me if TOS 2.06 will run Lattice C v5 ?
>
>I used LC 5.5.2 under TOS 2.06 very successfully. It also seems to work
>just fine under TOS 3.06.
>
>Roland.

Ahh yes, but Lattice 5.5.2 doesn't work properly under TOS 4.02 - the nested menus cann't be accessed properly, so you cann't configure the compiler easily (you can set it up by hand in a project file though).

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
MMS Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

5093. Hi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 13:24:58 UTC
From: k945278@kingston.ac.uk
Message-ID: <36p0na$6kh@mercury.kingston.ac.uk>
Source record: 30174

Hi,

is there anyone out there called P Civati ??

Mark

5094. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 14:48:24 UTC
From: mhsmith@ornews.intel.com
Message-ID: <36p5jo$iho@ornews.intel.com>
Source record: 30175

>I would agree.. I doubt the compatibilty problems are due to the microprocessor
>change. However, it wouldn't surprise me if Atari switched to SGS Thompson
>parts. There are other parts from SGS in the machine and they might have gotten
>some good deals from them. Remember, Atari was always trying to shave pennies
>off the cost of producing machines. Its like produce.. the parts buyers
>could get
>processors for 5 cents cheaper for a month from another source, go for it ;-)

>However, at one point.. Atari did have employees that were tasked with approving
>potential parts. Buyers could only buy something that was certified to work with
>the machines we were making. I don't know if they do this anymore. (I don't even
>know if they are making any computers anymore ;-)

>--
I guess that clears things up a little. I was aware of the process
of cutting mfg costs, but normally, companies will go with a less
expensive buffer/driver, DRAM's, PAL's, or maybe even hard disk,
floppy disks, whatever. I guess I was under the impression that
CPU's were exempt from cost cutting rituals.

At any rate, I hope to do an 030 upgrade on this machine and at that
time, the brand of 68K shouldn't matter since it won't be used anyway!

Now, does Gadgets by Small still make an 030 upgrade card for the
Mega STe?

M

--
=-=-=-

5095. Problem: Apple 300 CD-ROM and Egon! CD Utilities

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 15:56:25 UTC
From: Ton van Overbeek <TVOVERBE@ESTEC.BITNET>
Message-ID: <94276.155625TVOVERBE@ESTEC.BITNET>
Source record: 30184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently bought an Apple CD-ROM to be connected to my TT. As software I bought the Egon! Cd Utilities, Version 1.50. Of course, the combination does not work (otherwise I was not posting this message)

The TT is talking to the CD-ROM via the SCSI bus. The CD-ROM identifies itself as 'SONY CD-ROM CDU-8003A' when sending the SCSI inquire command. I checked this with both AHDI (CD-ROM as SCSI target 1) and with the SCSI example program from the German Profibuch.

Has anybody gotten this Apple CD-ROM to work, and if so with what software ?

Please reply also by email, since our newsfeed has been flakey the last few weeks.

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

5096. Problems, ideas, announcements wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 16:01:29 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36p9sp$roq@mserv1.dl.ac.uk>
Source record: 30177

Hi,

I have created my own Atari Page on the Web and would as part of this service to the Atari community like to invite you all to send your ideas for things to include. I would also appreciate any problems you would like solving (not personal) as I will do my best to find the answers for you. Have you any Atari related announcements to make? Then this could be the place to put them, although less than two weeks old this page has already been accessed by over 600 people and this is bound to increase soon with a mention in Future publishings new magazine ".net:The Internet Magazine" and I believe the next issue of ST Format.

Have you written any articles yourself that you would like to submit, or would you be available to answer peoples questions? Let me know if you think you can help me in providing this service to the Atari public. This is not a commercial enterprise but is done in my freetime and there will be no money involved.

If you have written any softwares reviews for submission, have an area of expertise or just want the new piece of software you've written to reach the public quickly then let me know. I promise to try and answer all letters and to evaluate all submissions for inclusion. Hope to hear from you all soon.

Thanks,

Mark msh@dl.ac.uk

5097. Problem: ST hard drive dying.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 16:40:57 UTC
From: cf580@city.ac.uk
Message-ID: <1994Oct3.164057.20756@city.ac.uk>
Source record: 30178

A nice simple question for you. My hard drive is gradually dying
my degrees; I had to reformat it this morning. All I want to know
is whether it's the drive or the adapter going.

I get regular "Data on drive ... appears corrupt... Cancel / Retry"
messages, and on the second (or third, or fourth) retry the data loads. I
also get regular Sense Error codes (it's an ICD interface) in flavours of
00, 03, 07, 17, and FE. :)

I'd guess this means that my drive is quietly dying; is it just a case of
replacing the drive mechanism, setting a few DIP switches and
reformatting? I can handle that easily enough, I had to do it this
morning when the ST refused to boot off the hard drive (and the various
floppy utils insisted that my drive was attached, but had no bootable
volumes, and refused to access any partition... I love computers... ;))

TIA.

--
Tim Wright - T.J.Wright@city.ac.uk

5098. SCSI Host adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 20:02:39 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10031994.200239@empyr.dircon.co.uk>
Source record: 30181

Hi all, especially those who can tell me where to get a SCSI host adapter cheap !

Anyone from 'TOAD' reading this ?

I have seen posts mentioning ICD Link II selling for $90 in the US, The cheapest I can get it here in the UK is $135 !!! Would it be cheaper for me to buy from a company in the US, or would the shipping charges cancel out the price advantage ?

I have never had a HD on my STFM before, so I would be happy with say Link v1, or ANYTHING that would work. (Anyone selling a cheap SCSI host adapter ?)

Just out of curiosity, would it be possible to BUILD such a device ? I am pretty good with electronics [up to a point !] or does it need dedicated firmware in ROM or something ? Just a thought.

Also, WHY do I need a host adapter ? I take it that the original Atari HDs didn't need one ? Let me guess....Atari made their HD port completely non-standard, therefore ensuring sales of Atari HDs ? Why SCSI ? Where can I get a FAQ on this subject ? (pref UK). Why do I keep saying 'why' ? <g>.

Many thanks.

Kev.

VQWK 6.20I

5099. SCSI Host adaptor ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 20:02:41 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10031994.200241@empyr.dircon.co.uk>
Source record: 30182

Hi all, especially those who can tell me where to get a SCSI host adapter cheap !

Anyone from 'TOAD' reading this ?

I have seen posts mentioning ICD Link II selling for $90 in the US, The cheapest I can get it here in the UK is $135 !!! Would it be cheaper for me to buy from a company in the US, or would the shipping charges cancel out the price advantage ?

I have never had a HD on my STFM before, so I would be happy with say Link v1, or ANYTHING that would work. (Anyone selling a cheap SCSI host adapter ?)

Just out of curiosity, would it be possible to BUILD such a device ? I am pretty good with electronics [up to a point !] or does it need dedicated firmware in ROM or something ? Just a thought.

Also, WHY do I need a host adapter ? I take it that the original Atari HDs didn't need one ? Let me guess....Atari made their HD port completely non-standard, therefore ensuring sales of Atari HDs ? Why SCSI ? Where can I get a FAQ on this subject ? (pref UK). Why do I keep saying 'why' ? <g>.

Many thanks.

Kev.

VQWK 6.20I

5100. Re: Hi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 20:35:54 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941003Z203554.025dbrewood@nest.demon.co.uk>
Source record: 30190

In article <36p0na$6kh@mercury.kingston.ac.uk>
k945278@kingston.ac.uk "Mark King" writes:

> is there anyone out there called P Civati ??

He's around here somewhere, if not I can get a message through to him if you
wish via NeST.

--


```
=============================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
=============================================================================
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
= 24 hour a day fax on +44 (061) 429 - 9803 =
=============================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, and Audio/PhotoCD =
=============================================================================
```

5101. Lynx on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 20:53:33 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <36pr0d$la3@nyheter.chalmers.se>
Source record: 30180

A few days ago I downloaded the port of lynx that is available at twi.tudelft.nl, just to find it crash on my Falcon running MintNet. It crashes directly and the cause seems to be an address error.

Is there someone out there that has managed to make lynx work on a Falcon? All suggestions and hints are welcome...

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5102. Re: TOS versions and changes info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 21:38:54 UTC
From: John_Townsend@taligent.com
Message-ID: <John_Townsend-0310941438540001@townblue.taligent.com>
Source record: 30095

In article <Cwy6Jy.7tL@avalon.chinalake.navy.mil>, David A. Olanyk
<david@archimedes.chinalake.navy.mil> wrote:

|In article <CwwE3z.JpG@avalon.chinalake.navy.mil> David A. Olanyk,
|david@archimedes.chinalake.navy.mil writes:
|>I don't know about a FAQ or info file, but the Atari Compendum ($49.95)
|>is loaded with the information you are looking for. It covers from TOS
|>1.0 to 5.0, I belive.
|>
|>David
|
|A follow on to my previous post, The Atari Compendium covers TOS 1.0
|through TOS 5.0, MultiTOS, and Falcon030. It has 860 pages. ISBN:
|0-9638331-0-3. The $49.95 is a suggested retail price. may be available
|through your local dealer or the source is :
|Software Development Systems, 996 Redondo Ave. #404,
| Long Beach, CA 90804 (310)430-0364.
|Please note: I have NO connection with this company. I have a friend who
|purchased this book to solve his programming problems and in spite of the
|steep price he said it was well worth it.
|

The Atari Compendium is 860 pages, packed full of more info about TOS
and Atari ST hardware than you can shake a stick at! $49.95 is more than
reasonable for the book. In fact, its about $100 too cheap!

--
-- John Townsend "I want something, I just don't
Taligent, Inc. know what it is!"

Disclaimer: I don't speak for Taligent, I speak for myself.

5103. CAD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 23:00:54 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <36q2f6$51n@sol.sun.csd.unb.ca>
Source record: 30186

I am looking for an application for the Atari STE which will allow me
to develop schematics for PC boards. Specifically I need a package
which has a library of Intel and LSTTL logic chips in it. I have
GFA draft and JILCAD-2 but they do not have a library of the chips
that I need. I am developing an 8088 micro board for my microprocessor
system design course and need a software package to help me before the
end of the week. I would hate to have to use ORCAD on an IBM!
I know that my Atari is capable, but I need the software.
Please E-mail if you have any ideas.
--
****
Peter T. Green
Computer Engineering Student
UNB, Fredericton, NB, Canada

email: d3hq@jupiter.sun.csd.unb.ca
****

5104. Keyboard reading in Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-03 23:54:48 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <36q5k8$532@samuel.ChamplainCollege.QC.CA>
Source record: 30183

Hello. I'm using Heat & Serve Sozobon C on my Atari 1040 ST. Can somebody tell me how to read the status of the SHIFT, ALT and CONTROL keys? I've been trying for a while now, but I just can't get it to work. I can't find any functions (or any OBVIOUS functions anyway) in OSBIND.H to do this.

Also, while I'm on the subject, how could I get the position (x,y) of the text cursor. I know there is a way using some negative offset from line a or something, but I haven't found any decent documentation on the subject. I found a LINEA.H header file once with a lot of constants and macros, but it doesn't work under HS C. Anybody got a clue?

Thanks

Jon
---
lunman@ChamplainCollege.QC.CA

5105. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 01:44:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.S&16ZfPqLdg@semprini.waterloo-rdp.on.ca>
Source record: 30185

In <i6too5q0ym2@moacs11>, Waldi Ravens writes:
> In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:
>
> > Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> > > But do any of those work with an ICD host adapter?
> >
> > The dumb ICD software only works with their host adapters, but HuSHI
> > and HDDRIVER work fine with their hardware.
>
> Depends on the number of harddisks connected to the hostadaptor. HDDriver
> supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors
> will allow more than two devices. Those who have more than two harddisks
> connected to the same ICD hostadaptor will be stuck with the incompatible
> ICD software.

I guess that counts me out then. I've got 4 hard drives. Anyone wanna
trade me 1x250M drive for 1x85M (Seagate), 1x70M (Rodime) and 2x54M
(Quantum) drives? :-)

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5106. fixing damaged floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 02:29:46 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <36qemq$km7@vixen.cso.uiuc.edu>
Source record: 30187

Hi all,
What programs exist for fixing Atari floppies which seem to be damaged
(i.e., missing files which should be on the disk)?

Thanks in advance for any advice on this subject.

Dwight

5107. Re: SCSI Host adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 05:52:55 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36qqjn$i6n@mailer.fsu.edu>
Source record: 30104

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> I have seen posts mentioning ICD Link II selling for $90 in the US, The
> cheapest I can get it here in the UK is $135 !!! Would it be cheaper for
> me to buy from a company in the US, or would the shipping charges cancel
> out the price advantage ?

I very much doubt it will be $135. Shipping to the UK from the US is not
too bad, it is the other way around that is expensive (or so I hear).

> I have never had a HD on my STFM before, so I would be happy with say
> Link v1, or ANYTHING that would work. (Anyone selling a cheap SCSI host
> adapter ?)

With the original Link, there is no LED that verifies terminator power, and
it does not work with parity enabled devices. The former is just a debugging
aid, the later not a big deal if your drive has a parity jumper.

> Just out of curiosity, would it be possible to BUILD such a device ? I
> am pretty good with electronics [up to a point !] or does it need
> dedicated firmware in ROM or something ? Just a thought.

A German techie magazine has undoubtedly published instructions for such.

> Also, WHY do I need a host adapter ? I take it that the original Atari
> HDs didn't need one ? Let me guess....Atari made their HD port
> completely non-standard, therefore ensuring sales of Atari HDs ? Why
> SCSI ?

SCSI is good. The reason you need a host adaptor is that Atari computers
don't speak SCSI, they speak ASCI (which is close). Thus, the need for a
host adaptor board. All ST hard drives have some sort of hardware to
convert from ASCI<->whatever-the-drive-is. Most of the time, that is an
ASCI<->SCSI board, but I think there are some that are ASCI<->MFM (bleech).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5108. Re: fixing damaged floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 06:01:17 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <36qr3d$i6n@mailer.fsu.edu>
Source record: 30105

Dwight A. Schwartz (ds@feldspar.geology.uiuc.edu) wrote:

> Hi all,
> What programs exist for fixing Atari floppies which seem to be damaged
> (i.e., missing files which should be on the disk)?

> Thanks in advance for any advice on this subject.

Both Diamond Edge (a Norton style package, must-have for hard drive
people) and Cleanup ST (ICD disk fixer only) will fix floppy filesystems
in addition to hard drive partitions. Of the two, Diamond Edge is probably
the better value, as it can do all kinds of neat things with hard drives,
including defrag and back them up. One the other hand, Cleanup ST has
succeeded where DE has failed on me, and is cheaper (about $30 verses
Diamond Edge being ~$50).

There are numerous shareware/PD "fsck" type programs on
atari.archive.umich.edu that you might want to try first. I would suggest
making a low-level copy of the disk first, using something like FcopyIII
(also on atari.archive), and then trying to fix the backup. Hope that helps.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5109. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 07:51:35 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <36r1i7$pv0@RW320B49.rz.fhtw-berlin.de>
Source record: 30188
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(the HSMODA-package)

MODEM1 you can run at rates higher than 19200Bd only with additional hardware, eg (my) RSVE.

MODEM2 and SERIAL2 you can run without additional hardware at higher rates, and normally MODEM2 / SERIAL2 are at high rates more reliable than MODEM1. But there is a exception: The bug in some MegaSTE which corrupts files transfered over MODEM2/SERIAL2. This bug can be fixed by replacing a PAL with a new GAL.

MODEM2 and SERIAL2 on the MegaSTE have no ring indicator (only on TT and Falcon there is a RI on MODEM2). Some programs detect a ring by the string "RING" send by the modem to the computer, but if the program does not support this, bad!

I do not know how (and where) the RATsoft BBS asks for a ring indicator line? The next version of HSMODA (it will be released in some weeks I think) may solve this problem, depending on whether method the BBS uses for asking the RI.

Greetings, HS

5110. Re: Need help trying to replace Atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 09:16:26 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.emkLilhqrnY@lumumba.sh.sub.de>
Source record: 30103

In <36djm8$cta@elaine.teleport.com>, Steve Johnson writes:
> In article <1994Sep27.203939.24502@mprgate.mpr.ca>,
> Richard Mah (PDE) <mah@mpr.ca> wrote:
>
> >A friend of mine owns an ATARI 1040ST. He is having serious problems
> >using his mouse (Atari STMI) - it only works intermittently so it must
> >be a loose connection. He finally found a store which sells Atari stuff
> >and was told that a new mouse is $60 (Canadian). Considering the current
> >value of his 1040, he wasn't too thrilled about shelling out this amount
> >of money.
> >
> >Two questions:
> >- are there any third party mice for Ataris which are significantly
> > cheaper than the above, and, if so, where can he find them?
> >- I noticed that the mouse uses the same connector type as serial mice
> > for IBM-PC compatibles, i.e. 9-pin (DB-9?). Is it possible to use a
> > IBM-compatible serial mouse with the 1040 or can it be
> > adapted/rewired?
>
>
> No, you cannot use 9-pin serial mice with the ST's mouse/joystick
> port. There IS software available (from Cybercube Research, I
> think) that will let you use serial mice in the ST's serial port,
> though. Mice that are compatible with, I believe, the Microsoft
> mouse (bus/mouseport version) are supposedly capable of being
> rewired to work on an ST's standard mouse/joystick port. I'm
> looking for that information myself!
>

I once read, that you can use mice for the Commodore Amiga if you
exchange the two wires of pins 1 and 4.

Stefan

5111. Re: SCSI Host adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 09:20:35 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <36r6p3$rot@nyheter.chalmers.se>
Source record: 30189

In article <10031994.200239@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>Also, WHY do I need a host adapter ? I take it that the original Atari
>HDs didn't need one ? Let me guess....Atari made their HD port
>completely non-standard, therefore ensuring sales of Atari HDs ? Why
>SCSI ? Where can I get a FAQ on this subject ? (pref UK). Why do I keep
>saying 'why' ? <g>.
>
I guess Atari had to take a chance on what standard they should use for their
hd-port on the ST. At that time hard drives weren't as usual as they are today,
and nobody knew what the future standard was going to be. Atari chose ACSI
(yes, it is a standard interface). Unfortunately nobody else did :-(.

By the way: there are at-bus interfaces for the ST now..

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H�N�	one failed."

5112. Problems, ideas, announcements wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 11:27:23 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <36re6r$nte@mserv1.dl.ac.uk>
Source record: 30091

Hi,

I have created my own Atari Page on the Web and would as part of this service to the Atari community like to invite you all to send your ideas for things to include. I would also appreciate any problems you would like solving (not personal) as I will do my best to find the answers for you. Have you any Atari related announcements to make? Then this could be the place to put them, although less than two weeks old this page has already been accessed by over 600 people and this is bound to increase soon with a mention in Future publishings new magazine ".net:The Internet Magazine" and I believe the next issue of ST Format.

Have you written any articles yourself that you would like to submit, or would you be available to answer peoples questions? Let me know if you think you can help me in providing this service to the Atari public. This is not a commercial enterprise but is done in my freetime and there will be no money involved.

If you have written any softwares reviews for submission, have an area of expertise or just want the new piece of software you've written to reach the public quickly then let me know. I promise to try and answer all letters and to evaluate all submissions for inclusion. Hope to hear from you all soon.

Thanks,

Mark msh@dl.ac.uk

5113. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 11:27:52 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <36re7o$3bv@bs33n.staffs.ac.uk>
Source record: 30092

: I am trying to find an algorithm to edit text - like in a text editor.

: Also, when text is inserted into the file, where do u put it? I mean -
: surely it's too slow copying the lower half of the file down a character
: each time you type.

Text 'merged' into the current document is easy enough, just open a new
array, read the text into it, then dimension a new array with the length
of the current file + the insert file, read the current until you hit the
spot you want to insert, read from the merged array, read the rest of the
current and bobs your uncle. Hope that makes sense!

Let us know how you get on!

Richard Davey
Falcon Owners Group (UK)

5114. Set up RDE 5 as bootable RAMdisk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 12:28:49 UTC
From: sammcgee@crl.com
Message-ID: <36rhq1$h9o@crl4.crl.com>
Source record: 30093

I would like to use the RAMdisk program RDE v5 to create a bootable RAMdisk on my 14 Meg Falcon. I need someone to step me through the procedure. This is what I have:

1) Run the GEM program RDE.PRG

2) Create RAMdisk as drive M:

3) Load RAMdisk M:

4) Copy all Auto programs and ACC's to RAMdisk M:

5) Back up RAMdisk to file in Auto folder

Here the RDE program states that drive 'M' not installed.
Where did I go wrong?

Sam

5115. Hardware Mods.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 12:37:09 UTC
From: D.G.Williamson@Sheffield.ac.uk
Message-ID: <36ri9l$qj2@hippo.shef.ac.uk>
Source record: 30094

So I guess nobody knows about the Rom subject? Does anybody know where I can get info on hardware mods for the ST Including the faster serial port upgrade mentioned earlier? Thanks for any help.
Will.

5116. Hybrid Arts Hd Recording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 13:25:00 UTC
From: dan.dreibelbis@balmybeach.tor250.org
Message-ID: <8d517216@balmybeach.tor250.org>
Source record: 30097

```
ID> I have an opportunity to purchase a Hybrid Arts Digital
ID> Recorder at a reasonable price, but the interface cable is
ID> missing. The company no longer exists so I have no way of
ID> getting another cable. Does anyone have any documentation that
ID> they could share?

Ian - try to get in touch with Binary Software - they're the
current owners of the entire Hybrid Arts line, having recently taken
it over from Barefoot Software. They usually leave messages on the
Usenet.....

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
```

5117. Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 13:45:05 UTC
From: simonh@perth.DIALix.oz.au
Message-ID: <36rm91$cq3$1@perth.dialix.oz.au>
Source record: 30096

Has anybody out there had any experience fitting a 1.44mb floppy drive to an STE? I cobbled together a board with a couple of Quad Nand gate chips on it with a lot of help from a friend (well, I watched him do it.. I just fitted it into the STE <GRIN>) and I've got a HD drive which works fairly well, but (a) I don't seem to be getting a 5v down pin 2, the HD detect wire, and (b) someone mentioned you should have the Atari Ajax chip to use HD.

I can format, read and write 1.44mb disks under TOS 1.6 (not from the desktop) but I have a switch hanging out the back of the machine which I have to set when I want to use HD, because the HD detect doesn't seem to be working.

I enjoy chopping my STE around, and I would appreciate it if someone can help me on this one.

Simon Haynes

5118. Re: SCSI Host adapter ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 16:13:24 UTC
From: whitema@rtsg.mot.com
Message-ID: <36ruv4$j1j@delphinium.cig.mot.com>
Source record: 30122

In article <10031994.200239@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
[stuff deleted]
>Also, WHY do I need a host adapter ? I take it that the original Atari
>HDs didn't need one ? Let me guess....Atari made their HD port
>completely non-standard, therefore ensuring sales of Atari HDs ? Why
>SCSI ? Where can I get a FAQ on this subject ? (pref UK). Why do I keep
>saying 'why' ? <g>.
>

Well, yes the port is non-standard, but it's not for the reason you
stated. Full SCSI compatibility would have quite expensive back in
'84, so they went with a subset, which was cheaper to implement. The
early Macs (Plus, SE) also went this route.

Why SCSI? It's very flexible. You can hang about any device off of it.
And it's fast.

Mike
whitema@cig.mot.com

5119. Re: Piezo Sounder Wanted For

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 16:20:17 UTC
From: hallvart@ifi.uio.no
Message-ID: <36rvc1$g4@maud.ifi.uio.no>
Source record: 30098

In article <a6602e0d@balmybeach.tor250.org>, dan.dreibelbis@balmybeach.tor250.org (Dan Dreibelbis) writes:
> HT> I'm *still* looking for a driver circuit for a piezo sounder
> HT> that I can use with my STe instead of a speaker, since it
> HT> takes up too much room inside the machine, and I don't have a
> HT> speaker in my monitor (NEC Multisync II). Anybody got a
> HT> circuit for this?
>
> Beg pardon, Hallvard, but if you've got an STe, why are you
> wanting to install a speaker INSIDE it when you've got a pair of
> audio out jacks that you can attach to outboard self-powered
> speakers, or even a stereo system you could get for cheap at a
> garage sale? You'll get better sound that way, AND in stereo!
>
> ... "NOOOOBODY!!! Expects the Spanish Inquisition!"
> ___ Mountain Reader II - #00000007
>
>

because I want it compact and without too many wires and external amplifiers etc. and I don't care about the stereo stuff for now. I only need the occasional beep or two. So, do you have such a circuit?

Hallvard

5120. Atari Transputer Worksstation SCSI-Docs needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 16:44:00 UTC
From: DANIEL@EUROPE.pha.oche.de
Message-ID: <5YC_ByU-4NB@#daniel.europe.pha.oche.de>
Source record: 30107

Hi Netlanders,

I have here two Atari Transputer Workstations ATW800.
and I would like to build a TAN (TableAreaNetwork) with
my SCSI equiped PC. So I need hardcore technical documentation
on the SCSI implemtation in the ATW: On the Atari software side,
on the transputer software side and on Morheus, the SCSI ASIC.
BTW What is the estimated performance of ATW SCSI ?

I would greatly appreciate any pointers, addresses.
Regards
Daniel Enting

<First NEws Reader with Artifical Inteligence FINERAI>:
unimportant Signature for Daniel@Europe.pha.oche.de removed
CrossPoint v3.02

5121. To the Person that emailed me GUCK18B..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 17:05:51 UTC
From: baade@saphir.physik1.uni-rostock.de
Message-ID: <36s21f$gej@taiwan.informatik.uni-rostock.de>
Source record: 30109
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

RS> so Please can you email me again thanks..

If I will find the mail in the newsgroup - jungle :-)

Bye T34

5122. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 17:15:23 UTC
From: burggraef@admin.uni-oldenburg.de
Message-ID: <burggraef.70.001141CB@admin.uni-oldenburg.de>
Source record: 30106
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I believe you misunderstood (perhaps the author was refering to his RSVE
>hardware mod, which can attain such speeds on Modem1). Modem1 cannot
>reliably go faster than 19200 without hardware modification.

That is right, but only few know that there is a very cheap and simple possibility to do so. You only need a CD4040 chip, cut one pin of the MFP and make some cables between them. Then you have 110 to 19200 and alternatively 38400bps, choosable with a simple switch.

regards,
Volker

P.S.: To know more contact me with Mail, for I don't read this group daily.

5123. Re: Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 17:23:13 UTC
From: woodford@esca.com
Message-ID: <1994Oct4.172313.18861@esca.com>
Source record: 30116

simonh@perth.DIALix.oz.au (Simon Haynes) writes:

>Has anybody out there had any experience fitting a 1.44mb floppy drive to an
>STE? I cobbled together a board with a couple of Quad Nand gate chips on it
>with a lot of help from a friend (well, I watched him do it.. I just fitted
>it into the STE <GRIN>) and I've got a HD drive which works fairly well,
>but (a) I don't seem to be getting a 5v down pin 2, the HD detect wire, and
>(b) someone mentioned you should have the Atari Ajax chip to use HD.

I'm sure someone will correct me if I'm wrong, but some older HD floppy
drives don't implement a High Density detect signal. You may have one of
those drives.

>I can format, read and write 1.44mb disks under TOS 1.6 (not from the desktop)

Lucky you! A while ago I bought an HD "kit" from System Solutions for my
ST. I'm still having problems getting it to work reliably, despite recently
installing an AJAX chip. The "driver" program which came with the kit that
supposedly changes the controller step-rate when in HD mode, is pretty
well useless as it's very picky about what order it goes in the AUTO
folder, and seems to make the system more crash-prone. I'm not even
convinced it works under MiNT...

Anyone else had similar problems with the "Elco" HD kit? (I think that's
the name of it)

Steve

5124. Sounds in HighSpeed Pascal?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 18:05:50 UTC
From: garnerg@esu.edu
Message-ID: <36s5hu$ln6@jake.esu.edu>
Source record: 30101

Can anybody tell me how to make sounds in HighSpeed Pascal? I can't figure out how to make the darn thing even beep! I know of the command DoSound but I can't figure out how to use it correctly. Any information on how to use this will be appreciated (tell me how to bring in digitized sounds and I'll kiss you!)

Thank you.

--
****
"That's just the way it is. Some things will never change. That's just the way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
****

5125. STacy and STuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 18:13:09 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <36s5vl$g2r@charm.magnus.acs.ohio-state.edu>
Source record: 30099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $1200 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $175 obo

Black Lamp (game)
* $3.00

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

MAPPING THE ATARI
* $5.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **

5126. Mem Upgrade advice please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 18:40:14 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10041994.184014@empyr.dircon.co.uk>
Source record: 30100

Hi Everyone,

I've just got a HD for my STFM, and would now like to upgrade the memory.
Why, I'm not too sure ! It just seems like a good idea ! I don't have any out of mem messages or anything. That's a point, can anyone give me a good reason to upgrade my 1Mb machine ? What benefits would I get from say, 2.5Mb ?

Anyway, what I want is to do a D.I.Y. upgrade, to keep the cost down.
I know I can do one with SIPPS (8 or 9 chip 1Mb only), BUT, can I do it with any other chips ? Because I'm having trouble finding used SIPPS.

Can I use SIMMS ? Are SIMMS and SIPPS fundamentally different devices, or do they just have different connectors ? (because Gasteiner do a SIMM-SIPP adaptor for $5)

Must I use ONLY SIMMS/SIPPS with 8 or 9 chips on them, or could I use the three chip ones (which are plentiful on the used market), and must they be only 1Mb ones ?

Thanks in advance.

Cheers.
Kev.
___ Blue Wave/QWK v2.12

VQWK 6.20I

5127. for sale - Geneva/NeoDesk 4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 19:07:33 UTC
From: davidli@ogre.labmed.umn.edu
Message-ID: <DAVIDLI.94Oct4140733@ogre.labmed.umn.edu>
Source record: 30102
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a copy of Geneva (rev 003) and NeoDesk 4 that I wish to sell as a set, for $75 postpaid. Reply by e-mail if you are interested.

- David Paschall-Zimbel
--
-- David Paschall-Zimbel

5128. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 19:16:49 UTC
From: evanlang@uss.lonestar.org
Message-ID: <36s9n2$4nq@uss.lonestar.org>
Source record: 30110
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
In article <ludisCx0Hp5.2Bu@netcom.com>,
Ludis Langens <ludis@netcom.com> wrote:
>In article <CwyyHH.CM7@sdf.saomai.org> ekl@sdf.saomai.org (Evan K. Langlois) writes:
>>How does the following compare with the above :
>>
>> move.b (a1)+,(a6)+
>> move.b (a1)+,(a6)+
>> move.w -(a6),-(a1)
>>
>>Assuming a6 points to a word of free storage (or some stack or whatever),
>>and a1 points to the value you want to swap. I'm not sure which is faster,
>>since I can't my tables on effective address calculations.
>
>Your example does nothing - it writes back the same bytes in the same
>order as they were before.

Whoops! Your absolutely right. I'm not sure how I screwed that one up,
but I created the idea awhile ago and never wrote it down. It was originally
configured more like a stack, so I think it should be.

move.b (a1)+,-(a6)
move.b (a1)+,-(a6)
move.w (a6)+,-(a1)

Assuming that a6 points AFTER a word of storage in this case. Sorry about
that.

The above should work - I check it on paper. And of course the final
value could be put in a reg for more speed, especially if you don't
want to write back the result (as in my case), so replace -(a1) with
d0 or d1.

I used a6 instead of a7 since a7 will always be word aligned, but a6 can
have screwy alignment (it actually wind up with the same alignment after
the code runs anyway).

>(BTW - your attribution is wrong. I didn't write the fragment with the
>rol's and swap - I quoted it from someone else.)
>
>Ludis Langens
>ludis@netcom.com

Attribution was fine. That's why there was 3 '>' symbols. It was a
quote of a quote from Tim Miller. I just deleted a whole bunch. Sorry
if it caused any problems.
```

5129. support for ICD partition scheme? (was Re: Problem: MinixFs, ICD and BGM partitions > 64Mb)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 19:36:54 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <36sasm$a7o@irzr17.inf.tu-dresden.de>
Source record: 30123

In article <seimet.781006819@acp5>, Uwe Seimet <seimet@chemie.uni-kl.de> wrote:

> If you want to install other drivers than the ICD one bootable on your hard
> disk this only works if your drive is partitioned according to Atari
> standards, i. e. with not more than 4 primary partitions on the root sector
> of your hard disks. When a drive was partitioned using the ICD software it
> is likely that the partition scheme is not Atari compatible.
> With Atari compatible partition schemes you can use any hard disk driver I
> know without reformatting or repartitioning your drive.

Is there any reason why the other HD drivers don't support the ICD
partition scheme? As far as I know, the layout of ICD root sectors is
known (documented or reverse engeneered, I don't know; this info
should be legal to use either way), and it would increase the market
for those other drivers, too.

I really had big difficulties in switching to another driver when I
wanted to, because I had Minixfs partitions for which I didn't know
how to modify them to allow for the additional AHDI "helper" root
sector.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

5130. Re: Problem: ST hard drive dying.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 23:43:07 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx69vw.Hs@cix.compulink.co.uk>
Source record: 30121

> A nice simple question for you. My hard drive is gradually dying my
> degrees; I had to reformat it this morning. All I want to know is
> whether it's the drive or the adapter going.

Its probably the drive. Host adaptors tend not to wear out as they have
no moving parts - unlike the drive ;-)

OTOH if you have recently moved the drive, it may be a lose chip or cable
on the host adaptor.

The bottom has dropped out of the hard drive market in the last couple of
months, so maybe now its time to upgrade to a bigger drive. I've seen 1.0G
drives going at under 500ukp +VAT (can't remember where though ;-) Should
be able to pick up something smaller for *much* less!

:-)

Roland.

@CiX

5131. Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-04 23:55:21 UTC
From: misc223@csc.canterbury.ac.nz
Message-ID: <1994Oct5.115521.1@csc.canterbury.ac.nz>
Source record: 30108

Hi!

Just a quick question...
Can anyone post the relative merits of Minix ST vs. Linux 68K?

Thanks.
--
```
__ +--------------------------------+
/<o__n .... | Carey Evans |
<| .=== | misc223@csc.canterbury.ac.nz |
____ <| | +--------------------------------+
/ __ \ <| |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

5132. Re: Atari Transputer Worksstation SCSI-Docs needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 00:26:14 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <36srr6$fr4@msuinfo.cl.msu.edu>
Source record: 30114

In article <5YC_ByU-4NB@#daniel.europe.pha.oche.de>, DANIEL@EUROPE.pha.
oche.de (Daniel Enting) writes:
>Hi Netlanders,
>
>I have here two Atari Transputer Workstations ATW800.
>and I would like to build a TAN (TableAreaNetwork) with
>my SCSI equiped PC. So I need hardcore technical documentation
>on the SCSI implemtation in the ATW: On the Atari software side,
>on the transputer software side and on Morheus, the SCSI ASIC.
>BTW What is the estimated performance of ATW SCSI ?

If you need help, I may be able to get you in touch with someone on GEnie;
I think there are a few people who would know the tech stuff. As for the
speed, a fully outfitted ATW (all transputer boards installed) should run
something like 1/5th the speed of a Cray Y-MP. Pretty fast!

BTW, there has been some discussion lately on GEnie that there are still
some of the ATWs left in the Atari warehouse (esp. in England?). If
anyone's interested in buying some, contact me via email, and I'll put you
in touch with the right people on GEnie to try and find you one.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

5133. TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 02:02:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36t1er$e2n@golem.wcc.govt.nz>
Source record: 30111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well as a few people here raved about TeddyTerm 2.1, and being
a avid Flash 1.6 user i thought I would give it a look...

Well has far better support for Zmodem and let you have Auto Zmode...

Had a bit more glitter than Flash 1.6, but as they say all that glitters
is not gold...

Has a lot of features that Flash 1.6 does not have, but I could not find
any use for all these features, they were no usefull..

One BIG BIG minus is that it does not support a capture buffer, its a external
thing, and no Editor, how a Flash 1.6 user here could rate this program
as better than Flash 1.6, I would like to know, the capture feature and editor
are one of Flashes 1.6 big points, I have read that its the envy of PC Clone
users....

I am still trying to find a Replacement to FLASH 1.6 that is as fast, uses
standard fonts, I think I have tried them all, THE STORM was my hope but is
still very buggy....

Here is a list of Terminal Programs that I have tried..

MasterLink,Interlink,St-Talk Pro,Connect,Rufus,FDT,Teddyterm,Taz,Trapido,
Flash 2.2,STalker3/STeno,ANSITerm and Uniterm, plus a few otheres that I
can't think of now and a few demo ones...

Trapido looked a possibility but its no longer supported, some are far to slow
and only work best on a TT/Falcon, but those machines are far to dear here,
at least 3 times a good 486 Pc Clone and NO SUPPORT AT ALL...

So when are we going to get a Good Terminal program that works on
a ST/STE/MEGA, that is at least as good or better than Flash 1.6...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5134. Re: Problem: ST hard drive dying.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 04:04:14 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.uVlzKWiTmN_@semprini.waterloo-rdp.on.ca>
Source record: 30136

In <1994Oct3.164057.20756@city.ac.uk>, WRIGHT T J writes:
> A nice simple question for you. My hard drive is gradually dying
> my degrees; I had to reformat it this morning. All I want to know
> is whether it's the drive or the adapter going.
>
> I get regular "Data on drive ... appears corrupt... Cancel / Retry"
> messages, and on the second (or third, or fourth) retry the data loads. I
> also get regular Sense Error codes (it's an ICD interface) in flavours of
> 00, 03, 07, 17, and FE. :)

Dunno if you should actually pay much attention to these. I've got a
Seagate ST-296N (85M SCSI) that has been giving me endless Sense $17
errors ever since I moved it off of SCSI ID 0; when it was at ID 3, it
gave me lots of write errors, CRC errors, and Sense $17 (read) errors).
I moved it to ID 4, and now I just get occaisional Sense $17 and "Data
on drive <foo> may be damaged" "Retry | Cancel" alerts... usually when
I'm trying to degrag the damn thing.

Apparently, the ST-296N that I have just doesn't like to be any SCSI ID
other than 0. Yes, my system is properly terminated, there are no ID
conflicts or anything nasty like that.

Because of my experiences, I'll never buy another Seagate hard drive,
even one of the high-end ones (unless I can be assured that WREN made
'em, instead of Seacrate).

Dunno if this helps you at all; might give you a bit of a clue if your
disk used to work fine at another SCSI ID...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5135. Re: 14.4 modems and TOS 1.00

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 06:56:12 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cx6txp.2z3@Virginia.EDU>
Source record: 30113

Jason-
I have a system which is essentially a 1040STf (a 520STfm upgraded to 1024K and the drive upgraded to double density). It has TOS 1.0 and I use a Hayes Accura 144 with no problem. As for a comms program that will emulate VT100, ANSI, etc. just try to get one that does NOT use GEM. GEM is too slow to "draw" the text in its windows and keep up with 14.4kbps. I use TAZ, which offers vt52 and ANSI emulation and is shareware and available from umich Merit Atari archives. TAZ is good because it is written entirely in machine language and does not use GEM, so it is fast. It is full featured, too. Unfortunately, it doesn't have built in zmodem or kermit, but you can use external protocol drivers if you want. Anyway, my friend has a Packard Bell 486dx 66mhz with a built in 2400 bps modem. He laughed when he saw that I use an Atari. But now he uses my computer to download files at 6X the speed and he just sticks the floppy into his computer and copies the files onto his harddrive. Nice to see that a ten year old atari can still be useful.
-John

5136. Re: technical details Megafile 44 to connect a second SCSI drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 07:04:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cx6uAp.B2D@hpbbrd.bbn.hp.com>
Source record: 30112

Stefan Probst (snprobst@faui46a.informatik.uni-erlangen.de) wrote:
> i want to connect a second SCSI drive to my atari megafile 44
> (Syquest 555). There's a second connector and a second power
> supply on the atari host adapter, but it doesn't recognize a
> drive over the second connector. Does anybody know, what to do,
> to have two drives running with the original atari hostadapter
> from the megafile 44 drive?

You have to flip one of the DIP switches in the lower part of the
housing. I just can't remember which. I think there are three of
them; two are meant to change the ACSI address, the other to
enable the second drive.

Gruess mir Erlangen!

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5137. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 07:13:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <36tjmm$9v6@uqcspe.cs.uq.oz.au>
Source record: 30115

misc223@csc.canterbury.ac.nz (Carey Evans) writes:

>Can anyone post the relative merits of Minix ST vs. Linux 68K?

Minix ST has no future, Linux 68K does.
Minix is a toy Unix, Linux is a real Unix.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5138. Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 07:40:35 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <36tl9j$hpl@golem.wcc.govt.nz>
Source record: 30117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I thought that the base memory for the Falcon was 4 Simm slots, these can take
256k or one meg simms..

So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
just like a STE....

Can any one confirm this....??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5139. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 08:21:49 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <36tnmt$s3f@percy.cs.bham.ac.uk>
Source record: 30118

In article <36tl9j$hpl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms..
>
>So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
>just like a STE....
>
>can anyone confirm this.....??
>

As far as I heard, there are two types of Falcon flying around (sorry)
one with SIMM cards, one using some sort of non-standard memory card.

David

--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

5140. Re: Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 10:11:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <36tu3m$is5@golem.wcc.govt.nz>
Source record: 30128

In article <36rm91$cq3$1@perth.dialix.oz.au>, simonh@perth.DIALix.oz.au (Simon Haynes) writes:
>Has anybody out there had any experience fitting a 1.44mb floppy drive to an
>STE? I cobbled together a board with a couple of Quad Nand gate chips on it
>with a lot of help from a friend (well, I watched him do it.. I just fitted
>it into the STE <GRIN>) and I've got a HD drive which works fairly well,
>but (a) I don't seem to be getting a 5v down pin 2, the HD detect wire, and
>(b) someone mentioned you should have the Atari Ajax chip to use HD.
>
>I can format, read and write 1.44mb disks under TOS 1.6 (not from the desktop)
>but I have a switch hanging out the back of the machine which I have to set
>when I want to use HD, because the HD detect doesn't seem to be working.
>
>I enjoy chopping my STE around, and I would appreciate it if someone can help
>me on this one.
>
>Simon Haynes

Some WD 1772 02 02 chips should work, but don't forget the step rate,
as this has to be changed, there is a patch program for this, as you double
the clock speed the step rate will go from 3ms to 1.5ms, the drive would not
work, I did read that 1.4 meg drives need 6ms step rate...??...

Pin 2 on a 1.44 meg drive is a OC output, ie, Open Collector , you
will need to add a pull up resistor in your setup PC board, like a 2.2k
for TTL or say 10k for Cmos logic, one end of this resistor goes to +5 Volts...

This should help you with your problems...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5141. Re: Problem: MinixFs, ICD and BGM partitio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 10:32:34 UTC
From: etmrosc@crosby.ericsson.se
Message-ID: <1994Oct5.103234.4916@ericsson.se>
Source record: 30120

In article 16ZfPqLdg@semprini.waterloo-rdp.on.ca, cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:
> In <i6too5q0ym2@moacs11>, Waldi Ravens writes:
> > In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:
> >
> > > Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> > > > But do any of those work with an ICD host adapter?
> > >
> > > The dumb ICD software only works with their host adapters, but HuSHI
> > > and HDDRIVER work fine with their hardware.
> >
> > Depends on the number of harddisks connected to the hostadaptor. HDDriver
> > supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors
> > will allow more than two devices. Those who have more than two harddisks
> > connected to the same ICD hostadaptor will be stuck with the incompatible
> > ICD software.
>
> I guess that counts me out then. I've got 4 hard drives. Anyone wanna
> trade me 1x250M drive for 1x85M (Seagate), 1x70M (Rodime) and 2x54M
> (Quantum) drives? :-)

I think that there is a bit confusion about SCSI-id and LUN:

The SCSI standard allows for 8 devices connected to the SCSI bus. Each of these devices is identified with a SCSI-id (0-7).
Furthermore it is possible that each device consist of 8 so-called logical units. Such a unit is identified with LUN (also 0-7).

Normal practice is that each device only has ONE logical unit (the HD or CD-ROM). However, I once connected a SCSI device with 2 logical units (a 40 MB HD combined with a 60 MB tapestreamer) to the SCSI bus. In order to reach each of the devices you had to specify the same SCSI-id AND a different LUN (this was on a MAC, but even there special drivers where supplied)

Now most software does not support more than one logical unit per SCSI-id due to the fact that you normally only have one logical unit (LUN=0) connected.

Hope this clarifies some.

/Rob

5142. Problem with Bconout(5) under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 11:20:38 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941005121515.28577B-100000@tower.york.ac.uk>
Source record: 30119

Help! I have a problem under MiNT (0.95) when displaying graphics characters using the BIOS function 3 (Bconout) with a parameter of 5. This is supposed to allow output of any of the 256 characters, and works fine when MiNT is not installed, or when using TOSWIN. The problem comes when I run my code from the desktop or a cli under MiNT. In this situation the Bconout(5) seems to be treated identically to a Bconout(2), processing control sequences rather than displaying them as part of the extended character set. Is this a bug in MiNT, or am I doing something wrong?

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

5143. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 11:47:01 UTC
From: djs@jet.uk
Message-ID: <1994Oct5.114701.21745@jet.uk>
Source record: 30124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <36tl9j$hpl@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms..
My Falcon certainly did not have SIMMs. It had an Atari memory board, which
had surface mount memory chips up to 4MB. (ie eight chips, 4MBx1bit).
According to the silk screen on the board, it's used for 1MB too (presumably
with 1MBx1bit chips). But upgrading yourself would be difficult.

I bought a FalconWING board, which adds SIMM capability; then put
on 4 4MBx8 SIMMs for 14MB total.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5144. Re: Hardware Mods.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 12:12:58 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <36u58a$g77@RW320B49.rz.fhtw-berlin.de>
Source record: 30127

RSVE_GE.LZH at atari.archive.umich.edu

5145. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 12:13:23 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Cx78MB.G8n@nntpa.cb.att.com>
Source record: 30126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36tl9j$hpl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I thought that the base memory for the Falcon was 4 Simm slots, these
>can take 256k or one meg simms..
>
>So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
>just like a STE....
>
>Can any one confirm this....??

The 4M Falcon did not have simms - at least mine didn't - but it was one of the early ones. I don't know about the 1M Falcons but I would expect them to be along the same design as the 4M with a memory board with 1M worth of chips on it. My understanding is that you have to "waste" the 1M since there is not much you can do with it. This, I believe, has kept a lot of people from buying the 1M Falcon and choosing instead to go with the 4M off the bat (plus you get internal HD and software that way.)

BTW - I still have a 4Meg board for the Falcon if anybody needs one. Contact me and we can wheel and deal. Wayne Booth

5146. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 12:13:59 UTC
From: azog@world.std.com
Message-ID: <Cx78nB.124@world.std.com>
Source record: 30125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms..

>So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
>just like a STE....

>Can any one confirm this....??

The Falcon doesnt use normal SIMMs slots, rather a daughterboard that
sits in the machine. On this daughterboard is memory, and could differ
in implimentations.

The 4mb board that comes from atari is useless as is, since its got
memory chips soldered on, and is only useful for another falcon that
might have 0 memory.

Third party boards offer the capability to remove the atari daughterboard,
and replace it with a daughterboard that HAS SIMMs slots, and gives you
the ability to go to 14/16 megs. I got one such from Toad, for $65, and
populated with 4 4mb SIMMs I had laying about.

To move STe SIMMs into a Falcon would require such a board. If one
can purcahse a 0 memory Falcon, this would be a good idea. Youve
already got 4mb of memory from your STe, so that cost is transparent.
You would need one of these memory boards, but even unpopulated memory
boards go for under $100. The in the future, when you run into the
walls of 4mb, you can simply pull the 1mb SIMMs and replace them with
4mb SIMMs and go to the top with 14/16mb.

There are also apperently third party products which will take you
above 16mb, but the cost here grows.
--

5147. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 13:56:44 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.781365404@apanix.apana.org.au>
Source record: 30132

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:

>> Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
>> > But do any of those work with an ICD host adapter?

(to answer the above, the ICD host adapter is essentially a transparent
device that performs the fairly simple translation between ACSI and SCSI.
In essence, all modern hostadapters are created equal.)

>> The dumb ICD software only works with their host adapters, but HuSHI
>> and HDDRIVER work fine with their hardware.

ICD's software looks for the realtime clock on ID6 (on those adapters
that have RTCs), and also for some odd quirks (harmless) that they
exhibit in order to identify their own adapters.

>Depends on the number of harddisks connected to the hostadaptor. HDDriver
>supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadaptors
>will allow more than two devices. Those who have more than two harddisks
>connected to the same ICD hostadaptor will be stuck with the incompatible
>ICD software.

This is, of course, total rubbish. ICD hostadapters don't perform any
ID<->LUN mapping, all devices on the SCSI side of the hostadapter occupy the
same ID space that devices on the ACSI side do.

If a device on the bus responds to more than one LUN, that's fine.

> Waldi (walra@moacs.indiv.nl.net)
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5148. Re: fixing damaged floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 14:02:04 UTC
From: ds@feldspar.geology.uiuc.edu
Message-ID: <36ubks$ag2@vixen.cso.uiuc.edu>
Source record: 30129

In article <36qr3d$i6n@mailer.fsu.edu> boyd@math.fsu.edu writes:
>
>Both Diamond Edge (a Norton style package, must-have for hard drive
>people) and Cleanup ST (ICD disk fixer only) will fix floppy filesystems

Thanks for your reply to my post. Here's another scenario someone
might want to comment on:

1) Use MS-DOS diskcopy to make a copy of the damaged Atari disk.

2) Use Norton Utilities under MS-DOS to attempt a disk fix a copy of the
damaged disk.

Dwight

5149. MiNT & MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 14:07:15 UTC
From: psherwoo@jpmorgan.com
Message-ID: <36ubuj$360@archive.ny.jpmorgan.com>
Source record: 30137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's one for all you MiNT experts:

Having downloaded and compiled MiNT 1.10 (pl8) I find that MinixFS no longer starts up when I boot. I thought that the patches to 1.10 were supposed to make it work but this doesn't seem to be the case. I also tried applying the patches to take MiNT to 1.11 (pl2) but this didn't work either.

One thing that occurred to me was that in my gcc setup I have replaced the include files with the MiNT ones (pl44) and compile MiNT with the '-mint' flag. If I don't do this then MiNT doesn't compile at all.

Any help with this would be greatly appreciated...

My system: Falcon 4/127, TOS 4.02, Gcc 2.5.8, MinixFS 6.10

Thanks in advance,
Piers

+-----------------------+
| psherwoo@jpmorgan.com |
| |
| JP Morgan |
| London, UK |
+-----------------------+

5150. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 14:10:23 UTC
From: davecook@cougar.multiline.com.au
Message-ID: <36uc4f$8rp@cougar.multiline.com.au>
Source record: 30138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: I thought that the base memory for the Falcon was 4 Simm slots, these can
: take 256k or one meg simms..

Roger, Nope you are incorrect.. the Falcon uses a board that slots onto
two rows of pin connectors. You can buy a third party board that will
accept SIMMs tho. I personally have one of a very few official 14Mb
boards that atari produced :)

: So it would be easy to upgrade a 1 meg Falcon to a 4 meg one,
: just like a STE....

Nope :(

: Can any one confirm this....??

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

--
+---+
| Dave Cook Perth, Western Australia |
| Internet: davecook@cougar.multiline.com.au |
| Fidonet: 3:690/254.0 |
+---+

5151. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 15:19:46 UTC
From: gerco@cs.vu.nl
Message-ID: <Cx7H8z.7s5@cs.vu.nl>
Source record: 30130

warwick@cs.uq.oz.au (Warwick Allison) writes:

> misc223@csc.canterbury.ac.nz (Carey Evans) writes:

> >Can anyone post the relative merits of Minix ST vs. Linux 68K?

> Minix ST has no future, Linux 68K does.
> Minix is a toy Unix, Linux is a real Unix.
Minix ST runs on ST(f)(m)(e), Linux can *only* run on 68030 (or 020 + mmu)
Minix is very well described, Linux not (especially for a novice)

I like both...
Gerco.
--
+-----------------------------------+---------------------------------+
G.C. Ballintijn	Oh, Fortuna
Email: gerco@cs.vu.nl	Velut luna
http://www.cs.vu.nl/~gerco/	Statu variabilis.....

5152. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 16:03:01 UTC
From: s9205525@otto
Message-ID: <36uinm$bc1@aggedor.rmit.EDU.AU>
Source record: 30131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well Roger, from what I have gathered you are not a FzDt fan, but
I cannot go along with the fact that Flash 1.6 is a better program.
It is soooooo slooooooowwwwww.

I like nice quick screen updates, and after having used Flash 1 & 2
and Stalker, and Connect etc. etc. etc. I really believe that
the registered version of FzDt. kills em all. It may not have VT100
but so what, I use ansi emulation and there is no problem at all.
When you add all the other little bells and whistles in the program
it is ALMOST the perfect program. Perhaps when stuff like mosaic
etc is developed (or am i dreaming) for Atari, then i might change
my mind. Unfortunately Fzdt's problems really are with the authors
total lack of support.

****
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
****

5153. Re: Problem: Conner HD with ICD Micro

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 17:06:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJFQEFXCUp@dksoft.ping.dk>
Source record: 30053

In <36i4bc$5d9@news.CCIT.Arizona.EDU> Paul Harris wrote :

>I just bought a 540M Conner hard drive (CFA540S) to replace the original
>50M one in my TT. Hooked up the the TT SCSI, it works just fine (and
>much faster than my old one).
>
>But, as I use Spectre 3.0, which does not recognize the SCSI port, I've
>had my old hard drive hooked up to the external DMA port via an ICD Micro
>host adapter. However, the adapter and my new drive can't seem to
>communicate, as I can get no response when they're together. The sparce
>documentation with the drive says that parity is always enabled. Is that
>all right? Or maybe the host adapter isn't getting power correctly, though
>that would seem odd.

As far as i know ICD micro adaptor can't run if your drive is set to use parity
. I'm not sure how you should be able to disable the parity, but it can be
done.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

5154. mausnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 17:38:56 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <36uobg$br1@sol.sun.csd.unb.ca>
Source record: 30041

How do I subsrcibe to mausnet news groups which contain
atari groups? I understand this is a german newsgroup.

--
****
Peter T. Green
Computer Engineering Student
UNB, Fredericton, NB, Canada

email: d3hq@jupiter.sun.csd.unb.ca
****

5155. Creating fancy GEM features

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 18:13:50 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct5.181350.7907@vax.sbu.ac.uk>
Source record: 30055

Im sure this has been done to death, but Im still not clear on it...

How are the new style GEM features such as cascading menus, options menus etc produced? They're not in GEM (except on Falcons?), so are they hand crafted by programmers? Do clever RSC construction kits help create them?

Del

5156. Embedding RSC data from ORCS C files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 18:18:20 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct5.181820.7908@vax.sbu.ac.uk>
Source record: 30056

I've been looking at the C-Source1 output from ORCS and working out how to use it. There's no English docs. Why are the pointers to TEDINFO and icon and image blocks referenced indirectly? eg.

The obspec of an editable object holds an index into an array of TEDINFO structures. Why is the index used instead of the address of the TEDINFO itself?

I've written some code to sort it all out, and can now imbed my RSC info in my C, so no problem. I just wondered why it was done this way...

Derek

5157. Re: Text edit source

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 19:57:27 UTC
From: saj@chinet.chinet.com
Message-ID: <Cx7u3s.70w@chinet.chinet.com>
Source record: 30047

MicroEMACS source is available just about everywhere. It handles arbitrary length text, and is quite good with short documents.

Steve

5158. Which Host Adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 20:16:26 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10051994.201626@empyr.dircon.co.uk>
Source record: 30133

Hi All,

Thanks for all your advice about my HD. I've done a bit more research and would appreciate your opinions....

I have contacted several stores in the UK and have been given the following prices for SCSI host adaptors:

Gasteiner GE Soft - 60 UK Pounds / $93 US / 143 DM
Gasteiner Top Link - 70 UK Pounds / $108 US / 168 DM
ICD Link 2 - 90 UK Pounds / $139 US / 215 DM

What are the relative good & bad points of each ?

A friend recommended the AdSCSI + to me, but I have been told that these are no longer being produced.

These appear to be the only host adaptors available in the UK. Could I have opinions from you on which you think I should go for please. I don't really have a lot of cash to spend, so if anyone knows of a cheaper alternative, I'd be very glad to hear from you !

Thanks.

E-Mail replies preferred, to: Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20I

5159. BlueWave for ST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 20:16:29 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10051994.201629@empyr.dircon.co.uk>
Source record: 30134

Hi there,

I heard rumours a while back that someone was writing a version of the BlueWave offline reader for the Atari ST. Is it true ? and if so, who's doing it ?

Cheers.

Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5160. Re: Falcon Memory...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 20:32:34 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <36v2h2$cia@nyheter.chalmers.se>
Source record: 30045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36tl9j$hpl@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>I thought that the base memory for the Falcon was 4 Simm slots, these can take
>256k or one meg simms

To use simms you need an additional board, because the Falcon has an own memory board. With the simm board you can use 256k, 1M or 4M simms. You must have four of a kind => 1M, 4M and 16M(14M) is possible.

I hope I got this correct...

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5161. Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 21:16:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19941005211657.L.J.Sak@sp0009.kub.nl>
Source record: 30049

I am having screenproblems when installing my RAM extension
with 16 MB (4MB * 4).. The screen is normal as ever when those unstable
pixels were not on it... These pixels, who are aranged vertically, shift
from color when next to a black one. They usualy 'flicker' from white to
black and back and forth and...
When installing the original 4Mb the screen output is clear again..
The shop where I bought the extension board got a new and other brand
of ram extension board and other rams and it still does the works....

Anyone?

5162. Re: Problem: MinixFs, ICD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 22:20:33 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <36v8rh$9lp@ugle.unit.no>
Source record: 30135

Etmrosc@crosby.Ericsson.S,
In a message on 5 October, wrote :

eP> In article 16ZfPqLdg@semprini.waterloo-rdp.on.ca, cherborth@semprini.wate
eP> .on.ca (Chris Herborth) writes:
eP> > In <i6too5q0ym2@moacs11>, Waldi Ravens writes:
eP> > > In <367cl5$iqg@nasim.cube.net>, Frank Bartels wrote:
eP> > >
eP> > > > Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
eP> > > > > But do any of those work with an ICD host adapter?
eP> > > >
eP> > > > The dumb ICD software only works with their host adapters, but HuSH
eP> > > > and HDDRIVER work fine with their hardware.
eP> > >
eP> > > Depends on the number of harddisks connected to the hostadaptor. HDDr
eP> > > supports LUN 0 and LUN 1, but AFAIK at least some of the ICD hostadap
eP> > > will allow more than two devices. Those who have more than two harddi
eP> > > connected to the same ICD hostadaptor will be stuck with the incompat
eP> > > ICD software.
eP> >
eP> > I guess that counts me out then. I've got 4 hard drives. Anyone wanna
eP> > trade me 1x250M drive for 1x85M (Seagate), 1x70M (Rodime) and 2x54M
eP> > (Quantum) drives? :-)
eP>
eP> I think that there is a bit confusion about SCSI-id and LUN:
eP>
eP> The SCSI standard allows for 8 devices connected to the SCSI bus. Each of
eP> devices is identified with a SCSI-id (0-7).
eP> Furthermore it is possible that each device consist of 8 so-called logica
eP>
eP> Such a unit is identified with LUN (also 0-7).
eP>
eP> Normal practice is that each device only has ONE logical unit (the HD or
eP>
eP> However, I once connected a SCSI device with 2 logical units (a 40 MB HD
eP>
eP> with a 60 MB tapestreamer) to the SCSI bus. In order to reach each of the
eP>
eP> you had to specify the same SCSI-id AND a different LUN (this was on a MA
eP> even there special drivers where supplied)
eP>
eP> Now most software does not support more than one logical unit per SCSI-id
eP>
eP> the fact that you normally only have one logical unit (LUN=0) connected.

eP>
eP> Hope this clarifies some.
eP>
eP> /Rob

Yup, it probably did.
But something else to note is that eg. CD-ROM shifters uses LUNs to access the different CDroms. As far as I know, only two CD-rom drivers support this. And neither of these are generally available (yet). One is a driver from Brian Grier (bjgrier@bnr.ca), and the other one is written by me. Mine will be made available as shareware as soon as mint 1.11 goes official. I don't know what Brian will do/has done with his driver though...

Erling

5163. Anyone ported perl5 to atari running MiNT?????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-05 22:55:28 UTC
From: cavanaug@harrell.ecn.purdue.edu
Message-ID: <36vat0$4qk@mozo.cc.purdue.edu>
Source record: 30050
Cross-posted to: comp.lang.perl,comp.sys.atari.st.tech,comp.sys.atari.st

I was just wondering if anyone has ported perl5 to the atari
running Mint 1.08+. Perl5 looks awesome(on the hp in the lab)
but I would like to run it at home.

John Cavanaugh
cavanaug@ecn.purdue.edu Purdue University

School would be trivially simple
if only I possesed a photographic memory.
-- John Cavanaugh

5164. fixing damaged floppies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 00:00:10 UTC
From: Nesral@closer.brisnet.org.au
Message-ID: <f7d_9410070325@softtech.brisnet.org.au>
Source record: 30043

Hi Dwight, Well I will suggest that Knife ST may be of help. It is
avaiable from Atari in a pack called "An Introduction to Programming
Utilities" the pack includes:-

WERCS
FONT KIT PLU 2
KNIFE ST
SAVED!
ATARI ARCHIVE
STREE
DESKTOP CALCULATOR
and DESKTOP CLOCK.

This pack may not be avaiable in the US as it has on the box Atari UK's
address but at least you should be able to get Knife ST there

There are many other programs that can handle your problem but I have
found Knife the most reliable.

hope this was of some help.

..

_-_|\
/ *<-- Geoff of OZ.
_.-._/
v
Geoffrey W. Larsen., Brisbane, Queensland, Australia.

5165. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 01:55:09 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36vldt$hda@mother.usf.edu>
Source record: 30140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

I would seriously like to register your program, but sending you 5 pounds
would probably cost me quite a bit more than the equivalent in dollars.

I wrote ANSITerm. The registered version is $15. How about a trade?
Considering that you have a Falcon, I don't know how useful that would be
to you, but if you can think of anything else, I'm willing to talk.

Thanks.

P.S. I have version 0.6, and I was able to play two of the 8 MPEG's I have.

5166. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 02:04:50 UTC
From: millert@grad.csee.usf.edu
Message-ID: <36vm02$hda@mother.usf.edu>
Source record: 30042
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
Evan K. Langlois (ekl@sdf.saomai.org) wrote:
: In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens) writes:
: >> rol.w #8,d0
: >> swap.w d0
: >> rol.w #8,d0

: How does the following compare with the above :

: move.b (a1)+,(a6)+
: move.b (a1)+,(a6)+
: move.w -(a6),-(a1)

This looks to me like it does nothing useful. It does not change the
order of the bytes.

: Assuming a6 points to a word of free storage (or some stack or whatever),
: and a1 points to the value you want to swap. I'm not sure which is faster,
: since I can't my tables on effective address calculations.

: Anyone know for sure?

: --
: ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl
```

5167. Re: Hi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 03:50:16 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781462246.3@mettav.exnet>
Source record: 30139

On 3 Oct 94 at 13:24:58 (Mark King) wrote the following:

> is there anyone out there called P Civati ??

Yes but you're supposed to put Atari technical related msgs in here. ;-)

-Paul-

--
~=~=~=

5168. Re: BlueWave for ST ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 04:14:44 UTC
From: dburns@world.std.com
Message-ID: <Cx8H4K.MKy@world.std.com>
Source record: 30054

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Hi there,

>I heard rumours a while back that someone was writing a version of the BlueWave offline reader for the Atari ST. Is it true ? and if so, who's doing it ?

>Cheers.

>Kev.

>
>___ Blue Wave/QWK v2.12

> VQWK 6.20I
Anthony Watson's Mountain Reader II (formerly Mountain QWK) was released this summer. There's a demo at umich and other sites. It reads QWK and BW packets. A great program--many features and niceties. Well worth the price if you do much offline reading.

Dave Burns
Lowell, MA

5169. Re: technical details Megafile 44 to connect a second SCSI drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 05:56:31 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3703if$21r@golem.wcc.govt.nz>
Source record: 30061

In article <36m715Ea43@uni-erlangen.de>, snprobst@faui46a.informatik.uni-erlangen.de (Stefan Probst) writes:

>
> Hi everybody!
>
> i want to connect a second SCSI drive to my atari megafile 44
> (Syquest 555). There's a second connector and a second power
> supply on the atari host adapter, but it doesn't recognize a
> drive over the second connector. Does anybody know, what to do,
> to have two drives running with the original atari hostadapter
> from the megafile 44 drive?
>
> Any hints are appreciated!
>
> Many thanks in forward.
>
> Ciao. Stefan.

> LST Distribution e-mail: snprobst@immd4.informatik.uni-erlangen.de

Well from the people here that have put second drives in there Megafile 44,
it was just plug and go...

Please check the address that you are using and you must have Parity turned
off on that drive.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5170. Re: support for ICD partition scheme? (was Re: Problem: MinixFs, ICD and BGM partitions > 64Mb)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 07:36:20 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cx8qGL.Jx3@hpbbrd.bbn.hp.com>
Source record: 30044

```
Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:
> Is there any reason why the other HD drivers don't support the ICD
> partition scheme?

At least CBHD does. I've always liked the ICD partition scheme
since it speeds up the boot process.
--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

5171. Big Screens

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 09:14:34 UTC
From: bericd@bri.hp.com
Message-ID: <Cx8v0A.Hq2@bri.hp.com>
Source record: 30051

Hi All,

I own a 4meg STFM with Hard Drive. It does all I want it to - except
I would like a bigger screen....

There are options out there such as Overscan and things like that
but all have their merits and downers.

Has anyone got such a system up and running sucessfully with Mag!X
installed?
How easy was it to fit, how much does it cost and where from?

Any help would be appreciated.

Thanks,

Beric Dunn (bericd@hpcpbla.bri.hp.com)

5172. HD or CD-ROM ??? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 09:34:47 UTC
From: cm3hirjd@soc.staffs.ac.uk
Message-ID: <370gbn$a12@bs33n.staffs.ac.uk>
Source record: 30046

Ok I have about 400 pounds to spend on my Atari Falcon030.
I have a 4meg machine with an 85meg internal IDE. I am constantly
running out of HD space, but things are not _that_ bad, ie I can manage
with what I have, just.

I have always wanted to get a CD-ROM drive for my Falcon, so please what
would you recommend? For 400 quid I can either get a 170meg external HD
and have some decent change left over for an FPU perhaps, or I could go
and buy a CD-ROM and a few CD's.

I am very interesting in computer graphics and animation, hence the new
selection of PC GIF disks and 'Hot Sound & Vision' Cd's interest me greatly.

But please I can't decide.... advice VERY much wanted!

Richard Davey

5173. Re: mausnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 10:04:41 UTC
From: cgra@se.alcbel.be
Message-ID: <370i3p$idf@btmplq.god.bel.alcatel.be>
Source record: 30052

In article <36uobg$br1@sol.sun.csd.unb.ca>, d3hq@jupiter.sun.csd.unb.ca (GREEN P) writes:
> How do I subsrcibe to mausnet news groups which contain
> atari groups? I understand this is a german newsgroup.

I think it may involve dialling up a number in Germany... still interested?

<germany calling...germany calling>

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5174. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 11:06:48 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.CniGV5GEUF2@quark.hn.bawue.de>
Source record: 30048

Hi!

>Just a quick question...
>Can anyone post the relative merits of Minix ST vs. Linux 68K?

Minix is an older trial to implement Unix on a ST machine. It's no longer supported, only runs on ST-machines (no TT, no STE), is smaller an faster than Linux but is missing a lot of features you expect of a true Unix system (no XWindows etc.pp.)

Linux is only available on TT machines (because it needs the PMMU), in the actual version it takes about 20 MB space on your harddisk and it will grow much more 'til the development is finished. You need about 8 MB RAM to get it work properly. But what you get is Linux :-) and they're trying to make it binary compatible (is that right? Sounds so funny...) to all other 68xxx machines which means, binarys compiled on an Amiga 4000 will run on a TT as well... (at least they hope so..)

Tschuellewuess, Meinereiner!

5175. Re: mausnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 11:40:28 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <370nnc$2er8@info2.rus.uni-stuttgart.de>
Source record: 30057

In <36uobg$br1@sol.sun.csd.unb.ca> d3hq@jupiter.sun.csd.unb.ca writes:

> How do I subsrcibe to mausnet news groups which contain
> atari groups? I understand this is a german newsgroup.

The same way you subscribe to this newsgroup.

subscribe to maus.* (or better maus.sys.atari.*). If this doesn't work
you have to call your local news server administrator.

Gerd

5176. HD floppy drive 1.44 Mb.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 12:24:28 UTC
From: D.G.Williamson@Sheffield.ac.uk
Message-ID: <370q9s$f8u@hippo.shef.ac.uk>
Source record: 30058

I noticed it mentioned earlier by Simon Hayes and was wondering if anyone could send me the details of how the 1.44 Mb drive was hooked up to your STE.
Thanks for any help
Will.

5177. Re: Keyboard reading in Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 12:25:14 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370qba$sgp@percy.cs.bham.ac.uk>
Source record: 30059

lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:
>Hello. I'm using Heat & Serve Sozobon C on my Atari 1040 ST. Can somebody
>tell me how to read the status of the SHIFT, ALT and CONTROL keys? I've been
>trying for a while now, but I just can't get it to work. I can't find any
>functions (or any OBVIOUS functions anyway) in OSBIND.H to do this.

Try Kbshift(), which is slow(ish), or alternatively there is a pointer
in the OS header to a word containing the shift-key state. Look for
documentation on the OS header for more details.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5178. Re: MiNT & MinixFS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 12:30:26 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <370ql2$sn8@percy.cs.bham.ac.uk>
Source record: 30060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

psherwoo@jpmorgan.com writes:
>
>Here's one for all you MiNT experts:
>
>Having downloaded and compiled MiNT 1.10 (pl8) I find that MinixFS no
>longer starts up when I boot. I thought that the patches to 1.10 were
>supposed to make it work but this doesn't seem to be the case. I also
>tried applying the patches to take MiNT to 1.11 (pl2) but this didn't
>work either.

Works fine here! If you don't see the Minixfs startup messages, check
to see where Mint is loading the XFS files from.

Did you compile with -DMULTITOS ? That may make a difference.

--
--Chris

X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5179. Problem: 1040ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 13:03:08 UTC
From: tom_smith@ccmgw.bal.mmc.com
Message-ID: <370sic$ima@theopolis.orl.mmc.com>
Source record: 30065
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a 1040ST (1986 vintage) that no longer works. The power light doesn't come on. I don't know a
lot about hardware, but I did pull out the Power Supply board and found that its getting 125 volts, the
switch is OK, and so is the fuse. So much for the things I can fix. I then checked the 6 wires coming off
the board: 2 red 5 Volts, 1 blue 12 Volt, and 3 black (I guess these are the grounds?). I found that there
is no voltage across any of these, e.g., red to black, blue to black. I think this is a bad sign!

Can anyone tell me if I tested this correctly?

Can anyone tell me where I can find a Power Supply?

The Power Supply board is labeled: 5657-B001-1.
The Mother Board is labeled: C070523-001 1986 Rev C

I'll take any help that I can get.

Thanks.

5180. Re: Mem Upgrade advice please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 14:50:46 UTC
From: u9019448@qub.ac.uk
Message-ID: <3712s6$kbe@network.cc.jyu.fi>
Source record: 30062

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Can I use SIMMS ?

: Must I use ONLY SIMMS/SIPPS with 8 or 9 chips on them, or could I use the
: three chip ones (which are plentiful on the used market), and must they be
: only 1Mb ones ?

-- Stuff deleted --

Yes you can use SIMMS - There is a hardware upgrade that uses them, at the mo I can't recall it's name, but I have one and it works well. (help!).

It uses SIMMS of either 256k or 1M in pairs and requires no software patch so it is completely transparent.

The only problems with it is the actual installation (a challange?) and the fact that when I recently bought some new SIMMS to give me 4MBs I discovered that if they're over 1cm in height my ST's case wouldn't fit back on!

The answer was to cut some shielding.. (I wouldn't mind to see a review of the Desktopper, which ST Format promised in September, but didn't deliver).

The new SIMMS I bought were 8 chip and the SIMMS I had previously were 3 chip (Salvalged from an STE) so I suppose the answer to the second question is here somewhere... (were'd I put it? *grin*)

Hope this helps a bit.

Rob.

Here to make you think, thinks to make you hear.

5181. Re: Hi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 19:41:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cx9o0J.Cys@cix.compulink.co.uk>
Source record: 30063

In message <36p0na$6kh@mercury.kingston.ac.uk>, k945278@kingston.ac.uk said:

>is there anyone out there called P Civati ??

Yes, Paul has been on here:

>From: Paul.Civati@mettav.exnet.com (Paul Civati)
> ||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
>/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.exnet.com / | \
> * Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)
>

Barry wilsontjb@cix.compulink.co.uk

5182. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 21:29:55 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10061994.212955@empyr.dircon.co.uk>
Source record: 30070

-=> Quoting Sheppard_r @ix.wcc.govt.n to All <=-

S@> Well as a few people here raved about TeddyTerm 2.1, and being
S@> a avid Flash 1.6 user i thought I would give it a look...

S@> Has a lot of features that Flash 1.6 does not have, but I could not
S@> find any use for all these features, they were no usefull..

To YOU maybe, other people may find them helpful.

S@> One BIG BIG minus is that it does not support a capture buffer,

What version are you looking at ? Mine has a great capture buffer, with configurable bits on it too !

S@> its an external thing

No it's not.

S@> and no Editor,

OK, so no editor, but it *is* a comms package, not an OLR.

S@> .....Flashes 1.6 big points, I have read that its the envy of PC Clone
S@> users....

Well, try saying that to someone who uses Procomm Plus for Windows !

S@> Here is a list of Terminal Programs that I have tried..
S@> MasterLink,Interlink,St-Talk
S@> Pro,Connect,Rufus,FDT,Teddyterm,Taz,Trapido, Flash
S@> 2.2,STalker3/STeno,ANSITerm and Uniterm, plus a few otheres that I
S@> can't think of now and a few demo ones...

Oh no ! He's going to get flames from users of *all* these now as well ! <g>

Seriously, I think you must have an old version of TeddyTerm. The only problem I have with it is its transfer protocols, but that's not Teddyterm's fault. I can't get on with XYZ.TTP and don't know of any other external protcol drivers. Apart from that, Teddyterm is fine, it takes a while to load from a floppy, but it is very good nonetheless.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5183. US comp stores-email?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 21:29:57 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10061994.212957@empyr.dircon.co.uk>
Source record: 30071

Hi everyone,

Does anyone know of any US computer stores that have e-mail addresses ?

Thanks in advance.

Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5184. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 22:17:57 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cx9v9x.1tK@cix.compulink.co.uk>
Source record: 30066

> floppy disks, whatever. I guess I was under the impression that CPU's
> were exempt from cost cutting rituals.

Nothing sacred about the CPU ;-) Its just that Intel would like you to
believe it matters who made it!

> Now, does Gadgets by Small still make an 030 upgrade card for the Mega
> STe?

In Europe the PAK3 board is all the rage. Fits a MSTE (though you will
either need to externally mount the PSU, or recase the MSTE), and is very
fast. A 33Mhz board (PAK3/33) gives a Dhrystone rating about the same as
the TT! 33Mhz 68030s should run at up to 40Mhz in a PAK3 board so it should
run even faster. Where the TT beats it is TT-FastRAM. A TT with FastRAM
has the edge on the PAK3 (for any given clock speed), but a fast RAM board
for the PAK3 is apparently being made.

The main problem with the PAK3 is cost. Fitting one to a MSTE is cheaper
than buying a TT, but not as cheap as you might like. The main added cost
is recasing the MSTE as the PAK3 board is too big.

:-)

Roland.

@CiX

5185. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 22:53:49 UTC
From: gerco@cs.vu.nl
Message-ID: <Cx9wxq.Moy@cs.vu.nl>
Source record: 30082

frauke@quark.hn.bawue.de (Meinereiner) writes:
> >Just a quick question...
> >Can anyone post the relative merits of Minix ST vs. Linux 68K?
>
> Minix is an older trial to implement Unix on a ST machine. It's no longer
> supported, only runs on ST-machines (no TT, no STE), is smaller an faster
> than Linux but is missing a lot of features you expect of a true Unix
> system (no XWindows etc.pp.)
To be somewhat more correct, Minix does run on a TT (using the pmmu) and on
the STE. And sinds there is no Linux for the ST (never will be), I guess
you mean it is faster on the PC (which I dare to doubt). It is true that
Linux has much more features than Minix, but Minix386vm *HAS* (at least) an
X server, and you can probably also run X clients (can't see the problem
with that). And Minix ST is still supported, check out comp.os.minix, altough
the traffic is not as high as in the good old days...

> Linux is only available on TT machines (because it needs the PMMU), in
> the actual version it takes about 20 MB space on your harddisk and it will
> grow much more 'til the development is finished. You need about 8 MB RAM
> to get it work properly. But what you get is Linux :-) and they're trying
> to make it binary compatible (is that right? Sounds so funny...) to all
> other 68xxx machines which means, binarys compiled on an Amiga 4000 will
> run on a TT as well... (at least they hope so..)
Why is it so strange normal programs are binary compatible over the whole
range, they are supposed to use the same 680x0 code (and no direct hardware
programming, this Unix you know). Although I guess something like an Xserver
can't be portable, but then on the PC you have different code for all the
video/disk/etc cards....

For more info, read this:
http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

Gerco.

PS: There is also Linux for the Falcon, although it is somewhat complicated
with different groups developing things for te Falcon/TT without notice
of each other.
PPS:Isn't this in the FAQ, it should be (this discussion is here for at least
the thirt time!).
--
+-----------------------------------+---------------------------------+
G.C. Ballintijn	Oh, Fortuna
Email: gerco@cs.vu.nl	Velut luna
http://www.cs.vu.nl/~gerco/	Statu variabilis.....

5186. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 23:01:20 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <371vk0$dfj@golem.wcc.govt.nz>
Source record: 30064

In article <seimet.781182129@acp5>, seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
>
>>adapter and NOTE: it can format to Ataries standard, it has a option
>>button for this...
>
>Is this button the default? It should be because otherwise users who don't
>know about this incompatible format always get the wrong (i. e. not
>compatible) format if they are simple using the ICD defaults.
>
>>This other stuff you are on about is not available world wide, and if its that
>Some of this is available world wide. HDDRIVER e. g. is distributed in an
>English version by System Solutions, GB.

System Solutions, Please don't make me laugh, they are supposed to be the agents
for Overscan, all I got was a run around from them...

NOTE: Atari came out far to late with its extended hd, standards, other host
adapter makers, came up with there own, ICD/SUPRA...

Come to think of it at first you could not boot a hard drive formated with
Ataries software, Supra were the first to do this and offer more that 4
partitions...

We should have use MS Dos standards....!!!

>>good why havent I read about it...?...
>
>You just did :-).

>* Uwe Seimet | I really hate this damned machine, *
>* | I wish that they would sell it. *
>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
>* Mausnet: Uwe Seimet @ KL | but only what I tell it. *

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5187. MiNT from EPROM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 23:09:48 UTC
From: sanders@sci.kun.nl
Message-ID: <Cx9xoD.7Gt@sci.kun.nl>
Source record: 30067

Would it be possible to burn MiNT into an EPROM? Size-wise it would,
but can it run from EPROM? It would be nice to have MiNT in a
cartridge (like SMS2), and save boot-time and RAM. I guess it would
suffer some speed-loss, hmm?

Thanks,

--

```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5188. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 23:12:12 UTC
From: julian@loose.apana.org.au
Message-ID: <37208d$efs@loose.apana.org.au>
Source record: 30083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Glenda MOON (s9205525@otto) wrote:
: Well Roger, from what I have gathered you are not a FzDt fan, but
: I cannot go along with the fact that Flash 1.6 is a better program.
: It is soooooo slooooooowwwwww.

: I like nice quick screen updates, and after having used Flash 1 & 2
: and Stalker, and Connect etc. etc. etc. I really believe that
: the registered version of FzDt. kills em all. It may not have VT100
: but so what, I use ansi emulation and there is no problem at all.
: When you add all the other little bells and whistles in the program
: it is ALMOST the perfect program. Perhaps when stuff like mosaic
: etc is developed (or am i dreaming) for Atari, then i might change
: my mind. Unfortunately Fzdt's problems really are with the authors
: total lack of support.

: I agree totally. After exhaustive testing of MANY programs, nothing
: touches FreezeDriedTerminal 2.20.
: julian@loose.apana.org.au

5189. NVDI 3.0 and ET4000

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-06 23:41:22 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJHADFUQ@ttgk.textlitho.nl>
Source record: 30072

Hi you all,

Has anyone installed NVDI 3.0 yet ?
I was wondering just how far the compatibility for TSENG ET4000 boards goes, what I mean is can you adjust/set parameters like video ram addresses and IO port addresses ? I'm planning to buy NVDI 3.0 but only if I'm assured that the thing will go with my home made VGA screen output system which is based on a ET4000 VGA card, currently I'm using the VDI driver from the STGA project but my VGA card seems to be a little slow (or my TT much too fast) and I had to delay the timing by some 32 wait cycles on reads and about 16 cycles on write. Now I was hoping that NVDI would speed things up a bit.
Anyone ?

Gert

--

-- --
Atari TT-Point
-- --

5190. 16-bit > 256

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 02:08:42 UTC
From: pblagay@crash.cts.com
Message-ID: <CxA5yJ.Dw@crash.cts.com>
Source record: 30069

I need a routine for the falcon to convert a 320x240 TrueColor picture to an 8-bit plane 256 color 320x240 picture.

Anyone out there have a routine for this. I know how to convert the palette values, however I guess somehow the picture has to be downgraded to 256 unique colors too.

Thanks

Paul Blagay

5191. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 02:50:22 UTC
From: saj@chinet.chinet.com
Message-ID: <CxA7vz.G0F@chinet.chinet.com>
Source record: 30084

One big difference between MINIX and Linux is that anybody can get MINIX to run, but most of us, even with roughly appropriate hardware, can't get Linux to run.

I just tried to load the latest 680x0 vmlinux (what is it, 0.9pl3? Dated the end of Sept, anyway) with the 0.2 bootstrap (dated Oct 5) on my Falcon030 with 14 MB RAM, an 85 MB Seagate internal IDE drive and a 330 MB Quantum external SCSI drive. It really seems to be getting somewhere, but the screen winds up in a completely unreadable mode (I tried a SVGA monitor, and a Multisync with the switchbox set for either color or mono--they all look like blobs of light scattered around the screen).

I have the bootstrap named as newboot.ttp; I double-click on it and give no arguments to the startup dialog box. vmlinux is in the same folder.

Anyone care to straighten me out?

Steve

5192. alternative st case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 04:01:44 UTC
From: yc1663@albnyvms.bitnet
Message-ID: <372h78$sib@rebecca.albany.edu>
Source record: 30077

I tried asking in comp.sys.atari.st with no luck, so I'll try here:

1) Does anyone know of the Lighthouse Tower kit? Desk Topper? What
is your opinion of them?

2) Are there any other kits for transporting a 520stfm to a separate
keyboard and box-under-monitor/tower option?

3) Has anyone done it themselves? (I'm sure they have) Is there anyway
to get plans?

4) I have seen many devices advertised that will allow one to use
an IBM detached keyboard with the ST, but I was wondering
if they will support the keyboards with a built in trackball (will
the trackball work on the ST).

This is my problem: I replaced the original SD drive with
a DD drive some time agao. So I am not squeamish about opening the case,
or sawing it(the button on the DD drive required a new hole), or
unplugging and plugging in wires...

But my soldering experience is limited to a few wires here and
there. So figuring out how dto extend the keyboard connection is a problem.
And I'm not sure that the inside will fit inot into a generic
tower case. For that matter, will the ST innards fit inside a mega ste case?

I have only found out about this group yesterday, so I
apologize if this has already been discussed berfore. Yesterday I also read
about a guy sawing the end off his ST motherboard to get it to
fit in a tower case (andthen he soldered wires between the broken connections)
, but that is out of my league.

Any help, or pointers are appreciated. If the FAQ or archives
have information, please tell me where (no RTM's or RTFAQ's please...
altho from reading this group I don't htink it will be a problem.).

Thanks in advance....

++++++++++++++
email:djcheng@classics.umass.edu N.B. different from posting address

Radio Shack pong
Odyssey2
Atari 800XL
Atari 520stfm And still 512k

Lynx
PC color notebook Ok, OK...but I was tired of dragging the ST

to and from school.
So grad school's different (any ST program
for classicists? or one that will help
teach Latin to frosh?)
Alas...a niche unexplored by Atari.
++
++++++++++

5193. 4MB SIMM for the TT RAM board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 05:43:41 UTC
From: akisujar@cobra.nus.sg
Message-ID: <372n6d$mlh@nuscc.nus.sg>
Source record: 30068

Hi,

I would like to upgrade my TT RAM from 4 MB to 16 MB by replacing the 4 Original 1MB SIMMs with 4 new 4MB SIMMs.

What I am not sure is that will my TT RAM board (early version with 3 jumpers) work with 4MB SIMM card and is there a jumper/dip switch on the motherboard that I need to set after upgrading?

Also where can I buy a nybble mode 4 MB SIMM card.

Any info would be much appreciated.

Suthipuntha, School of Architecture, National University of Singapore
akisujar@cobra.nus.sg

5194. Re: Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 09:08:08 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <37335o$ghu@RW320B49.rz.fhtw-berlin.de>
Source record: 30076

I believe the RAMs on your extension card are too slow. I do not know why, but it is a experience, that 16MBytes must consist of 70ns RAMs from some special vendors (Hitachi works if I remember correctly) or 60ns RAMs (all 60ns RAMs work). If you place in the same board 1MByte SIMMs (=4MByte), 80ns (1MByte!) will work too.

Greetings, HS

5195. Re: Big Screens

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 09:18:00 UTC
From: jan.sjoberg@f5.n6122.z2.ct.se
Message-ID: <fnt_2.200.612.5_2e95135d_Jan.Sjoberg@ct.se>
Source record: 30073

In a message of <06 Oct 94 10:14:34>, Beric Dunn (2:200/427.3) writes:

> I own a 4meg STFM with Hard Drive. It does all I want it to - except
> I would like a bigger screen....
>
> There are options out there such as Overscan and things like that
> but all have their merits and downers.
>
> Has anyone got such a system up and running sucessfully with Mag!X
> installed?
> How easy was it to fit, how much does it cost and where from?

I've made my own overscan and it works perfectly well. There are several files around describing how to do it. I also added a 74HC157 to "autoswitch" with the help of a free pin on an ACIA and a small autofolder prog. The same principle as for HD floppy switching. I currently have 752*480 on my SM144.

Greets from

Jan Sjoberg, Sweden

5196. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 09:41:01 UTC
From: knarf@nasim.cube.net
Message-ID: <37353d$g3q@nasim.cube.net>
Source record: 30074

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> In <367cl5$iqg@nasim.cube.net>, Frank Bartels writes:
> > The dumb ICD software only works with their host adapters, but HuSHI
> > and HDDRIVER work fine with their hardware.

> Now THAT is interesting news... Would I need to reformat my disks?

This depends. If you've partitioned your hard disk AHDI compatible
with a newer version of the ICD software (>= 6.2.x I *think*), you
probably don't have to repartition it. If you did not partition AHDI
compatible *and* have more than four partitions, you *must*
repartition your hard disk if you want to use AHDI, HDDRIVER or HuSHI.

> That could be a problem... 250M backup and restore is very painful
> without a tape drive. Still, it might be worth it!

The AHDI 3.0 standard is from 1989. I think five years after that,
it's mandatory to upgrade to this standard.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5197. Minix Partitions?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 09:43:41 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37358d$5bb@dux.dundee.ac.uk>
Source record: 30078

Can anyone tell me how to set up a minix partition on my F030. I would like to use all the extended filenames etc and also GCC.

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

5198. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 10:00:32 UTC
From: knarf@nasim.cube.net
Message-ID: <373680$ghs@nasim.cube.net>
Source record: 30075

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> In article <367cl5$iqg@nasim.cube.net>, knarf@nasim.cube.net (Frank Bartels) writes:
> >Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
> >> In <sztbbllqfeq@moacs11>, Waldi Ravens writes:
> >> > However, I would strongly recommend the installation of an XHDI >= 1.10
> >> > compatible driver to anyone who plans on using minix filesystems under
> >> > MiNT. Currently the XHDI protocol is supported by HDDriver and HuSHI,
> >> > both work fine with mfs 0.6.
> >>
> >> But do any of those work with an ICD host adapter? I can't justify
^^
> >> buying new hardware for my ST (I mean, really, it's ANCIENT), especially
> >> when I'd be replacing a part that works.
> >>
> >The dumb ICD software only works with their host adapters, but HuSHI
> >and HDDRIVER work fine with their hardware.

> PLEASE PLEASE get a BRAIN, ICD has software (Pro) that works with out there host
> adapter and NOTE: it can format to Ataries standard, it has a option
> button for this...

You did not get the point. Chris Herborth has the ICD software with the
ICD hardware, so I assume he was not that stupid to buy the ICD Pro
software. ;)

Anyway, there is really no need to buy the ICD Pro software in my
opinion. It's neither fully AHDI compatible nor does it offer XHDI.
It's neither cheap nor does it offer more features than SCSI-Tool
(HuSHI) or Diskus (HDDRIVER). BTW: The standalone version of HDDRIVER
(which is just not able to format disks, which is not needed for newer
drives anyway) is available for DM 30 (about US$ 20).

And the upgrade policy of the non-pro utilities (which is the only
advantage over the other hard disc driver available) is not given for
the Pro software.

> This other stuff you are on about is not available world wide, and if its that
> good why havent I read about it...?...

Huh? All you never heard about cannot be that good?

> So PLEASE don't post any more lyes thanks....

Lies? Everything I posted was either the truth or my personal opinion
or experience.

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

5199. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 12:01:46 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781531306@acp5>
Source record: 30080

gerco@cs.vu.nl (Ballintijn GC) writes:

>To be somewhat more correct, Minix does run on a TT (using the pmmu) and on
>the STE. And sinds there is no Linux for the ST (never will be), I guess

But that's NOT correct. Linux requires a 68030 CPU, i. e. it runs on TT and
Falcon but not on machines with an MC68000.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5200. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 12:16:09 UTC
From: trek@intgp4.ih.att.com
Message-ID: <CxAy30.3J5@nntpa.cb.att.com>
Source record: 30079

In article <Cx9v9x.1tK@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> > Now, does Gadgets by Small still make an 030 upgrade card for the Mega
> > STe?

I think Gadgets' by Small's board is only for a Mega ST (but I am sure someone will correct me if that's wrong). I haven't gotten a response from them when I tried registering by SST - there is a used market for the SST if you want to go that route. I've been happy with mine thus far. And the manual is typical Dave and Sandy, welcome to the family.
Good Luck, Wayne

5201. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 13:49:54 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <373jm2$1am@lyra.csx.cam.ac.uk>
Source record: 30081

seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>gerco@cs.vu.nl (Ballintijn GC) writes:
>>To be somewhat more correct, Minix does run on a TT (using the pmmu) and on
>>the STE. And sinds there is no Linux for the ST (never will be), I guess

>But that's NOT correct. Linux requires a 68030 CPU, i. e. it runs on TT and
>Falcon but not on machines with an MC68000.

Bit confused here methinks :)
He said Minix will run on a TT and there won't be a Linux for ST's
(Pretty much the same as you've said!)
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5202. TOS and '020

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 15:15:19 UTC
From: hauben00@marvin.informatik.uni-dortmund.de
Message-ID: <373om7$9k6@fbi-news.informatik.uni-dortmund.de>
Source record: 30088

Hi!
Which system likes a higher CPU? Have anyone patches?

Thanx,
Stefan

--
o o o o o o o . . . _____ _____=======_||__
o _____ ||St. Haubenthal hauben00@marvin| |and Polluks@IRC|
.][__n_n_|DD[====_____ | .Informatik.Uni-Dortmund.de | |+49-231-455548 |
>(________|__|_[_________]_|_____|_|_____|
_/oo OOOOO oo` ooo ooo 'o!o!o o!o!o` 'o!o o!o`
==========

5203. PC-Ditto. MS-DOS format of boot drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 15:21:22 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.6.000A5B85@cfcsc.dnd.ca>
Source record: 29991

Hey!

I purchased 2nd hand PC-Ditto, and it mentions I could boot from the Atari hard drive if it had been formatted with MS-DOS and made a system disk. My hard drive has 4 partitions, 2 20MB and 2 15MB.The C partition(Boot) is 15 MB. I moved all my Atari boot up stuff to another drive, started up PC-Ditto, formatted and transferred system files to the C drive, moved my Atari stuff back to C drive. I can still boot my Atari from C drive, and PC ditto, BUT I seem to have "lost" my 20MB D drive! That is, my D drive exists, but reports 0 bytes on drive, 0 bytes free, etc. Has anyone encountered something similar?

5204. St <> IBM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 19:08:20 UTC
From: ah931@cleveland.Freenet.Edu
Message-ID: <3746b4$e74@usenet.INS.CWRU.Edu>
Source record: 30085

What would be the easiest way to dump all my Atari files
onto my IBM drive so I can Back it up on tape....
Is there by anychance an atari version of Interlink or laplink....
can I do it with modem software and a null-modem cable?
Thanks

5205. Problem with assembler with GFA 3,6

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 23:22:01 UTC
From: biofotos@ars.ath.forthnet.gr
Message-ID: <09319OFMVWNYEFTBHOV@ars.ath.forthnet.gr>
Source record: 29996

Hi to all
I have this problem: I want to use a routine in assembly form within my program in GFA. Well, I write the routine in DEVPAC 2, assemble it as executable position indepentent program and save it to disk. Then, I take the file (prg) and turn it into DATA statements. The problem lies when I try to run the programm , it crashes with"ILLEGAL INSTRUCTION EXECUTED" (4 bombs).
Anyone has ever did anything similar or knows where I am doing wrong ?
I suspect that the problem lies in the way DEVPAC 2 assembles my routine, since as I know the GFA listing is OK (I have enough experience in GFA coding)
Please, please help me.......

Thanx

Spiros Fotos
****
biofotos@ars.ath.forthnet.gr *
****

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

5206. Writers for technical magazine needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-07 23:33:31 UTC
From: weinberg@ic.sunysb.edu
Message-ID: <374lsb$1vh@adam.cc.sunysb.edu>
Source record: 29998
Cross-posted to: comp.sys.acorn.tech,comp.sys.amiga.tech,comp.sys.atari.st.tech

Newsgroups:
comp.binaries.ibm.pc.wanted,comp.sources.wanted,alt.sources.wanted,alt.wanted,misc.wanted
Subject: Writers for tech. mag. needed
Summary:
Followup-To:
Distribution: world
Organization: State University of New York at Stony Brook
Keywords:

I am a student at SUNY Stony Brook interesting in creating an technology
newspaper for local circulation. Writings involving any computer, science,
technology, anime, and other related fields will be accepted. I hope to aquire a
following, and start a subscription service. If it comes to pass, all writers
will receive a cut. Not all submissions will be printed. Submissions are
subject to change, editing, and/or alterations beileved by the editors to
be for the good of the paper. The articles may be of any length and may
contain any graphs or artistry. For any other information, queries, etc.

Please e-mail me at weinberg@csws2.ic.sunysb.edu

Thanks
Adam Weinberger

5207. Re: Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 01:21:04 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <781669392.1@mettav.exnet>
Source record: 30086

SL> From: L.J.Sak@kub.nl (SAK L.J.)
SL> Organization: Tilburg University / The Netherlands
SL> Reply-To: L.J.Sak@kub.nl
SL> Message-ID: <19941005211657.L.J.Sak@sp0009.kub.nl>
SL>
SL> When installing the original 4Mb the screen output is clear again..
SL> The shop where I bought the extension board got a new and other
SL> brand of ram extension board and other rams and it still does the
SL> works....
My Falcon exhibits the same problem, which is worse in higher
colour/resolution modes. The fix seems to be to go for a different make of
Simms (I was told which makes but can't remember and as I got
my Simms for practically nothing I was determined to suffer it!)

I was also told to go for faster simms i.e. 70ns as opposed to 80ns (the
original 4x1Mb simms were all unbranded 80ns and worked fine!)

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT! Don't Abuse IT! (Turbonet 100:1011/0.2)

5208. Re: PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 01:44:52 UTC
From: bseburn@alpha.vaxxine.com
Message-ID: <374tik$1f6@alpha.vaxxine.com>
Source record: 30087
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Krilovsky Kreutermann (krilov@u.washington.edu) wrote:
: I just recently got a 486-66, and would like to be able to use my
: portfolio to upload files to it. Where would I be able to find a
: cable for doing this, and would I need any special software, or other
: hardware for doing this.

You will need a Parallel Interface and a standard DB25 male to male
cable. The software you need to transfer files this way is supplied with
the Portfolio. There is also a Serial interface available, with this you
need to get a SMALL terminal program for the portfolio and transfer via
null-modem. I use the parallel version, its easier and the software is
built in to the PF, all you need is the software for the PC. You can also
print out whatever you want from the PF with this interface.

: Is Toad Computers still in business, and would this be something that they
: might carry?

Yes TOAD is very much still in business, and they used to carry
Portfolio stuff.. don't know if they still do or not.

If you need anything else (help wise) just ask, I've got one of these
things myself.

Brian...\

5209. 3.5" drives in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 03:38:39 UTC
From: ralunsfo@uncc.edu
Message-ID: <37547v$l7m@news.uncc.edu>
Source record: 30090

Does anyone know exactly what is involved in replacing the internal drive of a Falcon with (for example) a 420 MB Connor 3.5" IDE drive? I understand that the speaker must be removed to make space (oh how terrible), but what about cables? Does the Connor kit come with everything I would need, and could I do it with little trouble (I've taken my stock drive out once or twice already, so I don't mind taking apart the Falcon...)?

Thanks much, the more detail the better :)

Russ
ralunsfo@unccsun.uncc.edu

5210. STe Problem...(KeyBoard Timer?)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 07:21:01 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <375h8t$2tr@Tut.MsState.Edu>
Source record: 29992

I'm having problems getting my 1040 STe to run some programs that were
giving me no trouble at all back when I had my regular ST. My system has
TOS 1.62, 4meg RAM, AdSCSI+ Host, and 80meg Segate HD.

The first program I noticed this problem with involves a little extra hardware.
The Super Charger DOS emulator. The Supercharger itself seems to be acting
normal, however, things on the Atari side of the process are a bit odd.
To make a long story short...everything intitalizes as usual...but keystrokes
on the keyboard do nothing! Almost as if the keyboard were turned off.
I perferformed a little experiment to see if the entire machine is locking
up by running Midi Spy as an accessory before booting the SuperCharger. The
Midi file kept right on playing, but the keyboard was locked up, so at least
I know it isn't a total system lock up. I've also tryed every other thing
I could think of in locating other possible problems with the Super Charger.
I checked and changed DMA adresses...cables...powersupplies...different places
in the DMA chain...with cashe...without cashe...even without the hard drive
connected at all. Nothing seems to work at all!

Back to the keyboard timer theory...
I also have a few ST games that refuse to recognise any keyboard, mouse, or
joystick commands. Dragon's Lair is one example in particular. The demo,
or start up cartoons run flawlessly...but I can't get the game to start when
pushing the joystick buttons, the keyboard, or anything else for that matter.

I've heard that some applications that were written for the regular ST and
earlier versions of TOS grab a different set of timers in the keyboard chip
than do those for the STe. Is there a patch or fix for this? If so where
can I find it? Do you think this is my problem at all?

I just find it odd that my old ST using the exact same hard drive and host, ran
these programs with no problems (it had TOS 1.00), and my new STe seems to
run them okay...except they won't take any INPUT.

While I'm at it...do I need any TOS Fixes for 1.62? I don't have any tos
fixes in my auto folder at all at this point. folderxxx.prg is the only
one I've heard should be used...and I don't need it since I'm running NeoDesk.
(Yes...I did try running the problem software without NeoDesk/Geneva...did it
bare bonze even...nothing in the Auto...no ACCs). I've seen several TOS fixes
out there...but they all say they are for TOS 1.4, or 2.5.

Any suggestions or tips here would be greatly appreciated.

Thanks,
Brian

5211. Re: Hybrid Arts Hd Recording

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 07:52:35 UTC
From: bbs.ruscal@tsoft.net
Message-ID: <ceaVTc3w165w@tsoft.net>
Source record: 30089

dan.dreibelbis@balmybeach.tor250.org (Dan Dreibelbis) writes:

> ID> I have an opportunity to purchase a Hybrid Arts Digital
> ID> Recorder at a reasonable price, but the interface cable is
> ID> missing. The company no longer exists so I have no way of
> ID> getting another cable. Does anyone have any documentation that
> ID> they could share?
>
> Ian - try to get in touch with Binary Software - they're the
> current owners of the entire Hybrid Arts line, having recently taken
> it over from Barefoot Software. They usually leave messages on the
> Usenet.....
==========
I believe that the ADAP product line (hard disk recording) was actually
split separate and sold to Digital F/X in Mountain View, CA.

Primary addr: bbs.ruscal@tsoft.net (UUCP apple.com!tsoft!bbs.ruscal)
Tsoft Public Access Unix, Mt. View, CA 415/428-0190
Secondary addr: ruscal@west.darkside.com (Home of Waffle BBS Software)

"The last run of Twinkies was 1978; If you want'm fresh, wait'l 1996."

5212. how to send commands to a SCSI CD-ROM ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 09:17:49 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <375o3t$bs5@cri.ens-lyon.fr>
Source record: 29993

Does anyone know how to send commands to a SCSI CD-ROM ?

I've downloaded the bindings CDBIND01 from ftp.uni-muenster.de,
and tried with my Falcon 030 + Apple CD300 + MetaDOS 2.2, but
I get bombs.

Thanks in advance.

Vincent Lefevre (vlefevre@ens.ens-lyon.fr)

5213. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 10:49:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <375tfq$89l@golem.wcc.govt.nz>
Source record: 29995
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37208d$efs@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford) writes:
>Glenda MOON (s9205525@otto) wrote:
>: Well Roger, from what I have gathered you are not a FzDt fan, but
>: I cannot go along with the fact that Flash 1.6 is a better program.
>: It is soooooo slooooooowwwwww.
>
>: I agree totally. After exhaustive testing of MANY programs, nothing
>: touches FreezeDriedTerminal 2.20.
>: julian@loose.apana.org.au

To me FDT is the bigest piece of crap that I have ever come accross,
its writen in GFA, that can never be faster that assembly..

And mostly used by teenagers....

Try using FDT on a Vax....

Note: all that glitters is no Gold....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5214. Re: Sounds in HighSpeed Pascal?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 13:10:20 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJINABUSUp@dksoft.ping.dk>
Source record: 30002

In <36s5hu$ln6@jake.esu.edu> George W Garner wrote :

> Can anybody tell me how to make sounds in HighSpeed Pascal? I can't figure
>out how to make the darn thing even beep! I know of the command DoSound but I
>can't figure out how to use it correctly. Any information on how to use this will
>be appreciated (tell me how to bring in digitized sounds and I'll kiss you!)
>

Have you tried the online help in HighSpeed Pascal ? Normally it gives an
example of how to use it.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

5215. Re: Hi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 13:12:08 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJINABUUUp@dksoft.ping.dk>
Source record: 30003

In <941003Z203554.025dbrewood@nest.demon.co.uk> Daron Brewood wrote :

>In article <36p0na$6kh@mercury.kingston.ac.uk>
> k945278@kingston.ac.uk "Mark King" writes:
>
>> is there anyone out there called P Civati ??
>
>He's around here somewhere, if not I can get a message through to him if you
>wish via NeST.
>

Don't you have him on the list you post in NeST Daron ?

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

5216. Re: alternative st case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 14:08:21 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37694l$m4c@mailer.fsu.edu>
Source record: 29994

yc1663@albnyvms.bitnet wrote:
> I tried asking in comp.sys.atari.st with no luck, so I'll try here:
> 2) Are there any other kits for transporting a 520stfm to a separate
> keyboard and box-under-monitor/tower option?

There is one advertised by ATY Computer in the newest ST Informer magazine (I highly recommend this mag as a general resource). It appears to simply provide an extension cable for the keyboard, a case for the keyboard, and a cover for the keyboard "hole" on the CPU case. The problems is: it seems to be for 1040STE and Falcon only (perhaps they share the same keyboard connector).

With that said, making up a small adaptor to fit your 520STFM keyboard connector should not be too much of a problem, and in fact may have already been done by the company. I suggest you call these folks and see if anyone else has done what you are trying to do with one of these kits.

ATY Computer: (510)482-3775
ST Informer: 1-800-800-2563 (503)476-0071

> 4) I have seen many devices advertised that will allow one to use
> an IBM detached keyboard with the ST, but I was wondering
> if they will support the keyboards with a built in trackball (will
> the trackball work on the ST).

Very probably not. The DEKA interface is the one to look for: completely hardware (no software drivers needed, so it works with games and such).

> But my soldering experience is limited to a few wires here and
> there. So figuring out how dto extend the keyboard connection is a problem.

Why not take the connector down to Radio Shack (or other electronics supply house) and see if you can buy some blank ones? Then, just make an extension cord. I seem to remember that my 520STFM connector is a single line of about 7 standard-spaced pins, so you could probably use some of the "break it off at whatever length you want" generic single line connectors.

> And I'm not sure that the inside will fit inot into a generic
> tower case. For that matter, will the ST innards fit inside a mega ste case?

Well, given that it is big enough, and if you are willing to drill some holes, it is pretty likely that you could do this. The problem would be to route the ports near the back so as not to be inconvenient.

ST innards very probably won't fit an MSTE case (I'm eyeballing mine, and it doesn't look likely).

> Yesterday I also read
> about a guy sawing the end off his ST motherboard to get it to
> fit in a tower case (andthen he soldered wires between the broken connections)
> , but that is out of my league.

That one sounded pretty extreme to me! Impressive, though.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5217. Which Host Adaptor?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 17:48:15 UTC
From: larserik@oslonett.no
Message-ID: <376m0v$ij6@hasle.oslonett.no>
Source record: 29997

Indigo II in Denmark recommended Hard&Soft "Top Link II"
It's supposed to support SCSI-II commands...

But in Hard&Soft's ad i ST Computer they don't mention it !
They talk about their new "SCSI II LINK" instead.
It's supposed to support BOTH SCSI-II and PARITY...

I would like to get the last one, but Hard&Soft in Germany don't
answer my fax'es... Does anyone have any other way to reach them ?

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5218. Re: 16-bit > 256

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 17:51:43 UTC
From: gaghon@nevada.edu
Message-ID: <376m7f$kf0@news.nevada.edu>
Source record: 29999

Paul Blagay (pblagay@crash.cts.com) wrote:
: I need a routine for the falcon to convert a 320x240 TrueColor picture to
: an 8-bit plane 256 color 320x240 picture.

: Anyone out there have a routine for this. I know how to convert the
: palette values, however I guess somehow the picture has to be downgraded
: to 256 unique colors too.

I guess the best way would be to create a histogram for the colors. Find out what are the most 256 colors used, and use those for your pallate.

Then take the 16bit color matches and convert them to the color that you assigned it to. Like 1111011110011110 (light gray) could be assigned to color reg #1. Then convert all light grays with that color value to color register one.

The hard part will be the leftover colors that were not in the top 256 colors, you will probably have to compare then to the ones that are and somehow choose the closest one.

Hope that helps.

Vince

5219. GNU G++ problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 18:18:34 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <376npq$97p@nyheter.chalmers.se>
Source record: 30000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the GNU G++ compiler. I can compile C++ files without problems, but when it comes to linking it doesn't work. The strange thing is that I can compile the files from GNU-Shell with exactly the same setup!

I have the g++.olb and try to compile with the option -lg++.olb with no success. C-files can be compiled and linked without problems.

Any suggestions of what might be wrong is appriciated...

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5220. Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 18:22:57 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10081994.182257@empyr.dircon.co.uk>
Source record: 30001

Hi, Can anyone tell me which of the desktop replacements are the best ?

I use TOS 1.2 (1.02) at the moment, and I have seen a few ads for TOS ROMS, usually 1.4. I don't want to spend cash on 'expensive' ones like NeoDesk, and other commercial progs, but I'd rather try a shareware or freeware one first.

I can get hold of Teradesk, Harlekin, TOS 2.06 as a program, or I could buy TOS 1.4 roms, or go the whole hog and get the 2.06 switcher kit, but that's a bit too expensive !

What do you think ?

Cheers.
Kev.

VQWK 6.20I

5221. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 21:05:21 UTC
From: sammcgee@crl.com
Message-ID: <3771ih$51p@crl4.crl.com>
Source record: 30004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: To me FDT is the bigest piece of crap that I have ever come accross,
: its writen in GFA, that can never be faster that assembly..

: And mostly used by teenagers....

: Try using FDT on a Vax....

: Note: all that glitters is no Gold....

Whether I like FDT is irrelevant but I noticed you used a very poor
argument.

All that is written in GFA is not crap...

All that is used by teenagers is not bad...

5222. Wanted: SUpra Host adaptor info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-08 21:51:07 UTC
From: mbates@netcom.com
Message-ID: <mbatesCxDJD7.8E4@netcom.com>
Source record: 30006

I have a couple of Supra Host adaptors used and am in dire need of either docs or pinouts (preferably BOTH!) If any one can help I certainly would appreciate it!
-Marlin

5223. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 04:45:32 UTC
From: kfason@csn.org
Message-ID: <CxE2Jw.4H8@csn.org>
Source record: 30007
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Harun Scheutzow (s002893@YPSERV.rz.fhtw-berlin.de) wrote:

: MODEM2 and SERIAL2 on the MegaSTE have no ring indicator (only on TT and
: Falcon there is a RI on MODEM2). Some programs detect a ring by the string
: "RING" send by the modem to the computer, but if the program does not support
: this, bad!

Another reason why he stil wants to use Modem1 is that both RTS/CTS are
connected whereas Modem2/Serial2 (forgot what) has only RTS (or CTS)
connected. Granted Modem2 worked fine with me when the Mega/STe was mine
and I had it locked at 38400 using STalker.

any comments on that anyone?

thank you!

BTW. The BBS # is (303) 699-0402 if anyone wishes to call it and talk to
the SysOp directly? He is a BIG Atari BBS, with about 1.5gig and a CD-ROM
online (GEmini)
1200-28800 on a USR v.Everything... (granted can only exfer 1920cps, but
where working on it! :)

thanks again!

--

- Kevin Fason "kfason@CSN.ORG"

```
__ aka __ __ __ ____
/\ \ __/\ \/\ \ __/\ \__ Go RAMS! /\ _`\ AIESEC CSU
\ \ \/\ \ \ \ \ \___ /\_\ \ ,_\ __ \ \ \L\_\ __ ___ __
\ \ \ \ \ \ \ _ `\/\ \ \ \/ /'__`\ \ \ _\/'__`\ /' _ `\ /'_ `\
\ \ \_/ \_\ \ \ \ \ \ \ \ \ \_/\ __/ \ \ \/\ \L\.\_/\ \/\ \/\ \L\ \
\ `\___x___/\ \_\ \_\ \_\ \__\ \____\ \ \_\ \__/.\_\ \_\ \_\ \____ \
'\/__//__/ \/_/\/_/\/_/\/__/\/____/ \/_/\/__/\/_/\/_/\/_/\/___L\ \
Atari Falcon030 14/1.5gig|USR Courier v.Everything|Atari Jaguar /\____/
\_/__/
```

5224. Re: Keyboard reading in Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 05:31:27 UTC
From: evanlang@uss.lonestar.org
Message-ID: <377v7f$161@uss.lonestar.org>
Source record: 30005

In article <36q5k8$532@samuel.ChamplainCollege.QC.CA>,
Jon Lunman <lunman@ChamplainCollege.QC.CA> wrote:
>Hello. I'm using Heat & Serve Sozobon C on my Atari 1040 ST. Can somebody
>tell me how to read the status of the SHIFT, ALT and CONTROL keys? I've been
>trying for a while now, but I just can't get it to work. I can't find any
>functions (or any OBVIOUS functions anyway) in OSBIND.H to do this.

In a GEM program these are returned from the evnt_multi() call. In a
text app, they are returned in the upper bytes of Bconin(). The call
Kbshift() can be used to read (poll fashion) or even change the state
of these keys (including insert and clr/home).

>Also, while I'm on the subject, how could I get the position (x,y) of the
>text cursor. I know there is a way using some negative offset from line a
>or something, but I haven't found any decent documentation on the subject.
>I found a LINEA.H header file once with a lot of constants and macros, but
>it doesn't work under HS C. Anybody got a clue?

The row is at 0x04ac and column is at ... hmm .. I'm not sure. Anyway,
its bad programming practice, really, to not keep track of the position
yourself. Just home the cursor when you start up or send it to a
specific x/y location on the screen using vt52 commands (or curses library
calls) and keep track of cursor movement within the program. I think
curses may do it for you.

5225. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 07:57:50 UTC
From: julian@loose.apana.org.au
Message-ID: <3787pu$b67@loose.apana.org.au>
Source record: 30008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <37208d$efs@loose.apana.org.au>, julian@loose.apana.org.au (Julian Gifford)
writes:
: >Glenda MOON (s9205525@otto) wrote:
: >: Well Roger, from what I have gathered you are not a FzDt fan, but
: >: I cannot go along with the fact that Flash 1.6 is a better program.
: >: It is soooooo slooooooowwwwww.
: >
: >: I agree totally. After exhaustive testing of MANY programs, nothing
: >: touches FreezeDriedTerminal 2.20.
: >: julian@loose.apana.org.au

: To me FDT is the bigest piece of crap that I have ever come accross,
: its writen in GFA, that can never be faster that assembly..

: And mostly used by teenagers....

: Try using FDT on a Vax....

: Note: all that glitters is no Gold....

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

: Everyone to their own opinion Roger !
: What does the line....And mostly used by teenagers mean?
: I'd rather hear more precise criticism of the program.
: I'm not knocking any other program, just saying that I personally think
: that FZD 220 is the best. Everyone to their own.
: P.S. I'm not a teenager.... :-)
: julian@loose.apana.org.au
--
julian@loose.apana.org.au

5226. Re: non-Motorolla processor

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 09:04:28 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.SPlKv6SUe5s@lumumba.sh.sub.de>
Source record: 30018

In <Cx9v9x.1tK@cix.compulink.co.uk>, "Roland Givan" writes:
> > floppy disks, whatever. I guess I was under the impression that CPU's
> > were exempt from cost cutting rituals.
>
> Nothing sacred about the CPU ;-) Its just that Intel would like you to
> believe it matters who made it!
>
> > Now, does Gadgets by Small still make an 030 upgrade card for the Mega
> > STe?
>
> In Europe the PAK3 board is all the rage. Fits a MSTE (though you will
> either need to externally mount the PSU, or recase the MSTE), and is very
> fast. A 33Mhz board (PAK3/33) gives a Dhrystone rating about the same as
> the TT! 33Mhz 68030s should run at up to 40Mhz in a PAK3 board so it should

There exist new GAL-equations which will let you go up to 50 MHz.
If you are interested I can post a GEMBench-protocol for 48 MHz.

> [...]

Stefan

5227. Re: UUencode trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 14:13:04 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <2e99837c2bb4@elfhaven.ersys.edmonton.ab.ca>
Source record: 30009

kevan@empyr.dircon.co.uk (Kevan Winch) wrote:

>I'm not sure if this is the right area, but......

One area is as good as another.

>I know the data is correct before they encode it. I think it must be
>something to do with my decoding somewhere. Has anyone had any similar
>problems ? I've even tried a UUdecoding prog on the PC in the office,
>and I *still* get the same rubbish. Could it be my BBS stripping
>characters out or something ?

I am the author of ESS-Code; there are a number of things that could be
going wrong.

1) The data could be being corrupted in transit.

If so, you have a problem that is not going to be solved by anything I
can tell you.

2) The data is not being assembled correctly after receipt.

To see if this is the case, get the file send to you in ONE piece. If you
can decode it, then it is likely that the file are not being assembled
correctly (a complicated process, sometimes).

3) The sender is not using UUEncode at all.

This could actually be the case; ESS-Code (and most other decoding programs)
use Dumas UUE/UUD. I believe that there is another (slightly different)
version of the protocol floating around out there. If that is the case,
your problems could be arising from that.

>Thanks.
>___ Blue Wave/QWK v2.12
>
> VQWK 6.20I

--
Michel Forget / Electric Storm Software // My cat stole my //
mforget@elfhaven.ersys.edmonton.ab.ca // opinions, and pawned //
mforget@worldgate.edmonton.ab.ca // them off for milk. //
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

5228. Re: technical details Megafile 44 to connect a second SCSI drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 14:26:55 UTC
From: nicole@seas.smu.edu
Message-ID: <1994Oct9.142655.15862@seas.smu.edu>
Source record: 30026

You might also check NOAHDI from Hensa ftp site, especially if you are using atari's ahdi. I used it to get ahdi to recognize a different rll (replacement) drive in my megafile 30, but the text with it sounded as if it's really designed to help the controller acknowledge second (not replacement, but additional) drive. It goes in the auto folder with ahdi, not instead of ahdi.

good luck

5229. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 14:59:27 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxEuz4.KIM@exeter.ac.uk>
Source record: 30013

In article <seimet.781531306@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:

> But that's NOT correct. Linux requires a 68030 CPU, i. e. it runs on TT and
> Falcon but not on machines with an MC68000.

Linux also requires an FPU and so won't run on your basic Falcon.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

5230. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 15:05:49 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3790sd$ffj@mailer.fsu.edu>
Source record: 30010
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Volker Burggr&#65533;f (burggraef@admin.uni-oldenburg.de) wrote:

> >I believe you misunderstood (perhaps the author was refering to his RSVE
> >hardware mod, which can attain such speeds on Modem1). Modem1 cannot
> >reliably go faster than 19200 without hardware modification.
>
> That is right, but only few know that there is a very cheap and simple
> possibility to do so. You only need a CD4040 chip, cut one pin of the MFP and
> make some cables between them. Then you have 110 to 19200 and alternatively
> 38400bps, choosable with a simple switch.

I believe this mod is outlined in the file /Utilties/Tosfixes/38400.lzh on
atari.archive.umich.edu. Other mods are in there as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5231. Re: Problem: MinixFs, ICD and BGM partitio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 15:06:54 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.zMloms4Ozlo@semprini.waterloo-rdp.on.ca>
Source record: 30011

In <1994Oct5.103234.4916@ericsson.se>, Rob Schmersel,5215,9768 writes:
> I think that there is a bit confusion about SCSI-id and LUN:

[...]

> Hope this clarifies some.

Yes, I thought Waldi was mistakenly referring to SCSI ID as "LUN"; sorry
Waldi!

--
------------------==----------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5232. TOS upgrade help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 15:21:37 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3791q1$ffj@mailer.fsu.edu>
Source record: 30012
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I want to upgrade a 520STFM from TOS 1.0 to TOS 1.2. Currently, the six chip TOS 1.0 set is installed. The 1.2 set I have is a two chip set. BTW, I am well aware of the pros and cons of the various TOS versions, and I have a good reason for wanting 1.2 precisely, not 1.4, 2.06, etc. :-)

Anyway, I have been told by several folks that my 520STFM motherboard should have some "solder jumpers" that I can set in some way to inform it about the two chip set verses the 6 chip set. My problem is, I cannot find them! I seem to have a relatively common 520STFM motherboard (memory chips under the keyboard area, TOS sockets in upper left corner). I have been told that the jumpers I a looking for are marked "A16/A17 and CE", but I cannot find anything like that on my motherboard.

So, I need to know how to find these solder jumpers, and what I need to do to them so I can use a two chip TOS set. A diagram or description of parts that are near these pads would be ideal, as well as which pads need to be connected for this to happen. I'd be happy to pay mailing fees if someone has a diagram they can Xerox and send me.

I am assuming that these are just empty solder pads, and one "jumpers" them by running a bead of solder between them. Is this assumption incorrect? Maybe that is why I cannot find them :-). Any help would be greatly appreciated.

Please email me directly. I'll post a summary and put instructions on atari.archive.umich.edu. Thanks in advance.

Oh, if anyone has a six chip TOS 1.2 (US version only) set, and would like to sell them, I'd be interested in that as well.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5233. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 15:51:24 UTC
From: s9205525@otto
Message-ID: <3793ht$o4j@aggedor.rmit.EDU.AU>
Source record: 30014
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: : To me FDT is the bigest piece of crap that I have ever come accross,

: : Everyone to their own opinion Roger !
: : What does the line....And mostly used by teenagers mean?
: : I'd rather hear more precise criticism of the program.
: : I'm not knocking any other program, just saying that I personally think
: : that FZD 220 is the best. Everyone to their own.
: : P.S. I'm not a teenager.... :-)

: Dont worry Julian, from what i've heard about roger and his opinions
: of Fzdt, I'd say that his reply to you, certainly lacks the maturity
: and objectiveness of an adult. It was probably a bit difficult
: for him to use anyway.

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************

:
```

5234. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 16:06:37 UTC
From: s9205525@otto
Message-ID: <3794ed$o4j@aggedor.rmit.EDU.AU>
Source record: 30015

```
: I have Neodesk 3, but I know this might seem crazy, but i actually
: like and prefer Teradesk much better!!!!!!! Neo has a couple of
: bells and whistles that Tera hasnt, but Tera is the best of the PD
: desktops IMHO

*************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*************************************************************************
```

5235. Re: Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 20:04:04 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <781842668.1@mettav.exnet>
Source record: 30016

On 07 Oct 94 at 20:21:04 (Spencer Davies) wrote the following:

SL>> again.. The shop where I bought the extension board got a new and
SL>> other brand of ram extension board and other rams and it still does
SL>> the works....
> My Falcon exhibits the same problem, which is worse in higher
> colour/resolution modes. The fix seems to be to go for a different make
> of Simms (I was told which makes but can't remember and as I got
> my Simms for practically nothing I was determined to suffer it!)

Something beginning with S IIRC, Samsung wasn't it??

> I was also told to go for faster simms i.e. 70ns as opposed to 80ns
> (the original 4x1Mb simms were all unbranded 80ns and worked fine!)

I've heard the RAM Gizmo board (or whatever it's called) is supposed to be
better and that your problem is with the Falcon Wing design.

-Paul-

--
~=~
||| FidoNet 2:254/108.1 -=- AtariNet 51:502/102 -=- NeST 90:102/142 |||
/ | \ TurboNet 100:1011/0.1 - InterNet: paul.civati@mettav.exnet.com / | \
~=~
Serious computing? Subscribe to ST Applications! (Mail me for more info...)

... Windoze, from the people who brought you Edlin.
* Origin: Paul's Point [InterNet/UseNet] London/Surrey UK (100:1011/0.1)

5236. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 20:48:06 UTC
From: gerco@cs.vu.nl
Message-ID: <CxFB47.GCM@cs.vu.nl>
Source record: 30017

cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

[... stuff deleted ...]

> Linux also requires an FPU and so won't run on your basic Falcon.

On Intel Linux, there is a possibility to emulate floating point operations
in the kernel, this could also be done in a Falcon Linux kernel, I guess...

Gerco.
--
+-----------------------------------+--------------------------------+
G.C. Ballintijn	Oh, Fortuna
Email: gerco@cs.vu.nl	Velut luna
http://www.cs.vu.nl/~gerco/	Statu variabilis.....

5237. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 20:54:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <10565@gos.ukc.ac.uk>
Source record: 30019
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36vldt$hda@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
:>Hello!
:>I would seriously like to register your program, but sending you 5 pounds
:>would probably cost me quite a bit more than the equivalent in dollars.
:>I wrote ANSITerm. The registered version is $15. How about a trade?
:>Considering that you have a Falcon, I don't know how useful that would be
:>to you, but if you can think of anything else, I'm willing to talk.
:>Thanks.

Sorry, but I use CONNECT, but thanks for the offer.

Griff
--

:>P.S. I have version 0.6, and I was able to play two of the 8 MPEG's I have.

The latest version plays just every MPEG I can find. If you have an MPEG that
doesn't work then e-mail the offending file and I'll see what I can do.

5238. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:01:38 UTC
From: mdg@ukc.ac.uk
Message-ID: <10566@gos.ukc.ac.uk>
Source record: 30020
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

```
In article <36vm02$hda@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
>Evan K. Langlois (ekl@sdf.saomai.org) wrote:
>: In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens) writes:
>: >> rol.w #8,d0
>: >> swap.w d0
>: >> rol.w #8,d0
>
>: How does the following compare with the above :
>
>: move.b (a1)+,(a6)+
>: move.b (a1)+,(a6)+
>: move.w -(a6),-(a1)

I always use code of the form:

move.l mem,d0
rol.w #8,d0
swap d0
rol.w #8,d0
move.l d0,mem

to convert endians.

In general always try to avoid memory access as much as possible, esp with
020's and above which execute register based operations very quick. Also
try to use 'atomic' instructions like 'rol', 'swap' etc (i.e. without complex
addressing modes), since 040/060s fly through these RISC like instructions!

Griff
--
```

5239. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:33:48 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFD8C.A3t@cix.compulink.co.uk>
Source record: 30021

> Can anyone post the relative merits of Minix ST vs. Linux 68K?

Minix runs on ordinary STs - Linux requires a 68030

Minix will run in 1MB and from floppies - Linux is bound to require more.

Minix is AT&T v7 based - Linux is based on the newer Berkley BSD4.3

Minix is not terriably useful - though *very* educational and good fun.

Linux is much more of a Unix than Minix - and your only hope if you want
to run X-windows on Atari hardware (not that its at that stage yet).

Linux is currently better supported than Minix as there is a thriving PC
Linux wagon - which the Atari wagon is being 'towed' by ;-)

Linux is free - while Minix is owned by Prentice Hill.

Disclamier - I've used Minix and *real* Unixs - but not Linux.

:-)

Roland.

@CiX

5240. Re: Problem: ST hard drive dying.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:33:49 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFD8D.A4E@cix.compulink.co.uk>
Source record: 30022

> Because of my experiences, I'll never buy another Seagate hard drive,

ST1280N and ST1460N drives are excellent. Seagate in *name* only.

:-)

Roland.

@CiX

5241. Checking for FPU and CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:33:51 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFD8F.A4z@cix.compulink.co.uk>
Source record: 30024

I know there is an FPU cookie which will tell you which FPU is fitted - but is it safe to assume that all machines with FPUs will actually have this COOKIE?

I'm mainly thinking of MSTs with SFP004 cards - and STFMs which have been hacked up with 68881s as though they had SFP004 cards.

Surely these machines will have TOS 1.02 or 1.04 - which don't implement COOKIEs?

Alternatively is there a better method of checking for an FPU?

The same goes for CPUs. Is there a safe check for a 68030 - or can I assume the CPU COOKIE will be set right?

Thanks

Roland.

@CiX

5242. TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:33:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFD8H.A5K@cix.compulink.co.uk>
Source record: 30023

When running in TOS text mode - how do you calculate the number of rows and columns? Its fairly easy with normal resolutions - but what about custom or super Hi-Res modes?

Thanks

Roland.

@CiX

5243. Re: HD or CD-ROM ??? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 21:52:11 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxFE2z.B5o@cix.compulink.co.uk>
Source record: 30025

I mailed this - but it bounced :-(

> I have always wanted to get a CD-ROM drive for my Falcon, so please
> what would you recommend? For 400 quid I can either get a 170meg
> external HD and have some decent change left over for an FPU perhaps,
> or I could go and buy a CD-ROM and a few CD's.

Buy the HD. Apart for playing music - you'd be surprised just how useless a CD-ROM on an Atari is. You soon get bored with looking at clipart (or even Photo-CD disks).

OTOH a large HD is much more useful. Most stuff you might get off a CD can be found on the Net. Also your machine will feel faster - and the internal HD won't grind so much.

On my TT I have a 212MB HD and a CD-ROM. The CD-ROM is hardly used (though occasionally very useful - and anyway is my *only* CD music player ;-), but the HD is so much more useful.

BTW 400ukp for a 170MB drive is not good. You should be able to get 340MB *and* an FPU for that price. If you are willing to build your own - then you should be able to build a 500MB drive for that price.

In fact you might be able to get a HD *and* a CD-ROM for 400ukp. It depends hwo much you know about SCSI drives.

:-)

Roland.

@CiX

5244. Re: Problem with assembler with GFA 3,6

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-09 23:25:34 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJJXBAVC@ttgk.textlitho.nl>
Source record: 30028

In <09319OFMVWNYEFTBHOV@ars.ath.forthnet.gr> biofotos@ars.ath.forthnet.gr wrote :

>
>Hi to all
>I have this problem: I want to use a routine in assembly form within my
>program in GFA. Well, I write the routine in DEVPAC 2, assemble it as
>executable position indepentent program and save it to disk. Then, I
>take the file (prg) and turn it into DATA statements. The problem lies
>when I try to run the programm , it crashes with"ILLEGAL INSTRUCTION
>EXECUTED" (4 bombs).
>Anyone has ever did anything similar or knows where I am doing wrong ?
>I suspect that the problem lies in the way DEVPAC 2 assembles my
>routine, since as I know the GFA listing is OK (I have enough experience
>in GFA coding)

Why don't you put the code in an INLINE statement ?
Be sure to use only PC relative addressing in your code, DEVPAC can be set
to check and ensure you only use these, see the 'Source Checking' button
for this one. I made this mistake also at first, after that, creating
assembler INLINE routines was easy. I use the CALL addr,reg() to start the
routine (be sure to setup reg() with DIM reg(16)) you can easily transfer
parameters to your assembler routine through the reg(0 .. 15), but as you
are an experienced GFA coder, you knew this already ;-)

Happy coding,
Gert

--

-- --
Atari TT-Point
-- --

5245. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 02:05:02 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <mkbtgzdfxuk@moacs11>
Source record: 30031

In <CxFD8C.A3t@cix.compulink.co.uk>, "Roland Givan" wrote:

> [...] Linux is based on the newer Berkley BSD4.3

Would be wonderfull if this were true. Alas, it ain't.

Waldi

5246. Re: TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 02:14:18 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <ourwrooce2o@moacs11>
Source record: 30032

In <CxFD8H.A5K@cix.compulink.co.uk>, "Roland Givan" wrote:

> When running in TOS text mode - how do you calculate the number of rows
> and columns?

Type 'info termcap' at your commandline prompt, and all will be
explained to you (you did install GNU's libterm, didn't you?).

Waldi

5247. Re: PORTFOLIO CABLE WANTED! And Info on Install

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 02:53:43 UTC
From: rbryan@ring11.cs.utsa.edu
Message-ID: <37aabn$6lb@ringer.cs.utsa.edu>
Source record: 30027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brian Seburn (bseburn@alpha.vaxxine.com) wrote:
: Krilovsky Kreutermann (krilov@u.washington.edu) wrote:
: : I just recently got a 486-66, and would like to be able to use my
: : portfolio to upload files to it. Where would I be able to find a
: : cable for doing this, and would I need any special software, or other
: : hardware for doing this.

: You will need a Parallel Interface and a standard DB25 male to male
: cable. The software you need to transfer files this way is supplied with
: the Portfolio. There is also a Serial interface available, with this you
: need to get a SMALL terminal program for the portfolio and transfer via
: null-modem. I use the parallel version, its easier and the software is
: built in to the PF, all you need is the software for the PC. You can also
: print out whatever you want from the PF with this interface.

: : Is Toad Computers still in business, and would this be something that they
: : might carry?

: Yes TOAD is very much still in business, and they used to carry
: Portfolio stuff.. don't know if they still do or not.

: If you need anything else (help wise) just ask, I've got one of these
: things myself.

: Brian...\

They still carry Portfolio stuff.In fact, I purchased a Portfolio and parallel
interface from them only a couple of weeks ago.

Bob

5248. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 05:18:22 UTC
From: gathings@cs.utk.edu
Message-ID: <37aiquINN9p@duncan.cs.utk.edu>
Source record: 30029
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1050stf 512k ram $150
in above system
mouse internal 3.5"
drive (dsdd)
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive
external floppy drives.

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

5249. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 05:54:44 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37akv4$a08@mailer.fsu.edu>
Source record: 30030

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Hi, Can anyone tell me which of the desktop replacements are the best ?
>
> I use TOS 1.2 (1.02) at the moment, and I have seen a few ads for TOS
> ROMS, usually 1.4. I don't want to spend cash on 'expensive' ones like
> NeoDesk, and other commercial progs, but I'd rather try a shareware or
> freeware one first.
>
> I can get hold of Teradesk, Harlekin, TOS 2.06 as a program, or I could
> buy TOS 1.4 roms, or go the whole hog and get the 2.06 switcher kit, but
> that's a bit too expensive !

Well, grabbing all the PD/Shareware desktops and giving them a try is pretty trivial, so you should probably do it (easiest way: grab the 0index file from atari.archive.umich.edu and grep "desktop" out of it). I am personally a Neodesk 3 fanatic. I have seen it for sale on the used market several times recently, and of course there is Neo 4/Geneva to think about as well. I'm a bit hesitant to upgrade to Neo 4, as I consider Neo 3 to be a perfect balance between "cool bells and whistles" and "uncluttered ease of use". Perhaps after I see the Neo 4 demo (also on atari.archive)....

As for upgrading TOS, going to 1.4 is probably OK, but I would suggest that you think hard about going to 2.06. I have a MegaSTE with 2.06, and to be honest, I wish I could boot the thing with 1.62. In your case, you would be able to switch between 2.06 and an older TOS, so you would not be restricted by 2.06's inability to boot a whole bunch of games. However, the desktop in 2.06 is nothing compared to Neo 3 (IMHO), and that is perhaps the main attraction of 2.06. It supports HD floppy drives, which may or may not be significant to you (it isn't to me). I would suggest that you put the money needed to get 2.06 and a TOS switcher board toward Neodesk, or NVDI/Warp9, or Universal Item Selector III, or Diamond Edge.....

Note that if you don't have a hard drive, this changes things (as a disk-based desktop is not very fun with floppies).

I personally don't have any problem with TOS 1.2. It can be made almost functionally equivalent to 1.4 with a few auto folder programs (and 1.4 needs a different set of auto folder patches anyway, so you are really just trading one set of patches for another). Some say a 1.4 system is a bit faster than 1.2 even with such patches, but I cannot see a difference (my guess is that NVDI wipes out any slight speed difference between such systems). TOS 1.4 does support the 19" Moniterm monitor card, and 1.2 cannot (strangely enough, this is becoming important to me, so I might have to upgrade to 1.4 despite what I say above :-). I used, and still use

TOS 1.2 heavily, and have never had a problem I could blame on the OS (after I got the auto folder stuff squared away). Some seem to think that TOS 1.2 is some sort of cursed albatross, but my experiences have not indicated this to be true.

The one place where 1.4 is a definite advantage is its extension of the "normal" partition size to 32mb. This is actually a bug in TOS 1.2 (an unsigned integer being treated as a signed one, thus losing a bit and limiting the number of sectors on a partition to be equivalent to 16mb, with normal 512byte sectors). One can use BGM partitions in either 1.2 or 1.4, and get huge partitions, but TOS 1.2 will waste twice as much space as 1.4 when implementing a BGM partition.

In case that was not clear, a BGM partition uses sectors that are larger than 512 bytes, so one can have partitions of up to 256mb on TOS 1.0/1.2, 512mb on 1.4 and higher (this would yield a max of 3.5gb active hard drive storage, 7gb for TOS 1.4 and above, which the ICD docs label "sufficient for most applications :-). The space wasting is due to the fact that the smallest allocatable hunk of the disk is bigger on a BGM partition (the smallest such hunk is a cluster, which is, uh, two sectors I think). For example, let's say that a file you are saving takes up several full sectors, and has one byte left over to store. On a "normal" partition, it will have to allocate 1024 bytes (one cluster) to store that one byte, thus wasting 1023 bytes of space. Now, imagine the same scenario with sectors that are 2048 bytes in length, instead of 512 bytes. You would waste 4095 bytes of disk space for such a file.

So, you will find that on a BGM partition, a set of files will take up more space than on a normal partition (or even another BGM partition with a smaller logical sector size).

Now, TOS 1.2 will, on average, waste twice as much space as TOS 1.4 on a similarly sized BGM partition, because TOS 1.2 has half as many valid sectors to choose from (and must therefore make the logical sector size twice as high to make the same sized BGM partition). A 64mb partition will use a 2048 byte logical sector size with TOS 1.2, and a 1024 byte one with TOS 1.4.

With that said, I am running numerous hard drives on my MegaSTE, but I have them formatted in "TOS 1.2 compatibility mode", so I can switch any device over to my Mega2 and it will work. So, I am wasting more space than I could otherwise be doing, even though I have TOS 2.06 (which is equivalent to 1.4 in terms of this bug fix). Obviously, I don't consider this to be a big deal. Having an instant backup machine is more important to me than trying to save a meg or two of of disk space. We are not talking about a major amount of space here. You could also just live with 16mb partitions, and not waste a byte (at least, no more than you are otherwise forced to).

So, after this incredibly long and boring technical description, my suggestion is still to put your money toward some killer software (some of the "must have" stuff for hard drive owners) rather than 2.06. If you must buy some hardware, you might look as one of the 16mHz accelerator boards. THAT is definitely worth the money (I love the speed of my MegaSTE, the only problem

being that I now have TT fever because of it :-).

--

****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5250. Re: support for ICD partition scheme? (was Re: Problem: MinixFs, ICD and BGM partitions > 64Mb)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 07:57:57 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CxG64L.81u@hpbbrd.bbn.hp.com>
Source record: 29952

```
X-Newsreader: TIN [version 1.1.8 PL6]

> We should have use MS Dos standards....!!!

The more recent HD drivers all can read standard MS-DOS partition
table info.

--
--clausb@hpbeo79.bbn.hp.com-----------------------------------------------
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>-----------------------------------------------
```

5251. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 08:13:18 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37at2u$mva@bs33n.staffs.ac.uk>
Source record: 30033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: The latest version plays just every MPEG I can find. If you have an MPEG that
: doesn't work then e-mail the offending file and I'll see what I can do.

Griff, seeing as I am already in credit to the sum of 25 pounds to you I
think you can at least send me a registered copy. The address is:
Richard Davey, 25 Old Acre lane, Brocton, Stafford, ST17 0TW.

Thanks,

Richard Davey
Falcon Owners Group (UK)

5252. High Density floppy for all ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 09:26:41 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <37b1ch$htl@ccpnws.in2p3.fr>
Source record: 30034

Hello Happy Atari Users,

I would like to put a 3.5"HD floppy drive in my MegaST4 computer
but unfortunately I do not have all the informations to do this.

What I know:
----
o TOS 2.06 (or 2.05) is the minimum version to have.
o a hardware modification is neededeed : the HD signal from the drive is used
to switch from 8 to 16Mhz for the clock floppy controller chip.
o The controller chip must be a WD1772-02-02 or better an Ajax.
o the steprate in High density mode must be doubled.

What I don't know:
----
o How is the system informed that a HD disk is present n the floppy ?
Is the HD OUT signal used ? If so, is the PSG input port used ?

Everyone who has informations is welcome.
If I have enough informations, I will summarize the answers.

Thanks to everyone.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Houlala, houlala j'ai mal!"

5253. Re: 16-bit > 256

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 10:24:26 UTC
From: djs@jet.uk
Message-ID: <1994Oct10.102426.15172@jet.uk>
Source record: 30035

In <CxA5yJ.Dw@crash.cts.com> pblagay@crash.cts.com (Paul Blagay) writes:

>I need a routine for the falcon to convert a 320x240 TrueColor picture to
>an 8-bit plane 256 color 320x240 picture.

>Anyone out there have a routine for this. I know how to convert the
>palette values, however I guess somehow the picture has to be downgraded
>to 256 unique colors too.
GemView has a whole batch of colour dithering alogorithms implemented.
It's available from umich et al.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5254. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 10:53:27 UTC
From: ps1908@wlv.ac.uk
Message-ID: <37b6f7$oe8@ccuf.wlv.ac.uk>
Source record: 30036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
>
>: To me FDT is the bigest piece of crap that I have ever come accross,
>: its writen in GFA, that can never be faster that assembly..

But I've heard Interpreted GFA is faster than compiled C or Pascal!

Steve

5255. Re: Slowest byte swap (was Re: Fast byte swaping!)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 12:15:56 UTC
From: kraemer@rzri6f.gsi.de
Message-ID: <37bb9s$f2q@rs18.hrz.th-darmstadt.de>
Source record: 30037
Cross-posted to: comp.sys.m68k,comp.sys.atari.st.tech

Message-ID: <1994Oct10.130603@rzri6f.gsi.de>
Organization: GSI, Darmstadt, Germany
Subject: Re: Slowest byte swap (was Re: Fast byte swaping!)
Keywords:

In article <10566@gos.ukc.ac.uk>, mdg@ukc.ac.uk (M.D.Griffiths) writes:
|> In article <36vm02$hda@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller)
writes:
|> >Evan K. Langlois (ekl@sdf.saomai.org) wrote:
|> >: In article <ludisCwpt7u.44s@netcom.com> ludis@netcom.com (Ludis Langens) writes:
|> >: >> rol.w #8,d0
|> >: >> swap.w d0
|> >: >> rol.w #8,d0
|> >
|> >: How does the following compare with the above :
|> >
|> >: move.b (a1)+,(a6)+
|> >: move.b (a1)+,(a6)+
|> >: move.w -(a6),-(a1)
|>
|> I always use code of the form:
|>
|> move.l mem,d0
|> rol.w #8,d0
|> swap d0
|> rol.w #8,d0
|> move.l d0,mem
|>
|> to convert endians.
|>
|> In general always try to avoid memory access as much as possible, esp with
|> 020's and above which execute register based operations very quick. Also
|> try to use 'atomic' instructions like 'rol', 'swap' etc (i.e. without complex
|> addressing modes), since 040/060s fly through these RISC like instructions!
|>
|> Griff
|> --
|>
|>

I posted the above rol/swap/rol example some time ago.
Some "clever" follower taught me that I'd be better of with a bunch of move.b's.
(I guess it was he who renamed this thread)
Griff's explanation and my understanding of >'020s tell that this is not true.

One has to look at the overall performance, i.e. fetching 4 bytes from memory,
turn them around and push them back to memory. Nobody can tell me that
2*4 single byte accesses are faster then 2*1 longword accesses. In fact,
I've used movem.l to fetch multiple longwords. The whole thing was aimed
at '020s, '030s and '040s, not plain 68000's on some 8 MHz Atari.
And it wasn't academic, I had to solve the real problem of in-place byte-swapping Megabytes
of contiguous data for later use with a DEC system.

Michael

5256. Re: alternative st case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 12:19:39 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37bbgr$f24@infa.central.susx.ac.uk>
Source record: 30038

yc1663@albnyvms.bitnet wrote:
: I tried asking in comp.sys.atari.st with no luck, so I'll try here:

: 1) Does anyone know of the Lighthouse Tower kit? Desk Topper? What
: is your opinion of them?

: 2) Are there any other kits for transporting a 520stfm to a separate
: keyboard and box-under-monitor/tower option?

: 3) Has anyone done it themselves? (I'm sure they have) Is there anyway
: to get plans?

: 4) I have seen many devices advertised that will allow one to use
: an IBM detached keyboard with the ST, but I was wondering
: if they will support the keyboards with a built in trackball (will
: the trackball work on the ST).

: This is my problem: I replaced the original SD drive with
: a DD drive some time agao. So I am not squeamish about opening the case,
: or sawing it(the button on the DD drive required a new hole), or
: unplugging and plugging in wires...

: But my soldering experience is limited to a few wires here and
: there. So figuring out how dto extend the keyboard connection is a problem.
: And I'm not sure that the inside will fit inot into a generic
: tower case. For that matter, will the ST innards fit inside a mega ste case?

: I have only found out about this group yesterday, so I
: apologize if this has already been discussed berfore. Yesterday I also read
: about a guy sawing the end off his ST motherboard to get it to
: fit in a tower case (andthen he soldered wires between the broken connections)
: , but that is out of my league.

: Any help, or pointers are appreciated. If the FAQ or archives
: have information, please tell me where (no RTM's or RTFAQ's please...
: altho from reading this group I don't htink it will be a problem.).

: Thanks in advance....

: ++++++++++++++
: email:djcheng@classics.umass.edu N.B. different from posting address

: Radio Shack pong
: Odyssey2
: Atari 800XL
: Atari 520stfm And still 512k

: Lynx
: PC color notebook Ok, OK...but I was tired of dragging the ST
: to and from school.
: So grad school's different (any ST program
: for classicists? or one that will help
: teach Latin to frosh?)
: Alas...a niche unexplored by Atari.
: ++
++++++++++++

I saw a review of the desk topper in ST Review (?) and it was very simple. The review shows how to put your Falcon into it but said that it works with the st range aswell. As far as I can remember no or very little soldering was required as the plugs for the keyboard on the motherboard are connected to sockets on the casing by a simple lead.

You could always phone system solutions who do the desk topper they were very helpful when I phoned about their screenblaster s/w.

5257. Re: Minix Partitions?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 12:22:10 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37bbli$f62@infa.central.susx.ac.uk>
Source record: 30039

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Can anyone tell me how to set up a minix partition on my F030. I would
: like to use all the extended filenames etc and also GCC.

: Rod

You will have to have MiNT installed. Get the Minix XFS from a suitable site and read the instalation instructions...its very easy. You just put the XFS in a directory (the MultiTOS one I think) and run the formatting s/w to setup the partition...reboot and voila! You can set stuff like cache sizes and filename max lens etc aswell.

5258. Re: alternative st case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 12:38:45 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <37bckl$csh@olivea.ATC.Olivetti.Com>
Source record: 30040

Michael May (michrm@central.susx.ac.uk) wrote:
: yc1663@albnyvms.bitnet wrote:
: : I tried asking in comp.sys.atari.st with no luck, so I'll try here:

: : 1) Does anyone know of the Lighthouse Tower kit? Desk Topper? What
: : is your opinion of them?

etc. etc.etc. ..

: I saw a review of the desk topper in ST Review (?) and it was very simple. The
: review shows how to put your Falcon into it but said that it works with the
: st range aswell. As far as I can remember no or very little soldering was
: required as the plugs for the keyboard on the motherboard are connected to
: sockets on the casing by a simple lead.

: You could always phone system solutions who do the desk topper they were
: very helpful when I phoned about their screenblaster s/w.

After reading the review about the desktopper in ST-review , I tried to
contact System Solution either via E-mail and Fax (since I'm from Italy and my
english is not so good...) to actual order a desktopper and a freekeys, but after
one week and an half I did not received any answer.... do they still check
their E-mail or FAx machines ?

Savino

5259. Re: Wanted: SUpra Host adaptor info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 13:31:03 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37bfmn$83c@mailer.fsu.edu>
Source record: 29942

Marlin Bates (mbates@netcom.com) wrote:
> I have a couple of Supra Host adaptors used and am in dire need of either
> docs or pinouts (preferably BOTH!) If any one can help I certainly would
> appreciate it!

Plug a 50line flat ribbon SCSI bus on one end, a DB-19 DMA cable to the other, apply power. Both of those are standard cables. They are pretty much plug-and-play devices. You do want to get ahold of the last Supra software that was released, plus some docs for the software, if you can. However, you can also use Atari's AHDI so this is perhaps not required. I would suggest purchasing the ICD Pro level software, which will also work on them (at least, maybe). It is vastly preferable to either of the above solutions, IMHO.

As for pinouts, anything that lists the pinouts for an Atari DMA port and a standard SCSI port should do. I suggest that you not try and make a DMA cable, as they are quite picky about sheilding and such (and cheap to buy). The 50line ribbon cable can be custom-made to your specs by any number of places (I would call some of the drive dealers in Computer Shopper), or you can make it yourself if you have a ribbon cable kit of the correct type.

BTW, I have seen at least two types of Supra host adaptors. One works just like any other host adaptor, in general (plug-and-play). The other type must be physically unplugged from the machine to allow a non-harddrive boot(!). The latter type is very old, but they are out there. So, if you plug one of these things together, and find that you cannot leave the hard drive off and boot from floppy, try unplugging the DMA cable from the back of the machine. Good luck!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5260. RE:BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 13:46:33 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-101094134633@ngalm099.gal.nt.com>
Source record: 29941

During the recent discussions regarding extended partitions; somebody mentioned that Supra had developed ther own implementation of BGM partitioning.
When I checked with my Supra Adapter manual, there is no mention of this. I believe that I have the latest revision of the software, but I cannot get it to work with BGM partitions (formatted with Atari's AHDI). I assume that the driver cannot understand the BGM.

So, can somebody confirm whether Supra software can/cannot use BGM?

Also, I am considering purchasing new software (HDDriver) as I have heard that it is faster & supports XHDI. I believe that it should work with the Supra adapter. What utilities come with HDDriver, or is it just the driver & you have to get the formatting/editing/utilities somewhere else?

Regards
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5261. Re: HD or CD-ROM ??? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 14:06:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bho9$nic@bs33n.staffs.ac.uk>
Source record: 29943

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: I mailed this - but it bounced :-(

Sorry, not my fault, mail here is up the arse at the moment :-(

: OTOH a large HD is much more useful. Most stuff you might get off a CD can
: be found on the Net. Also your machine will feel faster - and the internal
: HD won't grind so much.

that is true, my internal HD is playing up a bit on partition F !

: BTW 400ukp for a 170MB drive is not good. You should be able to get 340MB
: *and* an FPU for that price. If you are willing to build your own - then
: you should be able to build a 500MB drive for that price.

400 ukp was for an external HD, SCSI-II with lead and external power supply.
But I agree its not a blinding deal is it?

: In fact you might be able to get a HD *and* a CD-ROM for 400ukp. It depends
: hwo much you know about SCSI drives.

I wish!! And yes I do know a little about SCSI drives, but the CD-ROM
would require the ExtenDOS software and the SCSI-II lead and some CD's to
play on it! Hence it all adds up :-(

Thanks for the help..

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

5262. ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 14:10:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37bi03$nic@bs33n.staffs.ac.uk>
Source record: 29944

OK so if I go out and purchase a CD-ROM drive for my Falcon, which driver software do you recommend? I see Gasteiner selling ExtenDOS for about 30 ukp, I already have a copy of MetaDos but obviously havn't tested it yet so can't comment on its reliability and then there are various Mint drivers I have heard about.

Anyone mind clearing this all up for me? Which is the most reliable driver for a cd-rom?

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

5263. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 15:24:36 UTC
From: avg@cwi.nl
Message-ID: <CxGqt0.7sD@cwi.nl>
Source record: 29954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

biot015@wrzx12.rz.uni-wuerzburg.de (Schmitt Joachim) writes:

>Yes. There is a real ST emulator in progress. In the german maus.atari.soft
>group was an announcement for it.
>The first version will only support software that runs properly under Mag!X/
>Mag!C (Software free of BIOS/XBIOS routines or so).
>It seems that it will be released until the end of the year.

Hm! What kind of a project is this? Source code? I have recently
been dreaming about building a UNIX-based system for the Powermacs that
through a smart window manager allows GEM programs to be run on the
same desktop with X stuff. The X applications run on PowerPC Linux,
the Atari stuff under 68K emulation. As I (=ZFC, basically) am working
on a library that does almost all of the GEM calls on top of X, I
think that a few good men would be able to make such a system actually
feasible.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5264. Re: TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 15:27:28 UTC
From: avg@cwi.nl
Message-ID: <CxGqxt.7wr@cwi.nl>
Source record: 29955

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>In <CxFD8H.A5K@cix.compulink.co.uk>, "Roland Givan" wrote:

>> When running in TOS text mode - how do you calculate the number of rows
>> and columns?

>Type 'info termcap' at your commandline prompt, and all will be
>explained to you (you did install GNU's libterm, didn't you?).

>Waldi

Waldi... OK, let's put it this way: how does GNU do this?
Who wants 80K of GNU stuff in his/her executable while doing
it yourself can cut it down to 20K?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5265. Re: ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 16:37:48 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-101094173421@128.141.55.218>
Source record: 29945

In article <37bi03$nic@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) wrote:

> OK so if I go out and purchase a CD-ROM drive for my Falcon, which driver
> software do you recommend? I see Gasteiner selling ExtenDOS for about 30
> ukp, I already have a copy of MetaDos but obviously havn't tested it yet
> so can't comment on its reliability and then there are various Mint
> drivers I have heard about.
>
> Anyone mind clearing this all up for me? Which is the most reliable
> driver for a cd-rom?
>
>
> Richard Davey
> Falcon Owners Group (UK)
> --
> email: requiem@armory.com

You can look in my CD-ROM FAQ available at micros.hensa.ac.uk and
ftp.cnam.fr.
It won't tell you which on is the best but which one should work.

Loic

5266. Needed: VMEbus, Zilog 85C30 SCC, MC68138 specs...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 16:44:12 UTC
From: Gard Eggesboe Abrahamsen <ga@samson.mrih.no>
Message-ID: <37br0v$6lo@trane.uninett.no>
Source record: 29953
Cross-posted to: alt.comp.hardware.homebuilt,comp.sys.atari.st.tech

Hi... I was hoping someone could help me out here. Three points:
o I need the pin-assignments and specifications for the VMEbus as
defined by VMEbus International Trading Association (VITA) (Did I get
the name right?)
o I need the how-do-I-use-it pages from the Zilog 85C30 SCC documentation
o Is there an MC68138? If so, what is it? ;-)

Gard Eggesboe Abrahamsen ||| Phone: (+47) 7015 5497 These are my own
PO Box 5061, Larsgaarden ||| Gard.Abrahamsen@mrih.no views and not the
6021 Aalesund, Norway / | \ gopher samson.mrih.no 24892 ones of MRIH.

5267. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 17:37:51 UTC
From: mdg@ukc.ac.uk
Message-ID: <10577@gos.ukc.ac.uk>
Source record: 29957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37at2u$mva@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
:>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>: The latest version plays just every MPEG I can find. If you have an MPEG that
:>: doesn't work then e-mail the offending file and I'll see what I can do.
:>Griff, seeing as I am already in credit to the sum of 25 pounds to you I
:>think you can at least send me a registered copy. The address is:
:>Richard Davey, 25 Old Acre lane, Brocton, Stafford, ST17 0TW.
:>Thanks,
:>Richard Davey
:>Falcon Owners Group (UK)

Its in the post. (disputes the 25 quid).

Griff
--

5268. Sorry for >80 chars !

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:40 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184840@empyr.dircon.co.uk>
Source record: 29946

Hi all, quick note to apologise for the >80 chars msgs. My editor went wonky, removing carriage returns secretly. All sorted now I hope.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5269. TOS ROMS for sale ???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:42 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184842@empyr.dircon.co.uk>
Source record: 29947

Hi,

Does anyone have TOS ROMS they don't want anymore ?

I'm looking for at least TOS 1.4, English Language version.

Replies to: Kevan@empyr.dircon.co.uk
or here in the newsgroup. (But I'd prefer e-mail, rather than clog up the
group with personal stuff).

Thanks.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5270. Help, need good QWK OLR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:45 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184845@empyr.dircon.co.uk>
Source record: 29948

Hi Everyone,

I would like some recommendations for a good QWK OLR. I have tried
Captain QWK, IMHO, Mountain and MicroTalk QWK. They all have their
own little bugs, and I'm getting fed up with them. I'm using MicroTalk
at the moment, but there is a bug in Hi-res that chops the bottom off the
line above the one you are typing, and it's *really* annoying !

Any recommendations ?

Cheers.

(Yes I know it says Blue Wave / QWK at the bottom of this, but I'm in
the office using Bluewave on the PC right now !)
___ Blue Wave/QWK v2.12

VQWK 6.20I

5271. Re: Hardware Mods.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:48 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184848@empyr.dircon.co.uk>
Source record: 29949

-=> Quoting D.g.williamson Hardware Mods.heffield to All <=-

D@> Does anybody know where
D@> I can get info on hardware mods for the ST Including the faster serial
D@> port upgrade mentioned earlier? Thanks for any help.
D@> Will.

Log onto HENSA, Tel: 0524 843878, just use HENSA as the password etc.
They have TONS and even bigger TONS of Atari files and will almost
certainly have what you are looking for. BTW it's Lancaster University,
not a BBS. Run by a very helpful chap called Danny (Denesh Bhabuta).

Hope this helps.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5272. UUencode trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:49 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184849@empyr.dircon.co.uk>
Source record: 29950

Hi All,

I'm not sure if this is the right area, but......

I have been trying to exchange some synthesiser data banks with a few
friends via e-mail. They are uuencoding their file, and sending it to
me. I have the ESS en/decoder prog v6 running on my ST, and whilst it
gets *a* file with the correct name out of the e-mail, it is completely
wrong as far as the data content is concerned. I have tried uudecode,
ship decode, mime decode and I *still* get the same rubbish out.
It cannot be the senders fault, as *two* people have sent me data, and
the same thing happens to both.

I know the data is correct before they encode it. I think it must be
something to do with my decoding somewhere. Has anyone had any similar
problems ? I've even tried a UUdecoding prog on the PC in the office,
and I *still* get the same rubbish. Could it be my BBS stripping
characters out or something ?

Please e-mail me if you have any suggestions.

Thanks.
___ Blue Wave/QWK v2.12

VQWK 6.20I

5273. ICD address / fax no ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 18:48:51 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10101994.184851@empyr.dircon.co.uk>
Source record: 29951

Hi there,

Does anyone know the phone no., fax no., and address of ICD, makers of the
Link host adaptors ?

I don't suppose they have an e-mail address do they ?

Thanks a lot.

Cheers.
Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20I

5274. Re: Needed: VMEbus, Zilog 85C30 SCC, MC68138 specs...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-10 22:25:04 UTC
From: rob@pe1chl.ampr.org
Message-ID: <CxHA9t.Jz8@pe1chl.ampr.org>
Source record: 29956
Cross-posted to: alt.comp.hardware.homebuilt,comp.sys.atari.st.tech

In <37br0v$6lo@trane.uninett.no> Gard Eggesboe Abrahamsen <ga@samson.mrih.no> writes:

> o I need the how-do-I-use-it pages from the Zilog 85C30 SCC documentation

Zilog published a technical reference manual which is a must for any programmer
wanting to use the SCC.
I think it is now published by AMD. Ask your local AMD/Zilog representative.

Rob
--

| Rob Janssen | AMPRnet: rob@pe1chl.ampr.org |
| e-mail: pe1chl@rabo.nl | AX.25 BBS: PE1CHL@PI8UTR.#UTR.NLD.EU |

5275. Re: ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 00:04:07 UTC
From: jonal@hiof.no
Message-ID: <jonal.2762.2E99D677@hiof.no>
Source record: 29969

In article <37bi03$nic@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>OK so if I go out and purchase a CD-ROM drive for my Falcon, which driver
>software do you recommend? I see Gasteiner selling ExtenDOS for about 30
>ukp, I already have a copy of MetaDos but obviously havn't tested it yet
>so can't comment on its reliability and then there are various Mint
>drivers I have heard about.

>Anyone mind clearing this all up for me? Which is the most reliable
>driver for a cd-rom?

If you're running MiNT/MTOS, ISOFS is *the* driver. Very fast and efficient.
E-mail erlingh@idt.unit.no for details - he's the programmer. I'm just a
very happy user...

Jon

E-Mail: jonal@dhhalden.no | Life is a lemon and I want my
jonal@gyda.dhhalden.no | money back!
Finger: jonal@sofus.dhhalden.no | - Jim Steinman

5276. ATARI ARCHIVE SITES AND GOPHER SERVERS...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 06:20:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37das0$5h0@golem.wcc.govt.nz>
Source record: 29978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PLEASE PLEASE.

Can some of the people that manage these Atari Archive sites,
Please have a file extension standards or fix up your Gopher servers...

THIS IS A BIG PROBLEM FOR PEOPLE WITH GOPHER CLIENTS...

THERE ARE ONLY 3, YES THREE ATARI ARCHIVE SITES WITH GOPHER SERVERS
THAT WILL EXCEPT ATARI FILE EXTENSIONS, that I know of...

Atari Archive..
TU-BERLIN
HENSA...

Only these sites support Atari file Extensions...

Some one at uni-kl.de was going to fix there Gopher client, but that was
months ago, I just tried to get a file with a .lha extension, this is not
supported, or any other Atari specific extensions...

Come on you Admin People if you are going to allow any kind of File Extensions,
please make sure that these files can be recieved from your Gopher client...

So PLEASE Fix up your File Standards or your Gopher Clients.....

THANKS.....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5277. Re: ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 07:20:23 UTC
From: djs@jet.uk
Message-ID: <1994Oct11.072023.25064@jet.uk>
Source record: 29958

In <37bi03$nic@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>OK so if I go out and purchase a CD-ROM drive for my Falcon, which driver
>software do you recommend? I see Gasteiner selling ExtenDOS for about 30
>ukp, I already have a copy of MetaDos but obviously havn't tested it yet
>so can't comment on its reliability and then there are various Mint
>drivers I have heard about.
EXTENDOS was the only driver that would talk to my NEC 2Xi.

See also the CDROM FAQ file (available at hensa).
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5278. Re: Atari ST emulator for Mac??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 07:55:54 UTC
From: biot015@wrzx13.rz.uni-wuerzburg.de
Message-ID: <37dgea$edi@winx03.informatik.uni-wuerzburg.de>
Source record: 29959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Annius Groenink (avg@cwi.nl) wrote:
: Hm! What kind of a project is this? Source code?
SC is not available because it's a commercial. It seems to be a common work
of those people who 'hacked' KAOS-TOS, OverScan, NVDI, Mag!X and such pretty
things like Templmon and Sysmon. (You may try to contact them! They are all
at the german MausNet. -> PM!)

: been dreaming about building a UNIX-based system for the Powermacs
I think a Linux port for Macs is on the run ... (Linux 68k for Atari / Mac)
(For notes on this topic try to get maus.linux68k)

: through a smart window manager allows GEM programs to be run on the
: same desktop with X stuff. The X applications run on PowerPC Linux,
: the Atari stuff under 68K emulation.
Sounds very interesting! It should be very fast at this machine if the
OS-Emulator does'nt need to handle all the BIOS/XBIOS/LineA stuff.

: I think that a few good men would be able to make such a system actually
: feasible.
That's true.

Ciao
Joachim

priv. e-mail: Joachim_Schmitt@wue.maus.de

5279. Re: Where does Filament Voltage come from in SM124 Atari Monochrome Monito

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 09:07:58 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <37dkle$i6d@whitbeck.ncl.ac.uk>
Source record: 29960

Mike Winters (mwinters@access.digex.net) wrote:
> I have an old SM124 Atari Monochrome monitor which is not working. My
> friend determined that the filament voltage is screwed up. Does anyone
> know where the filament voltage "comes from"? Also, where can I find
> a schematic of this monitor? That would be helpful to give my friend in

"Online" schematic in .IMG format can be found at uni-paderborn.
(I use mirror at Imperial college: src.doc.ic.ac.uk under
/computing/systems/atari/uni-paderborn/infos)

file is sm124.lzh

> tracing the problem. Thanks for any hints.

> ------ Mike Winters Bring on a mainframe Atari 800!!!

Simon
--
****
* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *
****

5280. Re: MiNT from EPROM?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 09:22:55 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37dlhf$i8b@whitbeck.ncl.ac.uk>
Source record: 29961

In article <Cx9xoD.7Gt@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>Would it be possible to burn MiNT into an EPROM? Size-wise it would,
>but can it run from EPROM? It would be nice to have MiNT in a
>cartridge (like SMS2), and save boot-time and RAM. I guess it would
>suffer some speed-loss, hmm?
>

No, size-wise it wouldn't (at least, not the more recent kernals). The old
0.99 kernal would probably fit, but the 1.10(patched) kernal I use is 143K
(you only have 128K of cartridge space to go with).

Craig.

5281. Atari Web Page Address Update?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 10:14:31 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <37doi7$ddn@mserv1.dl.ac.uk>
Source record: 29962

Hi,

Here is NEW the address of my Atari Web page:

http://www.dl.ac.uk/MISC/ATARI/atari.html

This page is for you so you must tell me what you want to see. Please send ideas or things for inclusion to me. Send all mail directly to me and make sure any files are UUEncoded first.

I rely on your support so please help out. There will be some interesting stuff here soon so I'll inform you closer to the date.

I want to include a Questions and Answers page so send any questions you have to me (especially to do with MIDI or Programming as I have some support with these).

I look forward to hearing from you all.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Page : http://www.dl.ac.uk/MISC/ATARI/atari.html)

5282. File searching tool RESEARCH!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 10:59:45 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332e9a6e83@sirius.herts.ac.uk>
Source record: 29963

Request for ideas (Forthcoming Project!)

File Searching tool:

I have to implement the following program for my final BSc Computer Studies year assignment.

The program is aimed to run primarily on Atari ST/Megas/TT and Falcon machines. So far I have the following ideas:

Core Objectives

1. Implement file searching on the following criteria:

Types of file
(Read Only, system, hidden, archive, program flags etc.)

Extensions
Unix type or DOS type wildcards for filenames.

Dates
Date/Time stamps of created files.

Sizes
Files greater, lower than given file sizes.

2. Once those file(s) have been found from the above criteria, implement the following actions:

Deletion of file(s) and/or

Information on file(s)

Output to screen, printer or file
Selectable output Types of file, Extensions, Dates, Sizes (see section 1 for description)

3. Design the program to be implemented in a modular manor, and highlight easier modification for different file systems.

4. Implement program.

5. Design of user interface.

6. Implementation of user interface on Atari through GEM.

7. Write documentation/help files for finished program.

Advanced Objectives

1. Research and possible implementation in directly accessing the disk system rather than using BIOS routines. (built in system routines)

2. Research and possible implementation into searching through archived files. (ZIP, LZH, ARJ?)

3. Implementation of algorithms for searching text within files.

4. Research into how to make the program more modular to be easier to incorporate on a different system (e.g. IBM PC Compatibles)

Any further additions or modifications on existing ideas would be greatfully received. Even if you think the above ideas are OK please email me :)

Email address: A.I.Nicholls@herts.ac.uk

5283. Re: ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 11:10:42 UTC
From: mdg@ukc.ac.uk
Message-ID: <10587@gos.ukc.ac.uk>
Source record: 29964

In article <37bi03$nic@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
:>OK so if I go out and purchase a CD-ROM drive for my Falcon, which driver
:>software do you recommend? I see Gasteiner selling ExtenDOS for about 30
:>ukp, I already have a copy of MetaDos but obviously havn't tested it yet
:>so can't comment on its reliability and then there are various Mint
:>drivers I have heard about.
:>Anyone mind clearing this all up for me? Which is the most reliable
:>driver for a cd-rom?

METADOS 2.4 is very good and free.

>Richard Davey
>Falcon Owners Group (UK)

Griff
--

5284. CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 11:12:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37drvm$as2@dux.dundee.ac.uk>
Source record: 29965

I am wanting to use a CLI under MiNT, I have tried BASH under TOSWIN but it is just so slow. I have NEVER seen a screen update done so slowely, I though that a 68030 would atleast give some speed, my old Amiga 600 CLI was several times faster!!

Any suggestions?

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

5285. TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 11:20:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37dsdq$as2@dux.dundee.ac.uk>
Source record: 29966

Will upgrading this way result in any SPEED improvements?

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

5286. Re: BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 11:22:51 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781874571@acp5>
Source record: 29968

gigxr01@nt.com (Gerry O'Rourke) writes:

>Also, I am considering purchasing new software (HDDriver) as I have heard
>that it is faster & supports XHDI. I believe that it should work with the
>Supra adapter. What utilities come with HDDriver, or is it just the driver
>& you have to get the formatting/editing/utilities somewhere else?

With HDDRIVER you get a tool for partitioning drives, for parking drives
after a certain time (this also works with other XHDI compatible) software
and a program/CPX to enable write protection on certain drive. There is no
software included for formatting drives. But with all current drives this is
not necessary because they all are preformatted, i. e. partitioning is all
you need to do.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5287. TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 11:27:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37dsrq$as2@dux.dundee.ac.uk>
Source record: 29967

Is there any other programme faster than TOSWIN?

Its just too slow. Condsidering us F030 user are 32bit various megs of ram
and have various other fast things, I atleast thought that putting text
in a window would be quite a bit faster.

And yes I do have TOSWIN 1.4 + (or whatever)

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

5288. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 13:31:14 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37e432$qpk@bs33n.staffs.ac.uk>
Source record: 29984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: :>think you can at least send me a registered copy. The address is:
: :>Richard Davey
: :>Falcon Owners Group (UK)

: Its in the post. (disputes the 25 quid).

It had better be! I paid you 25 quid over a year ago (I have club bank statements to prove it matey!) for an advertising demo for FOG which you never managed to make. The deal was I paid you another 25 when it was complete but as you probably never started it I can't claim that 25 back ;)

I tried to get in touch over the summer but no-one was ever home, still... life goes on huh?

Richard Davey
Falcon Owners Group (UK)

5289. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 14:33:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37e7n7$fa7@percy.cs.bham.ac.uk>
Source record: 29988

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I am wanting to use a CLI under MiNT, I have tried BASH under TOSWIN but
>it is just so slow. I have NEVER seen a screen update done so slowely, I
>though that a 68030 would atleast give some speed, my old Amiga 600 CLI
>was several times faster!!

3 solutions:

1) Install NVDI
2) Get the latest Mint kernel, it is *much* faster than v1.04.
3) Use a faster shell (eg tcsh)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5290. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 14:34:09 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxIJ4y.Ewu@westminster.ac.uk>
Source record: 29970
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Griff

I e-mailed you about a week ago, but received no reply...so I ask you
here, as I see you have posted here *very* recently.

Where can I find PlayMPEG 0.68, the unreg version?

I can't find it anywhere...

Please upload it to hensa, or uuencode e-mail it to me.

I look forward to your reply..

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5291. Producing a caret in editing windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 14:46:19 UTC
From: rrt1001@cus.cam.ac.uk
Message-ID: <37e8fr$m62@lyra.csx.cam.ac.uk>
Source record: 29971

How does one produce the standard thin caret (as seen in dialogues) in an editing window? Or any cursor, for that matter? There are several methods I can think of, but I was wondering if there is any standard manner for producing the exact caret used in dialogues (as used in, e.g. Prospero C). I can't see any system calls that seem to do this specifically.

5292. Re: 16-bit > 256

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 16:42:54 UTC
From: pblagay@crash.cts.com
Message-ID: <CxIp3J.MA5@crash.cts.com>
Source record: 29972

David Stevenson (djs@jet.uk) wrote:
: In <CxA5yJ.Dw@crash.cts.com> pblagay@crash.cts.com (Paul Blagay) writes:

: >I need a routine for the falcon to convert a 320x240 TrueColor picture to
: >an 8-bit plane 256 color 320x240 picture.

: >Anyone out there have a routine for this. I know how to convert the
: >palette values, however I guess somehow the picture has to be downgraded
: >to 256 unique colors too.
: GemView has a whole batch of colour dithering alogorithms implemented.
: It's available from umich et al.
: --
: David Stevenson, JET Joint Undertaking +44 1235 465028
: Email: djs@jet.uk or hoagy@cix.compulink.co.uk
: - Disclaimer: Please note that the above is a personal view and should not
: be construed as an official comment from the JET project.

I need source code. I have Gemview.
This is for a game I am working on and I am just playing with a few ideas
on how to solve problems.

Paul Blagay

5293. Problems upgrading 520st-fm memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 16:58:28 UTC
From: rjt2@bnr.co.uk
Message-ID: <37eg7kINN7fn@bhars12c.bnr.co.uk>
Source record: 29893

(This is no doubt answered in a FAQ somewhere - if so a pointer, rather than a flame would be appreciated :-)

I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
I would want to upgrade the memory immediately to 1M or more. From what I gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
After talking to one distributor I gather that many companies have now made this part obsolete/discontinued.

Q1: Any recommendations of whether it is generally difficult to get the said upgrade, and where (in the UK) people would recommend? Approx cost?

Q2: How easy/expensive would it be to upgrade to 2M or 4M instead?

All constructive advice appreciated!

Richard.

R.J.Thomas@bnr.co.uk | V2, BNR Europe Ltd, London Road,
(+44 279) 402629, FAX 405756, ESN 742-2629 | Harlow, Essex, U.K. CM17 9NA

5294. Targa monitor?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:21:20 UTC
From: mitko@oslonett.no
Message-ID: <37ehig$f1u@hasle.oslonett.no>
Source record: 29894

I have the possibility of bying a Targa TM1412 14" VGA monochrome monitor quite cheaply and want to know if there is any way to connect it to a 1040 STE. Does anyone know about this monitor, and can give some advice on the matter?
Thanx in advance!

- mitko@oslonett.no -

5295. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:29:37 UTC
From: aspect@cats.ucsc.edu
Message-ID: <37ei21$cvq@darkstar.UCSC.EDU>
Source record: 29896

In <37dsdq$as2@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Will upgrading this way result in any SPEED improvements?

I cannot answer this question, but I am wondering how you plan to upgrade.
4.04 is the only release version of TOS, anything below that is on developer
only machines. I';ve got one with 4.02 and Atari themselves didn't seem too
willing to sell me a new ROM.

~Chris
>Rod

>--
>Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

>University of Dundee

5296. Re: for sale - Geneva/NeoDesk 4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:30:31 UTC
From: shawnm@fcom.cc.utah.edu
Message-ID: <37ei3n$1t3@u.cc.utah.edu>
Source record: 29973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

David Paschall-Zimbel (davidli@ogre.labmed.umn.edu) wrote:

: I have a copy of Geneva (rev 003) and NeoDesk 4 that I wish to sell as a
: set, for $75 postpaid. Reply by e-mail if you are interested.

: - David Paschall-Zimbel
: --
: -- David Paschall-Zimbel

Yeah, David,
I would be interested in buying NeoDesk 4 and Geneva. Let me know if they are still available.

shawn

5297. Mega ST bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:31:09 UTC
From: jaszcz@dewey.EEAP.CWRU.Edu
Message-ID: <37ei4t$1th@usenet.INS.CWRU.Edu>
Source record: 29895

Does anyone have/know of a book that describes the Mega ST bus?

--Bart

5298. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:31:23 UTC
From: aspect@cats.ucsc.edu
Message-ID: <37ei5b$d13@darkstar.UCSC.EDU>
Source record: 29897

In <37dsrq$as2@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Is there any other programme faster than TOSWIN?

>Its just too slow. Condsidering us F030 user are 32bit various megs of ram
>and have various other fast things, I atleast thought that putting text
>in a window would be quite a bit faster.

>And yes I do have TOSWIN 1.4 + (or whatever)

>Rod

Just about everything runs faster in 16 color mode. Have you also tried
MiniWin, the program that ships with MultiTOS? I think it is a bit quicker.

~Chris

>--
>Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

>University of Dundee

5299. Help with global array.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:40:46 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37eimu$12o0@msuinfo.cl.msu.edu>
Source record: 29974

Hello, all,

I was looking through my Atari Compendium, and noticed that the appl_inti() function is supposed to fill in an application's global array with several peices of info, notably the AES version number (in global[0]). My question is: how do you access this global array with GNU C?

For that matter, what other methods are there of determining such things as AES version, GEM version, etc.?

Finally, is there any documentation for GNU C that talks about things like the global array? I have the documentation that explains compiler commands, but that seems to miss a few important parts of programming on the ST.

Thanks,
Tom
hopper_t@msupa.pa.msu.edu

5300. HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 17:50:05 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37ej8d$r79@bs33n.staffs.ac.uk>
Source record: 29975

Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?
If so I would _very_ much like you to email me so we can swap source code
and ideas/examples and help each other out. I have been programming a
lot in HB 2.10 but input from others is always wanted.

I hope for some replies!!!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

5301. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 18:15:25 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37eknt$qs7@lyra.csx.cam.ac.uk>
Source record: 29976

aspect@cats.ucsc.edu (Christopher Taylor Oates) writes:
>In <37dsdq$as2@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>>Will upgrading this way result in any SPEED improvements?

>I cannot answer this question, but I am wondering how you plan to upgrade.
>4.04 is the only release version of TOS, anything below that is on developer
>only machines. I';ve got one with 4.02 and Atari themselves didn't seem too
>willing to sell me a new ROM.

I saw lots of adverts when the falcons started being sold which had 4.01
and 4.02.
(no 4.03 though....)
The one I bought has 4.04.
From what I have heard 4.01 and 4.02 seem to have lots of bugs in them
(which may well be true if they are not supposed to be release versions...)

Phil
[E-mail pd@mole.bio.cam.ac.uk]

--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5302. Re: HS Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 20:01:59 UTC
From: s002893@RW420B15
Message-ID: <37eqvn$sim@mars.fb1.fhtw-berlin.de>
Source record: 29977
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Kevin Fason (kfason@csn.org) wrote:
: Another reason why he stil wants to use Modem1 is that both RTS/CTS are
: connected whereas Modem2/Serial2 (forgot what) has only RTS (or CTS)
: connected. Granted Modem2 worked fine with me when the Mega/STe was mine
: and I had it locked at 38400 using STalker.
FORGET IT!!
MODEM2 and SERIAL2 HAVE ALL LINES except RING!!!!!!!!!! The MegaSTE
Manual is wrong (it is "Atari", sorry)
MODEM2 and SERIAL2 on MegaSTE and TT (and MODEM2 on Falcon) have:
GND, DCD, DSR, RTS, CTS, TXD, RXD, DTR.
MODEM2 on TT and Falcon additionally has RING.

Greetings, HS

5303. Toad Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 21:34:52 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <37f0ds$g7l@sol.sun.csd.unb.ca>
Source record: 29979

Does any body know the email address for Toad computers?
I am interested in getting the new catalog that they have
out for the Atari line of computers and products.

--
****
Peter T. Green
Computer Engineering Student
UNB, Fredericton, NB, Canada

email: d3hq@jupiter.sun.csd.unb.ca
****

5304. Re: alternative st case

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 21:47:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxJ373.71D@cix.compulink.co.uk>
Source record: 29980

> 1) Does anyone know of the Lighthouse Tower kit? Desk Topper? What

I've *seen* both though own neither. The Tower is fairly basic by PC standards - and quite expensive. There is not a lot of other opions though - unless you fancy squeezing your ST into a PC tower case.

I wouldn't buy a Tower unless I seriously needed it. The only reason I can think of for getting one is a PAK3/33 accelerator card. A Tower costs around 200ukp and most people can find a better use for this money.

The DeskTopper is simple and much cheaper. I would have thought it was more suitable for an STFM than the tower.

> 2) Are there any other kits for transporting a 520stfm to a separate

Don't know of any.

> the trackball work on the ST).

Extreamly unlikely. (I'd say no - but I haven't *actually* tried)

> case. For that matter, will the ST innards fit inside a mega ste

No. The MSTE case is actually quite small compared to an STFM case.

> this has already been discussed berfore. Yesterday I also read about
> a guy sawing the end off his ST motherboard to get it to fit in a
> tower case (andthen he soldered wires between the broken connections)
> , but that is out of my league.

This is out of almost *everybody's* league ;-)

:-)

Roland.

@CiX

5305. Re: Toad Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-11 22:16:10 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <37f2ra$rlh@csugrad.cs.vt.edu>
Source record: 29981

GREEN P (d3hq@jupiter.sun.csd.unb.ca) wrote:

: Does any body know the email address for Toad computers?
: I am interested in getting the new catalog that they have
: out for the Atari line of computers and products.

TOAD@genie.geis.com

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

5306. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 01:03:41 UTC
From: sammcgee@crl.com
Message-ID: <37fcle$c1v@crl.crl.com>
Source record: 29982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the alt.binaries.multimedia and alt.cd.(something) groups there is
talk about movies on CD-I disks in a 'standard' format compressed in MPEG.

I think the newer CD-I disks are in a ISO9660 format which Atari
computers can read but I don't know the file structure. Is the whole
movie in one file (eg. STARWARS.MPG) or is it broken into several files?

Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

Sam

5307. Re: Problems upgrading 520st-fm memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 01:05:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37fcol$t0j@mailer.fsu.edu>
Source record: 29983

Richard J Thomas (rjt2@bnr.co.uk) wrote:
> I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
> I would want to upgrade the memory immediately to 1M or more. From what I
> gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
> After talking to one distributor I gather that many companies have now made
> this part obsolete/discontinued.
>
> Q1: Any recommendations of whether it is generally difficult to get the said
> upgrade, and where (in the UK) people would recommend? Approx cost?
>
> Q2: How easy/expensive would it be to upgrade to 2M or 4M instead?

I have just done an upgrade of a 520STFM to 2mb. It was the first low-low
level hardware thing I have ever done, and it worked fine. I'm working on
getting together my instructions, which I'll put on atari.archive.umich.edu.

I used two 1mb SIMMs, a 2-place SIMM socket, and wire-wrap stuff. There
are instructions on atari.archive.umich.edu that tell you how to do it
with 2 SIPPs (but I believe that my method is easier). I went to great
pains to give myself the best chance of pulling the upgrade off :-). I based
my version of the upgrade heavily on the SIPP version of the instructions.

It would be fairly easy to upgrade your 520STFM to 2mb, with a very high
chance of not having any problems. You could also upgrade it to a 2.5mb
or 4mb machine, but there is a lower chance of success (exactly why I believe
this to be true will be laid out in the instructions I am working on).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5308. FS: Spectre GCR etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 01:19:45 UTC
From: basil@blue.seas.upenn.edu
Message-ID: <37fdjh$3jv@netnews.upenn.edu>
Source record: 29985

FOR SALE: (shipping not included)

ICD 85 Meg Hard Drive (not working, could be fixable) $100
Comes with FAST case, power supply, ICD host
adaptor and cables.

Spectre GCR w/ROMS (lets you run famous Mac programs including
Illustrator, Word, and Excel) $200 OBO
(Includes manual, box)

Software:

Laser C w/ 3 COMPUTE Programming Books
(ST development package, plus 3 books on GEM programming)
$65 OBO

Contact basil@eniac.seas.upenn.edu

Brian

5309. Re: Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 02:15:00 UTC
From: spencer.davies@f98.n250.z1.tor250.org
Message-ID: <326261d2@f98.n250.z1.tor250.org>
Source record: 29986

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: Spencer.Davies@mettav.exnet.com (Spencer Davies)

On 09 Oct 94 at 15:04:04, Paul did truly state.....

PC> Something beginning with S IIRC, Samsung wasn't it??
Could have been. Don't really recall.

PC> I've heard the RAM Gizmo board (or whatever it's called) is supposed
PC> to be better and that your problem is with the Falcon Wing design.
Yes, i've heard that either the Gizmo board or the new Falcon memory board from
Marpet fix this problem. I shall suffer for the moment though ;-)

Spencer

* Origin: The Net is Yours,USE IT! Don't Abuse IT! (Turbonet 100:1011/0.2)

5310. Re: Screenproblems 16 Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 02:15:02 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <782015536.1@mettav.exnet>
Source record: 29987

On 09 Oct 94 at 15:04:04, Paul did truly state.....

PC> Something beginning with S IIRC, Samsung wasn't it??
Could have been. Don't really recall.

PC> I've heard the RAM Gizmo board (or whatever it's called) is supposed
PC> to be better and that your problem is with the Falcon Wing design.
Yes, i've heard that either the Gizmo board or the new Falcon memory board from
Marpet fix this problem. I shall suffer for the moment though ;-)

Spencer

* Origin: The Net is Yours,USE IT! Don't Abuse IT! (Turbonet 100:1011/0.2)

5311. Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 02:28:23 UTC
From: dac@pyrtech.mis.pyramid.com
Message-ID: <37fhk7$8fc@pyrtech.mis.pyramid.com>
Source record: 29990

Hi Folks ,
I'm planning on getting an ICD SCSI card for my 1040ste.
What I'd like to attach is the following.

170MB SCSI Disk
1.4M SCSI Floppy Disk
150M SCSI Data Cartridge Tape Unit

My question is , does anybody know of or have software drivers
for the SCSI Floppy disk and the Tape unit. I seem to recall seeing a
scsi tape driver somewhere but I've not seen a Floppy driver.
On an ftp site perhaps?

Any help/advice appreciated.

Cheers,
David

-----m------ David Anthony Clark ---------------------- dac@pyramid.com.au ---
---__mmm------ P Y R A M I D ---- 173 Pacific Hwy Ph : +61-02-925-2001 -
-____mmmmm-- DATA CENTRE SYSTEMS - North Sydney 2065 Fax: +61-02-925-2090 -
_____mmmmmm--------------------------- AUSTRALIA ----------------------------

5312. Re: Checking for FPU and CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 02:33:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37fhu9$is8@golem.wcc.govt.nz>
Source record: 29892

In article <CxFD8F.A4z@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>I know there is an FPU cookie which will tell you which FPU is fitted -
>but is it safe to assume that all machines with FPUs will actually have
>
>Surely these machines will have TOS 1.02 or 1.04 - which don't
>implement COOKIEs?

I think TOS 1.04 can have COOKIES, but they get removed on a soft reset,
on later TOS's they don't get removed...??

COOKIES can be installed by yourself...

>Roland.
>
>@CiX
>

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5313. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 03:05:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37fjp5$je9@golem.wcc.govt.nz>
Source record: 29989

In article <10081994.182257@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, Can anyone tell me which of the desktop replacements are the best ?
>
>I use TOS 1.2 (1.02) at the moment, and I have seen a few ads for TOS
>ROMS, usually 1.4. I don't want to spend cash on 'expensive' ones like
> NeoDesk, and other commercial progs, but I'd rather try a shareware or
> freeware one first

If you can't afford the TOS 2.06 switcher kit, go for TOS 1.4 and Neodesk 3.3,
so far Neodesk 4 has to many bugs..

With a replacement Tesktop you must have a Hard Drive, and a good Boot Util,
I use Xboot III but that would be to dear for you....

Some games work better with TOS 1.4 than the do with TOS 1.2, also
TOS 1.4 has many many bugs fixed...

>Cheers.
>Kev.

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5314. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 03:48:54 UTC
From: Houn-Nam Ing <cs472aj2@csulb.edu>
Message-ID: <Pine.NXT.3.90.941011204615.4471C-100000-100000@piggy.cecs.csulb.edu>
Source record: 29898

On 11 Oct 1994, David Clark wrote:

>
> Hi Folks ,
> I'm planning on getting an ICD SCSI card for my 1040ste.
> What I'd like to attach is the following.
>
> 170MB SCSI Disk
> 1.4M SCSI Floppy Disk
> 150M SCSI Data Cartridge Tape Unit
>
> My question is , does anybody know of or have software drivers
> for the SCSI Floppy disk and the Tape unit. I seem to recall seeing a
> scsi tape driver somewhere but I've not seen a Floppy driver.
> On an ftp site perhaps?
>
> Any help/advice appreciated.

Why do you want to buy an ICD card? Buy the Link or the Link2 instead.
By doing that you have the software included.

>
> Cheers,
> David

""""""
(O O)
+------oOOOo----( )----oOOOo------+
| - |
| Houn-Nam Ing |
| hing@csulb.edu |
| cs472aj2@csulb.edu |
| |
+---------------------------------+

5315. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 04:26:40 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37foi0$frh@mailer.fsu.edu>
Source record: 29891

Houn-Nam Ing (cs472aj2@csulb.edu) wrote:
> On 11 Oct 1994, David Clark wrote:
> >
> > I'm planning on getting an ICD SCSI card for my 1040ste.
> > What I'd like to attach is the following.
> >
> > 170MB SCSI Disk
> > 1.4M SCSI Floppy Disk
> > 150M SCSI Data Cartridge Tape Unit
>
> Why do you want to buy an ICD card? Buy the Link or the Link2 instead.
> By doing that you have the software included.

There is at least one advantage that the AdSCSI cards have over the Link(s): free software upgrades. The Link software must be upgraded directly by ICD. The AdSCSI/Advantage/Micro software can be downloaded from Genie, Compuserve, or the ICD BBS. Also, other ICD owners can often help you get the software updates. Both the Link and the AdSCSI come with all the software one might need, in this sense, BTW. Both the AdSCSI and Link2 support parity.

The main advantages of the Link are that it is external, and it can support floptical drives (bleech). The ability to plug any standard PC/Mac external SCSI drive without having to open it up is significant, but not overriding.

As for the original poster's question, the SCSI drive and 150mb tape are no problem, any of the ICD software versions (Pro, Link, standard) will support them. The SCSI floppy is another story. I have never heard of that one being done. You should probably contact ICD and ask them if they have tested such a thing. It could be that the Link's ability to do flopticals might also imply SCSI floppies, as I think one can stick HD floppies into a floptical.

Do be sure to check out the GEMar shareware tape software. Very good stuff.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5316. Re: Problem: Minixfs, lcd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 05:49:00 UTC
From: graham.irvine@f98.n250.z1.tor250.org
Message-ID: <124b6402@f98.n250.z1.tor250.org>
Source record: 29899

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: Graham.Irvine@mettav.exnet.com (Graham Irvine)

It was none other than Roger Sheppard. that wrote on 6 Oct 94 that ,
>> Some of this is available world wide. HDDRIVER e. g. is distributed in
>> an English version by System Solutions, GB.
RS> System Solutions, Please don't make me laugh, they are supposed to be
RS> the agents for Overscan, all I got was a run around from them...

System Solutions have been one of the prime movers in maintaining an active
and reasonably healthy market in the UK for Atari products for as long as I can
remember and as such are much respected here thus the above attitude is
unlikely to cut much ice in this newsgroup.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5317. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 05:49:18 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <782015536.3@mettav.exnet>
Source record: 29900

It was none other than Roger Sheppard. that wrote on 6 Oct 94 that ,
>> Some of this is available world wide. HDDRIVER e. g. is distributed in
>> an English version by System Solutions, GB.
RS> System Solutions, Please don't make me laugh, they are supposed to be
RS> the agents for Overscan, all I got was a run around from them...

System Solutions have been one of the prime movers in maintaining an active and reasonably healthy market in the UK for Atari products for as long as I can remember and as such are much respected here thus the above attitude is unlikely to cut much ice in this newsgroup.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5318. RE:BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 06:59:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37g1fu$lk8@golem.wcc.govt.nz>
Source record: 29901

In article <gigxr01-101094134633@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke) writes:
>During the recent discussions regarding extended partitions; somebody
>mentioned that Supra had developed ther own implementation of BGM
>partitioning.
>When I checked with my Supra Adapter manual, there is no mention of this.
>I believe that I have the latest revision of the software, but I cannot get
>it to work with BGM partitions (formatted with Atari's AHDI). I assume that
>the driver cannot understand the BGM.
>
>So, can somebody confirm whether Supra software can/cannot use BGM?

Supra has never supported BGM partitions, only extended partitions...

Stick to ICD supports AHDI and has far better support, and has the best
options I have ever seen...

This HHD stuff that people are on about, well for one think they have never
used the latest ICD software, and I have never ever seen a review of it
in any English mag...

>Also, I am considering purchasing new software (HDDriver) as I have heard
>that it is faster & supports XHDI. I believe that it should work with the
>Supra adapter. What utilities come with HDDriver, or is it just the driver
>& you have to get the formatting/editing/utilities somewhere else?

German software has bad support....

>Regards
>--
>Gerry O'Rourke
>Northern Telecom (IRL) Ltd
>E-mail gigxr01@nt.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5319. Re: High Density Floppy F

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:37:00 UTC
From: claus.brod@f98.n250.z1.tor250.org
Message-ID: <142eac85@f98.n250.z1.tor250.org>
Source record: 29902

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: clausb@hpbbrd.bbn.hp.com (Claus Brod)

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
> What I don't know:
> ------------------
> o How is the system informed that a HD disk is present n the floppy ?
> Is the HD OUT signal used ? If so, is the PSG input port used ?

This is the best possibility. TOS 2.06 employs an alternative mechanism:
It first tries to read the disk in the current density, then switches
to the other density. If both attempts fail, the disk is unreadable.

BTW, this behaviour is the only reason why TOS 2.06 is recommended
if you want to use HD disk drives. You can also work without it.
My Mega has TOS 1.04 and runs just fine with a hardware mod which
switches the clock rate automatically depending on the disk in
the drive.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5320. Re: High Density floppy for all ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:37:32 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CxJuIL.427@hpbbrd.bbn.hp.com>
Source record: 29935

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
> What I don't know:
> ------------------
> o How is the system informed that a HD disk is present n the floppy ?
> Is the HD OUT signal used ? If so, is the PSG input port used ?

This is the best possibility. TOS 2.06 employs an alternative mechanism:
It first tries to read the disk in the current density, then switches
to the other density. If both attempts fail, the disk is unreadable.

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if you want to use HD disk drives. You can also work without it.
My Mega has TOS 1.04 and runs just fine with a hardware mod which
switches the clock rate automatically depending on the disk in
the drive.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

5321. Problems Upgrading 520St-

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:41:00 UTC
From: lars-erik.oesterud@f98.n250.z1.tor250.org
Message-ID: <f9271d4@f98.n250.z1.tor250.org>
Source record: 29903

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: larserik@oslonett.no (Lars-Erik Oesterud)

> I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
> I would want to upgrade the memory immediately to 1M or more. From what I
> gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
> After talking to one distributor I gather that many companies have now

Putting in extra 512K in no big job (if you have a good soldering iron,
and know how to solder electronics). I've upgrades lots of STFM's
(and many STM's - and that's real fun because there are no room for them)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5322. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:41:20 UTC
From: larserik@oslonett.no
Message-ID: <37g3v0$p7j@hasle.oslonett.no>
Source record: 29920

> 2) Get the latest Mint kernel, it is *much* faster than v1.04.

Where do I get this assembled for 68000 (I only find 68030 versions)

> 3) Use a faster shell (eg tcsh)

Same for this, where do I get a 68000 version

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5323. Problems upgrading 520st-

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:41:22 UTC
From: larserik@oslonett.no
Message-ID: <37g3v2$p7m@hasle.oslonett.no>
Source record: 29921

> I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
> I would want to upgrade the memory immediately to 1M or more. From what I
> gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
> After talking to one distributor I gather that many companies have now

Putting in extra 512K in no big job (if you have a good soldering iron,
and know how to solder electronics). I've upgrades lots of STFM's
(and many STM's - and that's real fun because there are no room for them)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5324. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 07:46:34 UTC
From: julian@loose.apana.org.au
Message-ID: <37g48q$8lo@loose.apana.org.au>
Source record: 29904

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi, Can anyone tell me which of the desktop replacements are the best ?

: I use TOS 1.2 (1.02) at the moment, and I have seen a few ads for TOS
: ROMS, usually 1.4. I don't want to spend cash on 'expensive' ones like
: NeoDesk, and other commercial progs, but I'd rather try a shareware or
: freeware one first.

: I can get hold of Teradesk, Harlekin, TOS 2.06 as a program, or I could
: buy TOS 1.4 roms, or go the whole hog and get the 2.06 switcher kit, but
: that's a bit too expensive !

: What do you think ?

: Cheers.
: Kev.

: VQWK 6.20I

: I use and highly recommend Teradesk 1.39. It's a great program.
: Regards...Julian
: julian@loose.apana.org.au
--
julian@loose.apana.org.au

5325. Re: Producing a caret in editing windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 08:21:41 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37g6al$4mu@percy.cs.bham.ac.uk>
Source record: 29905

rrt1001@cus.cam.ac.uk (R.R. Thomas) writes:
>How does one produce the standard thin caret (as seen in dialogues) in an
>editing window? Or any cursor, for that matter? There are several methods
>I can think of, but I was wondering if there is any standard manner for
>producing the exact caret used in dialogues (as used in, e.g. Prospero
>C). I can't see any system calls that seem to do this specifically.
>

Just draw a 1-pixel wide black line using v_pline().

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5326. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 08:35:03 UTC
From: D.Oakley-SE1@cs.bham.ac.uk
Message-ID: <37g73n$4vt@percy.cs.bham.ac.uk>
Source record: 29906

In article <37ei21$cvq@darkstar.ucsc.edu>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>In <37dsdq$as2@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>>Will upgrading this way result in any SPEED improvements?
>
>I cannot answer this question, but I am wondering how you plan to upgrade.
>4.04 is the only release version of TOS, anything below that is on developer
>only machines. I';ve got one with 4.02 and Atari themselves didn't seem too
>willing to sell me a new ROM.
>
> ~Chris
>>Rod
>
In the UK, TOS 4.04 chips are available from System Solutions. Nice people!

Quite a lot of machines over here have been shipped with 4.02. In fact my
Falcon which I bought 3 months ago arrived at System Solutions with 4.02,
but they fitted 4.04 before they sent it out to me.

There aren't any speed improvements as far as I know, then main improvement
is that the 3D dialogs etc. work in this version

Seeya

David
--
/\ -----------+--------------+-------------------+
/\ \ ASTRAsoft \ David Oakley \ dxo@cs.bham.ac.uk \
/--\ \ -----------+--------------+-------------------+

5327. AES bug/feature in form_alert

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 09:18:43 UTC
From: "S.J. Harrison" <S.J.Harrison@ncl.ac.uk>
Message-ID: <37g9lj$ncl@whitbeck.ncl.ac.uk>
Source record: 29907

I have repeatedly come across a problem with displaying forms immediately after selecting a menu item, such as an "About.." option. The call to form_alert seems to "hang" allowing mouse cursor movement but no alert box appears and no further operation is possible without resetting the machine. This occurs on a TOS1.62 STe machine. It seems that if a mouse button is held down when form_alert is called (such as when a menu item is selected), the machine crashes. Solution: wait for all mouse buttons to be released.

Is this a bug or known feature of all AES versions, and if so, is there a way around it? If any form_alert call will crash if a mouse button is down, should all form_alerts be preceeded by a wait for mouse button releases? Even this will not be 100% certain since mouse button bounce or pure chance could conceivably cause a depression just after the wait code. I have looked in various GEM/AES literature but have found no mention of mouse button state when calling form_alert.

Any comments appreciated.
Simon
--

* Simon Harrison, University of Newcastle U. Tyne * *
* S.J.Harrison@uk.ac.newcastle * Oook *
* Fax: 091-222-8180, Attn: S.Harrison * - Librarian *
* Telex (Preferred): 53654 UNINEW G, mark 1st line: * *
* "TO: S.J.HARRISON (DEPT. OF ELEC. ENG.)" * *

5328. Falcon CPU/DSP upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 09:32:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37gaff$2b9@dux.dundee.ac.uk>
Source record: 29908

What is available?

I know you can get a 32mhz processor upgrade, but is there anything else available?

Rod

--
Mail from: Roderick McCall: rmccall@mcs.dundee.ac.uk

University of Dundee

5329. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 10:19:24 UTC
From: mdg@ukc.ac.uk
Message-ID: <10603@gos.ukc.ac.uk>
Source record: 29909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37e432$qpk@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>: :>think you can at least send me a registered copy. The address is:
:>: :>Richard Davey
:>: :>Falcon Owners Group (UK)
:>: Its in the post. (disputes the 25 quid).

:>It had better be! I paid you 25 quid over a year ago (I have club bank
:>statements to prove it matey!) for an advertising demo for FOG which you
:>never managed to make. The deal was I paid you another 25 when it was
:>complete but as you probably never started it I can't claim that 25 back ;)
:>I tried to get in touch over the summer but no-one was ever home,
:>still... life goes on huh?

No, actually 'Richard' took it upon himself to use a disk editor to put an
advert for his Falcon Owners Group in my game 'Vertical Mayhem', (without my
permission). He then proceeded to advertise that this was an 'exclusive' for his
'group' and hence make lots of money of my back.

Could someone please teach this guy some netiquette?

:>Richard Davey
:>Falcon Owners Group (UK)

Griff
--

5330. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 10:28:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37gdoo$3ap@dux.dundee.ac.uk>
Source record: 29910

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >I am wanting to use a CLI under MiNT, I have tried BASH under TOSWIN but
: >it is just so slow. I have NEVER seen a screen update done so slowely, I
: >though that a 68030 would atleast give some speed, my old Amiga 600 CLI
: >was several times faster!!

: 3 solutions:

: 1) Install NVDI
: 2) Get the latest Mint kernel, it is *much* faster than v1.04.
: 3) Use a faster shell (eg tcsh)

Thanks for the suggestion. I do infact have NVDI and MiNT ver 1.1.

Rod

--
==
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

+++++++++++++++===++++++++++++++++++++++

5331. Re: TeddyTerm 2.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 12:39:54 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <37gleq$hsu@mercury.dur.ac.uk>
Source record: 29911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve H. Ridd (ps1908@wlv.ac.uk) wrote: : >Roger Sheppard.
(sheppard_r@kosmos.wcc.govt.nz) wrote: : > : >: To me FDT is the bigest
piece of crap that I have ever come accross, : >: its writen in GFA, that
can never be faster that assembly..

: But I've heard Interpreted GFA is faster than compiled C or Pascal!

Not true, I'm afraid - C is lower level and therefore potentially much
faster than either Pascal or GFA (especially interpreted GFA). But if you
don't write well optimised C code, then it could be slower.

ATB,

Martin

M.J.Maisey@durham.ac.uk

5332. Re: BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 12:46:15 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.781965975@acp5>
Source record: 29912

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>German software has bad support....

This is nonsense. A lot depends on the authors. Those who can be reached by
Internet (nearly everyone) offer very good support.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5333. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 13:18:57 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxKABL.42p@exeter.ac.uk>
Source record: 29913

In article <CxFB47.GCM@cs.vu.nl> gerco@cs.vu.nl (Ballintijn GC) writes:

> > Linux also requires an FPU and so won't run on your basic Falcon.

> On Intel Linux, there is a possibility to emulate floating point operations
> in the kernel, this could also be done in a Falcon Linux kernel, I guess...

I hope so as I'd like to use it. But the current version of the kernel
requires an FPU. I was rather annoyed to find that out.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

5334. TeraDesk 1.40a problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 13:49:50 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Oct12.104951.28408@ac.dal.ca>
Source record: 29914

Has anyone else had a problem with the new TeraDesk on a.a.? The file is tdsk140a.lzh. I find that there is a bad file deskfra.rsc, but there may also be something wrong with desktop.rsc since when I try to run desk020.prg (why is it called this, anyway - is something missing from the archive?) I get 4 bombs and it's back to the (regular) desktop.

John

5335. Downloading PD software problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 13:52:58 UTC
From: ajdw@st-andrews.ac.uk
Message-ID: <37gpnq$c1j@calvin.st-and.ac.uk>
Source record: 29916

I've been downloading lots of PD software via FSP/FTP
to my unix account at University, then using AppleShare
on a Mac to access my unix account, then copy them onto
MSDOS-formatted disks so my Atari STFM (520 upgraded to
2.5meg) can read them.
My Atari can read the disks and files alright, but
none of the software will work.
Does anyone have any idea what I'm doing wrong here?
Please email me if you know what I can do to correct this
procedure (ajdw@st-and.ac.uk)

Thanks

Adam(Puds)

5336. Re: Teradesk 1.40A Proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 15:57:00 UTC
From: hopper_t@f98.n250.z1.tor250.org
Message-ID: <289c1bb6@f98.n250.z1.tor250.org>
Source record: 29915

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: hopper_t@msupa.pa.msu.edu

In article <1994Oct12.104951.28408@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
> Has anyone else had a problem with the new TeraDesk on a.a.? The file
>is tdsk140a.lzh. I find that there is a bad file deskfra.rsc, but
>there may also be something wrong with desktop.rsc since when I try to
>run desk020.prg (why is it called this, anyway - is something missing
>from the archive?) I get 4 bombs and it's back to the (regular)
>desktop.

John, I'm not sure, but it sounds like that version is for the TT030 and possibly the Falcon. If you're running on a 68000 processor, what you may need is TeraDesk 1.39.

Tom

> John
>

5337. Re: TeraDesk 1.40a problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 15:57:46 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37h11q$p6m@msuinfo.cl.msu.edu>
Source record: 29807

In article <1994Oct12.104951.28408@ac.dal.ca>, cordes@ac.dal.ca (John Cordes) writes:
> Has anyone else had a problem with the new TeraDesk on a.a.? The file
>is tdsk140a.lzh. I find that there is a bad file deskfra.rsc, but
>there may also be something wrong with desktop.rsc since when I try to
>run desk020.prg (why is it called this, anyway - is something missing
>from the archive?) I get 4 bombs and it's back to the (regular)
>desktop.

John, I'm not sure, but it sounds like that version is for the TT030 and possibly the Falcon. If you're running on a 68000 processor, what you may need is TeraDesk 1.39.

Tom

> John
>

5338. Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 16:53:54 UTC
From: Sole@EMBL-Hamburg.DE
Message-ID: <37h4b2$mdp@dscomsa.desy.de>
Source record: 29917

Hi,

I own an Atari STFM with 1Mb memory (sic) and I would like to work with it in a 3 to 4 Mb memory environment without spending a lot of money (it's difficult to justify a big investment on such machine).

I've read the 68010 is like a 68000 but it can support virtual memory. Does anybody know how one can take the 68010 advantages on an atari ST? Would be possible to run the Spectre emulator with it?

Do I have any other way ? -on the Macs with a 68030 the operative system takes care of virtual memory -

Thank you for your help.

Armando

5339. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 18:30:17 UTC
From: fvdakker@sterbbs.nl
Message-ID: <022151EDEOJRRYJJIUWV@sterbbs.nl>
Source record: 29930

aspect@cats.ucsc.edu (Chris) wrote:

as>4.04 is the only release version of TOS, anything below that is on
as>developer only machines. I';ve got one with 4.02 and Atari
as>themselves didn't seem too willing to sell me a new ROM.

I've upgraded mine from 4.2 to 4.4 and it costed me one stamp to
return TOS 4.2 :-)
This was because I had some problems with my communication with 2400
baud on some BBSes. TOS 4.4 doesn't solve this problem, but now I have
a new TOS!
BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes it
doesn't works right, although the port-configuration is OK...

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]===|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5340. Re: Problems Upgrading 52

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 19:25:00 UTC
From: tim.llewellyn@f98.n250.z1.tor250.org
Message-ID: <abb2755c@f98.n250.z1.tor250.org>
Source record: 29918

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: tjl@siva.bris.ac.uk (Tim Llewellyn)

In article <37eg7kINN7fn@bhars12c.bnr.co.uk>, rjt2@bnr.co.uk (Richard J Thomas)
writes:

|>
|>(This is no doubt answered in a FAQ somewhere - if so a pointer, rather than
|>a
|>flame would be appreciated :-)
|>
|>I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
|>I would want to upgrade the memory immediately to 1M or more. From what I
|>gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
|>After talking to one distributor I gather that many companies have now made
|>this part obsolete/discontinued.
|>
|>Q1: Any recommendations of whether it is generally difficult to get the said
|> upgrade, and where (in the UK) people would recommend? Approx cost?
|>
|>Q2: How easy/expensive would it be to upgrade to 2M or 4M instead?
|>
|>
|>All constructive advice appreciated!
|>
|>Richard.
|>

I upgraded my 520STFM to 2.5 megs 2 years ago with Frontier (now Marpet)
Xtra-Ram DeLuxe.

If you feel competant I suggest you find out what sort of MMU
(surface mounted or socketed, square or rectangular) before you
order so you get the correct MMU adaptor straight away. I didn't have
any problem with the shifter, although a socketed shifter is no doubt
less trouble.

This upgrade lets you use stardard SImms (up to 4 MB).

I'm not in touch with current pricing or other developments, but I
have heard you can get more than 4megs in an ST nowadays.

The only problem I have (once installed correctly) is I occasionally
have to tighten the earth lead screw (I'll solder it one of these days).

```
|>_____________________________________________________________________________
_|>_
|>R.J.Thomas@bnr.co.uk | V2, BNR Europe Ltd, London
|>Road,
|>(+44 279) 402629, FAX 405756, ESN 742-2629 | Harlow, Essex, U.K. CM17
|>9NA
|>
|>
--
-----------------------------------------------------+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
-----------------------------------------------------+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use
```

5341. Re: Problems upgrading 520st-fm memory?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 19:25:45 UTC
From: tjl@siva.bris.ac.uk
Message-ID: <CxKrAy.9BG@info.bris.ac.uk>
Source record: 29919

In article <37eg7kINN7fn@bhars12c.bnr.co.uk>, rjt2@bnr.co.uk (Richard J Thomas) writes:

|>
|>(This is no doubt answered in a FAQ somewhere - if so a pointer, rather than
|>a
|>flame would be appreciated :-)
|>
|>I'm considering buying a friend's 520st-fm purely for MIDI sequencing.
|>I would want to upgrade the memory immediately to 1M or more. From what I
|>gather this means soldering in 16 "41256" 256x1 D-RAMs for upgrade to 1M.
|>After talking to one distributor I gather that many companies have now made
|>this part obsolete/discontinued.
|>
|>Q1: Any recommendations of whether it is generally difficult to get the said
|> upgrade, and where (in the UK) people would recommend? Approx cost?
|>
|>Q2: How easy/expensive would it be to upgrade to 2M or 4M instead?
|>
|>
|>All constructive advice appreciated!
|>
|>Richard.
|>

I upgraded my 520STFM to 2.5 megs 2 years ago with Frontier (now Marpet) Xtra-Ram DeLuxe.

If you feel competant I suggest you find out what sort of MMU (surface mounted or socketed, square or rectangular) before you order so you get the correct MMU adaptor straight away. I didn't have any problem with the shifter, although a socketed shifter is no doubt less trouble.

This upgrade lets you use stardard SImms (up to 4 MB).

I'm not in touch with current pricing or other developments, but I have heard you can get more than 4megs in an ST nowadays.

The only problem I have (once installed correctly) is I occasionally have to tighten the earth lead screw (I'll solder it one of these days).

|>_____
|>_
|>R.J.Thomas@bnr.co.uk | V2, BNR Europe Ltd, London
|>Road,

|>(+44 279) 402629, FAX 405756, ESN 742-2629 | Harlow, Essex, U.K. CM17
|>9NA
|>
|>
--
---+------------------+
Tim Llewellyn - OpenVMS, Soukous and Cricket Addict |Hey, and get wise |
Physicist Programmer, Bristol Uni Particle Physics. | to the sounds of |
HEPNET/SPAN 19716::TJL Internet tjl@siva.bris.ac.uk | Africa,seen. |
I speak for me and noone else OK (and I might even | Soukous Makossa |
change my mind sometimes!-) Atari and EMagic user too| Mbalax Rumba...|
---+------------------+
I neither love OpenVMS nor hate OSF/1, for they are both just tools I use

5342. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 20:24:48 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hgmg$1nh@bs33n.staffs.ac.uk>
Source record: 29922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: No, actually 'Richard' took it upon himself to use a disk editor to put an
: advert for his Falcon Owners Group in my game 'Vertical Mayhem', (without my
: permission). He then proceeded to advertise that this was an 'exclusive' for his
: 'group' and hence make lots of money of my back.

: Could someone please teach this guy some netiquette?

Hey thats bollocks Griff and you know it. I phoned you up to confirm
that edit and you said to remove one of the names (I can't remember which
but it was an ex-girlfriend of yours from Uni (ring any bells mate)) and
I never said in any doc files it was exclusive and I never actually sold
many copies either (about 5 I think) so get your facts right before
starting wild rumours. And yes I did PAY you 25 pounds and sent you a
load of demo ideas/gfx/music which you never did anything with, perhaps
you ought to be taught some netiquette too, or is it that reality bites hard.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

5343. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 20:45:17 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37hhst$1nh@bs33n.staffs.ac.uk>
Source record: 29923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Could someone please teach this guy some netiquette?

Could someone teach this guy the difference between truth and utter shit
please.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

5344. Re: Tos 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 21:33:00 UTC
From: azog@f98.n250.z1.tor250.org
Message-ID: <acf77795@f98.n250.z1.tor250.org>
Source record: 29924

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: azog@world.std.com (azog)

fvdakker@sterbbs.nl writes:

>aspect@cats.ucsc.edu (Chris) wrote:

>as>4.04 is the only release version of TOS, anything below that is on
>as>developer only machines. I';ve got one with 4.02 and Atari
>as>themselves didn't seem too willing to sell me a new ROM.

>I've upgraded mine from 4.2 to 4.4 and it costed me one stamp to
>return TOS 4.2 :-)
>This was because I had some problems with my communication with 2400
>baud on some BBSes. TOS 4.4 doesn't solve this problem, but now I have
>a new TOS!
>BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes it
>doesn't works right, although the port-configuration is OK...

Im curious about this. Ive had 100% better performance out of my
Falcon at 14.4k than a PC (8250 UART) at the same speed. I am
always getting CRC errors on the PC, but downloading the SAME file,
from the SAME system, at the SAME speed, I get no errors, or at the
most one. (I realize that I should prolly get a 16550 for the PC,
but I dont really care, I want to get rid of it anyway: anyone
wanna trade a nice 486 for a TT? :-)

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

5345. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 21:33:06 UTC
From: azog@world.std.com
Message-ID: <CxKx77.n0v@world.std.com>
Source record: 29925

fvdakker@sterbbs.nl writes:

>aspect@cats.ucsc.edu (Chris) wrote:

>as>4.04 is the only release version of TOS, anything below that is on
>as>developer only machines. I';ve got one with 4.02 and Atari
>as>themselves didn't seem too willing to sell me a new ROM.

>I've upgraded mine from 4.2 to 4.4 and it costed me one stamp to
>return TOS 4.2 :-)
>This was because I had some problems with my communication with 2400
>baud on some BBSes. TOS 4.4 doesn't solve this problem, but now I have
>a new TOS!
>BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes it
>doesn't works right, although the port-configuration is OK...

Im curious about this. Ive had 100% better performance out of my
Falcon at 14.4k than a PC (8250 UART) at the same speed. I am
always getting CRC errors on the PC, but downloading the SAME file,
from the SAME system, at the SAME speed, I get no errors, or at the
most one. (I realize that I should prolly get a 16550 for the PC,
but I dont really care, I want to get rid of it anyway: anyone
wanna trade a nice 486 for a TT? :-)

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

5346. Re: Minix Vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:00 UTC
From: roland.givan@f98.n250.z1.tor250.org
Message-ID: <d2e35f8a@f98.n250.z1.tor250.org>
Source record: 29926

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: rgivan@cix.compulink.co.uk ("Roland Givan")

> > [...] Linux is based on the newer Berkley BSD4.3
>
> Would be wonderfull if this were true. Alas, it ain't.

Okay - what is it based on? ;-)

I was under the impression that some of the freeware BSD had made it into
Linux (in fact a *lot* of it), and that this freeware BSD was something
to do with the standard BSD 4.3.

Its not SYS V, or (hopefully not V7?) :-(

Thanks

Roland.

@CiX

5347. Re: Text Mode

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:00 UTC
From: roland.givan@f98.n250.z1.tor250.org
Message-ID: <7c37b85b@f98.n250.z1.tor250.org>
Source record: 29927

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: rgivan@cix.compulink.co.uk ("Roland Givan")

> Type 'info termcap' at your commandline prompt, and all will be
> explained to you (you did install GNU's libterm, didn't you?).

Well *I* have termcap installed - but most users don't.

The question should have been:

"On a plain vanilla machine (which might have some sort of overscan or
graphics card ...) how do you ... etc"

:-)

Roland.

@CiX

5348. Re: Hd Or Cd-rom ??? Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:00 UTC
From: roland.givan@f98.n250.z1.tor250.org
Message-ID: <196c53ef@f98.n250.z1.tor250.org>
Source record: 29928

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: rgivan@cix.compulink.co.uk ("Roland Givan")

> I wish!! And yes I do know a little about SCSI drives, but the CD-ROM
> would require the ExtenDOS software and the SCSI-II lead and some

Well you don't *actually* need ExtenaDOS. I'm using the ICD .XFS driver
which comes with the Pro utilities. If you have to buy a host adaptor
anyway - then I believe the ICD Link (2) ones come with a version of this
also.

OTOH point taken. CD-ROMs can quickly get expensive. Mine's cost 185ukp plus
the CDs I've bought for it.

:-)

Roland.

@CiX

5349. Re: Extendos Vs. Metados

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:00 UTC
From: roland.givan@f98.n250.z1.tor250.org
Message-ID: <8052a95@f98.n250.z1.tor250.org>
Source record: 29929

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: rgivan@cix.compulink.co.uk ("Roland Givan")

> Anyone mind clearing this all up for me? Which is the most reliable
> driver for a cd-rom?

Don't rely on any of the free ones unless you know somebody who had got them working. On my TT and MSTE I've had varying success with them. Good enough not to bother buying ExtendaDOS yet. I bought the ICD Pro Uiltities (before Extenados was released) but the CD-ROM driver is only so-so.

If you are building your own CD-ROM system - then my advice is to get the hardware and play with the free software. If you can't get it to work - then fork out for the commercial stuff. You might save some money that way - and you'll definatley learn a bit about SCSI.

:-)

Roland.

@CiX

5350. Re: HD or CD-ROM ??? Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxKyz6.763@cix.compulink.co.uk>
Source record: 29931

> I wish!! And yes I do know a little about SCSI drives, but the CD-ROM
> would require the ExtenDOS software and the SCSI-II lead and some

Well you don't *actually* need ExtenaDOS. I'm using the ICD .XFS driver which comes with the Pro utilities. If you have to buy a host adaptor anyway - then I believe the ICD Link (2) ones come with a version of this also.

OTOH point taken. CD-ROMs can quickly get expensive. Mine's cost 185ukp plus the CDs I've bought for it.

:-)

Roland.

@CiX

5351. Re: ExtenDOS vs. MetaDOS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxKyzA.76w@cix.compulink.co.uk>
Source record: 29932

> Anyone mind clearing this all up for me? Which is the most reliable
> driver for a cd-rom?

Don't rely on any of the free ones unless you know somebody who had got them working. On my TT and MSTE I've had varying success with them. Good enough not to bother buying ExtendaDOS yet. I bought the ICD Pro Uiltities (before Extenados was released) but the CD-ROM driver is only so-so.

If you are building your own CD-ROM system - then my advice is to get the hardware and play with the free software. If you can't get it to work - then fork out for the commercial stuff. You might save some money that way - and you'll definatley learn a bit about SCSI.

:-)

Roland.

@CiX

5352. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxKyzD.77M@cix.compulink.co.uk>
Source record: 29933

> > [...] Linux is based on the newer Berkley BSD4.3
>
> Would be wonderfull if this were true. Alas, it ain't.

Okay - what is it based on? ;-)

I was under the impression that some of the freeware BSD had made it into
Linux (in fact a *lot* of it), and that this freeware BSD was something
to do with the standard BSD 4.3.

Its not SYS V, or (hopefully not V7?) :-(

Thanks

Roland.

@CiX

5353. Re: TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 22:11:40 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxKyzH.78F@cix.compulink.co.uk>
Source record: 29934

> Type 'info termcap' at your commandline prompt, and all will be
> explained to you (you did install GNU's libterm, didn't you?).

Well *I* have termcap installed - but most users don't.

The question should have been:

"On a plain vanilla machine (which might have some sort of overscan or
graphics card ...) how do you ... etc"

:-)

Roland.

@CiX

5354. Setting SCSI ID of a Digital HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-12 23:39:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EJNAAJUU@ttgk.textlitho.nl>
Source record: 29791

Hi,

Does anyone know how to adjust the SCSI ID of a Digital RZ28-E harddisk ?
On the PCB of the drive are 6 jumper pins arranged in 3 rows of 2 pins,
normally this kind of arrangement implies the 1-2-4 SCSI ID setting, but
whatever combination I set (the drive came without jumpers on these pins),
the drive keeps 'being' ID 0 and runs as if nothing changed.

As the drive is not starting up on itself (spindle motor doesn't start on
power up, only after being 'asked' by the Hushi driver software...) I would
like to set the ID to anything other than 0 so my 'old' SCSI drive could
boot up the HD driver and then start up the Digital. Booting from floppy
goes OK but I had to set my old drive to ID 1 to get things running.

The drive identified as SCSI-2 with the SCSI tools from Hushi, maybe this
will help a bit..

Could the drive be 'programmable' ? It does contain an EEPROM 28C64.

Gert

P.S. I forgot to mention, the drive is connected to the SCSI port of my TT.

--

-- --
Atari TT-Point
-- --

5355. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 01:51:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <37i3rt$hvl@uqcspe.cs.uq.oz.au>
Source record: 29937

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > > [...] Linux is based on the newer Berkley BSD4.3
> > Would be wonderfull if this were true. Alas, it ain't.

>Okay - what is it based on? ;-)

It's not `based on' anything in that sense. The Linux kernel is completely new code developed by Linus Torvalds. The utilities and applications that usually come with it are generally software from FSF/GNU, Free BSD, etc. in the same way that the MiNT kernel is wholly developed by Atari/ERS but uses these utilities.

>I was under the impression that some of the freeware BSD had made it into
>Linux (in fact a *lot* of it), and that this freeware BSD was something
>to do with the standard BSD 4.3.

You're thinking of FreeBSD, which is a `competitor' of Linux.

>Its not SYS V, or (hopefully not V7?) :-(

It's behaviour is actually a composition of the behaviours of many Unix variants. It is Posix compliant (as MiNT aims to be). In general, I find that Unix sources compile more reliably under Linux than under Solaris 2 on a Sun.

The reason for this is that if a problem occurs with a compilation under Linux, *the users* can produce a OS-level solution rather than hacking the software to make it conform to idiosyncrasies of Linux, whereas on a Sun, Sun Microsystems provides the OS and whatever idiosyncrasies it has, youy just have to put up with.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5356. Re: Bgm Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 03:00:00 UTC
From: waldi.ravens@f98.n250.z1.tor250.org
Message-ID: <fd2c4d2@f98.n250.z1.tor250.org>
Source record: 29936

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: walra@moacs.indiv.nl.net (Waldi Ravens)

[Sorry for offtopic, followup set to comp.sys.atari.st]

In <37g1fu$lk8@golem.wcc.govt.nz>, Roger Sheppard. wrote:

> In article <gigxr01-101094134633@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry
O'Rourke) writes:> [...]
> >Also, I am considering purchasing new software (HDDriver) as I have heard
> >that it is faster & supports XHDI. I believe that it should work with the
> >Supra adapter. What utilities come with HDDriver, or is it just the driver
> >& you have to get the formatting/editing/utilities somewhere else?
>
> German software has bad support....

Utter nonsense! HDDriver is well supported by its author, Uwe Seimet.
Straighten out your facts before you start attacking people.

Waldi

5357. Re: BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 03:00:10 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <z2lx5sly53c@moacs11>
Source record: 29798

[Sorry for offtopic, followup set to comp.sys.atari.st]

In <37g1fu$lk8@golem.wcc.govt.nz>, Roger Sheppard. wrote:

> In article <gigxr01-101094134633@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke)
writes:
> [...]
> >Also, I am considering purchasing new software (HDDriver) as I have heard
> >that it is faster & supports XHDI. I believe that it should work with the
> >Supra adapter. What utilities come with HDDriver, or is it just the driver
> >& you have to get the formatting/editing/utilities somewhere else?
>
> German software has bad support....

Utter nonsense! HDDriver is well supported by its author, Uwe Seimet.
Straighten out your facts before you start attacking people.

Waldi

5358. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 03:04:48 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <y4lir6&&esw@moacs11>
Source record: 29799

In <37drvm$as2@dux.dundee.ac.uk>, Rod McCall wrote:

> I am wanting to use a CLI under MiNT, I have tried BASH under TOSWIN but
> it is just so slow. I have NEVER seen a screen update done so slowely, I
> though that a 68030 would atleast give some speed, my old Amiga 600 CLI
> was several times faster!!
>
> Any suggestions?

Get ridd of TOSWIN, use MiNT's builtin fasttext device to run your shell.

Waldi

5359. Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 04:35:00 UTC
From: graham.irvine@f98.n250.z1.tor250.org
Message-ID: <3c775ee0@f98.n250.z1.tor250.org>
Source record: 29938

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: Graham.Irvine@mettav.exnet.com (Graham Irvine)

It was none other than Kevan Winch that wrote on 08 Oct 94 that ,
KW> could buy TOS 1.4 roms, or go the whole hog and get the 2.06 switcher
KW> kit, but that's a bit too expensive !

But TOS 2.06 is much more than just a 'replacement desktop bolted onto TOS1.xx
. My opinion is that TOS2.06 is by miles the best bet for you
if you can afford it .... I never regretted that outlay. Some games don't like
it (mostly old ones) but it is so much more robust than any previous (And a few
later) TOS versions it is a joy to use .

The only alternative you didn;t mention and well worth considering is "TOS2.00"
(MagiCTOS) which replaces TOS completely with a highly
optimised Code and even if you don't have a need for Multitasking
you get a very fast single task environment ... it costs about the same
as TOS 2.06 but again is much more than a simple desk replacement .

If thats all you want (desk) then Terradesk is as good as any but you will
still need to patch up your TOS as it remains untouched.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5360. Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 04:35:38 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <782015536.4@mettav.exnet>
Source record: 29939

It was none other than Kevan Winch that wrote on 08 Oct 94 that ,
KW> could buy TOS 1.4 roms, or go the whole hog and get the 2.06 switcher
KW> kit, but that's a bit too expensive !

But TOS 2.06 is much more than just a 'replacement desktop bolted onto TOS1.xx
. My opinion is that TOS2.06 is by miles the best bet for you
if you can afford it .... I never regretted that outlay. Some games don't like
it (mostly old ones) but it is so much more robust than any previous (And a few
later) TOS versions it is a joy to use .

The only alternative you didn;t mention and well worth considering is "TOS2.00"
(MagiCTOS) which replaces TOS completely with a highly
optimised Code and even if you don't have a need for Multitasking
you get a very fast single task environment ... it costs about the same
as TOS 2.06 but again is much more than a simple desk replacement .

If thats all you want (desk) then Terradesk is as good as any but you will
still need to patch up your TOS as it remains untouched.

////
Graham Irvine
grin.mettav.exnet.com

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5361. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 07:32:52 UTC
From: frauke@quark.hn.bawue.de
Message-ID: <H.ekBL.bw9fyWC0g_A@quark.hn.bawue.de>
Source record: 29940

In <CxFD8C.A3t@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > Can anyone post the relative merits of Minix ST vs. Linux 68K?
>
>Minix runs on ordinary STs - Linux requires a 68030
>
>Minix will run in 1MB and from floppies - Linux is bound to require more.
>
>Minix is AT&T v7 based - Linux is based on the newer Berkley BSD4.3
>
>Minix is not terriably useful - though *very* educational and good fun.
>
>Linux is much more of a Unix than Minix - and your only hope if you want
>to run X-windows on Atari hardware (not that its at that stage yet).
>
>Linux is currently better supported than Minix as there is a thriving PC
>Linux wagon - which the Atari wagon is being 'towed' by ;-)
>
>Linux is free - while Minix is owned by Prentice Hill.
>
>Disclamier - I've used Minix and *real* Unixs - but not Linux.
>
>:-)
>
>Roland.
>
>@CiX
>
--
Frauke Cremer | Quark Heilbronn BBS
frauke@quark.hn.bawue.de | +49-7131-507329
sysop@hn.maus.de | Gemeinsam sind wir Quark!

5362. Re: TeraDesk 1.40a problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 08:30:46 UTC
From: michrm@central.susx.ac.uk
Message-ID: <37ir7m$dmj@infa.central.susx.ac.uk>
Source record: 29806

hopper_t@msupa.pa.msu.edu wrote:
: In article <1994Oct12.104951.28408@ac.dal.ca>, cordes@ac.dal.ca (John
: Cordes) writes:
: > Has anyone else had a problem with the new TeraDesk on a.a.? The file
: >is tdsk140a.lzh. I find that there is a bad file deskfra.rsc, but
: >there may also be something wrong with desktop.rsc since when I try to
: >run desk020.prg (why is it called this, anyway - is something missing
^^^
Its compiler to include 68020 code not just 68000 instructions hense the
crashing. You need 1.39 (?).

: >from the archive?) I get 4 bombs and it's back to the (regular)
: >desktop.

Michael

5363. re teradesk 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 10:03:51 UTC
From: romuald@mendel
Message-ID: <37j0m7$87t@ujf-iab>
Source record: 29792

What I know on the subject !

Teradesk should work on both processor.
- teradesk.prg for 68000 and above
- tera020.prg for 68030 computer (TT falcon)

There is a problem with this version. 1.39 works fine, not this one
(I tried it on a STE 4Mo SM124)

I tried the french ressource (because I'm french and it dosen't work)
The only needed files are :
- an executable (teradesk.prg or tera_020.prg for lucky ones)
- the ressource file (teradesk.rsc or the terafra.rsc renamed in teradesk.rsc)
- the icons ressource file (icons.rsc I believe)

Hope this help. Any information on a working 1.4 version is welcomed :)

5364. Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 10:04:50 UTC
From: sanders@sci.kun.nl
Message-ID: <CxLw03.LCG@sci.kun.nl>
Source record: 29793

Hi,

When playing around with Bootconf (by Uwe Seimet (?)) to set the
bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
anymore. What is this switch for, anyway?

Thanks for any replies,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5365. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 10:08:58 UTC
From: sanders@sci.kun.nl
Message-ID: <CxLw6z.LJ6@sci.kun.nl>
Source record: 29794

In <022151EDEOJRRYJJIUWV@sterbbs.nl> fvdakker@sterbbs.nl writes:

>I've upgraded mine from 4.2 to 4.4 and it costed me one stamp to
>return TOS 4.2 :-)
>This was because I had some problems with my communication with 2400
>baud on some BBSes. TOS 4.4 doesn't solve this problem, but now I have
>a new TOS!
>BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes it
>doesn't works right, although the port-configuration is OK...

How exactly did you upgrade? Where did you send your old TOS to? I
bought a Falcon second hand, which contains TOS 4.02. Any chance I
can upgrade mine for one stamp, too, or do I have to buy the new ROMs?
If so, where?

Thanks for any replies,

Sander STOks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5366. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 10:44:03 UTC
From: mdekker@fwi.uva.nl
Message-ID: <37j31j$lqk@turing.fwi.uva.nl>
Source record: 29808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

griff and richard: please continue your "discussion" via E-mail.

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam | coding for:c64/appleMac/AtariST/PC/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5367. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 11:17:21 UTC
From: mdg@ukc.ac.uk
Message-ID: <10619@gos.ukc.ac.uk>
Source record: 29809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37hhst$1nh@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
>: Could someone please teach this guy some netiquette?

:>Could someone teach this guy the difference between truth and utter shit
:>please.

Richard, you are making nothing but a fool of yourself, I have been posting
to USENET for several years, your doing yourself no favours acting like some
jumped up schoolboy, remember your magazine exists because of programmers
like myself. If you must criticise me, can u at least show some netiquette
and do it a polite manor :-)

:>Richard Davey
:>Falcon Owners Group (UK)

Griff
--

5368. Connecting Tt To 486/Linu

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 11:20:00 UTC
From: annius.groenink@f98.n250.z1.tor250.org
Message-ID: <d197cbe6@f98.n250.z1.tor250.org>
Source record: 29795

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: avg@cwi.nl (Annius Groenink)

Hello.

I just bought a `Linux machine' (OK, it is a 486 but only 50 of the
540 megs are for DOS which I haven't got round to using yet :-), and
I was wondering if anyone out here has any experience connecting TOS
or MiNT with a Linux box.

I was hoping I could get as far as to mount (parts of) the Linux disk
to drive U:\ under MiNT using MiNTnet over a null modem cable. But
perhaps this suggestion is totally ludicrous as I haven't looked at
MiNTnet yet.

But just FTP would do fine as well, I guess :-)

#######
#
t # # h # # a # # # # # k
####### # # # # ####### # # # # # s
n ## # #
#######

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5369. Connecting TT to 486/Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 11:20:51 UTC
From: avg@cwi.nl
Message-ID: <avg.782047251@news.cwi.nl>
Source record: 29796

Hello.

I just bought a `Linux machine' (OK, it is a 486 but only 50 of the
540 megs are for DOS which I haven't got round to using yet :-), and
I was wondering if anyone out here has any experience connecting TOS
or MiNT with a Linux box.

I was hoping I could get as far as to mount (parts of) the Linux disk
to drive U:\ under MiNT using MiNTnet over a null modem cable. But
perhaps this suggestion is totally ludicrous as I haven't looked at
MiNTnet yet.

But just FTP would do fine as well, I guess :-)

```
## ###### # # ## # # ##### ########
# # # # # # # # ## # # # #
# # # t # # h # # a # # # # # k ######
######## # # # # ######## # # # # # s
# # # # # # # # # n ## # # #
# # ###### ## # # # # ##### ########
```

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5370. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 11:21:09 UTC
From: mdg@ukc.ac.uk
Message-ID: <10620@gos.ukc.ac.uk>
Source record: 29797
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <37fcle$c1v@crl.crl.com> sammcgee@crl.com (Sam McGee) writes:
:>In the alt.binaries.multimedia and alt.cd.(something) groups there is
:>talk about movies on CD-I disks in a 'standard' format compressed in MPEG.
:>I think the newer CD-I disks are in a ISO9660 format which Atari
:>computers can read but I don't know the file structure. Is the whole
:>movie in one file (eg. STARWARS.MPG) or is it broken into several files?
:>Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

I've managed to get hold of some MPEGs on CD, that contain audio and video
data interleaved - be sure that one day PLAYMPEG will support this type of
MPEG stream. I'd imagine that a whole Movie would be a single stream, (to avoid) pauses
between file access.

>Sam

Griff
--

5371. Re: Desktop Replacements

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 12:52:00 UTC
From: annius.groenink@f98.n250.z1.tor250.org
Message-ID: <ff2bb7d3@f98.n250.z1.tor250.org>
Source record: 29800

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: avg@cwi.nl (Annius Groenink)

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Well, grabbing all the PD/Shareware desktops and giving them a try is
>pretty trivial, so you should probably do it (easiest way: grab the
>0index file from atari.archive.umich.edu and grep "desktop" out of it).

Of course the very easiest way if you have Web access is to click on
'Desktops' in the ZFC Drive U pages. This will lead you to many FTP
sites offering Atari desktops, right into the directory .../desktops
or .../shells. The same holds for any other type of application.

Although we currently only support some 8 sites, we will add several
more this week. Anyway, most desktop replacements are already there.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
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The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5372. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 12:52:29 UTC
From: avg@cwi.nl
Message-ID: <avg.782052749@news.cwi.nl>
Source record: 29801

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>Well, grabbing all the PD/Shareware desktops and giving them a try is
>pretty trivial, so you should probably do it (easiest way: grab the
>0index file from atari.archive.umich.edu and grep "desktop" out of it).

Of course the very easiest way if you have Web access is to click on
'Desktops' in the ZFC Drive U pages. This will lead you to many FTP
sites offering Atari desktops, right into the directory .../desktops
or .../shells. The same holds for any other type of application.

Although we currently only support some 8 sites, we will add several
more this week. Anyway, most desktop replacements are already there.

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1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5373. Using Minixfs With Mint O

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 14:13:00 UTC
From: dan.coutu@f98.n250.z1.tor250.org
Message-ID: <7e542f39@f98.n250.z1.tor250.org>
Source record: 29802

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: coutu@mv.mv.com (Dan Coutu)

I've been following the discussion on MinixFS and BGM partitions over the past few weeks hoping for enlightenment on my problem. So far I've not found it and so I'll ask directly.

Back in August I got ICD's Link2. I already had a bare hard drive, power supply and some appropriate ribbon cable and connectors. I assembled a cable for myself with two Centronics 50-pin bulkhead connectors (the ones that mount onto your drive case) and a couple 50-pin IDC connectors for the drive connections. Rather than using terminating resistors on the drives I've got a terminator plug in one of the Centronics connectors and my Link2 in the other connector. I connected a 102Mb and 424Mb SCSI drive to the cable and have good luck in using them. All has formatted and partitioned fine.

Then I went looking for Mint since I now had both enough memory (4Mb) and disk space to make it worthwhile. My problem arose when I tried to setup Mint (using the defalt 0.95 distribution) with the Minix FS. I had tried to use a 224Mb partition on my large disk as my MinixFS partition. This is, naturally, a BGM partition. Well when I tried to startup Mint it simply locked up. I could do nothing with the file system. I had to settle for using Mint with a TOS file system in order to use the partition.

From what I've read over the past few weeks it seems that if I want to use a large partition for my Mint work I'll have use a TOS file system. If I want to use the MinixFS then I'll have to stay with partitions less than 32Mb. (I have TOS 1.4 BTW) My question to the net is this: is the above true? Are large file systems only a dream for me? Do I have choose between long filenames or big partitions? I certainly hope not. :-(

Thanks for any help you may be able to offer!
--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5374. Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 14:13:25 UTC
From: coutu@mv.mv.com
Message-ID: <CxM7IE.IJ2@mv.mv.com>
Source record: 29803

I've been following the discussion on MinixFS and BGM partitions over the past few weeks hoping for enlightenment on my problem. So far I've not found it and so I'll ask directly.

Back in August I got ICD's Link2. I already had a bare hard drive, power supply and some appropriate ribbon cable and connectors. I assembled a cable for myself with two Centronics 50-pin bulkhead connectors (the ones that mount onto your drive case) and a couple 50-pin IDC connectors for the drive connections. Rather than using terminating resistors on the drives I've got a terminator plug in one of the Centronics connectors and my Link2 in the other connector. I connected a 102Mb and 424Mb SCSI drive to the cable and have good luck in using them. All has formatted and partitioned fine.

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From what I've read over the past few weeks it seems that if I want to use a large partition for my Mint work I'll have use a TOS file system. If I want to use the MinixFS then I'll have to stay with partitions less than 32Mb. (I have TOS 1.4 BTW) My question to the net is this: is the above true? Are large file systems only a dream for me? Do I have choose between long filenames or big partitions? I certainly hope not. :-(

Thanks for any help you may be able to offer!
--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5375. Mint And Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 14:26:00 UTC
From: dan.coutu@f98.n250.z1.tor250.org
Message-ID: <7d17fc94@f98.n250.z1.tor250.org>
Source record: 29804

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: coutu@mv.mv.com (Dan Coutu)

I'm stumped by what appears to be a difficulty in starting up Mint.
Here's the story:

I normally use Geneva/NeoDesk4 as my working environment. After getting
some new disks I snarfed a ton of Mint related files and tried to setup
Mint on my system as well. I've ended up having to use Mint in a not
completely satisfactory way though.

I found that if I simply added the Mint program to my auto folder then
when Geneva started up NONE of my desk accessories loaded! I eventually
traced this to being a problem with the default directory. Mint would set
my default directory to the root directory of the Mint unified file
system (U:) and geneva wold then fail to find any files there! Even
changing my mint.cnf file to cd to my accessories directory did not
resolve things. The only difference that made was to allow NeoDesk to
then succeed at loading but still no accessories!

Because of this I pulled the mint.prg out of my auto folder and now run
it manually when I want to use Mint. I also setup the mint.cnf file so
that it starts tcsh for me. While this works fairly well and provides far
fewer crashes it seems to be throwing the advantages that Geneva coupled
with Mint should provide me by way of multi-tasking.

Any suggestions on how I can get Mint and Geneva to peacefully coexist
and still use my desk accessories?

My system config is: Stacy 4, 40Mb internal SCSI, 102 and 424Mb external
SCSI, TOS 1.4 with TOS patches, Foldr500.

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5376. Mint and Geneva

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 14:26:21 UTC
From: coutu@mv.mv.com
Message-ID: <CxM83y.InH@mv.mv.com>
Source record: 29805

I'm stumped by what appears to be a difficulty in starting up Mint.
Here's the story:

I normally use Geneva/NeoDesk4 as my working environment. After getting
some new disks I snarfed a ton of Mint related files and tried to setup
Mint on my system as well. I've ended up having to use Mint in a not
completely satisfactory way though.

I found that if I simply added the Mint program to my auto folder then
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traced this to being a problem with the default directory. Mint would set
my default directory to the root directory of the Mint unified file
system (U:) and geneva wold then fail to find any files there! Even
changing my mint.cnf file to cd to my accessories directory did not
resolve things. The only difference that made was to allow NeoDesk to
then succeed at loading but still no accessories!

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it manually when I want to use Mint. I also setup the mint.cnf file so
that it starts tcsh for me. While this works fairly well and provides far
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and still use my desk accessories?

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coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5377. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 15:26:37 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37jjjd$4ir@bs33n.staffs.ac.uk>
Source record: 29813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

M.D.Griffiths (mdg@ukc.ac.uk) wrote:
: Richard, you are making nothing but a fool of yourself, I have been posting
: to USENET for several years, your doing yourself no favours acting like some
: jumped up schoolboy, remember your magazine exists because of programmers
: like myself. If you must criticise me, can u at least show some netiquette
: and do it a polite manor :-)

I wasn't criticising you, but the things you were saying which
considering they were quite inaccurate wasn't so wrong of me.
When I realised you had purchased a Falcon all those months ago and were
coding for it I was really pleased that there were some fine coders on
the machine. And then when I approached you with the demo idea, the
one time I called upon your services, because I have always admired your
work on the ST (Decade demo etc.), you let me down completely and then
have the gaul to post messages like you did. It's like having a famous
hero/TV star who turns out to be a real git when you finally meet them or
something. And you expect me to be able to take your post in a light
hearted manner? Considering there were a few rather 'vital' details left
out I find that hard to do.

Richard

5378. Re: Bootconf --- Unix Pre

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 16:59:00 UTC
From: uwe.seimet@f98.n250.z1.tor250.org
Message-ID: <a5857643@f98.n250.z1.tor250.org>
Source record: 29810

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: seimet@chemie.uni-kl.de (Uwe Seimet)

sanders@sci.kun.nl (Sander Stoks) writes:

> When playing around with Bootconf (by Uwe Seimet (?)) to set the
>bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
>or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
>anymore. What is this switch for, anyway?

This switch advises AHDI and some compatible drivers to look for a bootable
UNIX partition instead of a bootable TOS partition. If no UNIX partition, i.
e. no partition belonging to the Atari System V for the TT, is found, the
machine won't boot at all. So it is normal that after changing the switch to
UNIX your Falcon wouldn't boot any more. Set it back to None or TOS.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5379. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 16:59:50 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782067590@acp5>
Source record: 29811

sanders@sci.kun.nl (Sander Stoks) writes:

> When playing around with Bootconf (by Uwe Seimet (?)) to set the
>bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
>or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
>anymore. What is this switch for, anyway?

This switch advises AHDI and some compatible drivers to look for a bootable
UNIX partition instead of a bootable TOS partition. If no UNIX partition, i.
e. no partition belonging to the Atari System V for the TT, is found, the
machine won't boot at all. So it is normal that after changing the switch to
UNIX your Falcon wouldn't boot any more. Set it back to None or TOS.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5380. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 18:30:17 UTC
From: fvdakker@sterbbs.nl
Message-ID: <01287XTYJXCAVBFJOFV@sterbbs.nl>
Source record: 29815

azog@world.std.com wrote:

az>fvdakker@sterbbs.nl writes:
az>
az>>This was because I had some problems with my communication with
az>2400 >baud on some BBSes. TOS 4.4 doesn't solve this problem, but
az>now I have >a new TOS!
az>>BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes
az>it >doesn't works right, although the port-configuration is OK...
az>
az>Im curious about this. Ive had 100% better performance out of my
az>Falcon at 14.4k than a PC (8250 UART) at the same speed. I am
az>always getting CRC errors on the PC, but downloading the SAME file,
az>from the SAME system, at the SAME speed, I get no errors, or at the
az>most one. (I realize that I should prolly get a 16550 for the PC,
az>but I dont really care, I want to get rid of it anyway: anyone
az>wanna trade a nice 486 for a TT? :-)

No thanks, I'm happy with my Falcon. But my problems *only* accures
at the low-speed 2400 baud, without -faster- V42 or MNP5.

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5381. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 19:02:00 UTC
From: gaghon@nevada.edu
Message-ID: <37k078$9d5@news.nevada.edu>
Source record: 29812

: BTW: is there a way to fix RTS/CTS on a Falcon? I mean: sometimes it
: doesn't works right, although the port-configuration is OK...

: Frits.

Yes, I have been using the Fast Serial Fix .96b. It fixes the RTS/CTS
and allows you to run up to 110,000 bps on the modem port.

vince

5382. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 20:20:07 UTC
From: jornm@oslonett.no
Message-ID: <37k4pn$8j2@hasle.oslonett.no>
Source record: 29814

In message #117, larserik@oslonett.no writes:

> > 2) Get the latest Mint kernel, it is *much* faster than v1.04.
>
> Where do I get this assembled for 68000 (I only find 68030 versions)

Wel if you bothered looking into your own BBSs files, you would find
a newer version of mint compiled for 68000. It's the one that was
uploaded a month or so ago, and it IS compiled for 68000, not 68030!
It may be that it's a privat upload, but I guess you have access to those
:-)

J|rn Moe (email: jornm@oslonett.no)

5383. DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 21:06:00 UTC
From: ANTONY.LACEY@mettav.exnet.com
Message-ID: <782102008.0@mettav.exnet>
Source record: 29816

Hi Kevan,

In reply to your message to everyone on 08 October 1994

KW> Hi, Can anyone tell me which of the desktop replacements are the best ?

I think BEST is up to you! I use Teradesk and find it very useful. I'm using
an STE with 4 Meg and Tos 1.62. It hasn't let me down and getting icons etc.
is easy as they are the same as uses in Tos 2.xx . I tried Gemini but couldn't
get it "right" and KaosDesk I gave up on pretty quick..
If I had the cash I'd probably get Tos 2.xx but I haven't at the mo so TeraDesk

does me nicely!!

Cheers .. Antony

... My other vehicle is a Galaxy Class Starship ...
/// IMHO V1.07

* Origin: The Tavern BBS 44-(0)81-445-6514 (100:1011/0)

5384. Re: Ajax Chip & 1.44Mb Dr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 21:12:00 UTC
From: hallvard.tangerxs@f98.n250.z1.tor250.org
Message-ID: <8d162a0f@f98.n250.z1.tor250.org>
Source record: 29817

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: hallvart@ifi.uio.no (Hallvard Tanger&#65533;s)

> Some WD 1772 02 02 chips should work, but don't forget the step rate,
> as this has to be changed, there is a patch program for this, as you double
> the clock speed the step rate will go from 3ms to 1.5ms, the drive would not
> work, I did read that 1.4 meg drives need 6ms step rate...??...

does this mean that you have to have this step rate program in order to be
able to use the disk drive in HD mode? What a hassle. I'd like to just be
able to switch on the computer and read a HD disk, because I don't have a hard
disk, so auto programs etc. are a hassle- for now I'm using a "startup" disk
every time I use the computer.

hallvard, Oslo, Norway

5385. Re: Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-13 21:12:04 UTC
From: hallvart@ifi.uio.no
Message-ID: <37k7r4$mae@baugi.ifi.uio.no>
Source record: 29819

> Some WD 1772 02 02 chips should work, but don't forget the step rate,
> as this has to be changed, there is a patch program for this, as you double
> the clock speed the step rate will go from 3ms to 1.5ms, the drive would not
> work, I did read that 1.4 meg drives need 6ms step rate...??...

does this mean that you have to have this step rate program in order to be able to use the disk drive in HD mode? What a hassle. I'd like to just be able to switch on the computer and read a HD disk, because I don't have a hard disk, so auto programs etc. are a hassle- for now I'm using a "startup" disk every time I use the computer.

hallvard, Oslo, Norway

5386. Re: TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 03:23:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.cEWj7GZ_CSk@semprini.waterloo-rdp.on.ca>
Source record: 29820

In <CxGqxt.7wr@cwi.nl>, Annius Groenink writes:

[Waldi says, "use libterm"]

> Waldi... OK, let's put it this way: how does GNU do this?
> Who wants 80K of GNU stuff in his/her executable while doing
> it yourself can cut it down to 20K?

1. It's easier to use someone else's library (code re-use).

2. It's faster to develop with someone else's library than to
develop your library, then the program (or the lib functions
as-you-need-them).

3. In a non-trivial program (ex, text editor), 60k is nothing. If
you're worried about 60k, you're still running off floppies.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5387. Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:19:00 UTC
From: david.l.watson@f98.n250.z1.tor250.org
Message-ID: <51b4b60f@f98.n250.z1.tor250.org>
Source record: 29821

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: David L Watson <dw4g+@andrew.cmu.edu>

Does anybody have emacs lisp code to set up the Atari keyboard? I'm trying to use emacs with mint and tcsh, but it doesn't want to recognize the arrow keys correctly. I found a file that I had used when I was running emacs under Tos, but it doesn't seem to work with Mint.

David Watson

5388. Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:19:39 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <oibUPPu00WB71VMY5r@andrew.cmu.edu>
Source record: 29825

Does anybody have emacs lisp code to set up the Atari keyboard? I'm trying to use emacs with mint and tcsh, but it doesn't want to recognize the arrow keys correctly. I found a file that I had used when I was running emacs under Tos, but it doesn't seem to work with Mint.

David Watson

5389. Man Reader

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:21:00 UTC
From: david.l.watson@f98.n250.z1.tor250.org
Message-ID: <b35bd73d@f98.n250.z1.tor250.org>
Source record: 29822

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: David L Watson <dw4g+@andrew.cmu.edu>

Where can I find a man reader for Mint? The one I have starts to process the file and then terminates without displaying anything. I figure it's something wrong with my setup, but I haven't been able to find a copy of man for Mint (and the installation docs).

David Watson

5390. Man reader

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:21:33 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <oibURBy00WB75VMYZb@andrew.cmu.edu>
Source record: 29826

Where can I find a man reader for Mint? The one I have starts to process the file and then terminates without displaying anything. I figure it's something wrong with my setup, but I haven't been able to find a copy of man for Mint (and the installation docs).

David Watson

5391. Re: Technical Details Meg

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:49:00 UTC
From: bobbro@f98.n250.z1.tor250.org
Message-ID: <69aa2607@f98.n250.z1.tor250.org>
Source record: 29823

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: bobbro@delphi.com

Hi Stefan,

As Claus has already pointed out, you need to use the dip switches on the bottom of the Megafile 44's case. I believe that Dip Switch #2 is the one that you'll need to toggle. The system should be shut down when you flip the switch, and then re-boot the whole system.

I had a 60 meg Seagate installed in the case with my Megafile 44...quite a nice combo. Drop me a note in email if you still have problems, I think I have all the configs written on the bottom of my megafile 44. For you, I'll flip it over and read me notes. :)

regards,

Bob Brodie

5392. Re: technical details Megafile 44 to connect a second SCSI drive?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 04:49:04 UTC
From: bobbro@delphi.com
Message-ID: <xS73Z5g.bobbro@delphi.com>
Source record: 29824

Hi Stefan,

As Claus has already pointed out, you need to use the dip switches on the bottom of the Megafile 44's case. I believe that Dip Switch #2 is the one that you'll need to toggle. The system should be shut down when you flip the switch, and then re-boot the whole system.

I had a 60 meg Seagate installed in the case with my Megafile 44...quite a nice combo. Drop me a note in email if you still have problems, I think I have all the configs written on the bottom of my megafile 44. For you, I'll flip it over and read me notes. :)

regards,

Bob Brodie

5393. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 06:41:20 UTC
From: bug@eskimo.com
Message-ID: <CxnH4G.9AG@eskimo.com>
Source record: 29828

coutu@mv.mv.com (Dan Coutu) writes:

[stuff about trying to use partition > ~200mb on MinixFs deleted]

>Then I went looking for Mint since I now had both enough memory (4Mb) and
>disk space to make it worthwhile. My problem arose when I tried to setup
>Mint (using the defalt 0.95 distribution) with the Minix FS. I had tried
>to use a 224Mb partition on my large disk as my MinixFS partition. This
>is, naturally, a BGM partition. Well when I tried to startup Mint it
>simply locked up. I could do nothing with the file system. I had to
>settle for using Mint with a TOS file system in order to use the partition.

I've sent a bug report to Steve Henson and a fix for it which should cure
your problem. I actually started this whole thread about MinixFs & BGM
partitions because I had the same problem as you when I upgraded to a
1Gb drive with 3 MinixFs partitions of around 350Mb each.

Steve hopes to have the patch incorporated in pl11 of MinixFs, to be
released when he has time. In the meantime, if you wish I can email you
my 'fixed' version of MinixFs to tide you over. It also has another fix
for a small bug which affects partitions using > 14 character filenames.

To anyone else listening: MinixFs6 pl10 will not work with partitions
greater than about 200Mb. I'm sure someone will pipe up and say their
system works fine, but all I can say is I'm amazed if it does.

Also, if you're MinixFs partitions can handle > 14 character filenames,
do not try to delete '..' !!!! You will royally screw-up your
filesystem with MinixFs6 pl10.! (fsck should be able to repair it, though
your affected directory _should_ end up in 'lost+found')

>From what I've read over the past few weeks it seems that if I want to
>use a large partition for my Mint work I'll have use a TOS file system.

Nope. My 3 big MinixFs partitions now work perfectly :)

Cheers, Steve

5394. Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 07:25:06 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Oct14.072506.29869@news.unige.ch>
Source record: 29827

I just saw an ad in a German mag for Linux + X Windows for DOS machines; does X-Windows also exist for Linux on Ataris? If not, how long is the usual conversion time?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5395. Re: teradesk 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 07:35:34 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <37lcc6$7b0$1@usenet.pa.dec.com>
Source record: 29830

Quick question: is Teradesk MagiC-aware?

Cheers,

[M][a][r][c]

5396. Re: Downloading PD software problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 08:16:17 UTC
From: ajdw@st-and.ac.uk
Message-ID: <37leoh$ess@calvin.st-and.ac.uk>
Source record: 29829

Just thought I'd give you all an update of my problem.
I'm not exactly sure what I'd done incorrectly, but thanks to
all the people who mailed me giving me advice (you know who
you all are!) I've sorted out my problem :

(i) I make absolutely POSITIVE I'm downloading in Binary,
(ii) I don't use AppleShare. Instead I download straight to the Mac.

Then it's just a simple case of using AppleExchange to transfer the
files onto PC disks which I can then read on my AtariST.

Thanks again to _E_v_e_r_y_o_n_e (<-Thats "Everyone" underlined)
who helped me!

Adam(Puds)

++
+ Mail: ajdw@st-and.ac.uk Or ajdw@dcs.st-and.ac.uk +
+ X400: /S=ajdw/O=st-andrews/PRMD=UK.AC/ADMD= /C=GB/ +
+==+
+ "Well of COURSE they're VHS, only an idiot would own BETA" +
+ "Or someone who believes a womans orgasm is brought on by yelling +
+ `Cmon will ya!'" Married...With Children +
++

5397. Re: TOS and '020

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 09:18:42 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.Ja9Z3Avid6o@lumumba.sh.sub.de>
Source record: 29831

In <373om7$9k6@fbi-news.informatik.uni-dortmund.de>, Stefan Haubenthal writes:
> Hi!
> Which system likes a higher CPU? Have anyone patches?
>

The TOS 2.06 works with '010, '020 and '030-CPU's.
There are patches for the TOS 3.06 on a PAK/3 (68030).

Stefan

5398. Re: Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 09:47:00 UTC
From: christer.gustavsson@f98.n250.z1.tor250.org
Message-ID: <be8f6db9@f98.n250.z1.tor250.org>
Source record: 29832

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: d2cg@dtek.chalmers.se (Christer Gustavsson)

In article <oibUPPu00WB71VMY5r@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> Does anybody have emacs lisp code to set up the Atari keyboard? I'm
>trying to use emacs with mint and tcsh, but it doesn't want to recognize
>the arrow keys correctly. I found a file that I had used when I was
>running emacs under Tos, but it doesn't seem to work with Mint.
>
>David Watson
>

This can easily be done with the MiNT-Utilities program xkey. You can find
mint-utils at atari.archive.umich.edu.

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5399. Re: Emacs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 09:47:16 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <37lk34$s9e@nyheter.chalmers.se>
Source record: 29838

In article <oibUPPu00WB71VMY5r@andrew.cmu.edu>,
David L Watson <dw4g+@andrew.cmu.edu> wrote:
> Does anybody have emacs lisp code to set up the Atari keyboard? I'm
>trying to use emacs with mint and tcsh, but it doesn't want to recognize
>the arrow keys correctly. I found a file that I had used when I was
>running emacs under Tos, but it doesn't seem to work with Mint.
>
>David Watson
>

This can easily be done with the MiNT-Utilities program xkey. You can find
mint-utils at atari.archive.umich.edu.

Christer.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5400. Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 10:44:04 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxnsHH.1BJ@exeter.ac.uk>
Source record: 29568
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

Can anyone give me a full breakdown of the 80 bit motorola extended
precision floating point number, and how to convert integers to/from
it in 68030 assembler?
Email reply prefered, thanks in advance,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

5401. Priam hard disk help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 10:58:28 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <37lo8k$fih@lyra.csx.cam.ac.uk>
Source record: 29833
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need some help with a Priam 330mb SCSI hard disk.
I have connected it up to my Falcon and it powers up OK.
However when it gets to SCSI 0 it says unit not responding still. (the drive does click a couple of times when it says this)

I think the problem is that it is set to the wrong SCSI id number, but I can't tell how to change it! There are no obvious switches on the drives except for a row of ten jumpers next to the SCSI connector.

I have looked through lots of adverts to find a company selling Priam drives, to see if they can help, but I can't find any...

The drive is formatted for a PC at the moment. This shouldn't matter should it? (as far as recognizing the drive, obviously I will have to reformat it to use it)

Thanks for any help,
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative suggestion sir,with only two drawbacks: one,we don't have any defensive shields and two,we don't have any defensive shields.I know that,technically,that's only one drawback,but it was such a big one I thought I'd mention it twice".

5402. Re: Using Minixfs With Mi

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:28:00 UTC
From: uwe.seimet@f98.n250.z1.tor250.org
Message-ID: <1edcbd54@f98.n250.z1.tor250.org>
Source record: 29834

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: seimet@chemie.uni-kl.de (Uwe Seimet)

coutu@mv.mv.com (Dan Coutu) writes:

>If I want to use the MinixFS then I'll have to stay with partitions less
>than 32Mb. (I have TOS 1.4 BTW) My question to the net is this: is the
>above true? Are large file systems only a dream for me? Do I have choose
>between long filenames or big partitions? I certainly hope not. :-(

With XHDI compatible drivers (HuSHI, HDDRIVER) you have no problems using
MinixFS partitions > 32 MByte.

```
*****************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*****************************************************************************
```

5403. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:28:35 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782134115@acp5>
Source record: 29835

coutu@mv.mv.com (Dan Coutu) writes:

>If I want to use the MinixFS then I'll have to stay with partitions less
>than 32Mb. (I have TOS 1.4 BTW) My question to the net is this: is the
>above true? Are large file systems only a dream for me? Do I have choose
>between long filenames or big partitions? I certainly hope not. :-(

With XHDI compatible drivers (HuSHI, HDDRIVER) you have no problems using
MinixFS partitions > 32 MByte.

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* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5404. Pallette Fading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:29:00 UTC
From: shawn.hargreaves@f98.n250.z1.tor250.org
Message-ID: <73e84401@f98.n250.z1.tor250.org>
Source record: 29836

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: slh100@tower.york.ac.uk (Shawn Hargreaves)

I am trying to write a function to fade the ST pallette (in 16 color
mode) to or from black, or even better between any two given pallettes,
ideally something like:
void fade_pallette (int p1[16], int p2[16], int speed)
I have tried just interpolating between the RGB values, but it is really
jerky. I have seen lots of games do this very smoothly, so what is the the
secret? Any suggestions would be very welcome.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

5405. Pallette fading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:29:26 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941014114017.26247A-100000@tower.york.ac.uk>
Source record: 29839

I am trying to write a function to fade the ST pallette (in 16 color mode) to or from black, or even better between any two given pallettes, ideally something like:
void fade_pallette (int p1[16], int p2[16], int speed)
I have tried just interpolating between the RGB values, but it is really jerky. I have seen lots of games do this very smoothly, so what is the the secret? Any suggestions would be very welcome.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

5406. Re: Hisoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:47:00 UTC
From: roger.sheppard.@f98.n250.z1.tor250.org
Message-ID: <bc6ea444@f98.n250.z1.tor250.org>
Source record: 29837

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard.)

In article <37ej8d$r79@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:>Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?>If so I would _very_ much like you to email me so we can swap source code >and ideas/examples and help each other out. I have been programming a >lot in HB 2.10 but input from others is always wanted.

You will need to get it updated, the Falcon version is 3.1....

>Richard Davey
>email: requiem@armory.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5407. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:47:47 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37lr53$mis@golem.wcc.govt.nz>
Source record: 29849

In article <37ej8d$r79@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?
>If so I would _very_ much like you to email me so we can swap source code
>and ideas/examples and help each other out. I have been programming a
>lot in HB 2.10 but input from others is always wanted.

You will need to get it updated, the Falcon version is 3.1....

>Richard Davey
>email: requiem@armory.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5408. Re: TeraDesk 1.40a problem?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 11:54:11 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Oct14.085411.28509@ac.dal.ca>
Source record: 29842

In article <37ir7m$dmj@infa.central.susx.ac.uk>, michrm@central.susx.ac.uk (Michael May) writes:
> hopper_t@msupa.pa.msu.edu wrote:
> : In article <1994Oct12.104951.28408@ac.dal.ca>, cordes@ac.dal.ca (John
> : Cordes) writes:
> : > Has anyone else had a problem with the new TeraDesk on a.a.? The file
> : >is tdsk140a.lzh. I find that there is a bad file deskfra.rsc, but
> : >there may also be something wrong with desktop.rsc since when I try to
> : >run desk020.prg (why is it called this, anyway - is something missing
> ^^^
> Its compiler to include 68020 code not just 68000 instructions hense the
> crashing. You need 1.39 (?).
>
> : >from the archive?) I get 4 bombs and it's back to the (regular)
> : >desktop.
>
> Michael

Someone else (Tom?) suggested this too. I agree that the name seems to suggest it, but that was the only desk*.prg file in the distribution, so what else was I supposed to try? The accompanying release notes refer to desktop.prg and mention some fixes made in 1.40a, with _no suggestion_ that this release was just for 020 machines (are there any? I wouln't have been surprised at 030, but 020??).
Actually my guess is that someone tampered with the original distribution from Wout Klaren (i.e. deleting stuff that wasn't useful to him/her) and then uploaded this faulty archive to a.a. Anybody got the right stuff?

John

5409. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:09:42 UTC
From: sanders@sci.kun.nl
Message-ID: <CxnwG6.9BJ@sci.kun.nl>
Source record: 29843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <10620@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

>In article <37fcle$c1v@crl.crl.com> sammcgee@crl.com (Sam McGee) writes:
>:>In the alt.binaries.multimedia and alt.cd.(something) groups there is
>:>talk about movies on CD-I disks in a 'standard' format compressed in MPEG.
>:>I think the newer CD-I disks are in a ISO9660 format which Atari
>:>computers can read but I don't know the file structure. Is the whole
>:>movie in one file (eg. STARWARS.MPG) or is it broken into several files?
>:>Perhaps PLAYMPEG will someday replace the PC's Reelmagic board. :)

>I've managed to get hold of some MPEGs on CD, that contain audio and video
>data interleaved - be sure that one day PLAYMPEG will support this type of
>MPEG stream. I'd imagine that a whole Movie would be a single stream,
>(to avoid) pauses between file access.

Could you add WAV-playing to PLAYMPEG? I have some MPEG's with
accompanying WAV's. How would you synchronize audio and video?

Oh, and about registering; Could you email me a registered version if
I sent you a #5 cheque (I'm not in the UK) or am I being Dutch here ? :-)

Sounds like #5 extra for crossing the Canal is a bit unfair :-)

Regards,

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5410. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:20:21 UTC
From: d3hq@jupiter.sun.csd.unb.ca
Message-ID: <37lt25$fs9@sol.sun.csd.unb.ca>
Source record: 29853

```
--
NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
Every Atari owner must have these tools to perform seriously.

**************************************************************************
Peter T. Green
Computer Engineering Student
UNB, Fredericton, NB, Canada

email: d3hq@jupiter.sun.csd.unb.ca
**************************************************************************
```

5411. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:29:07 UTC
From: sanders@sci.kun.nl
Message-ID: <CxnxCK.9tr@sci.kun.nl>
Source record: 29844

In <seimet.782067590@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:

>sanders@sci.kun.nl (Sander Stoks) writes:

>> When playing around with Bootconf (by Uwe Seimet (?)) to set the
>>bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
>>or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
>>anymore. What is this switch for, anyway?

>This switch advises AHDI and some compatible drivers to look for a bootable
>UNIX partition instead of a bootable TOS partition. If no UNIX partition, i.
>e. no partition belonging to the Atari System V for the TT, is found, the
>machine won't boot at all. So it is normal that after changing the switch to
>UNIX your Falcon wouldn't boot any more. Set it back to None or TOS.

Ah. So this will come in handy when Linux68K is ready...

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5412. Re: Motorola Float Format

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:37:00 UTC
From: michael.kraemer@f98.n250.z1.tor250.org
Message-ID: <8077b1b5@f98.n250.z1.tor250.org>
Source record: 29840

```
TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: kraemer@rzri6f.gsi.de (Michael Kraemer)

Message-ID: <1994Oct14.133503@rzri6f.gsi.de>
Organization: GSI, Darmstadt, Germany
Subject: Re: Motorola float format needed
Keywords:

In article <CxnsHH.1BJ@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings)
writes:|>
|> Can anyone give me a full breakdown of the 80 bit motorola extended
|> precision floating point number, and how to convert integers to/from
|> it in 68030 assembler?
|> Email reply prefered, thanks in advance,
|> --
|> +-------------+-------------------------------------------------+
|> | {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
|> +-------------+-------------------------------------------------+
|> | D2D version of SuperSam due to be released real soon now! |
|> +-----------------------------------------------------------------+

Sorry, I don't have the FPU manual at hand (it's at home 8km from here),
so I don't know about the 80bit format.
Converting integers goes like this, as far as I remember:

fmove.w shortinteger,fp0
fmove.l longinteger,fp0

Michael
```

5413. Re: Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:37:15 UTC
From: kraemer@rzri6f.gsi.de
Message-ID: <37lu1r$umo@rs18.hrz.th-darmstadt.de>
Source record: 29569
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

```
Message-ID: <1994Oct14.133503@rzri6f.gsi.de>
Organization: GSI, Darmstadt, Germany
Subject: Re: Motorola float format needed
Keywords:

In article <CxnsHH.1BJ@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
|>
|> Can anyone give me a full breakdown of the 80 bit motorola extended
|> precision floating point number, and how to convert integers to/from
|> it in 68030 assembler?
|> Email reply prefered, thanks in advance,
|> --
|> +-------------+-------------------------------------------------+
|> | {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
|> +-------------+-------------------------------------------------+
|> | D2D version of SuperSam due to be released real soon now! |
|> +-----------------------------------------------------------------+

Sorry, I don't have the FPU manual at hand (it's at home 8km from here),
so I don't know about the 80bit format.
Converting integers goes like this, as far as I remember:

fmove.w shortinteger,fp0
fmove.l longinteger,fp0

Michael
```

5414. Newer Mint <-> Multitos?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:38:00 UTC
From: sander.stoks@f98.n250.z1.tor250.org
Message-ID: <83f6f756@f98.n250.z1.tor250.org>
Source record: 29841

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: sanders@sci.kun.nl (Sander Stoks)

Hi,

I'm somewhat confused here. Installing MultiTOS on my Falcon puts
a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS. But
what if I want to run MiNT the `old-fashined' way, i.e. a
single-tasking GEM with some TOSWINdows running multitasking shells?
I do it this way on my old ST and it works fine (i.e. faster than
MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
MiNT? And what about the MiNT source version on a.a? If I compile
that one, will I then have MultiTOS? Guess not, as MultiTOS is
commercial.

Help me out, I'm baffled...

Thanks in advance,

Sander STоks
--
```
/* sanders@sci.kun.nl */
main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%2HLH,4LLLL$4HL
F$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int
i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k+
+&&j*6+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5415. Newer MiNT <-> MultiTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 12:38:12 UTC
From: sanders@sci.kun.nl
Message-ID: <Cxnxrp.A2M@sci.kun.nl>
Source record: 29845

Hi,

I'm somewhat confused here. Installing MultiTOS on my Falcon puts
a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS. But
what if I want to run MiNT the `old-fashined' way, i.e. a
single-tasking GEM with some TOSWINdows running multitasking shells?
I do it this way on my old ST and it works fine (i.e. faster than
MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
MiNT? And what about the MiNT source version on a.a? If I compile
that one, will I then have MultiTOS? Guess not, as MultiTOS is
commercial.

Help me out, I'm baffled...

Thanks in advance,

Sander STоks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5416. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 13:44:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37m1vb$oae@percy.cs.bham.ac.uk>
Source record: 29850

jornm@oslonett.no (J|rn Moe) writes:
>In message #117, larserik@oslonett.no writes:
>
>> > 2) Get the latest Mint kernel, it is *much* faster than v1.04.
>>
>> Where do I get this assembled for 68000 (I only find 68030 versions)
>
>Wel if you bothered looking into your own BBSs files, you would find
>a newer version of mint compiled for 68000. It's the one that was
>uploaded a month or so ago, and it IS compiled for 68000, not 68030!
>It may be that it's a privat upload, but I guess you have access to those
>:-)

Compiled versions of Mint > 0.95 (or thereabouts) are not
distributable. Mint 1.11 is supposed to be distributable in binary,
but I haven't seen a final version of 1.11 yet. Until it is out,
please do not distribute compiled binaries.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5417. All

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 14:50:00 UTC
From: r.d..schripsema@f98.n250.z1.tor250.org
Message-ID: <355373d@f98.n250.z1.tor250.org>
Source record: 29847

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: schripse@ppsw.rug.nl (R.D. SCHRIPSEMA)

Help!

I've got a problem with my Atari. When I use the programm Score-Perfect
and I want to print out things on my Olivetti JP 3505 it sucks!
Is it due to my drivers? Anyone out there with the same problem?

gr Rene

5418. all

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 14:50:05 UTC
From: schripse@ppsw.rug.nl
Message-ID: <schripse.6.2E9E9A9D@ppsw.rug.nl>
Source record: 29855

Help!

I've got a problem with my Atari. When I use the programm Score-Perfect
and I want to print out things on my Olivetti JP 3505 it sucks!
Is it due to my drivers? Anyone out there with the same problem?

gr Rene

5419. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 14:53:44 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <37m61o$fbc@news.rhrz.uni-bonn.de>
Source record: 29848

In article <mkbtgzdfxuk@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:
>In <CxFD8C.A3t@cix.compulink.co.uk>, "Roland Givan" wrote:
>> [...] Linux is based on the newer Berkley BSD4.3
>
>Would be wonderfull if this were true. Alas, it ain't.

Well, what stops you from using a real free Unix, such as NetBSD or
FreeBSD? Bot *are* based on BSD4.4, which is even newer :-)

Both are more difficult to install than Linux on PCs, but once they
are installed they blow Linux away.

NetBSD has been successfully ported to several 68k-based architectures,
including the Amiga and the Mac. The Atari isn't among them. Why? Because
the Atari product line is deadder than dead, and noone does the port.

Saddened -- Volker

--

Deutschland im Herbst: Birne ist reif Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

5420. Re: Linux And X-windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 16:45:00 UTC
From: uwe.seimet@f98.n250.z1.tor250.org
Message-ID: <6f2c1de9@f98.n250.z1.tor250.org>
Source record: 29851

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: seimet@chemie.uni-kl.de (Uwe Seimet)

mike@divsun.unige.ch (Mike Morris) writes:

>I just saw an ad in a German mag for Linux + X Windows for DOS
>machines; does X-Windows also exist for Linux on Ataris? If not,
>how long is the usual conversion time?

It doesn't exist in an official version yet but some people already
succeeded in compiling it for the Atari under Linux. A public release is
planned for November.

```
******************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
******************************************************************************
```

5421. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 16:45:23 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782153123@acp5>
Source record: 29852

mike@divsun.unige.ch (Mike Morris) writes:

>I just saw an ad in a German mag for Linux + X Windows for DOS
>machines; does X-Windows also exist for Linux on Ataris? If not,
>how long is the usual conversion time?

It doesn't exist in an official version yet but some people already
succeeded in compiling it for the Atari under Linux. A public release is
planned for November.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5422. Re: Newer MiNT <-> MultiTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 17:08:58 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <37mdva$1rt@nyheter.chalmers.se>
Source record: 29854

In article <Cxnxrp.A2M@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>Hi,
>
> I'm somewhat confused here. Installing MultiTOS on my Falcon puts
>a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS. But
>what if I want to run MiNT the `old-fashined' way, i.e. a
>single-tasking GEM with some TOSWINdows running multitasking shells?
>I do it this way on my old ST and it works fine (i.e. faster than
>MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
>MiNT? And what about the MiNT source version on a.a? If I compile
>that one, will I then have MultiTOS? Guess not, as MultiTOS is
>commercial.
>

You just comment out the line "GEM=GEM.SYS" in your mint.cnf. MultiTos really is in the GEM.SYS-file with the ability to run GEM-programs concurrently. You can use the version available at a.a. I run MiNT 1.11h2 with and without MiNT and it works much better than earlier versions and is faster too. Some GEM programs that crashed when using earlier versions of MiNT now works like a charm...

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5423. Re: Man reader

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 17:28:00 UTC
From: dw4g+@andrew.cmu.edu
Message-ID: <UibkLru00bkDEUl0Vc@andrew.cmu.ed>
Source record: 29846

Disregard my previous post. I found mintman4.zoo at umich, which incedently isn't in the index. It says the file mintman3.zoo exists which doesn't.

David Watson

5424. Wanted: Graphics Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 17:37:00 UTC
From: richard.mallender.xd/hd.1@f98.n250.z1.tor250.org
Message-ID: <d91018db@f98.n250.z1.tor250.org>
Source record: 29856

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: etlrdmr@etlxd20.ericsson.se (richard mallender xd/hd 1703)

Hi, I hope this is the right newsgroup for this sort of thing.
A friend of mine who produces music needs the following:

"A graphics emulator for a Gadjits Breakthru v2+ sequencer
to turn it into Apple Mac graphics & speed up screen
changes."

I guess this is some kind graphical front end for the sequencer ?

Anyhow, if anyone out there has one for sale or has any
questions or knowledge of this product please contact me by email,
as I don't have an ST myself, & don't often frequent this newsgroup.

Ta very much !

Richard.
.

Ericsson Telecommunications Ltd.
Burgess Hill, Sussex
ENGLAND

5425. WANTED: Graphics Emulator for Gadjits Sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 17:37:05 UTC
From: etlrdmr@etlxd20.ericsson.se
Message-ID: <1994Oct14.173705.1712@ericsson.se>
Source record: 29858

Hi, I hope this is the right newsgroup for this sort of thing.
A friend of mine who produces music needs the following:

"A graphics emulator for a Gadjits Breakthru v2+ sequencer
to turn it into Apple Mac graphics & speed up screen
changes."

I guess this is some kind graphical front end for the sequencer ?

Anyhow, if anyone out there has one for sale or has any
questions or knowledge of this product please contact me by email,
as I don't have an ST myself, & don't often frequent this newsgroup.

Ta very much !

Richard.
.

Ericsson Telecommunications Ltd.
Burgess Hill, Sussex
ENGLAND

5426. Re: Toad Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:11:00 UTC
From: kevan.winch@f98.n250.z1.tor250.org
Message-ID: <148eb22b@f98.n250.z1.tor250.org>
Source record: 29859

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: kevan@empyr.dircon.co.uk (Kevan Winch)

D@> Does any body know the email address for Toad computers?
D@> I am interested in getting the new catalog that they have
D@> out for the Atari line of computers and products.

Hi Peter,

Toad are at toad@genie.geis.com

Toad's phone number is : 410 544 6943

Fax Number (I called them from the UK to find this one out !) :
Fax: 410 544 1329

Address: Toad Computers
570 Governor Ritchie Highway
Severna Park
MD 21146 - 2925
U.S.A.

Incidentally, ICD are also on e-mail, they are icdinc@genie.geis.com
or icdinc@delphi.com

Hope this helps.
Cheers,
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5427. Re: Toad Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:11:20 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10141994.181120@empyr.dircon.co.uk>
Source record: 29818

D@> Does any body know the email address for Toad computers?
D@> I am interested in getting the new catalog that they have
D@> out for the Atari line of computers and products.

Hi Peter,

Toad are at toad@genie.geis.com

Toad's phone number is : 410 544 6943

Fax Number (I called them from the UK to find this one out !) :
Fax: 410 544 1329

Address: Toad Computers
570 Governor Ritchie Highway
Severna Park
MD 21146 - 2925
U.S.A.

Incidentally, ICD are also on e-mail, they are icdinc@genie.geis.com
or icdinc@delphi.com

Hope this helps.
Cheers,
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5428. Falcon '030 Midi Sound Dr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:28:00 UTC
From: eam..breen@f98.n250.z1.tor250.org
Message-ID: <241a6fe@f98.n250.z1.tor250.org>
Source record: 29860

TYPE:LOST
AREA:COMP.SYS.ATARI.ST.TECH

From: eb4336@irix.bris.ac.uk (EAM. Breen)

Has anybody written a sound driver for the Atari Falcon '030 such that it could be linked to a sequencer or a program which could redirect MIDI output and input to it, so allowing it to act as a sampler?

I've found some Falcon-specific sound stuff gophering around Umich but they all seem to use either their own proprietary formats or amiga-tracker types. I'd like to see a program which used the resources of the Falcon to play sound, i.e. using the DSP and 680x0 (16/32MhZ '030 or 64MhZ '040 etc..) and the DMA stuff i.e. reading off/writing to the hard disc.

Considering that I heard talk of 32 channel sound trackers, the current limit of 6 channels (i.e. Mjuzakk, TrakCom) at 50KhZ/16-bit stereo seems a little meagre. Also I'd like to see a TRUE stereo system (as opposed to Mjuzakk) where the sound was delayed in the channel the voice was further away from, as well as altering the volume.

Combined with an audio/bass modification, this could blow Akai out of the water, at a price which would compare extremely favourably!

Perhaps I'm asking too much, but it seems like a worthwhile idea. If anybody has any extra info about DSPs/Falcon '030 sound I'd like to hear about it.

Thanks,

Ellis Breen

5429. Falcon '030 MIDI sound driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:28:47 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <CxoE00.60G@info.bris.ac.uk>
Source record: 29864

Has anybody written a sound driver for the Atari Falcon '030 such that it could be linked to a sequencer or a program which could redirect MIDI output and input to it, so allowing it to act as a sampler?

I've found some Falcon-specific sound stuff gophering around Umich but they all seem to use either their own proprietary formats or amiga-tracker types. I'd like to see a program which used the resources of the Falcon to play sound, i.e. using the DSP and 680x0 (16/32MhZ '030 or 64MhZ '040 etc..) and the DMA stuff i.e. reading off/writing to the hard disc.

Considering that I heard talk of 32 channel sound trackers, the current limit of 6 channels (i.e. Mjuzakk, TrakCom) at 50KhZ/16-bit stereo seems a little meagre. Also I'd like to see a TRUE stereo system (as opposed to Mjuzakk) where the sound was delayed in the channel the voice was further away from, as well as altering the volume.

Combined with an audio/bass modification, this could blow Akai out of the water, at a price which would compare extremely favourably!

Perhaps I'm asking too much, but it seems like a worthwhile idea. If anybody has any extra info about DSPs/Falcon '030 sound I'd like to hear about it.

Thanks,

Ellis Breen

5430. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:30:18 UTC
From: fvdakker@sterbbs.nl
Message-ID: <19578OHJEOYEBSYRSPB@sterbbs.nl>
Source record: 29861

gaghon@nevada.edu (Vince) wrote:

ga>Yes, I have been using the Fast Serial Fix .96b. It fixes the
ga>RTS/CTS and allows you to run up to 110,000 bps on the modem port.

Why do I have trouble at 2400 baud, without V42(bis) or MNP5?
This only acures on my Falcon, not on my ST.

Any help apreciated.

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5431. Re: Falcon CPU/DSP upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:37:49 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <CxoEF2.673@info.bris.ac.uk>
Source record: 29863

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: What is available?

: I know you can get a 32mhz processor upgrade, but is there anything else
: available?

Screenblaster are supposed to be producing an Afterburner board which provides a 68040 processor, also apparently you can install more than 14Mb of RAM in the machine. (I assume that you are referring to the Falcon, as you mention the DSP in your subject heading).

Of course there are various types of floating point coprocessors available at different speeds and types and various other tweaks that can be applied, such as larger caches.

Happy tweaking

Ellis Breen.

5432. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 18:51:00 UTC
From: coutu@mv.mv.com
Message-ID: <CxoF10.31I@mv.mv.com>
Source record: 29862

Thanks for the feedback so far! One thing that may come into effect here
is that I'm using a Stacy with internal hard disk. Because of this I
can't use the ICD driver even though I'm using a Link2. I have to use
AHDI 3.01 in order to use the internal disk drive.

Uwe Seimet mentioned that an XHDI compatible drive would be helpful here.
I suspect that this version of AHDI is not XHDI compatible. True?
From what I understand I'm locked into using AHDI becuase of the Stacy's
peculiar internal SCSI adapter that connects to the 40Mb Conner drive.
If anyone knows different feel free to say so!

--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5433. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 19:27:40 UTC
From: cpbs@ukc.ac.uk
Message-ID: <10636@gos.ukc.ac.uk>
Source record: 29865

In article <CxM7IE.IJ2@mv.mv.com>, Dan Coutu <coutu@mv.mv.com> wrote:
>I've been following the discussion on MinixFS and BGM partitions over the
>past few weeks hoping for enlightenment on my problem. So far I've not
>found it and so I'll ask directly.
[...]
>From what I've read over the past few weeks it seems that if I want to
>use a large partition for my Mint work I'll have use a TOS file system.
>If I want to use the MinixFS then I'll have to stay with partitions less
>than 32Mb. (I have TOS 1.4 BTW) My question to the net is this: is the
>above true? Are large file systems only a dream for me? Do I have choose
>between long filenames or big partitions? I certainly hope not. :-(

Well, I've certainly got a large MinixFS partition on my disk. I have
a Quantum ELS170S, ICD's The Link, ICD's driver software v6.1.4, a 4Mb
520STe with TOS 1.62, and MiNT 1.10h3 with MinixFS 0.6pl10 (I think).

My HD partitions are (approximately): 1x5Mb (TOS), 1x16Mb (TOS), and
1x150Mb (MinixFS). As far as I can remember, the filesystem installed
fairly easily... This should at least reassure you that it can be
done, even if I can't give more specific info! I seem to remember
repartitioning the disk several times before hitting on the correct
configuration!

Hope this helps...

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

5434. WANTED: Graphics Emulator for Gadji

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 20:37:00 UTC
From: etlrdmr@etlxd20.ericsson.se
Message-ID: <1994Oct14.173705.1712@ericsson.s>
Source record: 29857

Subject: WANTED: Graphics Emulator for Gadjits Sequencer

Hi, I hope this is the right newsgroup for this sort of thing.
A friend of mine who produces music needs the following:

"A graphics emulator for a Gadjits Breakthru v2+ sequencer
to turn it into Apple Mac graphics & speed up screen
changes."

I guess this is some kind graphical front end for the sequencer ?

Anyhow, if anyone out there has one for sale or has any
questions or knowledge of this product please contact me by email,
as I don't have an ST myself, & don't often frequent this newsgroup.

Ta very much !

Richard.
.

Ericsson Telecommunications Ltd.
Burgess Hill, Sussex
ENGLAND

5435. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 22:01:32 UTC
From: gaghon@nevada.edu
Message-ID: <37mv3s$6av@news.nevada.edu>
Source record: 29866

fvdakker@sterbbs.nl wrote:

: gaghon@nevada.edu (Vince) wrote:

: ga>Yes, I have been using the Fast Serial Fix .96b. It fixes the
: ga>RTS/CTS and allows you to run up to 110,000 bps on the modem port.

: Why do I have trouble at 2400 baud, without V42(bis) or MNP5?
: This only acures on my Falcon, not on my ST.

: Any help apreciated.

: Frits.

I have no idea. Some high speed modems have had problems connecting with
lower speeds. If all you have is a 2400 baud modem, then I dont know.
I had a problem with one program when i used both the CTS/RTS and Xon/Xoff.

Vince

5436. Re: Man reader

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 22:28:07 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <UibkLru00bkDEUl0Vc@andrew.cmu.edu>
Source record: 29869

Disregard my previous post. I found mintman4.zoo at umich, which incedently isn't in the index. It says the file mintman3.zoo exists which doesn't.

David Watson

5437. Re: Man reader

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-14 22:38:31 UTC
From: artoj@mits.mdata.fi
Message-ID: <37n197$prj@prime.mdata.fi>
Source record: 29867

> Where can I find a man reader for Mint? The one I have starts to
> process the file and then terminates without displaying anything. I
> figure it's something wrong with my setup, but I haven't been able to
> find a copy of man for Mint (and the installation docs).

There is an archive named mintman*.zoo in a.a.u.e (if I recall right) which
contains manpager. This packet doesn't contain nroff and I haven't found
a decent nroffer for atari! The ones I have tried (maybe 3 or so) couldn't
manage to format nothing but dimple documents. I still haven't a formatted
version of my tcsh-shells manpages. So how do I read manpages? Well, I
don't. :-(
If anyone know good nroffer, please inform me!

5438. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 01:06:04 UTC
From: sammcgee@crl.com
Message-ID: <37n9ts$pag@crl3.crl.com>
Source record: 29868

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <37ej8d$r79@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?
: >If so I would _very_ much like you to email me so we can swap source code
: >and ideas/examples and help each other out. I have been programming a
: >lot in HB 2.10 but input from others is always wanted.

: You will need to get it updated, the Falcon version is 3.1....

HiSoft BASIC 2.1 works just fine on my Falcon. (with all the Falcon goodies)

I never heard of version 3.1.

Sam

5439. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 03:29:20 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxp30x.HwE@cix.compulink.co.uk>
Source record: 29871

cm3hirjd@bs47c.staffs.ac.uk said:
>
>Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?

I am.

Ofir ogal@cix.compulink.co.uk

5440. Re:BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 03:29:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxp311.Hx2@cix.compulink.co.uk>
Source record: 29872

sheppard_r@kosmos.wcc.govt.nz said:
>
>German software has bad support....

What's this nonsense? Since when did program support become a national phenomenon?

Get real Roger, this is a very unfair comment. BTW - Compo UK have finally got the latest version of Overscan 3.0zm.

Ofir ogal@cix.compulink.co.uk

5441. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 03:29:26 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxp313.Hxp@cix.compulink.co.uk>
Source record: 29873

Graham.Irvine@mettav.exnet.com said:
> RS> System Solutions, Please don't make me laugh, they are supposed to be
> RS> the agents for Overscan, all I got was a run around from them...
>
>System Solutions have been one of the prime movers in maintaining an active
>and reasonably healthy market in the UK for Atari products for as long as I can
>remember and as such are much respected here thus the above attitude is
>unlikely to cut much ice in this newsgroup.

Indeed. Also, please note that System SOlutions are not the Overscan
distributor - they used to be and support was excellent until the product
moved over to Compo UK.

Ofir ogal@cix.compulink.co.uk

5442. Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 03:56:20 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.41.2E9F52E4@massey.ac.nz>
Source record: 29870

Hi - does any1 have the formats for any of the fonts used on the ST?

I have GDOS but not speedo, ...

Also - r there any programs (shareware ones) that will convert calamus fonts
to GDOS ones? I have heard of some but I'm not sure if they are shareware/pd

Any help would be most appreciated.

Richard =8-]
r.m.morris@massey.ac.nz

5443. Re: Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 05:49:30 UTC
From: zhengran@cae.wisc.edu
Message-ID: <37nqha$7vo@news.doit.wisc.edu>
Source record: 29874
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

Since i post the question, it is better let me to solve it.
Here is the matlab code to decode the 80-bit to a decimal number.

```
function x = ext2num(s)
%EXT2NUM MAC extended hexadecimal to double precision number conversion.
% EXT2NUM(S), where S is a 20 character string containing
% a hexadecimal number, returns the MAC EXTENED DATA TYPE
% floating point number it represents. Fewer than 20
% characters are padded on the right with zeros.
%
% For example, EXT2NUM('400cac44') returns 11025.
% EXT2NUM('bff') returns 0.
%
% NaNs, infinities and denorms are handled correctly.

if ~isstr(s)
error('Input to hex2num must be a string.')
end

% Convert characters to numeric digits.
% More than 20 characters are truncated.
d = zeros(1,20);
d(1:length(s)) = abs(lower(s)) - '0';
d = d + ('0'+10-'a').*(d>10);

neg = d(1) > 7;

if neg, d(1) = d(1)-8; end
if any(d > 15) | any(d < 0)
error('Input string to hex2num should have just 0-9, a-f, or A-F.')
end

% Floating point exponent.
e=0;
e = 16*(16*(16*(d(1)-4) + d(2)) + d(3)) + d(4) + 1;

% Floating point fraction.
f = 0;
for i = 20:-1:5, f = (f + 2*d(i))/16; end

% Scale the fraction by 2 to the exponent.
% Depends on your computer.
if e > 1023
if f == 0, x = inf; else, x = NaN; end
elseif e < -1022
```

```
x = pow2(f,-1022);
else
x = pow2(f, e);
end

if neg, x = -x; end
```

5444. Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 06:56:00 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.41.2E9F52E4@massey.ac>
Source record: 29744

Hi - does any1 have the formats for any of the fonts used on the ST?

I have GDOS but not speedo, ...

Also - r there any programs (shareware ones) that will convert calamus fonts
to GDOS ones? I have heard of some but I'm not sure if they are shareware/pd

Any help would be most appreciated.

Richard =8-]
r.m.morris@massey.ac.nz

5445. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 07:39:56 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782206796@acp5>
Source record: 29875

coutu@mv.mv.com (Dan Coutu) writes:

>Uwe Seimet mentioned that an XHDI compatible drive would be helpful here.
>I suspect that this version of AHDI is not XHDI compatible. True?

There is no XHDI compatible version of AHDI at all. Drivers supporting XHDI
are the German products HuSHI and HDDRIVER. Both are fully AHDI compatible,
BTW, and have a lot of very useful features AHDI hasn't.

>From what I understand I'm locked into using AHDI becuase of the Stacy's
>peculiar internal SCSI adapter that connects to the 40Mb Conner drive.

I don't think so but I'm no Stacy expert.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5446. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 07:42:04 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782206924@acp5>
Source record: 29876

sanders@sci.kun.nl (Sander Stoks) writes:

>>This switch advises AHDI and some compatible drivers to look for a bootable
>>UNIX partition instead of a bootable TOS partition. If no UNIX partition, i.
>>e. no partition belonging to the Atari System V for the TT, is found, the
>>machine won't boot at all. So it is normal that after changing the switch to
>>UNIX your Falcon wouldn't boot any more. Set it back to None or TOS.

>Ah. So this will come in handy when Linux68K is ready...

Yes and no :-). Linux is not the same as the TT SVR4, i. e. you can't use
the same boot mask for both Linux and the TT. There might be users with SVR4
and Linux on the same drive and so there must be different masks for both
systems. But this is no problem at all. Besides "TOS", "UNIX" and "None" you
simply need another option "Linux".

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5447. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 07:44:36 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782207076@acp5>
Source record: 29877

volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>NetBSD has been successfully ported to several 68k-based architectures,
>including the Amiga and the Mac. The Atari isn't among them. Why? Because
>the Atari product line is deadder than dead, and noone does the port.

If it were that dead why are there a lot of people porting Linux? It simply seems that more users are interested in Linux than in NetBSD. This might be because in most magazines you read much more about Linux than about other free UNIX clones.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5448. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 07:51:16 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <37o1lk$4n4@golem.wcc.govt.nz>
Source record: 29883

In article <782015536.3@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
>It was none other than Roger Sheppard. that wrote on 6 Oct 94 that ,
> >> Some of this is available world wide. HDDRIVER e. g. is distributed in
> >> an English version by System Solutions, GB.
> RS> System Solutions, Please don't make me laugh, they are supposed to be
> RS> the agents for Overscan, all I got was a run around from them...
>
>System Solutions have been one of the prime movers in maintaining an active
>and reasonably healthy market in the UK for Atari products for as long as I can
>remember and as such are much respected here thus the above attitude is
>unlikely to cut much ice in this newsgroup.

Try and get support for Overscan from them, I just got the runaround, sorry
I stand in what I posted, if you like I will post the E-Mail here....

Facts not fiction.....

May be they are just into selling but not supporting, there is a Big
difference..

>Graham
>
> * Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5449. Re: Falcon CPU/DSP upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 12:23:21 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Oct15.122321.1415@cathy.ijs.si>
Source record: 29878

In article <CxoEF2.673@info.bris.ac.uk>,
EAM. Breen <eb4336@irix.bris.ac.uk> wrote:
>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: What is available?
>
>: I know you can get a 32mhz processor upgrade, but is there anything else
>: available?
Hard & Soft from Germany offer a board that enables the user to choose bus
speed (16, 18 or 20 Mhz) and to double processor clock with a switch.
The modes available are therefore 16/16, 16/32, 18/18, 18/36, 20/20 and 20/40.

20 Mhz is about the most the blitter can stand. Any faster bus than that, and
the machine hangs. The board also includes a screen resolution enhancer, but
the software for it is not as flexible as that of BlowUp. I understand my
article on this is in the latest AEO.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5450. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 12:42:24 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Oct15.124224.1416@cathy.ijs.si>
Source record: 29879

In article <1994Oct14.072506.29869@news.unige.ch>,
Mike Morris <mike@divsun.unige.ch> wrote:
>I just saw an ad in a German mag for Linux + X Windows for DOS
>machines; does X-Windows also exist for Linux on Ataris? If not,
>how long is the usual conversion time?

This is from the german magazine ST computer:
LinuX
LinuX for Atari 030/040!
A complete Unix operating system on 20HD floppies. Includes complete operating system kernel, X-Windows, TeX, Tools u.v.m. [sorry, I don't understand that acronym] and a special (available only from us) instalation shell. In addition to that a LinuX handbook as ASCII text and a printed instalation manual.
Hardware requirements: a 68030 and approx 50MB HD space. Delivery in Oktober 94.
Price only 98 DEM.

I don't have any connection with theses people, I just read theri ad on page 97 of Oct, '94 ST computer.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5451. MPEG Player version 0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 14:50:40 UTC
From: millert@grad.csee.usf.edu
Message-ID: <37oq80$1ld@mother.usf.edu>
Source record: 29884

This latest version of MPEG player can actually play most of my mpegs now.

But for about 50% of them, it puts my computer into some weird display mode that my multisync can't handle and all I see it a lot of flickering garbage.

I think the developer should check what kind of monitor is being used before he changes display modes.

And if it's a problem with 640x400 TC, then use a 256 color mode.

But aside from this problem, the program is coming along admirably.

5452. Re: teradesk 1.4

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 15:28:34 UTC
From: s9205525@otto
Message-ID: <37osf2$fln@aggedor.rmit.EDU.AU>
Source record: 29880

: Quick question: is Teradesk MagiC-aware?

: Yes it is quite compatible, all you have to do is use a text editor
to edit the MAGX.INF file to call up Teradesk.

****
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
****

5453. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 15:33:07 UTC
From: s9205525@otto
Message-ID: <37osnj$fln@aggedor.rmit.EDU.AU>
Source record: 29882

```
: NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
: Every Atari owner must have these tools to perform seriously.

: According to the latest (november) ST REVIEW, they gave neodesk 4.0
: and the new kid on the block EASE a good going over, and EASE in
: their opinion just edges out Neo..... maybe its worth looking into 8-)

*****************************************************************************
* *
* John Moon *
* (My Amp only goes to 19) *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* AUSTRALIA THE LUCKY COUNTRY????? *
* *
*****************************************************************************
```

5454. Re: Sounds in HighSpeed Pascal?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 15:43:56 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <37otbs$c4q@gumby.cc.wmich.edu>
Source record: 29881

In article <...>, Kim Andersen <Kim@dksoft.ping.dk> wrote:
> In <36s5hu$ln6@jake.esu.edu> George W Garner wrote :
>
> > Can anybody tell me how to make sounds in HighSpeed Pascal?
>
> Have you tried the online help in HighSpeed Pascal ? Normally it gives an
> example of how to use it.

HighSpeed's normally excellent online help system comes up short on the Bios and XBios libraries, providing nothing more than a list of the functions, and their arguments. Not only are there no examples, and no descriptions or comments, if you do a Help lookup on an XBios or Bios identifier you don't even get taken to the proper place, you just get dumped at the front of one long window for the entire Bios/XBios library.

It's an annoying limitation, and one that I complained about 2 or 3 years ago to D-House and HiSoft, but nothing has ever been done about it (AFAIK).

As for the original question about making sounds, the DoSound routine takes a pointer to a byte vector, containing opcodes and data for loading the registers in the PSG directly. I'll try and dig up some details on that in the next few days.

George also indicated that he couldn't even make a beep. That part's easy: just do a Write (^G); assuming that the standard output hasn't been redirected away from its default, the console.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5455. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 16:51:34 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <cq3f1grq4ys@moacs11>
Source record: 29887

In <37m61o$fbc@news.rhrz.uni-bonn.de>, Volker A. Brandt wrote:

> In article <mkbtgzdfxuk@moacs11> walra@moacs.indiv.nl.net (Waldi Ravens) writes:
> >In <CxFD8C.A3t@cix.compulink.co.uk>, "Roland Givan" wrote:
> >> [...] Linux is based on the newer Berkley BSD4.3
> >
> >Would be wonderfull if this were true. Alas, it ain't.
>
> Well, what stops you from using a real free Unix, such as NetBSD or FreeBSD?

I'm waiting for MIB to finish the Hurd (BSD and SysV are so oldfashioned these days).

Waldi

5456. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 17:10:02 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <eyqviyv_1qe@moacs11>
Source record: 29888

In <CxnH4G.9AG@eskimo.com>, Steve Woodford wrote:

> To anyone else listening: MinixFs6 pl10 will not work with partitions
> greater than about 200Mb. I'm sure someone will pipe up and say their
> system works fine, but all I can say is I'm amazed if it does.

Off course someone will pipe up, here I am. :-)
But there might be a simple explanation why I have no problems with my
minix filesystems (the smallest is 256 KB). Could it be that the bug
only shows when the filesystem is on a partition of type BGM rather
than type RAW (or a special type like MIX or MNX)?

Waldi

5457. HiSoft Address??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 19:38:40 UTC
From: dsevee@CAM.ORG
Message-ID: <37pb40$jnk@ocean.CAM.ORG>
Source record: 29885

```
Does HiSoft, the distibutor of DEVPAC3, have an e-mail address?
Denis Sevee
```

5458. argument passing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-15 21:03:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <37pg2t$qb6@mailer.fsu.edu>
Source record: 29886

I am having some problems with pgpshell 0.9. After doing some testing, I found that it seems to be building the list of arguments for pgp.ttp correctly, but sometimes they are not making it to the program when it is executed. It consitantly does not work with some sets of options, and consistantly does work with others. This is similar to the phenomena of double-clicking some .ttp programs from the desktop, inputing some arguments, then clicking OK (and it doesn't work). Running the same command line from a CLI like Gulam works perfectly.

Can someone explain to me what is going on? It does the same thing from Neodesk, from a bare TOS 2.06, a bare TOS 1.2, etc. Basically, what are the "gotchas" for passing arguments to programs from GEM? I dimly remember something about everything being converted to upper case. Is this true? How does one properly pass a series of arguments when running an external program?

Thanks in advance for any assistance (I'll be relaying what I find to the author of pgpshell).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5459. Re: TEXT MODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 00:15:23 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941016010151.15901A-100000@tower.york.ac.uk>
Source record: 29889

Sorry, but I really have to comment on this.

> [Waldi says, "use libterm"]
>
> > Who wants 80K of GNU stuff in his/her executable while doing
> > it yourself can cut it down to 20K?
>
> 1. It's easier to use someone else's library (code re-use).

True.

> 2. It's faster to develop with someone else's library than to
> develop your library, then the program (or the lib functions
> as-you-need-them).

Also true, but are you more bothered about the effciency of program development or the efficiency of the finished product? There is a difference.

> 3. In a non-trivial program (ex, text editor), 60k is nothing. If
> you're worried about 60k, you're still running off floppies.

I have to disagree with this. For one thing, I am still running off floppies myself :-)

It is important to remember that although most programmer types do have loads of ram and hard drives, the majority of users (who never show up here because they don't have internet access) still only have 1 or even half a meg of ram and floppy disks.

60k is not nothing, it is a lot of space. Just a quick plug here: my own FED editor - which I have just released and which I am sure you are all checking out this very moment - manages to cram a decent load of features into about 40K for the entire program. And it was developed on a 1 meg ST with a floppy drive :-)

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

5460. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 00:56:35 UTC
From: woodford@esca.com
Message-ID: <1994Oct16.005635.2832@esca.com>
Source record: 29745

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>In <CxnH4G.9AG@eskimo.com>, Steve Woodford wrote:
>> To anyone else listening: MinixFs6 pl10 will not work with partitions
>> greater than about 200Mb. I'm sure someone will pipe up and say their
>> system works fine, but all I can say is I'm amazed if it does.

>Off course someone will pipe up, here I am. :-)
>But there might be a simple explanation why I have no problems with my
>minix filesystems (the smallest is 256 KB). Could it be that the bug
>only shows when the filesystem is on a partition of type BGM rather
>than type RAW (or a special type like MIX or MNX)?

I knew someone would! :)

The problem is in 'main.c' where memory is allocated for the bitmaps.
The calculation to work out the amount of memory required is done in
16 bits, but passed to kmalloc() as 32 bits & 0xffff. Now, as you can
guess, when the size of the bitmap exceeds the limits of 16bits...
(This would normally occur in the 200-256 Mb range, but is dependent
on the # of inodes specified by minit when the partition was created)

The end result is, the bitmaps are read into an area of kmalloc()'d
memory which is not big enough to contain them. I'll leave you to
figure out the consequences ;-)

This problem is not dependent on the type of partition (BGM, MIX or RAW)
but _may_ be dependent on what compiler you used to build minixfs.
I'm using Gcc2.5.8, but who knows, perhaps PureC, Sozobon etc, may
get things right by chance and hence you'd never see the problem.

Cheers, Steve

5461. Re: Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 01:24:36 UTC
From: bobbro@delphi.com
Message-ID: <Ju90iCM.bobbro@delphi.com>
Source record: 29890

Hi Richard,

The Speedo format is proprietary. I have seen programs that will convert Calamus and GDOS formats, but I don't believe that it's shareware.

regards,

Bob Brodie

5462. Re: Downloading PD software problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 01:28:26 UTC
From: bobbro@delphi.com
Message-ID: <BM11aUC.bobbro@delphi.com>
Source record: 29741

Adam,

Have you checked the extensions of the files that you're downloading to see if the files are compressed? If the extender is .LZH or .ARC or .ZIP then the files have been archived, and you will need to decompress them in order to use the files.

If the files are readable on the diskettes, that's most likely the problem. Look for a copy of ArcShell, ARC 6.02, and ST Zip 2.6 in order to extract the programs. Along with a copy of LZH.

regards,

Bob Brodie

5463. Re: ICD address / fax no ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 01:32:45 UTC
From: bobbro@delphi.com
Message-ID: <BM+0a2F.bobbro@delphi.com>
Source record: 29742

Kevan Winch <kevan@empyr.dircon.co.uk> writes:

>Does anyone know the phone no., fax no., and address of ICD, makers of the
>Link host adaptors ?
>
>I don't suppose they have an e-mail address do they ?

Hi Kev, you can call ICD via voice at 815-968-2228, or email them at
icdinc@genie.geis.com, or icdinc@delphi.com

I have their mailing address here someplace, I belive that it is 1220 Rock
St., Rockford, IL <sorry, don't remember the ZIP Code>

Tom Harker is the contact at ICD.

regards,

Bob Brodie

5464. Re: US comp stores-email?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 01:37:41 UTC
From: bobbro@delphi.com
Message-ID: <Bu+VqKF.bobbro@delphi.com>
Source record: 29743

Kevan Winch <kevan@empyr.dircon.co.uk> writes:

>Does anyone know of any US computer stores that have e-mail addresses ?

toad@genie.geis.com, swinick@genie.geis.com

Toad is Toad Computers, Swinich is Sheldon Winick of Computer Studio

Both are highly recommended.

regards,

Bob Brodie

5465. Turbo 25 question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 05:37:07 UTC
From: az477@FreeNet.Carleton.CA
Message-ID: <Cxr3Lv.7Ky@freenet.carleton.ca>
Source record: 29750

Is there someone out there who can tell me about Fast Technology's T25 ST speeder-upper? I'll tell you what's happened.

I sent my Mega ST to Jim Allen of FT and he upgraded my T16 to a T25. He sent it back, but after hooking the system up, It seems to be running at 8mhz not 25mhz. I spoke to some guys from our user group, and they seem to think there should be some software to switch from 8 to 25 mhz and back. Jim didn't send anything with the machine, and he's quite hard to get ahold of... so I was wondering.

Can anyone tell me about my problem... maybe send me the software?

Thanks in advance for any help.

Jim Turner

--

PixelGraph Studio
(613) 567-0618 Jim Turner

5466. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 11:39:27 UTC
From: mitko@oslonett.no
Message-ID: <37r3df$1ke@hasle.oslonett.no>
Source record: 29746

I downloaded the complete Teradesk 1.40a (incl. desktop.prg) from ftp.cnam.fr. - and it works fine on my Mega ST. It now supports multitasking with Geneva and Multitos, don't know if it supports MagiC though. In my opinion on of the best desktop-replacements - better than Neodesk, and consumes far less memory.

- mitko@oslonett.no -

5467. Re: DESKTOP REPLACEMENTS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 11:39:28 UTC
From: mitko@oslonett.no
Message-ID: <37r3dg$1ki@hasle.oslonett.no>
Source record: 29747

In message #40, d3hq@jupiter.sun.csd.unb. writes:

> NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
> Every Atari owner must have these tools to perform seriously.

Now, what kind of crap is this? I'd like to know what sort of "serious"
performance you cannot do on the atari without Neodesk and Geneva???

- mitko@oslonett.no -

5468. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 12:02:17 UTC
From: mdg@ukc.ac.uk
Message-ID: <10642@gos.ukc.ac.uk>
Source record: 29751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

:>>In <10620@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:
:>> lots about PLAYMPEG 0.68.

:>Oh, and about registering; Could you email me a registered version if
:>I sent you a #5 cheque (I'm not in the UK) or am I being Dutch here ? :-)
:>
:>Sounds like #5 extra for crossing the Canal is a bit unfair :-)
>Regards,
>Sander SToks

If you think it is only worth #5, then sure send a fiver ;-)

Griff
--

5469. Thanks! (was: GNU C global)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 13:05:44 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37r8f8$15v7@msuinfo.cl.msu.edu>
Source record: 29752

Just wanted to say "thanks!" to everyone who responded to my question about the global array in GNU C. Now that I have it delared properly in my program, everything works much better!

Thanks,

Tom
hopper_t@msupa.pa.msu.edu

5470. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 15:08:02 UTC
From: whitema@rtsg.mot.com
Message-ID: <37rfki$jjm@delphinium.cig.mot.com>
Source record: 29748

Houn-Nam Ing <cs472aj2@csulb.edu> wrote:
>
> Why do you want to buy an ICD card? Buy the Link or the Link2 instead.
>By doing that you have the software included.
>

1) Price
2) Built in clock

Mike
whitema@cig.mot.com

5471. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 15:57:53 UTC
From: mdg@ukc.ac.uk
Message-ID: <10644@gos.ukc.ac.uk>
Source record: 29749

In article <37oq80$1ld@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
:>This latest version of MPEG player can actually play most of my mpegs now.
:>But for about 50% of them, it puts my computer into some weird display
:>mode that my multisync can't handle and all I see it a lot of flickering
:>garbage.
:>I think the developer should check what kind of monitor is being used
:>before he changes display modes.

The latest version of PLAYMPEG 0.68 switches to 480 pixels horizontal for
MPEGs of width greater than 320 pixels. This gives a horizontal scan-rate
of about 27.5khz, which some multiscan monitors will not handle.
Also v0.68 currently does not work on RGB, since I did not have access
to a TV/RGB Monitor to incorporate the new features - this will be fixed
in the next version though.

:>And if it's a problem with 640x400 TC, then use a 256 color mode.

256 colour mode is just not worth using, the conversion from 24bit to 8bplanes
would make the player very slow. Blame Atari for not including a chunky 8bit
mode.

:>But aside from this problem, the program is coming along admirably.

Cheers
Griff (author of PLAYMPEG)
--

5472. Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 19:57:47 UTC
From: michaelk@pacifier.com
Message-ID: <37s0jr$m2u@pacifier.com>
Source record: 29753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am beginning to use Cubase Audio 2.0 with my Falcon. I have to external SCSI HDs, 105mg SYQuest, a Peavey SP & SX II , linked in that order. After less than a minite of audio recording I got an error message stating SCSI time out & to check my connections. I finally dicovered that if I only hook up the HD (terminated of course) everything works fine. The irony is that I also have Logic Audio and it records fine with the long SCSI chain.

The Cubase Audio manual states that "all SCSI devices should be sequencial ie 0,1,2..... BUT I just dicovered that the Falcon Manual states that AFTER the harddrives one id should be skipped before setting the rest of my devices..... Does anyone know who is right?

thanks for any help

michaelk

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

5473. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 21:05:07 UTC
From: azog@world.std.com
Message-ID: <CxsAKJ.Dp6@world.std.com>
Source record: 29754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

michaelk@pacifier.com (Michael Kelsey) writes:

>The Cubase Audio manual states that "all SCSI devices should be
>sequencial ie 0,1,2..... BUT I just dicovered that the Falcon
>Manual states that AFTER the harddrives one id should be skipped
>before setting the rest of my devices..... Does anyone know who is
>right?

Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
I skip ANY, the search stops at the last found. For instance, if my
first external device is #0, and I hook, say a CD-ROM player at #6,
the machine doesnt search past #1

I dunno if this is normal

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

5474. ARJ....!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 22:20:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37s90b$qdk@golem.wcc.govt.nz>
Source record: 29756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well lets get the strait, the Stuff that has been place on a number
of Archive site.....

ARJ992.TOS and ARJ992A.LZH

TU-BERLIN list this as German, NO they are wrong..
they also list it as UNARJ again the are wrong,
they also list it as the JUNIOR Version,
again they are wrong....

It is a ARJ and a UNARJ, and includes German/English versions
and the Junior one....

ARJ992A is the later one.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5475. Re:BGM Partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 22:44:16 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37sac0$qdk@golem.wcc.govt.nz>
Source record: 29757

In article <Cxp311.Hx2@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>sheppard_r@kosmos.wcc.govt.nz said:
>>
>>German software has bad support....
>
>What's this nonsense? Since when did program support become a national
>phenomenon?
>
>Get real Roger, this is a very unfair comment. BTW - Compo UK have finally
>got the latest version of Overscan 3.0zm.

Only after I stired things up, I was also e-mailed that COMPO was not the agent
for the older Overscan products, and that was by COMPO, I was told to deal
with System Solution, I had aready tried that, but they were not intrested.!!..

PLEASE Ofir, how do I update my Tempus 2.07, Script and Signum II ,
No there is no English support for most German software...

I do state facts.....

>------------------------------
>Ofir ogal@cix.compulink.co.uk
>------------------------------

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5476. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 22:51:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37sapl$qdk@golem.wcc.govt.nz>
Source record: 29758

In article <Cxp313.Hxp@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Graham.Irvine@mettav.exnet.com said:
>> RS> System Solutions, Please don't make me laugh, they are supposed to be

>Indeed. Also, please note that System SOlutions are not the Overscan
>distributor - they used to be and support was excellent until the product
>moved over to Compo UK.

I was e-mailed I think by COMPO USA, and told they are not the agent for the old
Overscan products and that System Solutions still were, and I should get back
to System Solutions for support...

Then how would I know, COMPO UK never advertises, not in the main UK mags..

To many people thing that Sales=Support, not it does not, well not in my
book...

>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5477. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 22:55:33 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <37sb15$qdk@golem.wcc.govt.nz>
Source record: 29759

In article <37n9ts$pag@crl3.crl.com>, sammcgee@crl.com (Sam McGee) writes:
>Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
>: In article <37ej8d$r79@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem)
writes:
>
>
>HiSoft BASIC 2.1 works just fine on my Falcon. (with all the Falcon goodies)
>
>I never heard of version 3.1.
>
>Sam

Well you don't reed magazines do you...

Version 3.1 IS THE FALCON VERSION, go contact HiSoft and find out..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5478. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 22:58:16 UTC
From: larserik@oslonett.no
Message-ID: <37sb68$bpi@hasle.oslonett.no>
Source record: 29755

> Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
> I skip ANY, the search stops at the last found. For instance, if my
> first external device is #0, and I hook, say a CD-ROM player at #6,
> the machine doesnt search past #1

AHDI stops at the first device "Not Responding"
Try SCSI tools instead (can configure what devices to check, and has
both ACSI, SCSI and IDE support in the same driver) and it's fast !!

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5479. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:21 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGLL.7EA@cix.compulink.co.uk>
Source record: 29760

> My question is , does anybody know of or have software drivers for
> the SCSI Floppy disk and the Tape unit. I seem to recall seeing a
> scsi tape driver somewhere but I've not seen a Floppy driver. On an
> ftp site perhaps?

Well the ICD Pro drivers have support for 21MB flopticals. This might work
with other types of removable SCSI drives.

:-)

Roland.

@CiX

5480. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGLo.7Ev@cix.compulink.co.uk>
Source record: 29761

> Just about everything runs faster in 16 color mode. Have you also
> tried MiniWin, the program that ships with MultiTOS? I think it is
> a bit quicker.

2 colour is even faster ;-)

My impression of MiniWin was that for *one* session it could be faster -
but after that TOSWIN won.

:-)

Roland.

@CiX

5481. Re: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:27 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGLr.7FK@cix.compulink.co.uk>
Source record: 29762

> I've read the 68010 is like a 68000 but it can support virtual memory.
> Does anybody know how one can take the 68010 advantages on an atari
> ST? Would be possible to run the Spectre emulator with it?

68010s are a non started on STs. They are not drop in replacement processors as most ST versions of TOS can't cope AFAIK (2.06 *might*).

Also the 68010 doesn't have an MMU unit, although unlike the 68000 it can work with one. The 68030 actually has one built in, which is why VM is available for 68030 machines.

The only way to get VM on a ST is to fit a PAK3 upgrade board. Its a *lot* more expensive than a 4MB RAM upgrade - but it accelerates the machine to faster than TT speed.

Just for the record - I was going to do this to my MSTE - but bought a TT instead. I now have 8MB of *real* memory and no need for VM.

:-)

Roland.

@CiX

5482. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGLu.7G5@cix.compulink.co.uk>
Source record: 29763

> It's not `based on' anything in that sense. The Linux kernel is
> completely new code developed by Linus Torvalds. The utilities and
> applications that usually come with it are generally software from
> FSF/GNU, Free BSD, etc. in the same way that the MiNT kernel is wholly
> developed by Atari/ERS but uses these utilities.

Well this info doesn't endear me to Linux I must say. I can live with MiNT being only BSD in the losest sense. OTOH it runs my Atari software. If I dump MiNT in favour of Linux - it would be nice if it conformed to some standard generic UNIX. It seems that Linux might diverge quite badly from mainstream UNIX if people are not careful.

:-|

Roland.

@CiX

5483. Re: Setting SCSI ID of a Digital HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGLx.7Gq@cix.compulink.co.uk>
Source record: 29765

> P.S. I forgot to mention, the drive is connected to the SCSI port of
> my TT.

Wish I had a DEC drive on my TT SCSI port! We have lots of DEC drives at work. I will see if there is any info there as well.

:-)

Roland.

@CiX

5484. Re: Newer MiNT <-> MultiTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGM0.7HC@cix.compulink.co.uk>
Source record: 29764

> I'm somewhat confused here. Installing MultiTOS on my Falcon puts
> a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS.
> But what if I want to run MiNT the `old-fashined' way, i.e. a
> single-tasking GEM with some TOSWINdows running multitasking shells?
> I do it this way on my old ST and it works fine (i.e. faster than
> MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
> MiNT? And what about the MiNT source version on a.a? If I compile
> that one, will I then have MultiTOS? Guess not, as MultiTOS is
> commercial.

The MINT.PRG is the MiNT kernel. The rest of MTOS is in the GEM.SYS file.

To run MiNT with out MTOS, edit the MINT.CNF file. In it is the line:

GEM=

or

INIT=

These define what the start process for MiNT will be. If you remove the
line - it should boot up ordinary GEM.

At least its *something* like that! ;-)

:-)

Roland.

@CiX

5485. Re: all

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-16 23:15:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxsGM2.7I0@cix.compulink.co.uk>
Source record: 29766

> and I want to print out things on my Olivetti JP 3505 it sucks! Is

A JP350S is an HP Deskjet + compatible printer. If you haven't got Olivetti drivers - see if you have any HP ones instead.

:-)

Roland.

@CiX

PS I've have a loy of experince with JP350 printers (not on STs), so if you have any questions about the printer - I might be able to help.

5486. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 02:20:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <37sn0r$n7f@uqcspe.cs.uq.oz.au>
Source record: 29767

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>If I dump MiNT in favour of Linux - it would be nice if it conformed to some
>standard generic UNIX.

Didn't I mention it was Posix compliant? Oops, sorry. And Posix is
exactly `standard generic UNIX'.

MiNT I believe also aims to be Posix compliant (eventually).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5487. Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 05:13:57 UTC
From: brad@halia.pbrc.hawaii.edu
Message-ID: <Cxsx7A.JB8@news.Hawaii.Edu>
Source record: 29768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

We have data archived on Syquest cartridges that were formatted and written on an Atari. Alas, the Atari is no longer with us but we need to access the data on a PC or a Mac. We have no problem connecting our Syquest to either platform, what we need is software that will allow us to mount the Atari file system or somehow convert or copy the files. Is there such software anywhere? If not, would anyone with an Atari and a Syquest drive be willing to transfer some files to a DOS or Mac readable format?

Thanks for any help you can provide.

--
Brad Jones brad@wana.pbrc.hawaii.edu

5488. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 06:46:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxt1HL.Ly5@cix.compulink.co.uk>
Source record: 29769

sheppard_r@ix.wcc.govt.nz said:
>
>You will need to get it updated, the Falcon version is 3.1....

The latest version of HiSoft BASIC is 2.10

Ofir ogal@cix.compulink.co.uk

5489. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 06:46:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxt1Hp.Lyq@cix.compulink.co.uk>
Source record: 29770

d3hq@jupiter.sun.csd.unb.ca said:
>--
>NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
>Every Atari owner must have these tools to perform seriously.

Interesting, I assume you have also tried MagiC and Ease.

Ofir ogal@cix.compulink.co.uk

5490. Re: HiSoft Address??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 08:03:14 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <37tb42$l23$1@usenet.pa.dec.com>
Source record: 29772

In article <37pb40$jnk@ocean.CAM.ORG>, dsevee@CAM.ORG (Denis Sevee) writes:
|> Does HiSoft, the distibutor of DEVPAC3, have an e-mail address?
|> Denis Sevee

Here are HiSoft's details:

HiSoft

The Old School
Greenfield
Bedford
MK45 5DE

tel: +44 (0)1525 718181
fax: +44 (0)1525 713716

hisoft@cix.compulink.co.uk

[M][a][r][c]

5491. Setting Falcon screen modes with NVDI+Screenblaster

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 08:03:46 UTC
From: raei@ecid.cig.mot.com
Message-ID: <1994Oct17.085934@ecid.cig.mot.com>
Source record: 29771

hi,

My Falcon has NVDI and Screenblaster installed, running on a VGA screen.
My problem is that I cannot set screen resolutions properly, I am using the
Setscreen command (or the Lattice equivalent, may be Vsetscreen). Although my
program can change resolutions properly with these two not installed it fails completely
when they are...

Can anyone tell me how I should be doing this so Screenblaster (which I think
causes the problem) recognises the new res ?

Cheers

Ian

--
Ian Rae
Motorola Ltd,
16 Euro Way, Tel No +44 793 541541
Blagrove, Swindon, Fax No +44 793 541228
England, SN5 8YQ. non-working E-mail raei@zeus.swindon.rtsg.mot.com

5492. Minix problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 09:27:34 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37tg26$ls@dux.dundee.ac.uk>
Source record: 29773

I have run the minix set up programme and still only have the standard
TOS 8.3 character file names. How do I get extended file name?

Rod

--
==
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

+++

5493. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 09:41:57 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <37tgt5$iud@whitbeck.ncl.ac.uk>
Source record: 29774

>cm3hirjd@bs47c.staffs.ac.uk said:
>>
>>Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?
>

I used to - gave it up over the summer 'coz I was getting pea'd of with the lack of a decent development enviroment (no project manager, cann't even use MAKE 'coz no object files & linker), and when I mentioned this to HiSoft they said there was no way they would do anything to improve it....

Anyway, you might like to check out my DSP MODPLAY library for HB (based on BitMaster's DSP code). It can be found on ftp.uni-kl.de -the file is hbmodlib.zip or something like that....

Also, I'll be uploading an object oriented programming support library (OOPLIB) for HiSoft Basic in the next few days.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5494. Linux 0.9pl3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 09:56:44 UTC
From: mdg@ukc.ac.uk
Message-ID: <10648@gos.ukc.ac.uk>
Source record: 29777

Has anyone managed to get Linux v0.9pl3 working on the Falcon? It crashes with an 'invalid kernel trap' on booting - I have a 14mb Falcon, TOS 4.04 if thats any help.

Cheers
Griff
--

5495. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 12:04:29 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782395469@acp5>
Source record: 29783
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

azog@world.std.com (azog) writes:

>Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
>I skip ANY, the search stops at the last found. For instance, if my
>first external device is #0, and I hook, say a CD-ROM player at #6,
>the machine doesnt search past #1

AHDI can be configured to check non consecutive device numbers. The AHDI 3.0
Release Notes describe how to do that. There's also software for configuring
AHDI, called AHDICONF.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5496. Re: Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 12:06:59 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782395619@acp5>
Source record: 29784
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

brad@halia.pbrc.hawaii.edu (Brad Jones) writes:

>need to access the data on a PC or a Mac. We have no problem
>connecting our Syquest to either platform, what we need is software
>that will allow us to mount the Atari file system or somehow convert
>or copy the files. Is there such software anywhere? If not, would

Most hard disk drivers for the Atari, e. g. AHDI, HuSHI, HDDRIVER, recognize
DOS formatted partitions if these partitions are < 32 MByte. On the other
hand DOS drivers won't recognize Atari partitions. This means that you only
can exchange data between DOS and TOS if a partition is DOS formatted (or
has been partitioned with the appropriate option of the SCSITOOL software)
and if this partition is < 32 MByte.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5497. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 12:09:55 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.782395795@apanix.apana.org.au>
Source record: 29776

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > It's not `based on' anything in that sense. The Linux kernel is
> > completely new code developed by Linus Torvalds. The utilities and
> > applications that usually come with it are generally software from
> > FSF/GNU, Free BSD, etc. in the same way that the MiNT kernel is wholly
> > developed by Atari/ERS but uses these utilities.

>Well this info doesn't endear me to Linux I must say. I can live with MiNT
>being only BSD in the losest sense. OTOH it runs my Atari software. If
>I dump MiNT in favour of Linux - it would be nice if it conformed to some
>standard generic UNIX. It seems that Linux might diverge quite badly from
>mainstream UNIX if people are not careful.

Far be it from me to appear that I am standing in defence of Linux, but
you're way out of line here 8)

Linux has a rabid userbase. I mean _rabid_. One of the positive sode
of this is that _lots_ of stuff gets ported, even from the way-out
commercial unix platforms.

However, just like the *BSD unixes, it has a _very_ broad compatability
base, and porting most applications to any one of them is usually fairly
trivial.

Linux' real problems lie in its dubious networking code and its long-term
stability - there's nothing at all wrong with it as a small-scale
desktop Unix at all. I'm happy to see a unix of _any_ sort making it
to the atari platform. My preference would naturally have been for NetBSD,
but Linux is far better than a poke in the eye with a blunt stick.

>Roland.
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5498. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 12:49:46 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <37trta$9t2@news.rhrz.uni-bonn.de>
Source record: 29778

In article <seimet.782207076@acp5> seimet@chemie.uni-kl.de (Uwe Seimet) writes:
>volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
>>NetBSD has been successfully ported to several 68k-based architectures,
>>including the Amiga and the Mac. The Atari isn't among them. Why? Because
>>the Atari product line is deadder than dead, and noone does the port.
>
>If it were that dead why are there a lot of people porting Linux?

Good question, I don't have a convincing answer. Is the observation
correct that mostly or even only Germans are porting Linux to the TT?
How far ahead is the Amiga port?

In terms of media coverage, even the Amiga is better supported, and
that company is bankrupt.

>It simply
>seems that more users are interested in Linux than in NetBSD. This might be
>because in most magazines you read much more about Linux than about other
>free UNIX clones.

True. At least in Germany, the lies and half-truths published by iX
and other magazines created a heavy pro-Linux bias. But I have heard
that Linux is supposed to be easier to install. How easy to install
is the Linux port to the TT going to be?

Still saddened -- Volker

--

Germany held hostage: Four more years? Volker A. Brandt
Internet: volker@sfb256.iam.uni-bonn.de Angewandte Mathematik
Phone/FAX: +49 228 63 36 84 (Bonn, Germany)

5499. Re: ICD address / fax no ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 13:03:04 UTC
From: PEGASOS@TRASHCAN.ESCAPE.DE
Message-ID: <36f3df79.4100.8cee@mtonne58.trashcan.escape.de>
Source record: 29775

KEVAN@EMPYR.DIRCON.CO.UK (KEVAN WINCH) schrieb am 10.10.94, 18:48, in
<COMP/SYS/ATARI/ST/TECH> unter <ICD address / fax no ?>:

K> Does anyone know the phone no., fax no., and address of ICD, makers of the
K> Link host adaptors ?
K>
K> I don't suppose they have an e-mail address do they ?

DPJ@DELPHI.COM schrieb am 13.08.94 um 11:55:

>Yep, they're on Delphi, CIS and GEnie. The address that first comes
>to mind is Delphi's - try "icdinc@delphi.com"

> -Dana

Hoping it helps

Marko
^
--
* Origin : ...auf dem Weg zum Olymp

__ __ _ pegasos@trashcan.escape.de *
| \ / | // marko_kekemenis@2:241/595.99 oO _^_
||\Y/|||// VOICE: D1Fu +49 171 3 236 237 \/___\~
|| Y ||\\ ..___ /\ / \ _._..._
|| || __...neues Leben und neue Zivilisationen..._____________________

// THE_DOT V2.14c1 Regist. //

5500. Falcon Resolutions in HiSoft Basic

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 13:42:10 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37tuvi$947@bs33n.staffs.ac.uk>
Source record: 29779

I finished this file a few weeks ago and thought I might share it with
you all and see what feedback I get. So here it is.... you'll need
HiSoft Basic 2.10 to get anything from it though.

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com

-- CUT HERE --

HiSoft Basic 2.10
=================

UPDATE version 2.0
==================

I've now tested all the RGB/TV resolutions. See the extra table.

FALCON SCREEN RESOLUTIONS
=========================

One major problem I had when making my programs was detecting which damn
screen resolution the user was loading my programs in. Could they be in
a weird True Colour resolution? If they have a VGA do they have the
Double Line On or Off ? All these questions and no obvious answer made
me fiddle around and here is what I found...

SYSTAB & GETREZ%
================

Both these calls are supposed to be used independantly, but with the
amount of resolutions on the Falcon it makes sense to combine their
results to find out the correct resolution and warn the user
accordingly.

```
r%=peekw(systab)
g%=getrez%
```

The above are the methods used from within HB. You will need to have
the Xbios library installed for the getrez command to work or else it
will return a value of 0 each time regardless.

RESULTS for a VGA
=================

```
Falcon Resolution SYSTAB GETREZ
-----------------------------------------------
```

```
4 colour, 40 column, DL Off 2 7
4 colour, 80 column, DL Off 2 2
4 colour, 40 column, DL On 2 0
4 colour, 80 column, DL On 2 1

16 colour, 40 column, DL Off 4 7
16 colour, 80 column, DL Off 4 2
16 colour, 40 column, DL On 4 0
16 colour, 80 column, DL On 4 1

256 colour, 40 column, DL Off 8 7
256 colour, 80 column, DL Off 8 2
256 colour, 40 column, DL On 8 0
256 colour, 80 column, DL On 8 1

True Colour, 40 column, DL Off 16 7
True Colour, 40 column, DL On 16 0

ST LOW 4 0
ST MED 2 1
ST HIGH 1 2

RESULTS for an RGB
==================

Falcon resolution SYSTAB GETREZ
-----------------------------------------------
2 Colour, 80 column, Int Off 1 1
2 Colour, 80 column, Int On 1 2

4 Colour, 40 column, Int Off 2 0
4 Colour, 40 column, Int On 2 7
4 Colour, 80 column, Int Off 2 1
4 Colour, 80 column, Int On 2 2

16 Colour, 40 column, Int Off 4 0
16 Colour, 40 column, Int On 4 7
16 Colour, 80 column, Int Off 4 1
16 Colour, 80 column, Int On 4 2

256 Colour, 40 column, Int Off 8 0
256 Colour, 40 column, Int On 8 7
256 Colour, 80 column, Int Off 8 1
256 Colour, 80 column, Int On 8 2

True Colour, 40 column, Int Off 16 0
True Colour, 40 column, Int On 16 7
True Colour, 80 column, Int Off 16 1
True Colour, 80 column, Int On 16 2

THAT'S IT!
==========
```

I am sure you can see from the above table that when you check the systab and getrez results if they equal 16 and 7 then the user is in the True Colour, 40 column, Double Line Off mode... and so on...

PROBLEM
=======

There is only one problem though. The ST LOW results (4/0) are the same as the 16 colour, 40 column, Double Line On (4,0). This is because essentially they are the same screen dimensions but you still might like to know which one of the two it is. Well I can't help you here I am afraid but if anyone out there can then PLEASE get in touch!

>>> Another problem is that there is no way to detect which type of monitor the user has. The RGB and VGA results are pretty much the same in most respecst, therefore you have problems, especially as although the systab and getrez results are the same, the display area available most certainly is not <<<

CONTACT
=======

Falcon owning, HiSoft Basic programming people please get in touch with me to swap ideas and routines.

Richard Davey, 10 Oak Drive, Portishead, Bristol, BS20 8QS, UK.
Phone: +44 (0) 275 843241
Email: requiem@armory.com

The email will become active again during October 1994. Please allow some time for a reply as all mail is forwarded to me when at University.

Anyone who wants details about the FALCON OWNERS GROUP just send me a single first class stamp and your address.

5501. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 14:49:33 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <37u2tt$b3t@mserv1.dl.ac.uk>
Source record: 29780

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

5502. MonType in HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 14:59:53 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <37u3h9$99f@bs33n.staffs.ac.uk>
Source record: 29781

Can anyone tell me how to get the MonType% command to work in HiSoft Basic 2.10 (in the Falcon library I believe).

I have a VGA monitor plugged in yet continuously get a response of 0 which assumes a ST HIGH monitor. Help?!!

Richard Davey
Falcon Owners Group (UK)
--
email: requiem@armory.com
or : cm3hirjd@bs47a.staffs.ac.uk [much faster response from here]

5503. Re: AES bug/feature in form_alert

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 15:46:49 UTC
From: mdekker@fwi.uva.nl
Message-ID: <37u699$l8o@turing.fwi.uva.nl>
Source record: 29782

"S.J. Harrison" <S.J.Harrison@ncl.ac.uk> wrote:

:
:I have repeatedly come across a problem with displaying forms immediately
:after selecting a menu item, such as an "About.." option. The call to
:form_alert seems to "hang" allowing mouse cursor movement but no alert
:box appears and no further operation is possible without resetting the
:machine. This occurs on a TOS1.62 STe machine. It seems that if a mouse
:button is held down when form_alert is called (such as when a menu item
:is selected), the machine crashes. Solution: wait for all mouse buttons
:to be released.

: Is this a bug or known feature of all AES versions, and if so, is

I never had ANY problems of the kind you describe. I use a 1040STfm, TOS1.4

--
Martijn Dekker +-------------= PFF - Software =---------------+
University of Amsterdam | coding for:c64/appleMac/AtariST/PC/Unix/X |
department of Mathematics +---+
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

5504. Re: Desktop Replacements ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 16:42:30 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cxtt2u.M0G@Virginia.EDU>
Source record: 29785

Speaking of TeraDesk, I downloaded it from umich and was really
pleased with it. However, whenever I quit a program which I
had executed from TeraDesk, I catch a brief glimpse of bombs
and the system returns to the crappy GEM desktop. I assume
that this is not supposed to happen, but I have tried
everything and have not been able to avoid it. I have a
520STfm with 1 meg and a DSDD drive, no HD as of yet. It has
TOS 1.00 (yuk!). The only programs that are always in my auto
folder of my boot-floppy are Pinhead 2.1 (floppy accelerator)
and Flashdisk (reset-proof ramdisk). Anyone have any ideas?
Thanks in advance.
-John Stanmeyer

5505. Re: Turbo 25 question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 19:35:59 UTC
From: jondinga@io.org
Message-ID: <37ujmv$p56@ionews.io.org>
Source record: 29786

On 10-16-94 az477@FreeNet.Carleton.CA wrote to ALL...
a> back. Jim didn't send anything with the machine, and he's quite hard to
a> get ahold of... so I was wondering.
Try mailing him at j.allen27@genie.geis.com

* (QW|{ 2.6 * Egyptian tourists don't die -- they go senile.

5506. What is Atari Transputer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 19:52:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <37ukle$2nf@dux.dundee.ac.uk>
Source record: 29787

Out of curiosity what kind of performance does the Atari Transputer have?
Also is it simply a card that plug into the ST/TT or a complete machine
in its own right?

Rod

--
==
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

++

5507. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 20:25:43 UTC
From: contacts@mits.mdata.fi
Message-ID: <37umk7$6ma@prime.mdata.fi>
Source record: 29789

In article <37sb68$bpi@hasle.oslonett.no>,
Lars-Erik Oesterud <larserik@oslonett.no> wrote:
>> Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
>> I skip ANY, the search stops at the last found. For instance, if my
>> first external device is #0, and I hook, say a CD-ROM player at #6,
>> the machine doesnt search past #1
>
>AHDI stops at the first device "Not Responding"
>Try SCSI tools instead (can configure what devices to check, and has
>both ACSI, SCSI and IDE support in the same driver) and it's fast !!

ICD Pro driver 6.5.5 is about the same - better than AHDI anyway! :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5508. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 20:38:41 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782426321@acp5>
Source record: 29790

volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>Good question, I don't have a convincing answer. Is the observation
>correct that mostly or even only Germans are porting Linux to the TT?

There are Germans and Dutch working on it and they seem to be very
successful concerning the latest developments.

>How far ahead is the Amiga port?

As far as I know the Atari port has not reached the level of the Amiga port
yet but the differences are not that big. This is quite logical because both
ports are binary compatible.

>In terms of media coverage, even the Amiga is better supported, and
>that company is bankrupt.

Yes, that's strange but true, indeed.

>that Linux is supposed to be easier to install. How easy to install
>is the Linux port to the TT going to be?

Let's wait for the official release of Linux for the Atari next month.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
*************************************************************************
```

5509. 2/6 ROM select ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 20:51:03 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10171994.205103@empyr.dircon.co.uk>
Source record: 29788

Hi, Sorry to all those who got this in atari.st My olr chops the end off the newsgroup name, and it wasn't until I uploaded the packet that I saw it was going to the wrong newsgroup. This is the correct one (I Hope)

Right, I have a friend who is sending me some TOS ROMS, I'm updating from 1.2 to 1.41. His ROMS are the 'six pack', I've looked in my ST and it has just two ROMS. There are a couple of soldered 'links' near the ROMS that look very much like selectors for 256k or 1M (6 or 2 ROMS), especially as ;

1) They have '256k' and '1M' written on the board and
2) They are near the ROMS !

:-)

Does anyone know which way to solder the links correctly to enable the 6 ROM configuration ?

(Any clever buggers who say 'The other way to what it is now', get a large custard pie on the head ! ;-) It is not too clear where the links should be, as there are a few possible places to connect.

Thanks in advance.

[short upgrade story: when I took the ST from 512k to 1 Meg, I had to remove the solder from all the holes in RAM bank 2 before I could solder in the new chips. Not having a desolder pump, I had a bright idea to use the hoover / vacuum cleaner nozzle on the underside of the board whilst melting the solder on the top. It was working great, solder disappearing out of sight, nice clean holes. Great....until I turned the board over and found the solder had spread all round the holes on the underside of the board, all over the tracks - everywhere ! Took ages to clean up whilst trying not to damage the tracks ! When it came to test the upgrade, I was too impatient to properly rebuild the ST first, so just balanced the floppy drive on the edge of the case and ran the test program. Upgrade was fine ! Then I knocked the floppy drive slightly and the bottom of it touched the shielding on the ST, which is earthed, and bzzzzzzt....one dead floppy drive. Moral: Get the right equipment, take it slowly and DONT BE IMPATIENT ! I know !! :-)]

VQWK 6.20I

5510. 5.Elmshorner Computertage

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 23:02:34 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.elB.qdzraJGOOv37s@murphy.sh.sub.de>
Source record: 29713

```
ATARI Happening in Elmshorn/North Germany
-----------------------------------------

Announcement Update 10/11/1994
------------------------------

ECT Countdown (14 days !)
-------------------------

Computer Club Elmshorn e.V.
ATARI ST/TT/FALCON group
Postfach 261
D-25302 Elmshorn
Germany
Tel. 04121/83298
FAX 04121/92302

This is the eigth english announcement for the 5th Elmshorner
Computertage from the Computer Club Elmshorn e.V. On 29th and 30th
october is a big systemindependent computer exhibition in Elmshorn.
Elmshorn is a city 30 km north of Hamburg. The ECT has 10000 visitors
on average.

The exhibition are organized by the CCE e.V. and the city of Elmshorn.
The CCE e.V. is one of the biggest german systemindependent computer
clubs.

More than 70% of the exhibitors are ATARI dealers, ATARI clubs, ATARI
software producers and ATARI freaks. It's no PC show, it's an ATARI
happening. It's the biggest ATARI exhibition in North Germany since
the ATARI CeBIT exhibition 1992 in Hannover.

Venue is the KGSE Elmshorn (Kooperative Gesamtschule Elmshorn), the
street called 'Hainholzer Damm'. You can easy reach Elmshorn by train
or motorway.

Exhibition opening:
Saturday 29th october 2 - 6pm
Sunday 30th october 10am - 5pm
- no admission fee

- additional : - big cafeteria
- big tombola
- win an ATARI FALCON
- separate product presentations
```

ATARI exhibitors on the happening Update: 11th october 94

Betz Computer ByTech GbR
Gï¿½rtnerstr. 80, 20253 Hamburg Bismarckstr. 88, 10627 Berlin
(Medusa, GE_Soft Eagle, Tower..) (OFF-AXIS Scientific plots)

CD Service Bernd Lohrum Columbus Soft Ch. Schardt
Schloï¿½bergstr. 36, 66440 Blieskastel Kinzigweg 1, 64287 Darmstadt
(ATARI CD's, CD-ROM drives..) (Ergo! Pro GFA-BASIC tools..)

Computer & Service CrazyBits
Knooper Weg 111, 24118 Kiel Pintschstr.6, 10249 Berlin
(Multimedia ATARI/PC..) (PixArt, ATARI-Hardware..)

GALACTIC Hahn's DTP Werbe- & PR-Agentur
Julienstr.7, 45130 Essen Schulstr. 10-12, 25335 Elmshorn
(Sampling/Harddiskrecording..) (DTP live with Calamus SL)

Hinsch & Partner GbR Jochen Merz Software
Rethfelder Str. 52, 25337 Elmshorn Im stillen Winkel 12, 47169 Duisburg
(FALCON/Jaguar/PC/AMIGA games..) (SMS2 realtime operating system)

Layout Service OMIKRON Software
Eckernfï¿½rder Str.83, 24116 Kiel Sponheimstr.12a, 75177 Pforzheim
(GAL-ED, FFT, SE-Fakt,SE-Verein..) (K-Spread, Mortimer, OM-BASIC..)

OVERSCAN / COMPO Pagedown Computer
Elbestr. 28-29, 12045 Berlin Hannoversche Str.144, 37077 Gï¿½ttingen
(Afterburner040, That's Write..) (Script 3.5, Formula, Midnight II..)

Pergamon, Ch. Lehmann R.O.M. logicware
Am Roten Hang 14, 61476 Kronberg Raschdorffstr.99, 13409 Berlin
(Pegasus, Audion, Videon, HD-Plus) (Papyrus, Speedo-GDOS, Heatseeker..)

SDS Software (Betz Computer) Softwarehaus Alexander Heinrich
Peterskampweg 15, 22089 Hamburg Postfach 1411, 67603 Kaiserslautern
(Topics 2.0 database) (Maxidat-database, Videotext decoder)

Trifolium VHF Computer
Wilhelmsstraï¿½e 5, 34117 Kassel Daimlerstr. 13, 71101 Schï¿½naich
(MIDI/Music applications, Trilingua..) (Janus ST-Emulator, Platon PCB)

DLM Datentechnik (Betz Computer) Gellermann & Fellmuth GbR
Saarlandstr.74, 25421 Pinneberg Frankenbergstr.38, 12589 Berlin
(Electronic software,Spice,Staned..) (IDE-Adapter/CD-ROM-Adapter)

Jobis unternehmenssupport Atlantis Design & Software
Samerhof, 83224 Grassau Groningen, Holland
(ATARI networks, PAM's Net) (Invent, Flora..)

MA-SOFT Mï¿½nchen Delirium Arts
Josephsburg-Str.55, 81673 Mï¿½nchen Lauffener Str. 11, 74226 Nordheim
(Multiline Mailbox program) (TwiLight Screen saver..)

Neumann-Seidel GbR (bei C&S) Fischer Computer Systems
Hafenstr. 16, 24226 Heikendorf Goethestr.7, 64407 Fr.-Crumbach
(Karma, Toxis,GL ..) (ATARI Power-Laptop/FALCON-Portable)

MAUS-BOX IZ Itzehoe Computer Inventions
Julius-Leber Weg 2, 25524 Itzehoe Am Ziegelteich 20, 22525 Hamburg
(Mailbox system ATARI/PC) (ATARI Packet Radio, Genlock..)

Woller & Link Gbr Softworks Company Baack & Partner
Westenallee 94a, 14052 Berlin Rathausallee 141, 22846 Norderstedt
(Quark I+II mailbox software) (Music software ATARI/PC)

Falke Computer Rudolf Leukefeld
Rï¿½hrsbrook 10, 24226 Heikendorf Reventlowstr. 52, 22605 Hamburg
(ATARI-Inside magazin) (Electronic instruments...)

Oliver Schmidt
Hasselredder 23, 23701 Eutin
(Everest texteditor)

- Computer Club Elmshorn e.V./ATARI ST/TT/FALCON group
(FALCON's, TT's, ST's with ATARI applications, demos,
Cubase MIDI, ATARI programmers etc.)
- free ATARI PD-service (don't forget formatted discs !)

- A.C.T. e.V. ATARI Computer Team, Bremen

- Computer Club86, 74004 Heilbronn

This is a message is for all european ATARI enthusiasts, especially for
our dutch, scandinavian, polish and british ATARI friends. Let's have a
big ATARI party and two nice days.

If you've questions about the exhibition, please contact Ole
Marienhagen by EMAIL (marienhagen@tu-harburg.d400.de)

Jens Schulz
Manager of the ATARI ST/TT/FALCON group CCE e.V.

--
********** 5. Elmshorner Computertage vom 29.10.94 - 30.10.94 **********
* Veranstalter : Computer Club Elmshorn e.V., Postfach 261, 25302 Elmshorn, *
* Telefon: (49)4121 83298, Telefax: (49)4121 82016 *

Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
Fax : (49)4121/92302 or ole@murphy.sh.sub.org
If possible use the first e-Mail address.

Murphy's word is law.

5511. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-17 23:42:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxuCIJ.89B@cix.compulink.co.uk>
Source record: 29697

> Didn't I mention it was Posix compliant? Oops, sorry. And Posix is
> exactly `standard generic UNIX'.

I think you mentioned this - and I thought you would pick me up on it! ;-)

However I was sure that when I used to program under VAX/VMS, that VMS was supposed to be going Posix as well. Basically that Posix is not specifically Unix.

Oh - well I suppose it will have to do ;-)

:-)

Roland.

@CiX

5512. Re: What is Atari Transputer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 00:07:21 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <37v3jp$dl9@msuinfo.cl.msu.edu>
Source record: 29691

In article <37ukle$2nf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Out of curiosity what kind of performance does the Atari Transputer have?
>Also is it simply a card that plug into the ST/TT or a complete machine
>in its own right?

The only figure I've heard was that a fully decked-out ATW would run at something like 1/5 the speed of a Cray X-MP (or was that Y-MP?).

And yes, it is a complete machine in its own right. In fact, you might say it's several machines, since it is actually a parallel computer.

I'm working on finding folks on GEnie who might know about it, but so far no luck. If I find out anything, I'll post results.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Rod
>
>--
>==
> Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
>System: Atari Falcon 4/65 with FPU, NVDI, SVGA...
>
> "Must be nice to be interesting"
>
>+++++++++++++++===++++++++++++++++++++

5513. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 02:09:20 UTC
From: gathings@cs.utk.edu
Message-ID: <37vaogINNfgg@duncan.cs.utk.edu>
Source record: 29692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
F O R S A L E

Item Desc Asking Price

Atari 1050stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above )
SC1224 color monitor
sf354 external drive

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

5514. Re: Problem: MinixFs, ICD and BGM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 02:28:10 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <rczsahoroto@moacs11>
Source record: 29693

In <H.eg.zMloms4Ozlo@semprini.waterloo-rdp.on.ca>, Chris Herborth wrote:

> Yes, I thought Waldi was mistakenly referring to SCSI ID as "LUN"; sorry
> Waldi!

Not exactly. But as Michael Smith has already pointed out in
<miff.781365404@apanix.apana.org.au>, I was wrong to assume that the ICD
hostadapters do ID<->LUN mapping, they _don't_.

Waldi

5515. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 02:53:46 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <femribeh5qu@moacs11>
Source record: 29694

In <37trta$9t2@news.rhrz.uni-bonn.de>, Volker A. Brandt wrote:

> Is the observation correct that mostly or even only Germans are porting
> Linux to the TT?

Currently only Germans (there were some Dutch earlier on, which AFAIK
have left the `scene').

> How far ahead is the Amiga port?

Not that far, Atarians are catching up quickly.

> True. At least in Germany, the lies and half-truths published by iX
> and other magazines created a heavy pro-Linux bias. But I have heard
> that Linux is supposed to be easier to install.

I get the impression that popular Linux distributions are more aimed towards
M$-DOS users that want to try something new/better without having any
previous knowledge about UNIX, while NetBSD better suits those who want to
bring the comfortable environment they're used to at the office to their PC
at home.

> How easy to install is the Linux port to the TT going to be?

Let's hope it will be as easy as installing 4.4BSD. ;-)

Waldi

5516. Questions regarding MegaSTe and Cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 03:23:14 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Oct18.032314.38474@frodo.cc.flinders.edu.au>
Source record: 29695
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was wondering if anyone had experience with a Mega STe and cartridges,
namely Spectre GCR and Replay 16 or 8. I have seen a pic of a R.16 and
I think it would be a tight fit to get it to fit well on my Mega.

Hmmm, the main reason I bought it was for music, I hope a Replay 16 will
fit *8-/

Anyone got any of the above cartridges for sale, in Australia if possible?

Thanks,
Skip.

Ps: how about comp.sys.atari.>68000 for Falcons, TTs, Pak3s etc.
....well it seems appropriate. ;)

5517. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 03:50:14 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <x0mzaibivpm@moacs11>
Source record: 29696

In <1994Oct16.005635.2832@esca.com>, Steven Woodford wrote:

> The problem is in 'main.c' where memory is allocated for the bitmaps.
> The calculation to work out the amount of memory required is done in
> 16 bits, but passed to kmalloc() as 32 bits & 0xffff. Now, as you can
> guess, when the size of the bitmap exceeds the limits of 16bits...

After diff-ing against the original sources I discovered I already changed
that part of the initialisation in minix_sanity(). No wonder I never
noticed any problems. :)

Waldi

5518. TeraDesk 1.39 Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 05:55:17 UTC
From: jws4p@Virginia.EDU
Message-ID: <Cxuts5.Cn5@Virginia.EDU>
Source record: 29698

I recently downloaded the desktop replacement TeraDesk 1.39
from atari.archive.umich.edu and was very pleased with its look
and features. However, when I exit any program run from
TeraDesk, I get a brief glimpse of bombs and then the system
returns to the crappy GEM desktop rather than the TeraDesk
desktop. I have a 1meg 520STfm with TOS 1.00 (yuk!) and no
HD. I am running TeraDesk from a reset-proof ramdisk
("Flashdisk"), as is suggested in the tera docs for those
without HD's. The only other auto-program in memory is PinHead
2.1, a floppy accelerator. I assume that when you quit a
program the system should return to TeraDesk (or else it isn't
very useful...), so I am wondering if the problem is with
running TeraDesk on TOS 1.00. Has anyone else had this problem
and solved it? Thanks in advance.
-John Stanmeyer jws4p@virginia.edu

5519. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 06:05:18 UTC
From: warwick@cs.uq.oz.au
Message-ID: <37voiu$74v@uqcspe.cs.uq.oz.au>
Source record: 29699

miff@apanix.apana.org.au (Michael Smith) writes:

>I'm happy to see a unix of _any_ sort making it to the atari platform.
>My preference would naturally have been for NetBSD, but Linux is far
>better than a poke in the eye with a blunt stick.

That's not a very nice way to refer to GEMDOS.

--
Warwick
(1000 cheers for MiNT for giving us new eyes and Linux 68K for giving
us new hope)
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5520. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 06:55:49 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Oct18.065549.18680@news.unige.ch>
Source record: 29700

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> Linux' real problems lie in its dubious networking code and its long-term
> stability - there's nothing at all wrong with it as a small-scale
> desktop Unix at all.

What are the practical problems with networking?

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5521. Linux, X-Windows, etc...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 07:02:19 UTC
From: mike@divsun.unige.ch
Message-ID: <1994Oct18.070219.18749@news.unige.ch>
Source record: 29701

Uwe Seimet writes
> It (X-Windows) doesn't exist in an official version yet but some people
> already succeeded in compiling it for the Atari under Linux. A public
> release is planned for November.

& Matija Grabnar adds
> This is from the german magazine ST computer:
>> LinuX for Atari 030/040!
>> A complete Unix operating system on 20HD floppies. Includes complete
>> operating system kernel, X-Windows, TeX, Tools u.v.m. [sorry, I don't
>> understand that acronym] and a special (available only from us)
>> instalation shell. In addition to that a LinuX handbook as ASCII
>> text and a printed instalation manual.

Oh well, no more excuses: time to jump in! But I guess the guide will
be in German :(
Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5522. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 07:51:02 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <37vup6$2bd@percy.cs.bham.ac.uk>
Source record: 29702

walra@moacs.indiv.nl.net (Waldi Ravens) writes:
>In <37drvm$as2@dux.dundee.ac.uk>, Rod McCall wrote:
>
>> I am wanting to use a CLI under MiNT, I have tried BASH under TOSWIN but
>> it is just so slow. I have NEVER seen a screen update done so slowely, I
>> though that a 68030 would atleast give some speed, my old Amiga 600 CLI
>> was several times faster!!
>>
>> Any suggestions?
>
>Get ridd of TOSWIN, use MiNT's builtin fasttext device to run your shell.
^^^^

I object :-)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5523. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 08:01:43 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Oct18.080143.10889@euclid.earth.ox.ac.uk>
Source record: 29728

```
In article <1994Oct15.124224.1416@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:
>In article <1994Oct14.072506.29869@news.unige.ch>,
>Mike Morris <mike@divsun.unige.ch> wrote:
>>I just saw an ad in a German mag for Linux + X Windows for DOS
>>machines; does X-Windows also exist for Linux on Ataris? If not,
>>how long is the usual conversion time?
>
>This is from the german magazine ST computer:
>LinuX
>LinuX for Atari 030/040!
>A complete Unix operating system on 20HD floppies. Includes complete operating
>system kernel, X-Windows, TeX, Tools u.v.m. [sorry, I don't understand that
>acronym] and a special (available only from us) instalation shell. In addition
>to that a LinuX handbook as ASCII text and a printed instalation manual.
>Hardware requirements: a 68030 and approx 50MB HD space. Delivery in Oktober
>94.
>Price only 98 DEM.
>
>I don't have any connection with theses people, I just read theri ad on page
>97 of Oct, '94 ST computer.

DON'T send them your money!

Linux/68k is nowhere near ready for full release, the Atari version is still
rather unstable, swapping doesn't work properly and there are SCSI problems.
X is nowhere in sight for the Atari. You also need a 6888[1/2] for the
kernel to work.

This looks like a scam to get people to pay money for a non-existent product
then do a runner.

It may be a good idea to tell "ST Computer" about this advert too.

Steve
--
------------------------------------------------------------------------
Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).
```

5524. Re: Linux 0.9pl3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 08:02:41 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Oct18.080241.10979@euclid.earth.ox.ac.uk>
Source record: 29729

In article <10648@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>Has anyone managed to get Linux v0.9pl3 working on the Falcon? It crashes
>with an 'invalid kernel trap' on booting - I have a 14mb Falcon, TOS 4.04
>if thats any help.

Do you have a maths co-processor installed?

>Cheers
>Griff

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

5525. Re: Connecting TT to 486/Linux?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 08:18:29 UTC
From: roemer@hypnos.rbi.informatik.uni-frankfurt.de
Message-ID: <3800cl$kij@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 29703

In <avg.782047251@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>Hello.

>I just bought a `Linux machine' (OK, it is a 486 but only 50 of the
>540 megs are for DOS which I haven't got round to using yet :-), and
>I was wondering if anyone out here has any experience connecting TOS
>or MiNT with a Linux box.

>I was hoping I could get as far as to mount (parts of) the Linux disk
>to drive U:\ under MiNT using MiNTnet over a null modem cable. But
>perhaps this suggestion is totally ludicrous as I haven't looked at
>MiNTnet yet.

This works fine. I've connected Linux 486 with my ST...

>But just FTP would do fine as well, I guess :-)

Works too.

Kay.

5526. AV Protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 08:42:04 UTC
From: brarda@vxclia.cern.ch
Message-ID: <brarda-181094094043@128.141.55.218>
Source record: 29704

I would like some informations about the AV protocol.
Is there a document describing it ?

Thanks,
Loic

5527. Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 09:33:54 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct18.093354.25363@dmu.ac.uk>
Source record: 29705

Please can you E-mail me? I've tried e-mailing you by doing a reply from Usenet but the mail always comes back to me. BTW I want to join the FOG and also I may be interested in doing some coding for the FOG update disk as I have Update 6 (I think) and I found it quite unreliable.....

Cheers, Alan.

5528. DULIB For Lattice C, OOPLIB for HiSoft Basic2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 09:50:25 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3805p1$oeq@whitbeck.ncl.ac.uk>
Source record: 29706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just uploaded the DULIB GUI library for Lattice C (5.52) and
the OOPLIB Object Oriented Programming Library for HiSoft Basic 2.

You should be able to find them on ftp.uni-kl.de any time now.......

Any comments appreciated.

(Frank - I haven't done the docs for the Basic version of DULIB yet,
so I'll upload that next week.)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ---------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5529. Re: Atari Syquest -> PC or Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 09:59:48 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cxv53p.2Kq@hpbbrd.bbn.hp.com>
Source record: 29707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Brad Jones (brad@halia.pbrc.hawaii.edu) wrote:
> We have data archived on Syquest cartridges that were formatted and
> written on an Atari. Alas, the Atari is no longer with us but we
> need to access the data on a PC or a Mac. We have no problem
> connecting our Syquest to either platform, what we need is software
> that will allow us to mount the Atari file system or somehow convert
> or copy the files. Is there such software anywhere?

Not that I know of. It shouldn't be a big problem to convert the
Atari partition tables into a DOS-readable format, though. Since
most Atari hard disk drivers nowadays support the DOS partition
table format, you would then be able to read and write such
partitions both on the Atari and on DOS clones.

Volunteers?

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5530. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 11:28:46 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Oct18.082846.28657@ac.dal.ca>
Source record: 29708

In article <37r3df$1ke@hasle.oslonett.no>, mitko@oslonett.no (Mitko Netchev) writes:
>
> I downloaded the complete Teradesk 1.40a (incl. desktop.prg) from
> ftp.cnam.fr. - and it works fine on my Mega ST. It now supports
> multitasking with Geneva and Multitos, don't know if it supports MagiC
> though. In my opinion on of the best desktop-replacements - better than
> Neodesk, and consumes far less memory.
>
> - mitko@oslonett.no -
>
>
Thanks. Got it from there and it works fine on the MSTE too.

5531. Re: Checking for FPU and CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 12:49:10 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.eg.HjrYwzHgrIs@lumumba.sh.sub.de>
Source record: 29709

In <CxFD8F.A4z@cix.compulink.co.uk>, "Roland Givan" writes:
> [...]
> The same goes for CPUs. Is there a safe check for a 68030 - or can I assume
> the CPU COOKIE will be set right?
>

You can try to enable the caches of this processor with the Cache-Control-Register (CACR) with the statement move.w Dx,CACR. You'll need a 68020/30 assembler to do this or you have to put this code into dc-statements in the text-segment.

You have to catch the illegal-instruction-exception. If you get this exception then it's a CPU < 68020. If not, try to enable the Data-Cache of an 68030 with setting bit 8 of CACR. If this works it's a MC68030 otherwise a MC 68020.

If you need a complete assembler routine for implementation send a pm.

Stefan

5532. 68030 in Adspeed STe board?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 12:49:41 UTC
From: selick@acs4.bu.edu
Message-ID: <380g95$397@news.bu.edu>
Source record: 29717

Hi All!

I've just purchased an Adspeed STe board on the net, and can't wait until it comes! So here's the question: I've got a 68030 chip lying around, 16 mhz, and I was wondering if I could use it in the adspeed ste board instead of simply using the 68000 chip from my machine. Is this possible? Is it useful?

Thanks,
Steve
selick@acs.bu.edu

5533. Re: Questions regarding MegaSTe and Cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 14:13:35 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <380l6f$6uj@mailer.fsu.edu>
Source record: 29711
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason S. Higham (higham@ist.flinders.edu.au) wrote:
> I was wondering if anyone had experience with a Mega STe and cartridges,
> namely Spectre GCR and Replay 16 or 8. I have seen a pic of a R.16 and
> I think it would be a tight fit to get it to fit well on my Mega.

I have a Spectre GCR hooked to my MegaSTE, and it works just fine. I do
have to do a little "trick" to make the floppy work correctly each time
(access the floppy at least once while in ST mode before running Spectre),
but I think this is not just a MegaSTE thing.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5534. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 14:38:18 UTC
From: avg@cwi.nl
Message-ID: <avg.782491098@news.cwi.nl>
Source record: 29710

matija@sirius.ijs.si (Matija Grabnar) writes:

>This is from the german magazine ST computer:
>LinuX
>LinuX for Atari 030/040!
>A complete Unix operating system on 20HD floppies. Includes complete operating
>system kernel, X-Windows, TeX, Tools u.v.m. [sorry, I don't understand that

and lots more

>acronym] and a special (available only from us) instalation shell. In addition
>to that a LinuX handbook as ASCII text and a printed instalation manual.
>Hardware requirements: a 68030 and approx 50MB HD space. Delivery in Oktober
>94.
>Price only 98 DEM.
--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5535. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 15:27:50 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <j_peskeeses@moacs11>
Source record: 29714

In <37vup6$2bd@percy.cs.bham.ac.uk>, Chris Ridd wrote:

> >Get ridd of TOSWIN, use MiNT's builtin fasttext device to run your shell.
> ^^^^
> I object :-)

Objection accepted, correction: ``Get chris of TOSWIN, ...''
Does that look any better to you?

Waldi

5536. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 15:57:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CxvLo2.FGG@cix.compulink.co.uk>
Source record: 29715

mitko@oslonett.no said:
>I downloaded the complete Teradesk 1.40a (incl. desktop.prg) from
>ftp.cnam.fr. - and it works fine on my Mega ST. It now supports
>multitasking with Geneva and Multitos, don't know if it supports MagiC
>though. In my opinion on of the best desktop-replacements - better than
>Neodesk, and consumes far less memory.

You can't be serious. I have just written a survey of ST desktops and Tera
came last. It is nice, reliable, but it doesn't do much either. Take a
look at Gemini, Neo4 and Ease before you form such an opinion.

Ofir ogal@cix.compulink.co.uk

5537. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 15:57:41 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CxvLo5.FH8@cix.compulink.co.uk>
Source record: 29716

sheppard_r@kosmos.wcc.govt.nz said:
>Well you don't reed magazines do you...
>
>Version 3.1 IS THE FALCON VERSION, go contact HiSoft and find out..

Which magazines? Being a beta tester of the compiler and the developer of
the GEM library I should know. V2.10 is the latest. There will be an
update at some point - it will probably be v2.20.

Ofir ogal@cix.compulink.co.uk

5538. XWindows for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 16:02:59 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Oct18.160522.27203@inca.comlab.ox.ac.uk>
Source record: 29712

A few months ago someone posted saying they were porting X-Windows to MiNT.
Has anyone heard anything since?
If integrated with MultiTOS, this would be great.

Karl Wilkinson.

5539. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 17:14:07 UTC
From: s9205525@otto
Message-ID: <380vov$etl@aggedor.rmit.EDU.AU>
Source record: 29718

```
: Unfortunately, I found 1.40 and Zip 2.6 dont like each other to much.
: I have since returned to V1.39.

*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

5540. SCSI-II device on MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 17:36:59 UTC
From: der@discovery
Message-ID: <DER.94Oct18183659@discovery>
Source record: 29719

Hi netters, after 14 long months of absence from Internet I'm back.
For those wondering I've been down in Bosnia as a UN-soldier.

I'm having some serious problems connecting a second harddrive to
my MSTE. To start with, the SCSI-interface in my MSTE doesn't
recognize anything with an ID-no other than 0. Anything connected
to the bus with an ID other than 0 is just lost. :-(

However, by tweaking the 3 DIP-switches found on the SCSI interfaceboard
I can remap ID 0 to something else (f.e. ID 3). Unfortunately this
makes no difference when it comes to connecting more than one device
to the bus. The interface still keeps looking only for ID 0. ;-(

The big question is thus as follows: Is it at all possible to connect
more than one device to the MSTE using the original Atari SCSI-
interface?

BTW, I did remember to only terminate the last device!

To make it worse I'm also having problems connecting a newly bought
FastSCSI2 disc (Micropolis 1.04Gb) to the bus. I thought it was just
to replace the current 80Mb Seagate SCSI disc with the new one (I first
tried to connect both of them, but as I wrote above I had no luck doing
so). After some initial problems with jumpering out the parity-check I
managed to get the MSTE to recognize the disc. The problems began when
I tried to format/partition the disc. Atari's HDX gave up even before
starting, and a friends copy of ICD PRO didn't do much better. It did
at least start the formatting-process, but ended rather soon with a
"Sense #03"-error message.

Does anyone know if it's possible to connect FSII-devices to the MSTE
through the original Atari SCSI-interface?

In a week or two I'll have my newly ordered Falcon at home which hopefully
will solve my problems. However, it would be nice to know the answers to
the questions above just in case I sometime in the future would like to
upgrade my MSTE.

- Daniel Eriksson, der@astrakan.hgs.se

5541. Re: Using MinixFS with Mint on large partitions.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 17:58:32 UTC
From: coutu@mv.mv.com
Message-ID: <Cxvr9L.4Hx@mv.mv.com>
Source record: 29722

Thanks to all who offered advice! I've got my 224Mb partition up and
running now as a Minix file system. I did have to manually minit the
partition to get it sized correctly. The command I used was:

minit -V -n 2 -b 220944 -i 65535 -P I:

This got the size correct but for some reason was not able to 'lock' the
file system to prevent TOS access. Strange. I had tried the above command
without the -b and -i switches and values but it made me a 32Mb partition!
I had expected it would get the size correct, silly me! :-)

Thanks everyone!
--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5542. Gem WWW Programming Pages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 18:02:11 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <Cxvrv5.KMq@world.std.com>
Source record: 29721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.announce

I have started a new Atari WWW page that is thought to fill out a bit of that huge gap that programmers feel once in a while. The pages will contain the information on system calls, hardware registers, Q & A, and everything a programmer might need to know.

There are a lot of hard work to go there, though, and I still need info on the new system calls of MiNT > 0.95, MultiTOS and TOS >= 4.0x.

Please take a look at the pages at http://www.dtek.chalmers.se/~d2cg/gem.html or http://www.mdstud.chalmers.se/~d2cg/gem.html and tell me what you think. I need suggestions on what the pages could contain!

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 HVNV	one failed."

5543. Gem WWW programming page started!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 18:11:17 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <381345$1m@nyheter.chalmers.se>
Source record: 29720

I have started a new Atari WWW page that is thought to fill out a bit of that large gap that programmers feel once in a while. The pages will contain the information on system calls, hardware registers, Q & A, and everything a programmer might need to know.

There are a lot of hard work to go there, though, and I still need info on the new system calls of MiNT > 0.95, MultiTOS and TOS >= 4.0x.

Please take a look at the pages at http://www.dtek.chalmers.se/~d2cg/gem.html or http://www.mdstud.chalmers.se/~d2cg/gem.html and tell me what you think. I need suggestions on what the pages could contain!

Christer Gustavsson.
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5544. Re: Help with global array.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 20:01:31 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.94Oct18160133@acae127.cadence.com>
Source record: 29724

In article <37eimu$12o0@msuinfo.cl.msu.edu> hopper_t@msupa.pa.msu.edu writes:

>
> Hello, all,
>
> I was looking through my Atari Compendium, and noticed that the appl_inti()
> function is supposed to fill in an application's global array with several
> peices of info, notably the AES version number (in global[0]). My question
> is: how do you access this global array with GNU C?

in the GNU C bindings you dont access the global array
directly. as per the atari developers docs, the user visible pieces of
info from the global binding array are declared in <aesbind.h> and are:

extern int gl_apid, gl_ap_version;

> Finally, is there any documentation for GNU C that talks about things like
> the global array? I have the documentation that explains compiler
> commands, but that seems to miss a few important parts of programming on
> the ST.

The (source) code is the documentation :-) We have taken some pains to
conform to the official developers docs. I dont have the Compendium,
so i dont know what that says.

--
cheers,
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5545. Re: SCSI-II device on MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 20:16:14 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782511374@acp5>
Source record: 29723

der@discovery (Daniel Eriksson) writes:

>The big question is thus as follows: Is it at all possible to connect
>more than one device to the MSTE using the original Atari SCSI-
>interface?

As far as I know this is impossible. You need an external host adapter.

>Does anyone know if it's possible to connect FSII-devices to the MSTE
>through the original Atari SCSI-interface?

Yes, this is possible. Most modern drives are SCSI II and normally they work on the ST. But there are some exceptions. Quantum Empire drives, e. g., require a driver supporting SCSI bus arbitration. Bus Arbitration is only possible with HuSHI and HDDRIVER for the SCSI bus of TT and Falcon, not for the ST. Because of this these drives probably wo't work with the ST dma bus.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5546. Re: Turbo 25 question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 21:32:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cxw15r.15D@cix.compulink.co.uk>
Source record: 29725

> I sent my Mega ST to Jim Allen of FT and he upgraded my T16 to a T25.
> He sent it back, but after hooking the system up, It seems to be
> running at 8mhz not 25mhz. I spoke to some guys from our user group,
> and they seem to think there should be some software to switch from
> 8 to 25 mhz and back. Jim didn't send anything with the machine,
> and he's quite hard to get ahold of... so I was wondering.

There should be some software AFAIK. A friend of mine had one and I'm sure
he had patches to turn it on and off.

Roland.

@CiX

5547. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 23:44:07 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.782523847@apanix.apana.org.au>
Source record: 29665

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > > [...] Linux is based on the newer Berkley BSD4.3
> >
> > Would be wonderfull if this were true. Alas, it ain't.

>Okay - what is it based on? ;-)

Nothing. Linus invented it. Architecturally, it's pretty grotty inside.

>I was under the impression that some of the freeware BSD had made it into
>Linux (in fact a *lot* of it), and that this freeware BSD was something
>to do with the standard BSD 4.3.

The "standard" BSD is 4.4, which is what NetBSD 1.0 and FreeBSD 2.0 are
based on. There has been a little piracy of Net-2 code by the linux
people, but not a lot. It shows 8)

>Its not SYS V, or (hopefully not V7?) :-(

Linux has some SysV-isms, yes.

>@CiX

--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

5548. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-18 23:50:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <381mvh$kcr@uqcspe.cs.uq.oz.au>
Source record: 29726

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>I get the impression that popular Linux distributions are more aimed towards
>M$-DOS users that want to try something new/better without having any
>previous knowledge about UNIX,

Well, not really. The supremely popular Slackware distribution is certainly
easy to install, but after that, it is real Unix, with all you need to do
very serious stuff. I took my config files straight home from work, then
my home machine was identical to here. It's actually BETTER than here now,
as the fvwm window manager is far superior to mwm.

Anyway, it's probably premature to be discussing Linux here.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5549. JOVE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 01:14:46 UTC
From: dgilden@kora.pn.com
Message-ID: <H.ekBL.l7rUmdurVMM@kora.pn.com>
Source record: 29727

If anyone knows where their are any Docs, Man.pages or readme files
for the JOVE editor <Emacs clone> Please let me know.
Thanks
Dave Gilden INTERNET>> dgilden@kora.pn.com

5550. Re: What is Atari Transputer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 01:58:43 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Oct19.015843.52158@frodo.cc.flinders.edu.au>
Source record: 29730

The Atari Transputer Workstation is a parallel computer that is a completely separate machine from an ST. It used to retail for 1000's of pounds in England, and was NOT a home computer. I think it was used by companies for graphics work, I'm not sure, but obviously didn't make it as big as the corresponding machines made by SGI!!!

This is in contrast to the transputer device that was meant to be developed to plug into the ST in about 1990-91. I think it was meant to go in the ACSI port, but maybe in the parallel port. It would have interfaced with the ST in a parallel manner somehow (hence the name transputer), but I have not a clue how the 68000 fits into the deal. The speed boost for the ST was to boost it into the range of 15-20(?) mips and cost around 400 pounds. The colour pallete was also meant to be upped to ~16.7 million (24 bit) (again ?). Only problem it's more vaporous than the majority of Sam & Jacks wind-passing *8-), which is a shame because at the time, it sounded brilliant. I have some questions of my own though:

1. Are there any in existance?
2. What would have been the deal with existing software? (I have enough trouble with my Mega STe with its minor differences/improvements ;)
3. Would there have been, and is there any software in existance that takes advantage of it?
4. If 400 pounds was the RRP for it, why wasn't the Falcon, if comparably priced in regard to capabilities, priced at about 300 pounds :)

Hope this promotes some ramblings!
Skip

PS: anyone want to sell/give me Replay 16 or Spectre GCR....in Australia?

Oh, and I was just kidding about the Sam & Jack thing, I love them as much as everyone else.......take that however you want.

5551. Cyrel Sunrise Card

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 03:53:29 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <38257p$cos@charm.magnus.acs.ohio-state.edu>
Source record: 29731

I am interested in hearing from the elite. TT030 owners that also use a CyRel Sunrise M16-1280 graphics card.

How, well does it perform? Does it solve the dull graphics problems for the TT?

Does it work well with such programs a X-Boot, STalker, and First Word Plus (TT version).

What, about paint programs, picture showing programs.

I hope you netters can help me out. I need the hard facts about what I need to make the transition to this VME options.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

5552. Hard Drive Access Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 06:33:17 UTC
From: s9205525@otto
Message-ID: <382ejd$pom@aggedor.rmit.EDU.AU>
Source record: 29732

```
: I have a connor 170meg Hard Drive with an Access speed of 34ms.
: Can anyone tell me whether this is slow?? I purchased it new
: about 4 months ago, but after having read articles on this subject
: speeds of 13 - 27 ms are being touted as the "now" acceptable
: speed. I suppose what I'm really asking is, "Is the new one I've
: purchased, a dud" ??????
--
*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

5553. Re: 2/6 ROM select ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 08:04:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <382jva$cl9@golem.wcc.govt.nz>
Source record: 29737

In article <10171994.205103@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, Sorry to all those who got this in atari.st My olr chops the end
>off the newsgroup name, and it wasn't until I uploaded the packet that I
>saw it was going to the wrong newsgroup. This is the correct one (I Hope)
>1) They have '256k' and '1M' written on the board and
>2) They are near the ROMS !
>
>:-)
>
>Does anyone know which way to solder the links correctly to enable the 6
>ROM configuration ?

Do you have the Rom sockets fitted, if you have be carefull some sockets could be in the wrong way, all Roms are fitted the same way, pin 1 as the 2 chip sets are...

There should be 3 set of Pads, A16/17 and CE...

For 6 chip set roms the 256k pads are soldered over, (shorted) the 1 meg pad shold not be shorted, solder to be removed....

If you only have 2 rom sockets fitted, Please fit the missing rom sockets, use the double pin type, (has 2 contacts) like 'AMP' not the rubish Robinson Nugent ones..

Get your self a solder sucker, the USA brand SOLDAPULLT is very good, the Black ones are anti-static, or the Jap Goot ones is OK....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5554. Re: ARJ....!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 09:18:16 UTC
From: vctec@westminster.ac.uk
Message-ID: <CxwxuH.69E@westminster.ac.uk>
Source record: 29641
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Well lets get the strait, the Stuff that has been place on a number
: of Archive site.....
: ARJ992.TOS and ARJ992A.LZH
: TU-BERLIN list this as German, NO they are wrong..
: they also list it as UNARJ again the are wrong,
: they also list it as the JUNIOR Version,
: again they are wrong....
: It is a ARJ and a UNARJ, and includes German/English versions
: and the Junior one....

HENSA got it right.... ;-)

Danny
--
Denesh Bhabuta (Danny), --: HENSA/micros Moderator & Support :--
Computer Centre, Lancaster University, Lancaster LA1 4YW
D.Bhabuta@cent1.lancs.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk
danny@spuddy@uucp ;;; syspds@micros.hensa.ac.uk (for hensa stuff)

5555. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 09:27:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <382oqq$s8a@dux.dundee.ac.uk>
Source record: 29733

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > Just about everything runs faster in 16 color mode. Have you also
: > tried MiniWin, the program that ships with MultiTOS? I think it is
: > a bit quicker.

: 2 colour is even faster ;-)

: My impression of MiniWin was that for *one* session it could be faster -
: but after that TOSWIN won.

: :-)

Everyone seems to assume I am using 256 or Truecolour modes, wrong I am
using 16 colour mode WITH NVDI!!

Rod

--
==
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
Dundee University

System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

+++++++++++++++==++++++++++++

5556. Virus Checker Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 09:44:02 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <382pp2$s8a@dux.dundee.ac.uk>
Source record: 29734

I think the header says it all. I actually need one which will work on internal HD's and not just floppies. Any suggestions?

Rod

--
==========
Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
Dundee University

System: Atari Falcon 4/65 with FPU, NVDI, SVGA...

"Must be nice to be interesting"

++++++++++++++==========++++++++++++

5557. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 09:57:15 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.782560635@acp5>
Source record: 29735

steve@earth.ox.ac.uk (Stephen Usher) writes:

>DON'T send them your money!

Not yet :-).

>Linux/68k is nowhere near ready for full release, the Atari version is still
>rather unstable, swapping doesn't work properly and there are SCSI problems.

These SCSI problems are solved in the meantime.

>X is nowhere in sight for the Atari. You also need a 6888[1/2] for the
>kernel to work.

There is at least one user who compiled X11R6 and he said that most of it
worked. (Only in ST high so far.) Of course there is a lot left to do but
"nowhere in sight" isn't quite correct.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

5558. Questions, Answers page ready.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 10:52:02 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <382toi$fuo@mserv1.dl.ac.uk>
Source record: 29647

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

5559. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:10:39 UTC
From: julian@loose.apana.org.au
Message-ID: <3832bv$sec@loose.apana.org.au>
Source record: 29651

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: mitko@oslonett.no said:
: >I downloaded the complete Teradesk 1.40a (incl. desktop.prg) from
: >ftp.cnam.fr. - and it works fine on my Mega ST. It now supports
: >multitasking with Geneva and Multitos, don't know if it supports MagiC
: >though. In my opinion on of the best desktop-replacements - better than
: >Neodesk, and consumes far less memory.

: You can't be serious. I have just written a survey of ST desktops and Tera
: came last. It is nice, reliable, but it doesn't do much either. Take a
: look at Gemini, Neo4 and Ease before you form such an opinion.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

: Sorry to disagree with you Ofir but I think Teradesk 1.39 is great.
: I've just tried 1.40 and it won't work with STZIP 2.6 so I went back
: to 1.39. I don't use many of it's features but it works very well for
: me. Regards, Julian
: julian@loose.apana.org.au

--
julian@loose.apana.org.au

5560. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:29:19 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3833ev$7ea@infa.central.susx.ac.uk>
Source record: 29660

I have spoken to the guy who is working on the Falcon & TT version of Linux and he seems to think that it might be possible to hack out the FPU stuff to get a working linux without FPU.

When I asked if getting an FPU would allow me to run Linux he could give no solid guarantees. Its all still pretty much under development was the feeling I got.

What is the Hird...I have heard about it vaguely (no pun intended).

Michael

5561. Re: Falcon & SCSI chains

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:30:40 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3833hg$ecr@ugle.unit.no>
Source record: 29652

```
Larserik@oslonett.No,
In a message on 16 October, wrote :

lR> > Ive had problems skipping device IDs. With AHDI 6.04, it seems that if
lR> > I skip ANY, the search stops at the last found. For instance, if my
lR> > first external device is #0, and I hook, say a CD-ROM player at #6,
lR> > the machine doesnt search past #1
lR>
lR> AHDI stops at the first device "Not Responding"

If you do not configure it, yes.

lR> Try SCSI tools instead (can configure what devices to check, and has
lR> both ACSI, SCSI and IDE support in the same driver) and it's fast !!

Well, ahdi has all the same options. However, SCSI tools is indeed faster.

lR> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
lR> Atari Developer Pager +47 96634222 larserik@oslonett.no
lR> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
```

Erling

 ATP/Unix 1.40 This is my tagline.

5562. Re: Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:32:22 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3833km$fcm@bs33n.staffs.ac.uk>
Source record: 29655

A Parker (se2ap@dmu.ac.uk) wrote:
: Please can you E-mail me? I've tried e-mailing you by doing a reply from
: Usenet but the mail always comes back to me. BTW I want to join the FOG and
: also I may be interested in doing some coding for the FOG update disk as I
: have Update 6 (I think) and I found it quite unreliable.....

I have been playing with the source code for ages and tinkering about, it seems to be a lot more sturdy now and reliable, all known bugs removed, text viewer is now the Revenge Doc Displayer which works a dream on the Falcon (i'd use MasterBrowse but it doesn't like command line data or Speedo GDOS 5.0). The shell is essentially the same though, just bug fixed and a new RGB version is out. Email should work to this address now, if it fails then contact me on requiem@armory.com

As for coding for the Update magazine - YES PLEASE!!! But it will depend on what you want to code of course. Some criteria for you:

It would have to be VGA, SVGA, Multisync and RGB compatible.
It would have to function within 4 meg of memory.
It should allow for plenty of article slots.
It should be able to execute external programs.
It should be able to DSP replay soundtracker music.
It should be able to display GIF files, at least at the quality of the current displayer I use.
It should work on all TOS versions from 4.01 to 4.04
It should offer a choice to disable the internal speaker :)
It should be able to run FLI animations.

I would also like an option to play WAV samples, but I can wait.

Please get in touch ASAP, thanks.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5563. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:34:12 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3833o4$7g7@infa.central.susx.ac.uk>
Source record: 29661

As I think is already mentioned, system solutions do upgrade chips for TOS 4.04.

Lets hope they do TOS 5 soon! I remember hearing that it was all but ready earlier this year. Its supposed to really speed things up.

Michael

5564. TOS Switch ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:35:06 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Oct19.123506.2512@nomina.lu.se>
Source record: 29662

Would it be possible to fit 2 sets of TOS roms and a switch (to
choose which rom-set to use) in a 1040STE ?

I'm asking because I'd like to benfit from TOS 2.06 and still
have my old 1.06 or something for complete backward
compatibility(spelling?).

Is it possible?
Is worth the trouble?
Experience of upgrading from TOS 1.06 (or TOS 1.6) to TOS 2.06?
Which programs doesn't work and which does?
Any hints or ideas?

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~ WWW - homepage http://www.pt.hk-r.se/~pi92pob/pi92pob.html ~~~~~
~~~~~

5565. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:37:10 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3833tm$7is@infa.central.susx.ac.uk>
Source record: 29663

Matija Grabnar (matija@sirius.ijs.si) wrote:
: In article <1994Oct14.072506.29869@news.unige.ch>,
: Mike Morris <mike@divsun.unige.ch> wrote:
: >I just saw an ad in a German mag for Linux + X Windows for DOS
: >machines; does X-Windows also exist for Linux on Ataris? If not,
: >how long is the usual conversion time?

: This is from the german magazine ST computer:
: LinuX
: LinuX for Atari 030/040!
: A complete Unix operating system on 20HD floppies. Includes complete operating
: system kernel, X-Windows, TeX, Tools u.v.m. [sorry, I don't understand that
: acronym] and a special (available only from us) instalation shell. In addition
: to that a LinuX handbook as ASCII text and a printed instalation manual.
: Hardware requirements: a 68030 and approx 50MB HD space. Delivery in Oktober
: 94.
: Price only 98 DEM.

: I don't have any connection with theses people, I just read theri ad on page
: 97 of Oct, '94 ST computer.

Perhaps you could find out an address, number, email for this. I would be
most interested. Thanks.

Michael

5566. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:37:12 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3833to$fcm@bs33n.staffs.ac.uk>
Source record: 29656

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: cm3hirjd@bs47c.staffs.ac.uk said:
: >
: >Does anyone else out there program on a Falcon in HiSoft Basic 2.10 ?

: I am.

Can you recommend some good books to read then please. The manuals cover the basic functions quite well but don't do justise to the more interesting commands available from GDOS, GEM VDI, SPEEDO etc. I have found a real lack of example source code, both within the manual and out. I have the extra book with Falcon, DSP and Speedo commands in, but no source code means I might as well use it as a coffee mat. Even a little would have been good, I know it was a multi-format book (ie C and Assembler) so you couldn't direct source just to basic, but couldn't they publish a newsletter or something? I mean I paid a lot of money for the language and it's not that well supported, look at STOS - available for a few pounds and more user support than anything else I can think of.

It is a nice language, it is starting to do what I want it to do, but the learning process is a slow and frustrating one. I also have the Atari Compendium which does help in explaing some GEM functions further, but as I keep saying (sorry!) its source code I need... learn by example and all that.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5567. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:39:15 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38341j$fcm@bs33n.staffs.ac.uk>
Source record: 29657

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:
: Anyway, you might like to check out my DSP MODPLAY library for HB
: (based on BitMaster's DSP code). It can be found on ftp.uni-kl.de
: -the file is hbmodlib.zip or something like that....

I have your library and quite frankly it's amazing! Thank you _very_
much for bothering to release it. I can't remember if it's shareware or
not, but I am going to send you a fiver anyway because I use it in my
disk magazine so I guess it would only be fair.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5568. Re: Newer MiNT <-> MultiTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:41:20 UTC
From: michrm@central.susx.ac.uk
Message-ID: <38345g$7j2@infa.central.susx.ac.uk>
Source record: 29664

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > I'm somewhat confused here. Installing MultiTOS on my Falcon puts
: > a MINT.PRG in my AUTO. Apparently this MINT is really MultiTOS.
: > But what if I want to run MiNT the `old-fashined' way, i.e. a
: > single-tasking GEM with some TOSWINdows running multitasking shells?
: > I do it this way on my old ST and it works fine (i.e. faster than
: > MultiTOS on my Falcon) for me. So how do I disable MultiTOS but keep
: > MiNT? And what about the MiNT source version on a.a? If I compile
: > that one, will I then have MultiTOS? Guess not, as MultiTOS is
: > commercial.

: The MINT.PRG is the MiNT kernel. The rest of MTOS is in the GEM.SYS file.

: To run MiNT with out MTOS, edit the MINT.CNF file. In it is the line:

: GEM=

: or

: INIT=

: These define what the start process for MiNT will be. If you remove the
: line - it should boot up ordinary GEM.

: At least its *something* like that! ;-)

: :-)

Remember to rename MINT.PRG to MINTNP.PRG because the normal GEM breaks
the memory protection.

Michael

5569. Re: 2/6 ROM select ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 12:59:13 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <383571$862@ra.ibr.cs.tu-bs.de>
Source record: 29644

In article <10171994.205103@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
|> Hi, Sorry to all those who got this in atari.st My olr chops the end
|> off the newsgroup name, and it wasn't until I uploaded the packet that I
|> saw it was going to the wrong newsgroup. This is the correct one (I Hope)
|>
|>
|> Right, I have a friend who is sending me some TOS ROMS, I'm updating from
|> 1.2 to 1.41. His ROMS are the 'six pack', I've looked in my ST and it
|> has just two ROMS. There are a couple of soldered 'links' near the ROMS
|> that look very much like selectors for 256k or 1M (6 or 2 ROMS),
|> especially as ;
|>
|> 1) They have '256k' and '1M' written on the board and
|> 2) They are near the ROMS !
|>
|> :-)
|>
|> Does anyone know which way to solder the links correctly to enable the 6
|> ROM configuration ?
|>
|> (Any clever buggers who say 'The other way to what it is now', get a
|> large custard pie on the head ! ;-) It is not too clear where the links
|> should be, as there are a few possible places to connect.
|>
|>
|> Thanks in advance.
|>

If you have your TOS in 2 ROMs each ROM contains 1 MBit data (2*1MBit=256kByte,
the upper 64kByte are not used with TOS 1.XX).
If you switch over to 6 EPROMs, you replace the old 1 MBit ROMs with the smaller
256kBit ROMs (6 * 256KBit = 192 kByte).
So the names of the jumpers refer to the chip size, you use in your st. For 6 ROMs
you'll have to set all three jumpers to 256k, for 2 ROMs they have to be set
to 1M.
In the mega, atari 'forgot' the third jumper. In that case there is a little
patch at one small ttl chip to do, but i don't remember exactly, which it was,
but some years ago it was described in nearly every st computer magazine.

Hopy that helps,
Ciao,
Till

5570. Re: XWindows for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 13:25:33 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3836od$1pk@whitbeck.ncl.ac.uk>
Source record: 29658

In article <1994Oct18.160522.27203@inca.comlab.ox.ac.uk>,
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
>A few months ago someone posted saying they were porting X-Windows to MiNT.
>Has anyone heard anything since?
>If integrated with MultiTOS, this would be great.
>
>Karl Wilkinson.
>

If integrated with MultiTOS - this would suck major league. MultiTOS is far to slow and unwieldy in the first place, and an Xserver is a hefty chunk of code anyway - so to get any decent performance at all, you'll have to forget MultiTOS (a badly written heap if ever I saw one) and go for it as plain X.

On the X front, rumour out of germany say's that X for Atari Linux will be available before November ? I hope the performance is as good as X on Intel Linux, which is the dogs b*llocks, even on a 386. That would be a deciding factor in me buying a FPU (I hear you need one for Linux) and a new hard drive (X takes loads'a'space). Anyone know if OpenWindows is running on it yet ?

Perhaps the time is approaching for a Linux68K CDROM (as soon as the X stuff is out) ?

Craig.

5571. Re: What is Atari Transputer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 13:29:24 UTC
From: i1101202@ws.rz.tu-bs.de
Message-ID: <3836vk$862@ra.ibr.cs.tu-bs.de>
Source record: 29645

In article <37ukle$2nf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
|> Out of curiosity what kind of performance does the Atari Transputer have?
|> Also is it simply a card that plug into the ST/TT or a complete machine
|> in its own right?
|>
|> Rod
|>

I never saw a ATW, but i use some transputers with my st/sun and since the 'standard' transputers all have a similar speed, i might help you with my values. A T805-20 runs about 10-20MIPS. You will say, that this is not a very fast thing, but the more interesting fact with transputers is their capability of high speed communication: a transputer can use up to four serial 20 MBaud links without slowing the cpu down. These links, a boot rom and a little ammount of ram (~4kByte) is build into the transputer chip.

My transputers consist of the chip itself, 5 ttls for control purposes and 4 simms with 4MB ram each. Currently i use a three transputer system with three T805 with 16MB RAM each. This very powerful machine (i use it for image processing) fits into a little case with a size of ~10x20x30 cm^3.
The transputers are connected in a chain with my st. I use a (very simple) homemade link adaptor which fits on my cpu with two links and has a transfer rate of up to 500 kByte per second.

INMOS sells a compiler/linker/tools pack, that comes in a transputer version with a boot program for dos machines. It took me one week to translate this boot program for my st and to get it working with my st link hardware. This program automatically launches the required programs on the transputer, so there is no difference between programs running on the st or the transputer. The transputer programs are started from the st via double clicking them or using a cli. All in/output is done via the st. The transputer uses the keyboard, the (text) screen and the harddisk of the st without disturbing anything. I simply translated a pd raytracer to the transputer by pushing it thru the compiler and doing very few little patches, because one of the string functions was not implemented in inmos c.

Some day i wrote a graphic transputer server to let the transputer use my graphics card, now the transputer does a real parallel fractal calculation (funny thing, to see how three machines are drawing one picture) in a gem window at 256 colors without slowing down the st.

I know that the ATW had its own graphics controller, but it used the keyboard, harddisk and text screen of an st like my transputer does.

Ciao,
Till

****

____
/ ______ /| Till Harbaum
/ /| / / | Madamenweg 10
/ / |___/ / / 38118 Braunschweig, Germany
/ / / / / /
/ / / / / / e-mail: T.Harbaum@tu-bs.de
/ / / / / / p-radio: dg5lat@dk0mav.deu.eu
(_) (_) (_)

****

5572. Re: Medusa benchmarks

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 13:53:51 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3838df$i3q@percy.cs.bham.ac.uk>
Source record: 29739

Oops, it appears I've cocked up the performance figures for the Medusa
by a factor of 10 :-(

Because copyback mode cannot be enabled yet on the Medusa (TOS
problems), it can only do 5.6MWhetstones. Enabling copyback should
boost performance to 7MWhetstones.

(Thanks Steven!)

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5573. Where can I get a LINK(2) adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 13:56:44 UTC
From: jaapd@and.nl
Message-ID: <CxxAqM.IA@and.nl>
Source record: 29740

Hi everybody,

Can someone tell me if and where I can get a Link(2) SCSI adapter in
The Netherlands or Germany. I would also like to know what the normal price
is for those adapters.

Greetings,
Jaap.
(jaapd@and.nl)

5574. Clock Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 14:08:42 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941019150601.27337A-100000@sgi6.york.ac.uk>
Source record: 29738

Quick question for all you assembly language experts:
is it faster to access global variables or stack variables?
I am trying to optimise the inner loops of a graphics engine, so every cycle is crucial. Basically I have to decide whether to put data on the stack and access it with an address register + offset addressing mode, or declare it globally and then use the label to access it. I am no assembly language expert, so I would really appreciate it if someone could tell me which is faster.
Thanks,

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

5575. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 14:17:54 UTC
From: nj1@ukc.ac.uk
Message-ID: <9996@falcon.ukc.ac.uk>
Source record: 29736

In article <37sb15$qdk@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well you don't reed magazines do you...
>
>Version 3.1 IS THE FALCON VERSION, go contact HiSoft and find out..

HiSoft Basic goes as far as 2.1 - that's the one with all the Falcon bits and the improved HGT added.... You're probably thinking of DEVPAC, that's at 3.1 at the moment....

Someone else asked if HiSoft have an E-Mail address, it's hisoft@cix.compulink.co.uk

Neil.
--
Neil Jones-Rodway UNIVERSITY OF KENT
Computer Science Student At Canterbury ####

5576. Re: Setting Falcon screen modes with NVDI+Screenblaster

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 14:40:27 UTC
From: gaghon@nevada.edu
Message-ID: <383b4r$q1e@news.nevada.edu>
Source record: 29642

Ian M Rae (raei@ecid.cig.mot.com) wrote:

: My Falcon has NVDI and Screenblaster installed, running on a VGA screen.
: My problem is that I cannot set screen resolutions properly, I am using the
: Setscreen command (or the Lattice equivalent, may be Vsetscreen). Although my
: program can change resolutions properly with these two not installed it fails completely when they are...

I assume that you can change resolutions, but when you change back it freaks.
If that is the case. Setscreen is changing the resolution properly.
However, Screenblaster changes the VDI as well. SO even though your
screen might be 800x600, when you change back the VDI is set to 640x480.
I do not know the entry point to the VDI to reset the value.

I have been creating a new buffer, using VSETSCREEN to change the rez,
poking direct to hardware to change the screen location (hardware scroll
reg.) and not using VDI. Then to change back just reset VSETSCREEN
(xbios 88) and the screen should remain intact. The VDI was not changed.

Hope this helps.

Vince
/s

5577. Re: MonType in HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 14:45:01 UTC
From: gaghon@nevada.edu
Message-ID: <383bdd$q1e@news.nevada.edu>
Source record: 29646

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Can anyone tell me how to get the MonType% command to work in HiSoft
: Basic 2.10 (in the Falcon library I believe).

: I have a VGA monitor plugged in yet continuously get a response of 0
: which assumes a ST HIGH monitor. Help?!!

: Richard Davey
: Falcon Owners Group (UK)

Try using the XBIOS directly, see if that helps. I do not know what
HiSoft's command is for xbios, but it should work something like this:

x = xbios (89)

0=ST monochrome, 1=ST color, 2=VGA monitor, 3=Television

Hope this helps.

Vince

5578. Re: TOS 4.01 -> 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 15:21:25 UTC
From: contacts@mits.mdata.fi
Message-ID: <383dhl$d54@prime.mdata.fi>
Source record: 29648

In article <3833o4$7g7@infa.central.susx.ac.uk>,
Michael May <michrm@central.susx.ac.uk> wrote:
>As I think is already mentioned, system solutions do upgrade chips for
>TOS 4.04.
>Lets hope they do TOS 5 soon! I remember hearing that it was all but ready
>earlier this year. Its supposed to really speed things up.

Is this information official? Will it get rid of the "16Mb->14Mb:s in use" -
limitation? Wanna know more, please!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.01/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

5579. STOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 15:46:33 UTC
From: talbote@wc5.wl.aecl.ca
Message-ID: <19OCT94.15463347@wc5.wl.aecl.ca>
Source record: 29643

What is this STOS I keep hearing about? I originally thought it stood for ST Operating System but now I get the impression it is some programming language? What type of language is it?

Emile


```
____ _ __ ______ ____ __
/ __/_ _ (_) /__ /_ __/__ _/ / / ___ / /_ talbote@wl.aecl.ca
/ _// ' \/ / / -_) / / / _ `/ / _ \/ _ \/ __/
/___/_/_/_/_/_/_/\__/ /_/ \_,_/_/_/_.__/\___/\__/
```

5580. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 17:12:35 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Oct19.171235.14501@news.unige.ch>
Source record: 29649

Uwe,
You seem to know in detail what is going on (I would guess you
are involved?). Could you please let us know via the News (or
email) when Linux arrives?
best wishes,
Mike

****
Michael Morris PhD
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

5581. Re: Clock Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 17:16:32 UTC
From: woodford@esca.com
Message-ID: <1994Oct19.171632.26542@esca.com>
Source record: 29650

slh100@tower.york.ac.uk (Shawn Hargreaves) writes:

>is it faster to access global variables or stack variables?

On the ST, address register + 16 bit offset will be faster, mostly
because it requires only one trip to memory to resolve the effective
address (ie. fetch the offset) compared to two trips for absolute.
(ie. 2 * 16 bit fetches). Such are the limitations of a 16 bit
data bus...

>I am trying to optimise the inner loops of a graphics engine, so every
>cycle is crucial. Basically I have to decide whether to put data on the
>stack and access it with an address register + offset addressing mode, or
>declare it globally and then use the label to access it. I am no assembly

You could set up an address register to point to the global data,
then use address reg. + offset to access it. This would save the
cycles required to push the data onto the stack, and there would
be no stack mess to clean up at the end.

If it's an inner loop, you may try to rearrange things so that
as much data as possible is jammed into the registers before
you start the loop/s. Use 'em all, that's what they're there for :)

Steve.

5582. Re: Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 17:37:41 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct19.173742.8074@vax.sbu.ac.uk>
Source record: 29545

In article <R.M.Morris.41.2E9F52E4@massey.ac.nz>, R.M.Morris@massey.ac.nz (Richard Morris) writes:
> Hi - does any1 have the formats for any of the fonts used on the ST?
>
> I have GDOS but not speedo, ...
>
> Also - r there any programs (shareware ones) that will convert calamus fonts
> to GDOS ones? I have heard of some but I'm not sure if they are shareware/pd

I think the ST Club has a program to do this. It is commercial but cheaper than most shareware at about 10 quid!

Del

5583. Calamus fonts: how?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 17:39:35 UTC
From: fountad@vax.sbu.ac.uk
Message-ID: <1994Oct19.173935.8075@vax.sbu.ac.uk>
Source record: 29546

Does anyone have any blurb on how to display Calamus fonts?

Del

5584. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 17:49:24 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941019Z174924.416dbrewood@nest.demon.co.uk>
Source record: 29544

In article <37lt25$fs9@sol.sun.csd.unb.ca>
d3hq@jupiter.sun.csd.unb.ca "GREEN P" writes:

> NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
> Every Atari owner must have these tools to perform seriously.

Hmmm, thinks of bugs:

Bugs found after two hours of Neodesk 4 useage.

Major incompatability with some programs in the AUTO folder, which ease runs along with, Kobold seems to be one of these on my system.

Problem with the icon editor whereby when exiting from it the right and bottom scroll bars lose their designated colours and settings (Neodesk settings, not using the CPX that is).

Exiting, or saving from the icon editor can sometimes result in 2-3 bombs.

Sometimes the gadjets button in the window settings menu entry sometimes fails to enter the gadjet dialog, occasionally saying that it is already active, when of course it is not.

The create group windows when searching for files corrupt, although they do straighten out once the search is completed.

Install applications, unless I've missed something you can only set two file extenders per program, which is next to useless.

Icon editor sometimes locks up when copying 200+ icons.

You can not install EDITRESS.ACC as the alternate file viewer without it getting totally confused, leaving the Edith function keys on the desktop.

Sometimes after closing a window near the top of the screen I get the top row of icons corrupted, or the top half moved 3-4 pixels to the right. This can be reset by reloading in the desktop picture.

The program does not seem to support the AV-portocol.

When saving files in Edith the tmp path vanishes on occasion, and the clipboards can get corrupted, with the system finally crashing out with three bombs and locking up solid. Any changes to the files are lost.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
==

5585. PAK/3 + FastRam was: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 18:07:47 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <383n9j$bgs@ra.ibr.cs.tu-bs.de>
Source record: 29653

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > I've read the 68010 is like a 68000 but it can support virtual memory.
: > Does anybody know how one can take the 68010 advantages on an atari
: > ST? Would be possible to run the Spectre emulator with it?

: 68010s are a non started on STs. They are not drop in replacement
: processors as most ST versions of TOS can't cope AFAIK (2.06 *might*).

: Also the 68010 doesn't have an MMU unit, although unlike the 68000 it can
: work with one. The 68030 actually has one built in, which is why VM is
: available for 68030 machines.

: The only way to get VM on a ST is to fit a PAK3 upgrade board. Its a *lot*
: more expensive than a 4MB RAM upgrade - but it accelerates the machine to
: faster than TT speed.

: Just for the record - I was going to do this to my MSTE - but bought a TT
: instead. I now have 8MB of *real* memory and no need for VM.

There will be a FastRam-Card for the PAK/3 soon (so I'm told).
64 MB with 32 bit bus and 40 Mhz sounds nice (and expensive).

I guess I will buy a PAK when this board is available
(but use 8 MB only)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5586. Re: XWindows for MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 18:11:41 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <383ngt$bgs@ra.ibr.cs.tu-bs.de>
Source record: 29654

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: A few months ago someone posted saying they were porting X-Windows to MiNT.
: Has anyone heard anything since?
: If integrated with MultiTOS, this would be great.

: Karl Wilkinson.

I havn't heard of a port to MiNT, but a port to Linux68k is on the
way.

(Well, they are still arguing about ioctl and memory representation
of the screen loadable driver for different graphic boards...)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5587. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 19:25:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cxxpz0.280@cix.compulink.co.uk>
Source record: 29659

cm3hirjd@bs47c.staffs.ac.uk said:

>Can you recommend some good books to read then please. The manuals cover
>the basic functions quite well but don't do justise to the more
>interesting commands available from GDOS, GEM VDI, SPEEDO etc. I have
>found a real lack of example source code, both within the manual and

You can try my tutorial in ST Review. The HGT is also a good place to look
for examples. V2 of the HGT should be released soon.

Ofir ogal@cix.compulink.co.uk

5588. ATARI ST FTP SITE LIST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 20:27:32 UTC
From: hallvart@ifi.uio.no
Message-ID: <383vfk$spa@holmenkollen.ifi.uio.no>
Source record: 29666

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
Last edit: 19-October-1994
Additions/changes since last list: 1
- ftp.cs.ruu.nl removed from list (will close down shortly)

Any new information regarding changes/deletions/additions etc. can be emailed
to me. Thanks!
Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
---
aupair.cs.athabascau.ca...(131.232.10.8)...../atari/

CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
---
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/

```
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)........./pub/erikjan/Atari

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------
ftp.cnam.fr.........(163.173.128.6)........./pub/Atari/

GERMANY:
--------
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)........./pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email servere.........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/
```

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)

i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 19-October-1994

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with all data intact.

5589. Re: Virus Checker Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 21:22:10 UTC
From: sss3@aber.ac.uk
Message-ID: <3842m2$osk@fileserv.aber.ac.uk>
Source record: 29669

In article <382pp2$s8a@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) says:
>
>I think the header says it all. I actually need one which will work on
>internal HD's and not just floppies. Any suggestions?
>
>Rod

Try Douglas Communications' UVK which should be the answer
to your problem. I can't remember where you order from.
Any Ideas anyone.

Steven Scott. <sss3@aber.ac.uk>
2nd year Compsci Student

5590. Re: Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:09:21 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <CxxxJM.BBC@exeter.ac.uk>
Source record: 29674

I tried several times to email you, but neither cm3hirjd@bs47c.staffs.ac.uk
or requiem@amory.com work - both bounce mail.

In article <3833km$fcm@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> I would also like an option to play WAV samples, but I can wait.

If you want a .TTP to play WAV files I can knock one up in a couple on minutes?
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

5591. Re: Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:13:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cxxxqs.KEK@exeter.ac.uk>
Source record: 29668
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

In article <37lu1r$umo@rs18.hrz.th-darmstadt.de> kraemer@rzri6f.gsi.de (Michael Kraemer) writes:

> |> Can anyone give me a full breakdown of the 80 bit motorola extended
> |> precision floating point number, and how to convert integers to/from
> |> it in 68030 assembler?

> Sorry, I don't have the FPU manual at hand (it's at home 8km from here),
> so I don't know about the 80bit format.
> Converting integers goes like this, as far as I remember:
> fmove.w shortinteger,fp0
> fmove.l longinteger,fp0

My original request may have been slightly misleading. :)
I assum fmove is an operation executed on a 6888x FPU. I don't have an FPU,
but I need to be able to translate to and from the 80 bit float format.
I have scraped together something that seems to be able to recover the
integer part of the number, but something complete would be helpful.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due to be released real soon now! |
+---+

5592. Re: SCSI-II device on MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:27:07 UTC
From: Marclaan@sterbbs.nl
Message-ID: <7035WROFAHXDXVBUDH@sterbbs.nl>
Source record: 29670

SE>der@discovery (Daniel Eriksson) writes:

SE>>The big question is thus as follows: Is it at all possible to connect
SE>>more than one device to the MSTE using the original Atari SCSI-
SE>>interface?

SE>As far as I know this is impossible. You need an external host adapter.

SE>>Does anyone know if it's possible to connect FSII-devices to the MSTE
SE>>through the original Atari SCSI-interface?

SE>Yes, this is possible. Most modern drives are SCSI II and normally they work
SE>on the ST. But there are some exceptions. Quantum Empire drives, e. g.,
SE>require a driver supporting SCSI bus arbitration. Bus Arbitration is only
SE>possible with HuSHI and HDDRIVER for the SCSI bus of TT and Falcon, not for
SE>the ST. Because of this these drives probably wo't work with the ST dma
SE>bus.

SE>**
SE>* Uwe Seimet | I really hate this damned machine, *
SE>* | I wish that they would sell it. *
SE>* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
SE>* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
SE>**

I have the same experience with connecting an Apple CD300-cdrom drive to
our removable Megafile 44 harddisk. Opening up the Megafile 44, we
found not only a Syquest555 removable harddiskdrive, but also two
SCSI-connectors. One of them is connected to the Syquest, the other is
empty. So we thought: let's connect the Apple cdrom to the second
SCSI-bus. Bad luck: the second SCSI-bus is apparently noy recognized by
the system (Atari 1040STF, plus Megafile44). Of course we tried all the
possible DIP-switch-numbers at the bottom of the Mega44-drive. None of
them works. Finally we pulled ou the internal Syquest555 from the first
SCSI-connector, and plugged it into the second connector. In the
SCSI-world, this wouldn't make any difference; all devices should be
recognized, whicever connector they are plugged in. In the Atari-world
this appears not to be true: our Syquestdrive is not recognized when
connected to the second SCSI-connector.
Our conclusion: the second SCSI-busconnector inside the Megafile44-drive
is not supported by Atari-hardware.
Our question: is this a valid conclusion? Any suggestions?

Marc

--
|[From]==|

| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

========== !!! Automated Notice !!! ==========
E-mail replies to this user should have the following on the first line
of message text: TO: Marclaan
==========

5593. piezo sounder for Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:33:34 UTC
From: hallvart@ifi.uio.no
Message-ID: <3846ru$374@holmenkollen.ifi.uio.no>
Source record: 29671

I'm *still* looking for a suitable driver circuit for using a
pizeo ceramic element as a sound source for my STE.
Does anyone have such a circuit? And please, no more mails about
getting external speakers etc. I don't want that, I want my STe
to be as compact and with as little external wires as possible.

Thanks.

Hallvard, Oslo, Norway

5594. Re: 68030 in Adspeed STe board?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzCw.KI9@cix.compulink.co.uk>
Source record: 29676

> I've just purchased an Adspeed STe board on the net, and can't wait
> until it comes! So here's the question: I've got a 68030 chip lying
> around, 16 mhz, and I was wondering if I could use it in the adspeed
> ste board instead of simply using the 68000 chip from my machine.
> Is this possible? Is it useful?

No - it won't fit - and even if you built an adaptor board there are other problems.

Its not entirely impossible - but you will have hand built a large chunk of a 68030 accelerator board by the time you have finished.

:-(

Roland.

@CiX

5595. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:34 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzCy.KIy@cix.compulink.co.uk>
Source record: 29677

In message <miff.782395795@apanix.apana.org.au>, miff@apanix.apana.org.au
said:
> Far be it from me to appear that I am standing in defence of Linux,
> but you're way out of line here 8)

I hardly think I'm *way* out of line ;-)

> Linux has a rabid userbase. I mean _rabid_. One of the positive sode
> of this is that _lots_ of stuff gets ported, even from the way-out
> commercial unix platforms.

Good.

> Linux' real problems lie in its dubious networking code and its
> long-term stability - there's nothing at all wrong with it as a
> small-scale desktop Unix at all. I'm happy to see a unix of _any_
> sort making it to the atari platform. My preference would naturally
> have been for NetBSD, but Linux is far better than a poke in the eye
> with a blunt stick.

Okay I can agree with this. I don't intend to run Linux - but it is my
emergency exit if TOS/MiNT dies on its feet anytime soon.

:-)

Roland.

@CiX

5596. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD0.KJL@cix.compulink.co.uk>
Source record: 29678

> Everyone seems to assume I am using 256 or Truecolour modes, wrong
> I am using 16 colour mode WITH NVDI!!

Well to re-iterate my point - I wouldn't bother in anything above 2 colour most of the time, and I'm running a TT.

:-)

Roland.

@CiX

(And yes I use NVDI too ;-)

5597. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD2.KK6@cix.compulink.co.uk>
Source record: 29679

> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > Linux' real problems lie in its dubious networking code and its
> > long-term stability - there's nothing at all wrong with it as a
> > small-scale desktop Unix at all.

Note I (rgivan) didn't actually say this. This was written in response to something I wrote.

OTOH I will say that Linux is not stable in the long run because it it not really based on anything. If it was based on BSD Unix - then anything that happend to BSD would happen to Linux. As it is - its at the whim of the developers.

:-)

Roland.

@CiX

5598. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD4.KKr@cix.compulink.co.uk>
Source record: 29680

> What is the Hird...I have heard about it vaguely (no pun intended).

Hird (Hurd?) is the Free Software Foundation's (of GNU fame) Unix *style*
kernel. It was to go with GCC, G++ and all the other Unix style stuff the
FSF did. Last I heard it had been shelved - what with advent of Linux and
Free BSD.

Roland.

@CiX

5599. Re: Newer MiNT <-> MultiTOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD5.KLC@cix.compulink.co.uk>
Source record: 29681

> Remember to rename MINT.PRG to MINTNP.PRG because the normal GEM breaks
> the memory protection.

Hmn - maybe thats where some of my problems come from?

I'll have to give it a go.

:-)

Roland.

@CiX

5600. Re: Checking for FPU and CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD7.KLx@cix.compulink.co.uk>
Source record: 29682

> You can try to enable the caches of this processor with the
> Cache-Control- Register (CACR) with the statement move.w Dx,CACR.
> You'll need a 68020/30 assembler to do this or you have to put this
> code into dc-statements in the text-segment.

Thanks - but I've decided against anything as flashy as this. What I'm planning to do is to use the COOKIEs as advisory. Ie if you try and run the wrong version of the program on the machine it will complain - but still give you thr option to run - just in case you really do have the right hardware - just not the COOKIEs installed.

:-)

Roland.

@CiX

5601. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:48:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CxxzD9.KMI@cix.compulink.co.uk>
Source record: 29683

> > Why do you want to buy an ICD card? Buy the Link or the Link2
> > instead. By doing that you have the software included.
> >
>
> 1) Price
> 2) Built in clock

Also a link *is* an ICD card in a box (well more or less), and an ICD card does have software supplied (though not for as many different types of devices as the Link software).

:-)

Roland.

@CiX

5602. Re: Virus Checker Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-19 22:54:34 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <38483a$sgd@msuinfo.cl.msu.edu>
Source record: 29675

In article <382pp2$s8a@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I think the header says it all. I actually need one which will work on
>internal HD's and not just floppies. Any suggestions?

Well, being a quite satisfied user of Lars-Erik 0sterud's Protect6, I'd say give that a try. It's a very inexpensive shareware program that runs from the AUTO folder and checks for boot sector and link viruses. It will wipe boot sectors if you want (and make them MS-DOS bootable) and give you a chance to reset you computer if one program starts to modify another.

There is also UVK6, which may be the best anti-virus program available (it's commercial), Sagrotan (very good shareware) which is in German, and finally an english shareware (released with only limited virus libraries, though) program that was a part of some disk magazine. It's available from umich, if nothing else. Hopefully someone here will remember the name.

Regards,
Tom
hopper_t@msupa.pa.msu.edu

>Rod
>
>
>--
>===
> Roderick McCall 3rd Year Comp Sigh & Accounts (JH)
> Dundee University
>
>System: Atari Falcon 4/65 with FPU, NVDI, SVGA...
>
> "Must be nice to be interesting"
>
>+++++++++++++++===++++++++++++
>

5603. Re: PLAYMPEG v0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 00:52:37 UTC
From: millert@grad.csee.usf.edu
Message-ID: <384f0l$519@mother.usf.edu>
Source record: 29667
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I got version 0.68 of MPEG play, and it works nicely, except for about half of my MPEGs. It throws the video hardware into some weird mode (probably NTSC or PAL) that my multisync monitor can't handle. It would be nice if it didn't do that.

I have this really old MPEG player that does 1fps. That program doesn't screw with the display modes, it's in color, and it works with ALL of my MPEG's.

5604. Re: Linux and X-Windows

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 02:27:08 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <3iah_06qj0q@moacs11>
Source record: 29688

In <seimet.782560635@acp5>, Uwe Seimet wrote:

> steve@earth.ox.ac.uk (Stephen Usher) writes:
>
> >Linux/68k is nowhere near ready for full release, the Atari version is still
> >rather unstable, swapping doesn't work properly and there are SCSI problems.
>
> These SCSI problems are solved in the meantime.

And swapping does work properly.

Floppy and CD-ROM drivers still need a bit of improvement, and it would be
nice if an SCC driver were available.

Waldi

5605. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 02:44:12 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.tJMRE&IeMK_@albemuth.equinox.gen.nz>
Source record: 29687

miff@apanix.apana.org.au (Michael Smith) writes:

>Linux' real problems lie in its dubious networking code and its long-term
>stability

As far as I was aware, the networking code has been improved immensly in
the last year or so.

Cheers,
John

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

5606. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 02:49:34 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <6dr1gydspmm@moacs11>
Source record: 29689

In <3833ev$7ea@infa.central.susx.ac.uk>, Michael May wrote:

> I have spoken to the guy who is working on the Falcon & TT version of Linux

To avoid confusion: there is not _one_ guy working on Linux for Atari computers, there are several. Also, there is one m68k sourcetree for Amiga and Atari (the difference between the platforms is mainly in the hardware specific drivers).

> What is the Hird...I have heard about it vaguely (no pun intended).

The name is the Hurd, I've appended part of the FAQ (point 2 is outdated, the Hurd has currently reached the point where it can bootstrap itself).

Regards,
Waldi

>--<
The GNU Hurd FAQ
================

1. What is the Hurd?

The Hurd is the high-level operating system for GNU, currently under development. The whole point of GNU is to provide a replacement for Unix, so the Hurd is multi-tasking and multi-user, and will have networking and X-windows and all the Unix usuals.

2. Where can I get a copy?

To put it simply, you can't. It is still under development (by Michael Bushnell, Roland McGrath and Jan Brittenson). In fact, the Hurd has not even reached the point where it can bootstrap itself; even if you had a copy of the Hurd, you would still need some other proprietary operating system running Mach 3.0 to get it running.

3. Why bother writing an new OS when we have Linux and 386/BSD?

For one thing, Linux and BSD don't scale well. Hardware designers are shifting more and more toward multiprocessor machines for performance, and standard Unix kernels do not provide much multiprocessor support. The Hurd, on the other hand, runs on top of the Mach 3.0 micro-kernel [[1]] from CMU. Mach was designed precisely for multiprocessing machines, so its portability should carry over nicely to the Hurd. It's a design with the future in mind.

In addition, the Hurd looks like it will be considerably more flexible and robust than standard Unix. All possible features have been moved into unprivileged space, where they can be replaced as needed. Users will be able to write their own file systems, their own process servers, or their own network protocols if they like.

It is instructional to compare this flexiblity with how Linux handles similar facilities. Under Linux, anyone can write their own file system, but to do so they must reprogram the kernel. This is at best inconvenient; every edit-compile- debug sequence requires a reboot, and debugging tools are typically unavailable. Bad programming, meanwhile, runs the risk of locking or corrupting pieces of the system. The Hurd will allow a user to develop a file system just as he or she would develop any other program, with all the protections against errors you would expect.

4. So will I have to learn Hurd programming to run the system?

Not at all. The Hurd design has all of its special features hidden by the GNU C library and by various Hurd servers. As far as any Unix program is concerned, a Hurd machine is just a simple POSIX-compliant box. For practical purposes, anything that you can port to Linux will also port to the Hurd.

5. Where I can I find more information?

There is a snapshot of the development tree on "alpha.gnu.ai.mit.edu" in the "/gnu" directory. It is updated irregularly, and guaranteed not to run (see question #2).

You can subscribe to the Hurd announcement list by sending a request to "hurd-ann-request@gnu.ai.mit.edu". This is a moderated list that allows developers to coordinate their efforts, so it's probably not worth the bother to subscribe unless you (a) have a proper machine (as described in question #2), (b) know Unix internals and Mach very well, and (c) have a lot of free time on your hands.

Two informative texts have been placed on the end of this message.

Footnotes:

[[1]] Yes, I know that ``micro-kernel'' is about as apt a description as ``Reduced Instruction Set Chip, but we're stuck with it.

5607. Re: JOVE Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 03:31:50 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.JQZ&Afg00p6@albemuth.equinox.gen.nz>
Source record: 29672

dgilden@kora.pn.com (Dave Gilden) writes:

>If anyone knows where their are any Docs, Man.pages or readme files
>for the JOVE editor <Emacs clone> Please let me know.
> Thanks
> Dave Gilden INTERNET>> dgilden@kora.pn.com

It depends, which version are you dealing with?? There are a number of
ports for the Atari.

--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

5608. finger

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 03:38:09 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <EidSMVC00WB74fJ0pi@andrew.cmu.edu>
Source record: 29673

I'm having a couple of problems with finger (running Mint and a slip connection to the net) that might possibly be related.
If I try to finger outside of my computer, the finger program doesn't recognize the @ symbol. For example, if I finger dw4g@andrew.cmu.edu it tries to find dw4g@... locally. I looked at the finger code (which came with mintos) and it doesn't seem to do any checking for the @ symbol. If this is indeed the case, has anybody ported a better version of finger to Mint? If not, what do I need to do to fix my setup?
Also, when I try to finger my machine from outside, I don't get any output. The fingerd seems to run, and my HD is accessed, but no user information is displayed on the remote machine.

Thanks,
David

5609. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 03:45:20 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.&7Iz59V_r2E@semprini.waterloo-rdp.on.ca>
Source record: 29556

In <37voiu$74v@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
> miff@apanix.apana.org.au (Michael Smith) writes:
>
> >I'm happy to see a unix of _any_ sort making it to the atari platform.
> >My preference would naturally have been for NetBSD, but Linux is far
> >better than a poke in the eye with a blunt stick.
>
> That's not a very nice way to refer to GEMDOS.

After Hermes dumped over 3500 files into one directory yesterday, I'd be
very temped to call GEMDOS something worse than a poke in the eye with a
blunt stick.

The poke doesn't take 16 hours to finish. Now _that's_ painful,
especially on a single-tasking machine.

> (1000 cheers for MiNT for giving us new eyes and Linux 68K for giving
> us new hope)

It's a pity Atari hardware faster than my ST is priced out of reality.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5610. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 03:46:30 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RhcapRjyp6c@semprini.waterloo-rdp.on.ca>
Source record: 29557

In <1994Oct18.065549.18680@news.unige.ch>, Mike Morris writes:
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > Linux' real problems lie in its dubious networking code and its long-term
> > stability - there's nothing at all wrong with it as a small-scale
> > desktop Unix at all.
>
> What are the practical problems with networking?

Try compiling the UW server code.

About the only networking services needed by the UW server are the
unimplemented ones in Linux (as of 1.0.2 kernel, or whatever was in
Slackware 1.2).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5611. PC Monitor with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 04:46:06 UTC
From: Zachary_Bortolot@brown.edu
Message-ID: <384sme$s3l@cat.cis.Brown.EDU>
Source record: 29684

Hi! Is it possible to use my multisync SVGA monitor with a 520 ST (it's a MAG 15"?) If so, how do I wire the cable? Thanks in advance for any assistance!

5612. Font converter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 05:03:05 UTC
From: R.M.Morris@massey.ac.nz
Message-ID: <R.M.Morris.46.2EA5FA09@massey.ac.nz>
Source record: 29685

Can anyone tell me the names of any font converters - pref. shareware ones as buying Atari software in New Zealand is pretty much impossible - or at least where I live (not quite Hell, but u can see it from here).

I need to convert everything to GDOS (i.e. Calamus, Metafont, Speedo, especially Mac fonts, ...)

Any help would be very much appreciated,
thanx in advance,
Richard

r.m.morris@massey.ac.nz

5613. Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 06:02:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <385155$spb@golem.wcc.govt.nz>
Source record: 29686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why do I have to read all this crap about a upsurge in Atari support
in ST-Review and ST-Format..

Like the Germans are droping there PC clones for Ataries..

Silica Shop in the UK opening up a group of Atari shops..

This to me can't be true at all..

A lot of German software houses have droped Atari, or have droped
English support...

German magazines reduced to one...!!

UK magazine closes...ST-User...

UK computer show was a flop for Atari people...

Codehead drops Atari...

Calligrapher support droped.

Falcons being dumped..

Paragon Computers in OZZ have closed, they were Big...

Still can't get PAL Jags here...

Unable to get spare part for STE computers, (UK), this chap tried many UK
firms, some said yes but did not deliver, he ended up getting
it from the service agent in OZZ......

So come on you Magazine Editors how about telling the truth for once...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5614. Amiga/Mac/PC --to---> Atari HELP Please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 07:06:22 UTC
From: dhazelwo@lawson.its.utas.edu.au
Message-ID: <1994Oct20.070622.20278@cam.compserv.utas.edu.au>
Source record: 29690

Hi,

In an attempt not to make the usual foolish post where people uninformed cry and beg and plead for help, could I ask if anyone would be able to help me with file conversion between an Amiga, Mac or PC to an Atari...

A friend of mine (whom obviously I'd like to help out) would like some of the files stored on Atari ftp sites, but has no direct net access, and therefore would need to transfer the files through me (I have access to Mac/Amiga/PC/Unix platforms and conversion tools between each) and I have nothing to run on the Atari that will allow it to read files from Amiga/Mac/PC disks.. I know conversion programs are out there on the net, and I was wondering if anyone would be able to put any available conversion programs onto an Atari disk and mail it to me, here in Tasmania. I'd offer $5 Australian to someone who would do it for me as this is quite important to my friend (considering the wealth of Atari files out there on the net) to pay for postage (and with a computer disk it would be quite minimal. I'd preferrably like someone within Australia to do this, as the $5 wouldn't be worth their while doing it... but if it's from outside Australia, I'm sure we can come to an agreement :)

Thank you greatly to anyone who can help, and here's the email address you can contact me at :

dhazelwo@lawson.its.utas.edu.au

cheers,
Dylan.

5615. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 07:32:49 UTC
From: steve@earth.ox.ac.uk
Message-ID: <1994Oct20.073249.24973@euclid.earth.ox.ac.uk>
Source record: 29567

In article <miff.782395795@apanix.apana.org.au>,
Michael Smith <miff@apanix.apana.org.au> wrote:
>Linux' real problems lie in its dubious networking code and its long-term
>stability - there's nothing at all wrong with it as a small-scale
>desktop Unix at all. I'm happy to see a unix of _any_ sort making it
>to the atari platform. My preference would naturally have been for NetBSD,
>but Linux is far better than a poke in the eye with a blunt stick.

I think you'll find that the NET3 networking code is pretty good, far better
than the NET2 code. A friend of mine has his old Sun 3/80 booting over the
network from his Dell 486dx2-66 EISA system and using the Dell as an NFS
server.

As for long term stability, the machine sugalaxy.swan.ac.uk has been know to
run continuously for well over 6 months with heavy load (both CPU and
network) only being taken down to upgrade the kernel.

I'm a BSD-phile.. I don't mind Linux, though it does have some annoying
SYSVr4-isms. You can't have everything.

Steve

--

Computer Systems Administrator, Dept. of Earth Sciences, Oxford University.
E-Mail: steve@uk.ac.ox.earth (JANET) steve@earth.ox.ac.uk (Internet).
Tel:- Oxford (0865) 282110 (UK) or +44 865 282110 (International).

5616. 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 09:22:21 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <385csd$agf@dux.dundee.ac.uk>
Source record: 29541

In the future I am considering installing a 32MHZ (the 60 ukp version)
clock doubler in my F030. I therefore have a few questions.

Does most of the software still run?
Can I switch to 16mhz if I need to?
Is the performance improved by the enhancement?

Rod

--
****Please Note you are honoured enough to receive mail from ******

Rod McCall | "You cant afford me dear you
Dundee University | military fairy...Oohh I'll
Scotland | scatch your eyes out..."
Simon Barber, Apr 94
==========

5617. Spectre 3.0, Mosaic, TCP/IP, SLIP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 09:37:24 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <385dok$9i0@btmplq.god.bel.alcatel.be>
Source record: 29542

Is anyone out there using SpectreGCR to run Mosaic or a gopher client
over a dial-up SLIP connection? And if so, what software are you using?

Me, I'm still learning how to use the Compuserve Navigator...

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5618. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 10:04:49 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <Cxyuo2.15t@info.bris.ac.uk>
Source record: 29543

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: In the future I am considering installing a 32MHZ (the 60 ukp version)
: clock doubler in my F030. I therefore have a few questions.

: Does most of the software still run?
: Can I switch to 16mhz if I need to?
: Is the performance improved by the enhancement?

: Rod

: --
: ****Please Note you are honoured enough to receive mail from ******

: Rod McCall | "You cant afford me dear you
: Dundee University | military fairy...Oohh I'll
: Scotland | scatch your eyes out..."
: Simon Barber, Apr 94
: ==

5619. NVDI 2.5 & MultiBlow

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 12:49:56 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct20.124956.5968@dmu.ac.uk>
Source record: 29547

Simply, is there anyway for these two programs to work together, I think I've tried all different setups.

I'll be gratefull for any help as I really want fast screen updates AND overscan!!

Alan.

5620. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 13:04:40 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2010940904400001@flash.comm.mtholyoke.edu>
Source record: 29548

In article <941019Z174924.416dbrewood@nest.demon.co.uk>,
dbrewood@nest.demon.co.uk wrote:

> In article <37lt25$fs9@sol.sun.csd.unb.ca>
> d3hq@jupiter.sun.csd.unb.ca "GREEN P" writes:
>
> > NeoDesk 4.0 and Geneva are the BEST desktop and os replacement!!!!
> > Every Atari owner must have these tools to perform seriously.
>
> Hmmm, thinks of bugs:
> Bugs found after two hours of Neodesk 4 useage.
>
> Major incompatability with some programs in the AUTO folder, which ease
> runs along with, Kobold seems to be one of these on my system.

I haven't heard of "Kobold", but if you can point us (or send us) a copy
we will definitely look into it. What are these other AUTO folder programs
that you are having trouble with? Our AUTO folder code is pretty clean, so
it has been known to work with just about everything (trust me, we've
tested and evolved it quite a bit over the last 6 years).

> Problem with the icon editor whereby when exiting from it the right and
> bottom scroll bars lose their designated colours and settings (Neodesk
> settings, not using the CPX that is).

I haven't heard of this before (nor been able to reproduce it). Is this
while running Geneva? While running release 002 (current release)? I'll
try playing with it and see if I can reproduce it.

> Exiting, or saving from the icon editor can sometimes result in 2-3
> bombs.

I can think of one potential area for trouble here (though rare) which was
fixed in release 002. If this is still happening to you in release 002,
I'd have to investigate further and see if I can duplicate it.

> Sometimes the gadjets button in the window settings menu entry
> sometimes fails to enter the gadjet dialog, occasionally saying that it
> is already active, when of course it is not.

Haven't heard of this. Does this happen after you've entered the window or
dialog settings dialog once or the first time you've entered it?

> The create group windows when searching for files corrupt, although
> they do straighten out once the search is completed.

Not sure what you mean by this.

> Install applications, unless I've missed something you can only set
> two file extenders per program, which is next to useless.

You can easily add more extenders to one program by editing the NEODESKx.INF file and having multiple entries for the same program. You can also do this inside of NeoDesk by creating multiple NPI files. In addition, you can use wildcards (".T*", ".TX?", etc.)

> Icon editor sometimes locks up when copying 200+ icons.

We've tested this to over 1,000 icons per NIC file. Hmmm. Maybe there's something else going on, like your system is running out of memory and then who knows what freaks out. I'll take a deeper look into this and see if I can come up with some way to duplicate it.

> You can not install EDITRESS.ACC as the alternate file viewer without
> it getting totally confused, leaving the Edith function keys on the
> desktop.

Haven't heard of this utility. But if the desktop isn't getting redrawn it sounds like the viewer is not handling screen redraws correctly. If you are using Geneva, you can set some flags to help with this. Other than that, I can't really think of another solution (there's no way for NeoDesk to know that some program didn't redraw the screen correctly).

> Sometimes after closing a window near the top of the screen I get the
> top row of icons corrupted, or the top half moved 3-4 pixels to the
> right. This can be reset by reloading in the desktop picture.

Haven't seen this before.

> The program does not seem to support the AV-portocol.

It currently doesn't have a need to.

> When saving files in Edith the tmp path vanishes on occasion, and the
> clipboards can get corrupted, with the system finally crashing out with
> three bombs and locking up solid. Any changes to the files are lost.

NeoDesk doesn't manage paths, it simply lets you set them (in case you hadn't set them already). The only thing I can think of, is that NeoDesk has the ability to override system variables. If you set an environmental variable in NeoDesk, and then have NeoDesk "replace" the system environmental variable while running that one program (with an NPI file) then you might see a variable come and go (an effect of the variables being replaced whenever you run a program).

--- Conclusion ---

I think I need to clarify a couple of things:

First, not all programs are perfect. If "x" program for some reason acts up when it runs with our desktop, it doesn't automatically mean that there's some big nasty bug that we decided to leave in the code. We look at such programs, and see if there is a way we can work around whatever problem it has (trust me, there's a substancial part of the NeoDesk code

just dedicated to making things work with buggy programs..everything from Animator ST to ZoomRacks, things that don't work in ANY other desktop--be nice if reviewers noticed that).

Second, we can't help you if we don't hear from you. This is the first time I've heard of your problems (which I stumbled into by accident, our news server doesn't catch all atari newsgroup messages). Many "problems" can be addressed with a simple e-mail or telephone call.

Third, to be able to fix a problem, we need to duplicate it. This is much harder than people think. We spend 75% of our bug-fixing-time just trying to duplicate a problem. Once we duplicate it, it only takes seconds/minutes to figure out what is wrong and formulate a strategy for a fix or work-around.

Finally, we really DO listen! It is due to communication with our customers that we released the patch for release 002. It fixes things people found and adds several features that were wanted. This is something that we've always done. Next we will release a Geneva patch (that will hopefully answer all those Mint user requests...yay) and down the road you are very likely to see future NeoDesk and Geneva patches.

Anyways, I hope I made sense in this long letter. ;-)

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

5621. Re: Linux 0.9pl3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 13:07:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cxz34r.IF1@exeter.ac.uk>
Source record: 29549

In article <10648@gos.ukc.ac.uk> mdg@ukc.ac.uk (M.D.Griffiths) writes:

Has anyone managed to get Linux v0.9pl3 working on the Falcon? It crashes
with an 'invalid kernel trap' on booting - I have a 14mb Falcon, TOS 4.04
if thats any help.

The current version of the kernel has two problems on the falcon -
1, it requires an FPU and won't run without it
2, one of the start up files (i think it's head.s) crashes the falcon
halfway through boot up. Check out the linux68k WWW pages for more
info:

http://www-users.informatik.rwth-aachen.de/~hn/linux68k.html

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due is now in final beta testing! |
+---+

5622. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 13:14:15 UTC
From: djs@jet.uk
Message-ID: <1994Oct20.131415.1605@jet.uk>
Source record: 29551

In <385csd$agf@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>In the future I am considering installing a 32MHZ (the 60 ukp version)
>clock doubler in my F030. I therefore have a few questions.

>Is the performance improved by the enhancement?
Yes, but not by much. A bit of a waste of 60 quid IMO.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5623. Fast Ram on 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 15:04:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3860u1$g8@dux.dundee.ac.uk>
Source record: 29550

I understand that the F030 comes with ST (slow ram). Is it therefore possible
to fit fast RAM.

Rod

--
****Please Note you are honoured enough to receive mail from ******

Rod McCall | "You cant afford me dear you
Dundee University | military fairy...Oohh I'll
Scotland | scatch your eyes out..."
Simon Barber, Apr 94
==========

5624. Re: Calamus fonts: how?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 16:33:30 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.782670810@paddington>
Source record: 29552

fountad@vax.sbu.ac.uk writes:

>Does anyone have any blurb on how to display Calamus fonts?

I'm working on a Calamus font program, and have most of the font format
worked out... Drop me a line :-)

--
|> | | According to the latest official
|> E |\| |-| /\ |_ |_ figures, 43% of all statistics
are worthless.
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

5625. SCSI drive not being recognized

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 16:45:05 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3866qh$j80@lyra.csx.cam.ac.uk>
Source record: 29558
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Eventually, I have got my Priam 330mb hard disk to work....

But the problem is that it is not being recognized on boot-up.
(on a Falcon, Tos 4.04, only SCSI device)

In fact, the only way to get the Falcon to see the drive is to manually
load ahdi.prg (version 6.06) four times while in a VGA mode. It always
works on the fourth attempt.
It will *not* work at all on boot-up, or in a RGB resolution, whatever I do.
I have run hinstall on the first partition of the drive but that makes no
difference.

Once it has been seen, it works OK.

Any help is much appreciated!
Phil
[E-mail pd@mole.bio.cam.ac.uk]
--
Kryten (When Cat says why don't we raise the defensive shields?) "A superlative
suggestion sir,with only two drawbacks: one,we don't have any defensive shields
and two,we don't have any defensive shields.I know that,technically,that's only
one drawback,but it was such a big one I thought I'd mention it twice".

5626. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 17:13:09 UTC
From: s9205525@otto
Message-ID: <3868f5$llr@aggedor.rmit.EDU.AU>
Source record: 29553
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: Jeez Roger, I wish you could learn to spell a bit better.

*************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*************************************************************************
```

5627. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 17:29:40 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3869e4$k7e@bs33n.staffs.ac.uk>
Source record: 29554

Sander Stoks (sanders@sci.kun.nl) wrote:
: Hi,

: When playing around with Bootconf (by Uwe Seimet (?)) to set the
: bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
: or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
: anymore. What is this switch for, anyway?

: Thanks for any replies,

Oh dear you have found the one VERY fatal error in the NVRAM on the Falcon.
BootConf will make your Falcon not only ignore the HD but it can also
ignore the fact you want to boot to GEM. There is a program called
FALCFREE.PRG, all it does is place a special boot sector on a disk. This
disk should then be clearly labelled and filed away with the rest of your
household treasures, because if your Falcon ever hits an NVRAM unfriendly
program and you find it locked up - this single disk will cure your
problem, just throw it in the drive and all will be reset to the original
UK settings.

Richard Davey
Falcon Owners Group (UK)

PS If anyone hasn't got this program I will Uuencode it and upload it
here, it is a rather essential program!

5628. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 17:36:03 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3869q3$k7e@bs33n.staffs.ac.uk>
Source record: 29555

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: >and ideas/examples and help each other out. I have been programming a
: >lot in HB 2.10 but input from others is always wanted.

: You will need to get it updated, the Falcon version is 3.1....

3.1 ? I thought 2.10 was the latest... what changes have been made?
I am yet to 'register' my copy, having paid 100 for the package, then
having to pay anoter 25 for the book just to use the Falcon library's I
wasn't too pleased as you can imagine. Hence I never registered yet.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5629. Re: Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 17:45:31 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <386abr$k7e@bs33n.staffs.ac.uk>
Source record: 29559

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:
: I tried several times to email you, but neither cm3hirjd@bs47c.staffs.ac.uk
: or requiem@amory.com work - both bounce mail.

requiem@armory.com (get the 'r' in there) works fine, I have never had
problems with it, sorry!

: In article <3833km$fcm@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > I would also like an option to play WAV samples, but I can wait.

: If you want a .TTP to play WAV files I can knock one up in a couple on minutes?

Could you? That _would_ be great! I have some excellent WAV samples I
have always wanted to incorporate into my programs, the disk magazine
included, but am yet to find a suitable TTP wav player that doesn't print
anything on-screen, just plays the sample and quits....

You know the address, please get in touch!

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

PS - I included SuperSam on issue 6 cover disk and it went down VERY well
indeed, I only hope my members bothered to register it with you.

5630. Do not join the Falcon Owners Group UK

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 18:22:40 UTC
From: S925377@mailserv.cuhk.hk
Message-ID: <S925377.6.0048C503@mailserv.cuhk.hk>
Source record: 29611

Hello everyone, including Richard Davey of Falcon Owners Group in UK,

I am warning everyone in the atari falcon world not to join the FOG UK.
This is because Mr Richard Davey is not a reponsible person.

I wrote a letter and paid by bank draft to FOG UK to Richard Davey , who is the chairman of FOG, subscribing to falcon update, which at that time, only issue one was out. After a longtime, I still haven't received any magazine and I wrote to FOG UK again, I think this was in late 1993, and then FOG sent me issue 1 and 2 together, without any explaination for the delay. Well at first, I guess may be FOG has not been successfully establised because sale of Falcon was not good in UK. And I waited for months. Then I wrote to Mr Richard Davey, since I read from internet that FOG UK was still here, complaining the delay, asking for reasons, and asking for refund if he can't maintain FOG or if he can't send me magazine. FOG then sent me issue 4, again without explanation for the delay and without issue 3. I read the disk magazine issue4 and I discovered Richard Davey's email address. I sent a email to him, around mid94, mentioning about the above situation, and asking for issue 5 to be sent on time, as Richard Davey stated in issue4 that issue 5 will be out soon. He did reply to me at that time by email, saying that issue 5 will be sent to me soon and he has a problem when sending issue3 with the mailing company and he will explain the situation later. However that is all! No more reply or message or magazine from FOG UK.

I still haven't received any further Falcon update magazine since that time. And about a month ago, I wrote a email to Richard Davey again saying that I still havn't got issue5. And of course, no reply.

I do not always read usenet. But as I am now reading, I see that Mr Richard Davey is still alive, FOG UK is still here, and FOG UK is still recruiting members around the world through internet.

And that falcon update issue7 is going to be out soon.

TO Mr Richard Davey,
I had ordered Falcon update issue 1-6, including the disk softwares, in august 1993. But you have not sent what I have ordered, and what your company, FOG UK promised to send me, which means you have void the contract between your company and me. I did not order overdue magazines, which means all the magazines(issue 1,2,4) you sent to me is not the magazines I have ordered. And I am not supposed to write to you every several months asking for an overdue magazine. FOG UK should have sent me my copy when it was out as I had paid for it. But FOG UK did not do that. And therefore I am now asking for a total refund. You do not have to send me anymore overdue magazines. You have sent me nothing that I have ordered. You have broken our contract and I am entitled to the total refund.

To everyone,
Well, I don't think I am going to sue FOG UK even if they don't give my money back. After all, I don't care too much about that little amount of money. But I reserved my right to do so.

Therefore I would like to warn everyone in the world not to join FOG UK, a group or company that will take your money but will not fulfill their promise, which I consider as irresponsible. It is a shame, not only in the atari world but to the whole mail business in the world ,to have such a "cheat money" group.

If anyone, including Mr Richard Davey of FOG UK, has any response to this letter/mail, please mail to me directly as I don't read usenet often and please send your reply to usenet also to let everyone to know about this, particularly reply from Mr Richard Davey FOG UK.

Yours,
Malcolm Fung,
s925377@mailserv.cuhk.hk

5631. Re: Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 19:20:04 UTC
From: cpbs@ukc.ac.uk
Message-ID: <10710@gos.ukc.ac.uk>
Source record: 29560

In article <CxxxJM.BBC@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <3833km$fcm@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk
>(Requiem) writes:
>
>> I would also like an option to play WAV samples, but I can wait.
>
>If you want a .TTP to play WAV files I can knock one up in a couple on minutes?

There seems to be one of those at atari.archive.umich.edu (and
ftp.doc.ic.ac.uk) already, in Sound/Players/waveplay.zoo

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

5632. Linux (I wanna run it)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 20:49:09 UTC
From: trojan@spuddy.uucp
Message-ID: <CxzoHy.3AE@spuddy.uucp>
Source record: 29561

Hello People.
In noticing that LINUX is on the way, and that I wanna be running X11R6 ASAP
I have come up with the following quiestion.

Does anybody know of a dirt cheap 8MHz or similar 68030 upgrade for a
bog standard ST that is so cheap that a student can afford it????? If
not, why don't we design one?? It would offer speed increase, if only
on the higher efficiency.

I eagerly await responses from other clever boffs everywhere :-)

The Trojan Horse / David Williams
trojan%spuddy.uucp@britain.eu.net

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

5633. Initialize modem port??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 20:49:34 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <386l4u$olm@news.CCIT.Arizona.EDU>
Source record: 29562

I've written a short terminal program (as a precursor to bigger things),
using both GFA Basic and gcc. Both forms work fine, with the exception
that I have to run another communications program first. Otherwise I
just get garbage echoed back at me. Is there something that needs to
be set or initialized before I use the modem port (aparently, there is)?

-thanks

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

5634. Re: Message for RICHARD DAVEY!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 22:29:52 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJUWBGUUUp@dksoft.ping.dk>
Source record: 29563

In <1994Oct18.093354.25363@dmu.ac.uk> A Parker wrote :

>Please can you E-mail me? I've tried e-mailing you by doing a reply from
>Usenet but the mail always comes back to me. BTW I want to join the FOG and
>also I may be interested in doing some coding for the FOG update disk as I
>have Update 6 (I think) and I found it quite unreliable.....
>

Goes for me as well. I have a few questions i would like to ask him, but like
you i keep on getting my messages back with an Host unknown.. VERY! annoying

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

5635. Re: Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 22:49:10 UTC
From: sudbrak@waldemar.gmd.de
Message-ID: <386s56$k9f@waldemar.gmd.de>
Source record: 29564
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

In <Cxxxqs.KEK@exeter.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

[...]

>My original request may have been slightly misleading. :)
>I assum fmove is an operation executed on a 6888x FPU. I don't have an FPU,
>but I need to be able to translate to and from the 80 bit float format.
>I have scraped together something that seems to be able to recover the
>integer part of the number, but something complete would be helpful.

Here is the description of the extended precision binary real format used
by Motorola in their 68881/2 FPUs (from their User's Manual) :

bit 0 .. 62 fraction (f)
bit 63 integer part (i)
bit 64 .. 79 all zero
bit 80 .. 94 biased exponent (e)
bit 95 sign (s)

interpretation of sign:
0 positive mantissa
1 negative mantissa

bias of exponent: 3FFF

representation of real numbers:

(-1) ^ s * 2 ^ (e - 3FFF) * (i.f)

normalized numbers:
e : 0 <= e < 7FFF
i : 1
f : zero or non-zero

denormalized numbers:
e : 0
i : 0
f : non-zero

signed zeros:
e : 0
i : 0
f : 0

signed infinities:
e : 7FFF

i : don't care
f : 0

NANs (Not A Number):
s, i : don't care
e : 7FFF
f : non-zero
bit 62 = 1: non-signaling NAN
bit 62 = 0: signaling NAN

Note that the explicite integer bit does NOT exist in single or double precision format. There the integer part is always assumed to be 1. If you need these formats, I can provide them as well.

I hope that helps.

[...]

Thomas Sudbrak

5636. Re: SCSI-II device on MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 23:31:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <386ukm$cbf@golem.wcc.govt.nz>
Source record: 29565

In article <7035WROFAHXDXVBUDH@sterbbs.nl>, Marclaan@sterbbs.nl writes:
>
>
>
>SE>der@discovery (Daniel Eriksson) writes:
>
>SE>>The big question is thus as follows: Is it at all possible to connect
>SE>>more than one device to the MSTE using the original Atari SCSI-
>SE>>interface?
>connected to the second SCSI-connector.
>Our conclusion: the second SCSI-busconnector inside the Megafile44-drive
>is not supported by Atari-hardware.
>Our question: is this a valid conclusion? Any suggestions?
>
>Marc

No No ! The Mega File 44 is fully suported, you can fit a second drive
to the Mega File 44.....

> | Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
> | Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
> | 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5637. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-20 23:57:37 UTC
From: doughert@babbage.csee.usf.edu
Message-ID: <doughert.782697457@babbage>
Source record: 29566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>So come on you Magazine Editors how about telling the truth for once...

If they/we did, better than half the readers and dealers would call the staff of the magazine traitors, among other things, and sales of the magazine would drop. A drop in sales wouldn't help anyone.

Atari users and dealers don't want to hear bad news -- they've already suffered through enough of it. And the thing is, nothing will be improved as long as users are, on the whole, blind to the situation.

It is all too easy to critize magazines for their being positive when they no other choice if they want to publish.
--

-- --
-- Sean Dougherty --- / / /_ /_
"That would make far too much sense." /_/ __/ /
-- doughert@babbage.csee.usf.edu --

5638. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 01:25:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cy01An.AGr@cix.compulink.co.uk>
Source record: 29572

>In the future I am considering installing a 32MHZ (the 60 ukp version)
>clock doubler in my F030. I therefore have a few questions.
>
>Does most of the software still run?

Yes.

>Can I switch to 16mhz if I need to?

Yes.

>Is the performance improved by the enhancement?

The speed increase is about 15-20%.

Ofir ogal@cix.compulink.co.uk

5639. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 01:25:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cy01Ap.AHC@cix.compulink.co.uk>
Source record: 29573

```
>> The program does not seem to support the AV-portocol.
>
>It currently doesn't have a need to.

Theres never a 'need' to support any protocol, however, the fact that Ease
and Gemini support this protocol gives them additional and very useful
features. Supporting the AV protocol is a fairly trivial programming task.
Something that Dan Wilga can solve in a few minutes.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

5640. Re: Setting SCSI ID of a Digital HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 02:27:42 UTC
From: Paul.Civati@mettav.exnet.com
Message-ID: <782720044.2@mettav.exnet>
Source record: 29570

On 16 Oct 94 at 23:15:33 ("Roland Givan") wrote the following:

>> P.S. I forgot to mention, the drive is connected to the SCSI port
>> of my TT.
>
> Wish I had a DEC drive on my TT SCSI port! We have lots of DEC drives
> at work. I will see if there is any info there as well.

I know someone who's job is network support, he said they won't touch DEC drives anymore as they had quite a few large capacity ones die on them..

-Paul-

--
||| Serious computing? Subscribe to ST Applications! [Mail me for info..]
/ | \ Internet: paul.civati@mettav.exnet.com It's pronounced 'sivarty' ;-)

... This tagline is umop apisdn.

* Origin: Paul's ST Point off The Tavern BBS London UK (100:1011/0.1)

5641. Re: CLI under MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 03:02:38 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.iJ58cZZP582@semprini.waterloo-rdp.on.ca>
Source record: 29571

In <j_peskeeses@moacs11>, Waldi Ravens writes:
> In <37vup6$2bd@percy.cs.bham.ac.uk>, Chris Ridd wrote:
>
> > >Get ridd of TOSWIN, use MiNT's builtin fasttext device to run your shell.
> > ^^^^
> > I object :-)
>
> Objection accepted, correction: ``Get chris of TOSWIN, ...''
> Does that look any better to you?

Now I object!

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5642. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 07:11:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <387pjr$b63@uqcspe.cs.uq.oz.au>
Source record: 29574

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>And yes I do have TOSWIN 1.4 + (or whatever)

Well, I could adopt your approach and say "Fix the fucking thing
yourself". But that would imply that I agree with your assessment of
the problem so instead, I'll suggest you run it as a PRG rather than as
an ACC and get a screen accelerator. You should then get excellent
performance.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5643. Re: Virus Checker Needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 08:47:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <10714@gos.ukc.ac.uk>
Source record: 29577

In article <3842m2$osk@fileserv.aber.ac.uk>, <sss3@aber.ac.uk> wrote:
>In article <382pp2$s8a@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk
>(Rod McCall) says:
>>
>>I think the header says it all. I actually need one which will work on
>>internal HD's and not just floppies. Any suggestions?
>
>Try Douglas Communications' UVK which should be the answer
>to your problem. I can't remember where you order from.
>Any Ideas anyone.

Try

Douglas Communications,
P.O. Box 119,
Stockport,
Cheshire,
SK2 6HW
U.K.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

5644. Conecting Sony 15sf monitor to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 10:06:23 UTC
From: reissing@orchidee.informatik.uni-stuttgart.de
Message-ID: <Cy0pEo.MH9@news.informatik.uni-stuttgart.de>
Source record: 29575

Hello out there!

Has anyone of you tried to connect an Atari ST (I own a MegaST 1)
to the new Sony multiscan monitor 15sf (15"). Does it work, and if
it does, what must be done (adapters,...)?

Grateful for all hints

Ralf

--
Ralf Reissing, cand. inf.
Projektgruppe Genetische Algorithmen
Abteilung Formale Konzepte
Institut fuer Informatik, Breitwiesenstrasse 20-22
Universitaet Stuttgart
D-70565 Stuttgart
E-Mail: reissing@orchidee.informatik.uni-stuttgart.de
--
Ralf Reissing, cand. inf.
Projektgruppe Genetische Algorithmen
Abteilung Formale Konzepte
Institut fuer Informatik, Breitwiesenstrasse 20-22

5645. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 11:06:32 UTC
From: djs@jet.uk
Message-ID: <1994Oct21.110632.13235@jet.uk>
Source record: 29576

In <rflashma-2010940904400001@flash.comm.mtholyoke.edu> rflashma@mhc.mtholyoke.edu (Rick Flashman) writes:

>dbrewood@nest.demon.co.uk wrote:
>> You can not install EDITRESS.ACC as the alternate file viewer without
>> it getting totally confused, leaving the Edith function keys on the
>> desktop.

>Haven't heard of this utility. But if the desktop isn't getting redrawn it
>sounds like the viewer is not handling screen redraws correctly. If you
>are using Geneva, you can set some flags to help with this. Other than
>that, I can't really think of another solution (there's no way for NeoDesk
>to know that some program didn't redraw the screen correctly).
It _is_ possible that it is Neodesk that is not drawing properly; I have certainly seen redraw problems regularly with NeoDesk 3.03, and saw them again when playing with the ND4 demo.

>Second, we can't help you if we don't hear from you. This is the first
>time I've heard of your problems (which I stumbled into by accident, our
>news server doesn't catch all atari newsgroup messages). Many "problems"
>can be addressed with a simple e-mail or telephone call.
I suggest you speak to your UK distributors (compo uk), Rick, as this list of problems was posted on CIX, and Compo claimed that they were forwarding all such comments to you.

I'm following this closely as I am still undecided whether to upgrade to v4 or to switch to Ease.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5646. Re: TeraDesk 1.40a proble

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 12:06:29 UTC
From: graham@insignia.co.uk
Message-ID: <Cy0uyu.6Fv@isltd.insignia.com>
Source record: 29580

In article FGG@cix.compulink.co.uk, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>You can't be serious. I have just written a survey of ST desktops and Tera
>came last. It is nice, reliable, but it doesn't do much either. Take a
>look at Gemini, Neo4 and Ease before you form such an opinion.
>
Well everyone makes mistakes.

The point about TeraDesk is the old Atari catchphrase 'Power Without the Price'. It does just enough for many without a lot of expensive unnecessary baggage.

Presumably you rate the Medusa higher than an ST but for many the latter is more than adequate and for some incomes and/or favourite games/programs the only choice.

There is rarely a single correct choice.

5647. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 14:33:58 UTC
From: millert@grad.csee.usf.edu
Message-ID: <388jgm$h5s@mother.usf.edu>
Source record: 29578

M.D.Griffiths (mdg@ukc.ac.uk) wrote:

: :>And if it's a problem with 640x400 TC, then use a 256 color mode.

: 256 colour mode is just not worth using, the conversion from 24bit to 8bplanes
: would make the player very slow. Blame Atari for not including a chunky 8bit
: mode.

Ok. Here's a deal: I'll help you write code to efficiently do 256 color
modes (which I have), and you make me a registered user.

It takes blocks of pixels and converts them all at once to display on the
screen. I'm sure it could be improved, but it's on the order of 4 times
faster to plot 16 at once than to plot 16 one-at-a-time. While my
routine to draw 1 at a time (which I got from DMJ so I won't give THAT
out) is able to draw one pixel at a time MUCH faster than any thing else
I've encountered. It was at least twice as fast at my fastest routine
and an order of magnitude faster than the OS's code.

Sure, it's slower than using TC modes, but it's still pretty good.

How's that?

5648. Questions, Answers page ready?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 15:02:09 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <388l5h$4kl@mserv1.dl.ac.uk>
Source record: 29579

I have now included a questions and answers page in my Atari Web pages. If I get a decent response this should prove an invaluable service to those who use it. Please send any questions to me for inclusion and state if the question is for me personally or for the Q&A pages.

If you know the answers to any of the questions in this page then again mail them directly to me for inclusion. You will receive full credit for any answers you provide, and answers will appear in the Web page next to the question and will also be mailed directly to the person who posed the question for those who don't have Web access but want to use this service.

I rely on your support so please mail your questions and answers to me.

Thanks,

Mark msh@dl.ac.uk

(Atari Web Pages : html://www.dl.ac.uk/MISC/ATARI/atari.html)

5649. Re: Fast Ram on 030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 16:26:31 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cy1707.M9p@exeter.ac.uk>
Source record: 29581

In article <3860u1$g8@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I understand that the F030 comes with ST (slow ram). Is it therefore possible
>to fit fast RAM.

Yes, you need a board such as the Mighty Sonic - a 32Mhz accelerator that also
allows you to fit a ridiculously huge amount of fast ram, 256Mb I think.

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030, 4Mb RAM, 340Mb HD, TOS 4.01 |
+-------------+---+
| D2D version of SuperSam due is now in final beta testing! |
+---+

5650. Re: XWindows for MINT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 18:08:43 UTC
From: gaghon@nevada.edu
Message-ID: <38903b$ev5@news.nevada.edu>
Source record: 29582

There is one thing to remember about MultiTos and Xwindows. It is not the 'Mint' part that is slow, its the 'AES' part of MultiTos that is slow.

I would assume that Xwindows handles window operation and such. If that is true, you would not need 'AES'. It would be more like Mint and Xwindows. Since the 'AES' part of MultiTos would be eliminated.

Vince

5651. Re: What is Atari Transputer?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 19:25:10 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy1F9y.AA1@cix.compulink.co.uk>
Source record: 29583

In message <1994Oct19.015843.52158@frodo.cc.flinders.edu.au>,
higham@ist.flinders.edu.au said:

> This is in contrast to the transputer device that was meant to be
> developed to plug into the ST in about 1990-91. I think it was meant
> to go in the ACSI port, but maybe in the parallel port. It would have
> interfaced with the ST in a parallel manner somehow (hence the name
> transputer), but I have not a clue how the 68000 fits into the deal.
> The speed boost for the ST was to boost it into the range of 15-20(?)
> mips and cost around 400 pounds. The colour pallete was also meant
> to be upped to ~16.7 million (24 bit) (again ?). Only problem it's
> more vaporous than the majority of Sam & Jacks wind-passing *8-),
> which is a shame because at the time, it sounded brilliant. I have
> some questions of my own though:
>
> 1. Are there any in existance?
> 2. What would have been the deal with existing software? (I have enough
>
> trouble with my Mega STe with its minor differences/improvements ;)
>
> 3. Would there have been, and is there any software in existance that
>
> takes advantage of it?

AFAICR the 'cheap' transputer addon just used the atari as a front end.
It didn't actaully run Atari software any faster - but was more designed
as an educational tool for transaputers.

They were advertised for some time and I'm sure I saw a review. Never met
anybody with one though.

Roland.

@CiX

5652. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-21 20:00:08 UTC
From: mdg@ukc.ac.uk
Message-ID: <10723@gos.ukc.ac.uk>
Source record: 29584

In article <385csd$agf@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
:>In the future I am considering installing a 32MHZ (the 60 ukp version)
:>clock doubler in my F030. I therefore have a few questions.
:>Does most of the software still run?

Yes I haven't found any that doesn't...

:>Can I switch to 16mhz if I need to?

Yes...

>Is the performance improved by the enhancement?

obviously... about 15-30% for most real word apps, although performance can
be improved by upto 90% for some stuff... (i.e. demos ;-)

>Rod

Griff
--

5653. Re: Falcon '030 MIDI sound driver

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-22 02:28:33 UTC
From: ross@cscns.com
Message-ID: <Cy1yvM.8x1@usa.net>
Source record: 29585

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: Has anybody written a sound driver for the Atari Falcon '030 such that it
: could be linked to a sequencer or a program which could redirect MIDI
: output and input to it, so allowing it to act as a sampler?

: I've found some Falcon-specific sound stuff gophering around Umich but
: they all seem to use either their own proprietary formats or amiga-tracker
: types. I'd like to see a program which used the resources of the Falcon to
: play sound, i.e. using the DSP and 680x0 (16/32MhZ '030 or 64MhZ '040
: etc..) and the DMA stuff i.e. reading off/writing to the hard disc.

: Considering that I heard talk of 32 channel sound trackers, the current limit
: of 6 channels (i.e. Mjuzakk, TrakCom) at 50KhZ/16-bit stereo seems a little
: meagre. Also I'd like to see a TRUE stereo system (as opposed to Mjuzakk)
: where the sound was delayed in the channel the voice was further away
: from, as well as altering the volume.

: Combined with an audio/bass modification, this could blow Akai out of the
: water, at a price which would compare extremely favourably!

: Perhaps I'm asking too much, but it seems like a worthwhile idea. If
: anybody has any extra info about DSPs/Falcon '030 sound I'd like to hear
: about it.

: Thanks,

: Ellis Breen

--
The only thing I know of so far is included with Clarity Replay. It
doesn't use stereo samples but you can pan them. It lets you assign a
different sample to any note and trigger it thru MIDI. Very basic but
somewhat usable. I've heard of other things rumoured to be on the way but
I have no real info on them.

5654. Re: Problem: MinixFs, ICD and BGM partitions > 64Mb

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-22 13:19:03 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <Cy2szr.A2E@cix.compulink.co.uk>
Source record: 29586

In message <37sapl$qdk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:

>Then how would I know, COMPO UK never advertises, not in the main UK mags..

You obviously have not been looking recently, they have numerous full page adds.

Barry wilsontjb@cix.compulink.co.uk

5655. Atari SC1224 pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-22 14:05:48 UTC
From: cleaves@ctron.com
Message-ID: <38bkcsINNpcv@dur-news.ctron.com>
Source record: 29588

Could someone please email me the pinouts for the Atari SC1224 monitor?

Thanks,

Stephan

5656. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-22 16:10:56 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cy30y8.I2G@cix.compulink.co.uk>
Source record: 29587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz said:
>
>Why do I have to read all this crap about a upsurge in Atari support
>in ST-Review and ST-Format..

For the same reason we have to read your crap.

>Silica Shop in the UK opening up a group of Atari shops..

You weren't reading carefuly. But this is effectively true.

>UK magazine closes...ST-User...

The mag would have closed even if the ST was the most popular computer on
earth.

Ofir ogal@cix.compulink.co.uk

5657. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 11:44:18 UTC
From: mdg@ukc.ac.uk
Message-ID: <10728@gos.ukc.ac.uk>
Source record: 29589

In article <388jgm$h5s@mother.usf.edu> millert@grad.csee.usf.edu (Timothy Miller) writes:
:>M.D.Griffiths (mdg@ukc.ac.uk) wrote:
:>
:>: :>And if it's a problem with 640x400 TC, then use a 256 color mode.
:>
:>: 256 colour mode is just not worth using, the conversion from 24bit to 8bplanes
:>: would make the player very slow. Blame Atari for not including a chunky 8bit
:>: mode.
:>
:>Ok. Here's a deal: I'll help you write code to efficiently do 256 color
:>modes (which I have), and you make me a registered user.

I would like to support all colour modes 2/4/16/256/TC/24bit.

:>It takes blocks of pixels and converts them all at once to display on the
:>screen. I'm sure it could be improved, but it's on the order of 4 times
:>faster to plot 16 at once than to plot 16 one-at-a-time. While my
:>routine to draw 1 at a time (which I got from DMJ so I won't give THAT
:>out) is able to draw one pixel at a time MUCH faster than any thing else
:>I've encountered. It was at least twice as fast at my fastest routine
:>and an order of magnitude faster than the OS's code.

I have a very fast 24bit->8bit conversion routines, however the problem is
converting the data to the bitplane format, this is time consuming. I'll
probably use the DSP to do the bitplane conversion.

Griff
--

5658. TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 13:07:39 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10231994.130739@empyr.dircon.co.uk>
Source record: 29590

Hi,

Anyone know how to select for 6 chip TOS on a 520-STFM Rev D board, Ram under PSU, TOS ROMS under keyboard ?

I have a 2 chip 1.02 set and I'm getting a 6 chip 1.41 set.

BTW thanks to everyone who helped me buy the right gear at the auction and pointed me in the right direction about the host adaptor. I've got a Rodime 105Mb running with an AdSCSI+ board (*with* battery backed up clock!), and the whole thing cost me just under $120. Thanks folks !

It's GRRRRRREAT to have a HD !!!!

Cheers.
Kev.

VQWK 6.20I

5659. Serial Port Fix ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 13:07:40 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10231994.130740@empyr.dircon.co.uk>
Source record: 29591

Hi,

I've got a 520STFM (1Mb RAM), TOS 1.2 (1.02). Serial Port works great at 19,200 for downloads, no faster than 9600 for uploads (no patches running).

I have a few serial port fixes, including HSMODA04, and whilst they seem to let me run the port at 19,200 for uploads, they slow they whole thing down. e.g. If I run HSMODA04, (and that seems to be the only one that actually *works*), I get d'loads of 970-ish cps on a 9600 modem, with zipped files. If I take the patch out, I can get 1040 cps +, but then I can't run the port at 19,200 for uploading. If I run the port at 9600, I get around 925 cps (no patches).

I know you can configure HSMODA04 to your own specs, but I can't because the config program & docs are all in German, and I can't understand it !

Anyone know of a good RTS/CTS patch that *works* and won't slow the port down ?

Cheers.

Kev.

VQWK 6.20I

5660. 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 13:07:41 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10231994.130741@empyr.dircon.co.uk>
Source record: 29592

Hi,

I have a few text files on upgrading an STFM using SIMMS, but they all specify 8 or 9 chip SIMMS. Has anyone successfully completed an upgrade using 3 chip SIMMS ?

Cheers.
Kev.

VQWK 6.20I

5661. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 14:02:38 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJXNEJUUUp@dksoft.ping.dk>
Source record: 29593

In <Cy01An.AGr@cix.compulink.co.uk> "Ofir Gal" wrote :

>>In the future I am considering installing a 32MHZ (the 60 ukp version)
>>clock doubler in my F030. I therefore have a few questions.
>>
>>Does most of the software still run?
>
>Yes.
>
>>Can I switch to 16mhz if I need to?
>
>Yes.
>
>>Is the performance improved by the enhancement?
>
>The speed increase is about 15-20%.
>

Well, mine is saying 35-40%. And for your information, most demo's doesn't
run with it. (don't ask me why, i would have thought it shoudln't matter).

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

5662. Using a DAT-Streamer on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 20:24:37 UTC
From: der@discovery
Message-ID: <DER.94Oct23212438@discovery>
Source record: 29594

I'm planning to buy a Wangtek DAT-Streamer for my Falcon and my MSTE.
Before spending loads of money I would like to know if someone else
has any experience when it comes to connecting a DAT-streamer to an
Atari via SCSI.

Are there any drivers that can handle a DAT-streamer?
Are there any good backup-programs available that can handle a DAT-streamer?

Any information is appreciated!

- Daniel Eriksson, der@astrakan.hgs.se

5663. Re: PAK/3 + FastRam was: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 23:37:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy5GAB.G22@cix.compulink.co.uk>
Source record: 29596

> There will be a FastRam-Card for the PAK/3 soon (so I'm told). 64 MB
> with 32 bit bus and 40 Mhz sounds nice (and expensive).

Yup - I heard about this too (and a graphics board). The problem was that neither product was actually shipping. A PAK3 was going to cost me around 600ukp one way or another. Even then I'd still be waiting on the memory board as inquirys led me to believe that running GCC in 4MB and VM was not going to work.

I still think the PAK3 is an excelent product. For owners of MSTs (who can get it in the case (apparently)) its actually a very cost effective upgrade - at least for speed. For memory its a long winded solution with the *promise* of fantastic performance.

I got cold feet over it though - and bought a used TT, which was configured *exactly* as I wanted (8MB RAM, 200MB HD, 19" Mono VDU). It wasn't cheap - but about what I was going to have to spend on the PAK3 in the end.

:-)

Roland.

@CiX

5664. Re: TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 23:37:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy5GAD.G2n@cix.compulink.co.uk>
Source record: 29595

> got a Rodime 105Mb running with an AdSCSI+ board (*with* battery
> backed up clock!), and the whole thing cost me just under $120.

Glad to hear you got it working. I bet most of the cost was the host
adaptor ;-)

> It's GRRRRRREAT to have a HD !!!!

In fact the only thing better - is to have *2*! ;-)

:-)

Roland.

@CiX

5665. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-23 23:37:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cy5GAE.G3A@cix.compulink.co.uk>
Source record: 29597

> all specify 8 or 9 chip SIMMS. Has anyone successfully completed
> an upgrade using 3 chip SIMMS ?

Well my TT fastram board has a mixture - but TTs may be special in this
area.

Roland.

@CiX

5666. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 01:29:00 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <1994Oct24.012900.19679@abo.fi>
Source record: 29598

Could it be possible to fit a Tiny Turbo 030 accelerator card for ST (68030 / 40 MHz, 32 kb cache RAM) to Falcon..? The OS (TOS 2.06) on the board should be removed, and probably some other things might cause problems, too - but are there principally any technical reasons to why any 68030 card with some cache couldn't work on Falcon - if it could be fitted correctly..?

If e.g. Tiny Turbo could be installed to Falcon, what kind of modifications and technical problems should one expect?

Tommi

5667. XBios Sounds in HighSpeed Pascal (How To)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 02:16:07 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <38f5d7$s65@gumby.cc.wmich.edu>
Source record: 29599

```
On Oct09/94, George Garner (garnerg@esu.edu) wrote:
>
> Does anybody out there regularyly use Hisoft's High Speed Pascal?
> Can you tell me how to use the DoSound command in it? It seems to
> be different than in Personal Pascal, and I can't figure it out...

I went looking for the DoSound material in Personal Pascal, but came
up empty. I did find some Sound_Demo example code in the old version 1
manual, which they dropped out (along with lots of other stuff) when
they doubled the size of the manual in version 2.

The Sound_Demo in Personal Pascal doesn't actually use the DoSound
routine, it uses Gia_Read and Gia_Write calls to manipulate the reg-
isters directly. To get the Sound_Demo working in HighSpeed, just
replace these two lines:

FUNCTION gia_read( data, register : integer ) : integer ; XBIOS( 28 ) ;
PROCEDURE gia_write( data, register : integer ) ; XBIOS( 28 ) ;

with these lines:

FUNCTION gia_read (data, register: integer): integer;
begin
gia_read := GiAccess (register, data);
end;

PROCEDURE gia_write (data, register: integer);
var
junk: integer;
begin
junk := GiAccess (register, data);
end;

You'll also need to add a 'Uses Bios;' statement at the top of the
program, and change a couple LOOP statements to repeats, but that's
the gist of it. I tested it, and it works just like the Personal
Pascal version did. None of this involves the DoSound routine.

Kim Andersen (Kim@dksoft.ping.dk) wrote:
>
> Have you tried the online help in HighSpeed Pascal?
> Normally it gives an example of how to use it.

Unfortunately, this is the _complete_ online help information:

Procedure DoSound( CommandPtr : Pointer );
Executes a block of sound chip commands.
```

If you really want to use the DoSound routine, keep in mind that it's an asynchronous player, that works from a command list. Here's a simple example:

```
program DoSound_Demo;
{Sound values from Compute ST, Dec/87}
uses
Bios;
const
Bells: array [1..31] of integer =
($00DD,$0101,$02E2,$0301,$04EE,$0500,$06FF,$07D8,$0810,$0910,
$0A06,$0B44,$0C48,$0D08,$FF64,$800F,$810A,$FF00,$FF64,$800F,
$810A,$FF00,$0A10,$FF64,$073F,$0A00,$0800,$0900,$FF00
);
begin
DoSound (@Bells);
end {program}.
```

Of course, that probably doesn't help you much if you don't know how to interpret the command bytes. Here's an expanded version, with some explanatory comments added:

```
program DoSound_Demo;
{Example "bells" sound values from Compute ST, Dec/87}
uses
Bios;
const
Bells: array [1..29] of integer = {load PSG registers}
($00DD,$0101, {set A frequency (LSB,MSB) = $01DD => 262 Hz}
$02E2,$0301, {set B frequency = $01E2 => 259 Hz}
$04EE,$0500, {set C frequency = $00EE => 525 Hz}
$06FF, {set Noise period (low pitch)}
$07D8, {set Control reg: 11-011-000 =}
{= enable C noise, A/B/C tones}
$0810, {set A volume = envelope control}
$0910, {set B volume = envelope control}
$0A06, {set C volume = constant 6 (max 15)}
$0B44,$0C48, {set volume Envelope period (LSB,MSB)}
$0D08, {set volume Envelope shape = falling sawtooth}
$FF64, {pause 100 ticks = 2 seconds}

$800F, {glide from 15...}
$810A, {...using reg10 (Volume C)...}
$FF00, {...by -1, to 0}
$FF64, {pause 2 seconds}

$800F,$810A,$FF00, {same glide again}
$0A10, {put C volume under envelope control}
$FF64, {pause 2 seconds}

$073F, {set Control reg: 00-111-111 = all OFF}
$0A00,$0800,$0900, {set Volume to 0 on A,B,C}
$FF00 {stop DoSound}
```

```
);
begin
{ may want to shut off keyclicks here (will kill sequence) }

DoSound (@Bells);

{ should delay here to give time to finish (~6 sec), or poll the }
{ Control register on sound chip until no channels are enabled. }
end {program}.
```

Here's some reference information on the registers in the General Instruments PSG sound chip:

```
Register Bits Description
$0 76543210 A Frequency (LSB) {actually 125,000/trueFreqWanted}
$1 xxxx3210 A Frequency (MSB)
$2 76543210 B Frequency (LSB)
$3 xxxx3210 B Frequency (MSB)
$4 76543210 C Frequency (LSB)
$5 xxxx3210 C Frequency (MSB)

$6 76543210 Noise period
$7 76543210 Disables: I/O, Noise, Tone (76-543-210)

$8 xxx43210 A Volume (bit 4 = use Envelope)
$9 xxx43210 B Volume
$A xxx43210 C Volume

$B 76543210 Envelope period (LSB)
$C 76543210 Envelope period (MSB)
$D xxxx3210 Envelope shape:
$D = 1-shot rising ($0 inverts)
$4 = 1-shot rising sawtooth ($B inverts)
$C = repeat rising sawtooth ($8 inverts)
$E = repeat rising triangle ($A inverts)

$E 76543210 I/O Port A
$F 76543210 I/O Port B
```

And here's a list of commands accepted by the DoSound routine:

```
$00-$0F = load register 0-15 with following byte value
$10-$7F = undefined?
$80-$81 = dynamic register modification
$80, $bb = load base value
$81, $rr, $ii, $ll = register, increment, limit
(runs register $rr from $bb to $ll, stepping by $ii)
$82-$FF = delay in 50Hz ticks, using following byte (0=stop)
```

> Any information will be greatly appreciated (and if you can tell
> me how to bring in sampled/digitized sounds I may even kiss you).

If you're going to make threats like that, I don't see how you can expect much help. ;-) But seriously though, there are probably

others here who could provide better information than I... just ask again, and leave Pascal out of the Subject line. Something like, "How to Play Samples using GiAccess?"

Hopefully, this will be of some help to you. Or perhaps to some of the millions of Pascal programmers working on the Atari <grin>.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5668. Re: TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 03:03:20 UTC
From: bdean@hpb.hwc.ca
Message-ID: <38f85o$fe1@m.ehd.hwc.ca>
Source record: 29600

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi,

[...]

: It's GRRRRRREAT to have a HD !!!!

I'd have to agree with that!! I just got mine running a couple months
ago. I'll never go back. Now all I have to do is figure out what I can
use Mint for.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5669. GDOS just died

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 05:28:20 UTC
From: higham@ist.flinders.edu.au
Message-ID: <1994Oct24.052820.91883@frodo.cc.flinders.edu.au>
Source record: 29601
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

After changing my desktop.inf file on my mega STe and moving some stuff around in the hard drive, it now bombs when I try to boot with GDOS on the hard drive, even if I auto boot nothing else or have any accs. It still boots from floppy, but the speed is ridiculous. Why would this have occurred co I have been using GDOS 1.1 for about 2 months now with no probs. Do I need an update? The same thing happens with DCStuffer; it will run from floppy but not hard drive.

E-mail with replies.

thanks a lot
Skip.

5670. Re: Mega ST bus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 06:22:53 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <782979773snz@gw6hva.demon.co.uk>
Source record: 29602

In article <37ei4t$1th@usenet.INS.CWRU.Edu>
jaszcz@dewey.EEAP.CWRU.Edu "Bartlomiej Jaszcz" writes:

> Does anyone have/know of a book that describes the Mega ST bus?

Ummm, well, it's basically just a CPU bus, I'm afraid, nothing special.
It just parallels the CPU pinouts. So the only book you need is a 68k
data book. If you want to add anything into it and need IRQ lines, then
you'll need to pick them up from the MFP (68901) along with some of the
useful address decode lines.

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

5671. Re: Needed: VMEbus, Zilog 85C30 SCC, MC68138 specs...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 06:34:02 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <782980442snz@gw6hva.demon.co.uk>
Source record: 29603
Cross-posted to: alt.comp.hardware.homebuilt,comp.sys.atari.st.tech

In article <37br0v$6lo@trane.uninett.no>
ga@samson.mrih.no "Gard Eggesboe Abrahamsen" writes:

> Hi... I was hoping someone could help me out here. Three points:
> o I need the pin-assignments and specifications for the VMEbus as
> defined by VMEbus International Trading Association (VITA) (Did I get
> the name right?)
> o I need the how-do-I-use-it pages from the Zilog 85C30 SCC documentation

Zilog do a (very) full manual for all their SCC and ESCC devices and I'm
sure that AMD do as well, since they also make them. Zilog have offices
in most Countries (but can be hard to track down). You'll need the 8530
manual for the SCC and the 85230 manual for the ESCC.

> o Is there an MC68138? If so, what is it? ;-)

Ummm - well I've just scanned my current Motorola database and can't
find any reference to it - what did you think it is/was ?

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP
AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

5672. Re: Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 06:51:44 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <782981503snz@gw6hva.demon.co.uk>
Source record: 29604

In article <36rm91$cq3$1@perth.dialix.oz.au>
simonh@perth.DIALix.oz.au "Simon Haynes" writes:

> Has anybody out there had any experience fitting a 1.44mb floppy drive to an
> STE? I cobbled together a board with a couple of Quad Nand gate chips on it
> with a lot of help from a friend (well, I watched him do it.. I just fitted
> it into the STE <GRIN>) and I've got a HD drive which works fairly well,
> but (a) I don't seem to be getting a 5v down pin 2, the HD detect wire, and
> (b) someone mentioned you should have the Atari Ajax chip to use HD.

Are you getting any voltage on the HD select line ? - slap a 10k pull-up
or pull-down resistor on it to load it in case - though it should have
an internal terminator. Assuming you do have some voltage (after proper
termination), then stuff a Schmidt gate on it (HC14). Also, be aware
that some drives gate HD select with motor on, which means that if you
have a 2nd drive connected which is a 720, then you will have to further
gate your HD selcet line with DS as well.

If you have a 2nd drive connected, then unplug it - it may well be
grounding the HD select line on pin 2, thus preventing it from going
high as it should.

Also, depending on the drive mech itself, some have the capacity to
invert both the direction of the HD select and the polarity (such as
Teac drives). Make sure that you are actually setup for HD sel out and
active high on pin 2. The Atari unlike the PC has to be told by the mech
what type of disk is fitted, whereas the PC does this the other way
around with the HOST telling the drive mech what disk is actually in it.

Incedentally, this is STUPID!!! - on the PC, you can put in a high
density disk and then format it as a low density disk thus rendering it
useless (on early DOS versions) because the mech selects 500K data rate
and the host controller sends data at the 250K data rate - Trust IBM to
get it wrong.

> I can format, read and write 1.44mb disks under TOS 1.6 (not from the desktop)
> but I have a switch hanging out the back of the machine which I have to set
> when I want to use HD, because the HD detect doesn't seem to be working.

You have little choice if you want to use a 5.25" drive as there is no
detect mechanism on these - so don't throw the switch away yet!!!

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP

AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

5673. Re: Motorola float format needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 09:04:20 UTC
From: lingo@perth.DIALix.oz.au
Message-ID: <38ftakluu1@perth.DIALix.oz.au>
Source record: 29605
Cross-posted to:
comp.sys.amiga.programmer,comp.sys.apple2.programmer,comp.sys.atari.st.tech,comp.sys.m68k,comp.sys.mac.programmer

As I understood it, floating point numbers for both Intel and Motorola processors used the IEEE 754 format. This is a standard that should be available in any library. I have a copy from the UWA (Uni of Western Australia).

Bill Rayer

lingo@dialix.oz.au

5674. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 09:11:24 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <782989884snz@ivecoft.demon.co.uk>
Source record: 29606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cy30y8.I2G@cix.compulink.co.uk>
ogal@cix.compulink.co.uk "Ofir Gal" writes:

> sheppard_r@kosmos.wcc.govt.nz said:
> >
> >Why do I have to read all this crap about a upsurge in Atari support
> >in ST-Review and ST-Format..
>
> For the same reason we have to read your crap.
>
> >Silica Shop in the UK opening up a group of Atari shops..
>
> You weren't reading carefuly. But this is effectively true.
>
> >UK magazine closes...ST-User...
>
> The mag would have closed even if the ST was the most popular computer on
> earth.
>
> ------------------------------
> Ofir ogal@cix.compulink.co.uk
> ------------------------------
>
>
Silica may be opening Atari shops in the UK but until they get their act
together and give SOME support to the people that phone/write with queries and
orders for kit thy wont get far.
As for ST Format has anybody else had troble with cover disks?
4, count them FOUR times this year I have had cover disks that had errors on
them. OK STF replaced them (on one occasion it took 2 months to come thru) but
this last month it was a 2 cover disk pack (+ "wonderdisk" for subscribers)
not one was there, yep all three missing! STF please get your act together or
you too will go the way of STU

Rod Keen Std disclaimer applies
Rod@ivecoft.demon.co.uk to all comments made above

5675. Falcon OS calls.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 09:56:22 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct24.095622.8873@dmu.ac.uk>
Source record: 29607

Can anyone mail me a list of the new GEMDOS,BIOS and XBIOS calls for the Falcon?

Your help would be very gratefully recieved.....

Alan.

5676. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 12:21:10 UTC
From: sanders@sci.kun.nl
Message-ID: <Cy6FnB.ox@sci.kun.nl>
Source record: 29610

In <38g4c5$531@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Another way to improve things is to get the latest up-to-the-minute
>MiNT kernal (1.11h2beta) which seemed to busy things up a fair bit
>when I installed it the other day.

Couldn't the patched sources be uploaded? And wasn't 1.11 the version
that would be binary-released?

>And off course, TOS 4.92 helps even more (if anyone has it).

There you go again. I'd give my right hand... well, my left foot...
well, my old ROMs... to get this TOS... :-)

Greetings,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5677. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 12:27:13 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38g971$3bm@bs33n.staffs.ac.uk>
Source record: 29609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Silica Shop in the UK opening up a group of Atari shops..

You can buy Jaguar's and Falcon's in our local Silica Shop (Bristol)

: UK magazine closes...ST-User...

So? Hardly a 'big' loss. ST Applications, ST Format and ST Review still exist. As do an increasingly brilliant disk magazine market - ST NEWS, MAGGIE and (dare I say it?) FALCON UPDATE.

: UK computer show was a flop for Atari people...

Bullshit! I attended them and they were AMAZING. You obviously never bothered going.

: Falcons being dumped..

Dumped? Dropped in price more like, meaning more sales.

Richard Davey
Editor of Falcon Update Digital
Falcon Owners Group (UK)
--
email here should work now!

5678. Re: HiSoft Basic 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 12:40:43 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ga0b$3bm@bs33n.staffs.ac.uk>
Source record: 29612

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: cm3hirjd@bs47c.staffs.ac.uk said:

: >Can you recommend some good books to read then please. The manuals cover
: >the basic functions quite well but don't do justise to the more
: >interesting commands available from GDOS, GEM VDI, SPEEDO etc. I have
: >found a real lack of example source code, both within the manual and

: You can try my tutorial in ST Review. The HGT is also a good place to look
: for examples. V2 of the HGT should be released soon.

I do but I'd like an entire magazine's worth of tutorials :)

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5679. Re: Do not join the Falcon Owners Group UK

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 12:45:33 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ga9d$3bm@bs33n.staffs.ac.uk>
Source record: 29613

Malcolm (S925377@mailserv.cuhk.hk) wrote:

: I do not always read usenet. But as I am now reading, I see that Mr
: Richard Davey is still alive, FOG UK is still here, and FOG UK is still
: recruiting members around the world through internet.

I don't use the Internet to advertise FOG and never have done. Anyone
posting here requesting information is usually told not to join if they
have Usenet and FTP access because it will offer nothing new to them

: If anyone, including Mr Richard Davey of FOG UK, has any response to this
: letter/mail, please mail to me directly as I don't read usenet often and
: please send your reply to usenet also to let everyone to know about this,
: particularly reply from Mr Richard Davey FOG UK.

I will. Also I shall post a followup with regard to the situation with FOG.

Richard Davey
Falcon Owners Group (UK)
--
email here should work now!

5680. Cybercube's new e-mail addresses

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 13:29:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.4111.4019.0N1B6A08@canrem.com>
Source record: 29608

Please note that we have changed our primary e-mail address to:

cyrel@cybercube.com

You can also reach us at:

cyrel@interlog.com
or
cybercube@genie.geis.com

All other contact addresses have NOT changed:

Cybercube Research Ltd.
126 Grenadier Cresc.
Thornhill, Ontario, L4J 7V7
Canada
Tel. (905) 882 0294
Fax (905) 886 3261
BBS (905) 882 5895

Ralf.

5681. Re: Using a DAT-Streamer on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 14:48:15 UTC
From: bjgrier@bnr.ca
Message-ID: <38ghff$c3@crchh327.bnr.ca>
Source record: 29614

In article <DER.94Oct23212438@discovery>, der@discovery (Daniel Eriksson) writes:
|>
|> I'm planning to buy a Wangtek DAT-Streamer for my Falcon and my MSTE.
|> Before spending loads of money I would like to know if someone else
|> has any experience when it comes to connecting a DAT-streamer to an
|> Atari via SCSI.
|>
|> Are there any drivers that can handle a DAT-streamer?
|> Are there any good backup-programs available that can handle a DAT-streamer?
|>
|> Any information is appreciated!
|>

I use an HP dat drive on my TT. The GEMAR demo worked after some fudging (the GEMAR demo does not support my drive with compression). I normally use the tapebios, with slight modification for TT SCSI port, and TAR.

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

5682. use of Dosound()?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 15:14:21 UTC
From: mmartin@neumann.une.edu.au
Message-ID: <mmartin.783011661@neumann.une.edu.au>
Source record: 29615

I am trying to use Dosound(command_list) generate a simple tone from the monitior speaker but the format of the char *command_list evades me. I think I understand how to set up the PSG using Giaccess() but I need to see an example of Dosound() in context. Could someone post some C code that plays, say, a 440Hz tone for 1 second?

thanks,

Mark.
mmartin@neumann.une.edu.au

5683. Re: Problem: Minixfs, lcd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 16:04:02 UTC
From: michrm@central.susx.ac.uk
Message-ID: <38glti$278@infa.central.susx.ac.uk>
Source record: 29618

Graham Irvine (graham.irvine@f98.n250.z1.tor250.org) wrote:
: TYPE:LOST
: AREA:COMP.SYS.ATARI.ST.TECH

: From: Graham.Irvine@mettav.exnet.com (Graham Irvine)

: It was none other than Roger Sheppard. that wrote on 6 Oct 94 that ,
: >> Some of this is available world wide. HDDRIVER e. g. is distributed in
: >> an English version by System Solutions, GB.
: RS> System Solutions, Please don't make me laugh, they are supposed to be
: RS> the agents for Overscan, all I got was a run around from them...

: System Solutions have been one of the prime movers in maintaining an active
: and reasonably healthy market in the UK for Atari products for as long as I can
: remember and as such are much respected here thus the above attitude is
: unlikely to cut much ice in this newsgroup.

: MHYG
: Graham

: * Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

I agree, System Solutions are really helpful, honest and friendly people.

5684. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 16:10:06 UTC
From: michrm@central.susx.ac.uk
Message-ID: <38gm8u$2b9@infa.central.susx.ac.uk>
Source record: 29619

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > What is the Hird...I have heard about it vaguely (no pun intended).

: Hird (Hurd?) is the Free Software Foundation's (of GNU fame) Unix *style*
: kernel. It was to go with GCC, G++ and all the other Unix style stuff the
: FSF did. Last I heard it had been shelved - what with advent of Linux and
: Free BSD.

: Roland.

: @CiX

Sounds interesting...pity it has been shelved what with the high quality and
support of all other FSF stuff.

Michael

5685. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 16:12:24 UTC
From: michrm@central.susx.ac.uk
Message-ID: <38gmd8$2bc@infa.central.susx.ac.uk>
Source record: 29620

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Sander Stoks (sanders@sci.kun.nl) wrote:
: : Hi,

: : When playing around with Bootconf (by Uwe Seimet (?)) to set the
: : bootup resolution, I found a `preference' switch: `Keine' (none), `TOS'
: : or `UNIX'. I selected UNIX, but my Falcon wouldn't boot from HD
: : anymore. What is this switch for, anyway?

: : Thanks for any replies,

: Oh dear you have found the one VERY fatal error in the NVRAM on the Falcon.
: BootConf will make your Falcon not only ignore the HD but it can also
: ignore the fact you want to boot to GEM. There is a program called
: FALCFREE.PRG, all it does is place a special boot sector on a disk. This
: disk should then be clearly labelled and filed away with the rest of your
: household treasures, because if your Falcon ever hits an NVRAM unfriendly
: program and you find it locked up - this single disk will cure your
: problem, just throw it in the drive and all will be reset to the original
: UK settings.

: Richard Davey
: Falcon Owners Group (UK)

: PS If anyone hasn't got this program I will Uuencode it and upload it
: here, it is a rather essential program!

Please do...I do not have it and went through just what you described...it was
horrible.

Michael

5686. Ptermres GEMDOS call

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 16:46:20 UTC
From: molen002@telecom.ptt.nl
Message-ID: <molen002.2.0010C62D@telecom.ptt.nl>
Source record: 29617

Hello,

I don't know if this is the right newsgroup, but I'll try it anyway.

My question is:

I made a resident program which terminates with the Ptermres
GEMDOS call (works fine). My problem is that I can't find a way to free the
memory used by the resident program if I want to unload it. Malloc doesm't
seem to do the job. I've got a pointer to the basepage and I know the program
size etc....

Does anyone know how to do this??

Please reply with E-mail, because I don't check this newsgroup very often.

Thanks in advance,
Ids.

(molen002@telecom.ptt.nl)

5687. Re: Falcon OS calls.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 19:32:50 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <Cy6zMq.5uD@info.bris.ac.uk>
Source record: 29616

A Parker (se2ap@dmu.ac.uk) wrote:
: Can anyone mail me a list of the new GEMDOS,BIOS and XBIOS calls for the
: Falcon?

Try looking at http://www.mdstud.chalmers.se/~d2cg/gem.html on the Web!

5688. synergy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 21:04:00 UTC
From: geheniau@inter.NL.net
Message-ID: <Cy73uo.Bvn@inter.NL.net>
Source record: 29621

what is a synergya.msa file after unzipping it
so waht is msa ??
please refer to email geheniau@solair1.inter.NL.net

5689. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 21:29:01 UTC
From: rflashma@mhc.mtholyoke.edu
Message-ID: <rflashma-2410941729010001@flash.comm.mtholyoke.edu>
Source record: 29622

In article <Cy01Ap.AHC@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") wrote:

> Theres never a 'need' to support any protocol, however, the fact that Ease
> and Gemini support this protocol gives them additional and very useful
> features. Supporting the AV protocol is a fairly trivial programming task.
> Something that Dan Wilga can solve in a few minutes.

I've been informed that this "AV Protocol" has yet to be translated from German to English. Therefore it is not a trivial matter to implement it (we don't know German). Once it is translated, we will gladly take a look at it and see if it makes sense to implement it.

If I am wrong, I would appreciate someone sending us the documentation for this protocol, as we have never seen it (and before this, never heard of it).

--
Rick Flashman, President Tel 413.247.5620
Gribnif Software Fax 413.247.5622
P.O. Box 779, Northampton, MA 01061-0779 rflashma@mtholyoke.edu
For information or technical support, contact "gribnif@genie.geis.com"

5690. Transputer Workstation...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 22:03:20 UTC
From: Lawrence Wright <ylwm0118@yvr.cyberstore.ca>
Message-ID: <BK.BW.783036200.1103527590.ylwm0118@yvr.cyberstore.ca>
Source record: 29623

I've actually seen one run once, at some Atari show in Vancouver many moons ago... It was kind of neat, running on this huge monitor, in full color, doing many crazy things at once. It was definately a near finished product, in a custom tower case, seperate R/G/B cables to the monitor...

It was a while ago, as I remember talking to Bob Brodie (I think, it was back when there was an Atari Canada) about the 16-bit PANTHER...

Neat stuff! Anybody got one they wanna give me?

L.

Mega Drive Atari TT Wombat@cyberstore.ca So
Sega CD Atari Jaguar (604) 762.5485 Far
PC Engine SNES Kelowna British Columbia Canada So
Turbo Duo DX/66 I wanna own one of EVERYTHING! Good!

5691. ATARI ST FTP LIST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 22:19:47 UTC
From: hallvart@ifi.uio.no
Message-ID: <38hbu3$36o@baugi.ifi.uio.no>
Source record: 29624

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - -
Last edit: 24-October-1994
Additions/changes since last list: 2
- disabuse.demon.co.uk
- alice.fmi.uni-passau.de
- - - - - - - - - - - - - - - - - - -

Any new information regarding changes/deletions/additions etc. can be emailed
to me. Thanks!
Compiled by: Hallvard Tangeraas, Oslo, Norway (hallvart@ifi.uio.no)

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.2.32)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk

disabuse.demon.co.uk (158.152.1.44)........ /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
nic.switch.ch (130.59.1.40)...../mirror/atari/
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.

Use the appropriate decomompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt dlist.txt"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

Compiled by Hallvard Tangeraas, Oslo, Norway
(hallvart@ifi.uio.no) (c) 24-October-1994

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with all data intact.

5692. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 22:22:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38hc2d$auv@golem.wcc.govt.nz>
Source record: 29625

In article <10231994.130741@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi,
>
>I have a few text files on upgrading an STFM using SIMMS, but they all
>specify 8 or 9 chip SIMMS. Has anyone successfully completed an upgrade
>using 3 chip SIMMS ?
>
>Cheers.
>Kev.

Do you not meen 8-9 Bit SIMMS

All later SIMMS use 3 chips, I can't see a problem....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5693. MOSAIC/INTERSLIP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 23:35:11 UTC
From: geheniau@inter.NL.net
Message-ID: <Cy7Auo.HoJ@inter.NL.net>
Source record: 29627

is it possible to go in the WWW with a atari
I mean with a program like mosaic for pictures.
Waht programms do I need also search for programms
like Interslip. I get a slip account and I want to do that
SLIP waith an ATARI , please help me

email please: geheniau@solair1.inter.NL.net

5694. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-24 23:57:43 UTC
From: warwick@cs.uq.oz.au
Message-ID: <38hhln$a5v@uqcspe.cs.uq.oz.au>
Source record: 29626

miff@apanix.apana.org.au (Michael Smith) writes:

>Linux' networking code is, barely, adequate for the task. I'd never
>consider a Linux system as a router, or indeed for any critical task,
>but for a student or similar learner it's generally OK.

Networking-wise, you may be correct - my Linux box is stand-alone at
the moment, so I haven't any experience. But that it does exceptionally well.

ObTech: Any GCC/G++ cross-compilers for Linux, generating Atari code?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / WIT SPACE TO LET
_.-._/ University of Queensland, /
v Brisbane, Australia. /

5695. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 02:37:06 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EJZCABCE@warpcon.ersys.edmonton.ab.ca>
Source record: 29636

In <10231994.130741@empyr.dircon.co.uk> Kevan Winch wrote :

>Hi,
>
>I have a few text files on upgrading an STFM using SIMMS, but they all
>specify 8 or 9 chip SIMMS. Has anyone successfully completed an upgrade
>using 3 chip SIMMS ?
>
>Cheers.
>Kev.
Absolutely, I have two 8 chip SIMMS and two 3 chip SIMMs installed.
No problems at all.
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5696. Re: Serial Port Fix ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 09:05:52 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <sbbd2vzpaf2@moacs11>
Source record: 29632

In <10231994.130740@empyr.dircon.co.uk>, Kevan Winch wrote:

> I know you can configure HSMODA04 to your own specs, but I can't because
> the config program & docs are all in German, and I can't understand it !

Take a closer look at the docs, both german and english are provided!

Waldi

5697. Re: AV Protocol

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 09:48:04 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.783078484@paddington>
Source record: 29628

brarda@vxclia.cern.ch (BRARDA Loic) writes:

>I would like some informations about the AV protocol.
>Is there a document describing it ?

Have a look in the documentation to Gemini, and also the documentation with ST-Guide.

What language? - there are C examples with both of those docs.
I've also got it working in GFA 3.5 too.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5698. Re: Font converter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 09:49:44 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.783078584@paddington>
Source record: 29629

R.M.Morris@massey.ac.nz (Richard Morris) writes:

>Can anyone tell me the names of any font converters - pref. shareware ones
>as buying Atari software in New Zealand is pretty much impossible - or at
>least where I live (not quite Hell, but u can see it from here).

>I need to convert everything to GDOS (i.e. Calamus, Metafont, Speedo,
>especially Mac fonts, ...)

Compo have C-Font which converts Calamus CFN's to GDOS fonts (about 10 quid).
Fonty (ST-Club, about 12 quid) lets you convert PS Type 1's to Calamus, then onto GDOS with C-Font.

Speedo is a proprietry font format - licencesed, so noone knows the format (ie no converters
that I know of).

Hope this helps,
--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

5699. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 10:20:00 UTC
From: jan.sjoberg@p5.f5.n6122.z2.ct.se
Message-ID: <ftn_2.200.612.5_2eacdc9e_Jan.Sjoberg@ct.se>
Source record: 29640

In a message of <23 Oct 94 14:07:41>, Kevan Winch (2:200/427.3) writes:

> From: kevan@empyr.dircon.co.uk (Kevan Winch)
>
> Hi,
>
> I have a few text files on upgrading an STFM using SIMMS, but they all
> specify 8 or 9 chip SIMMS. Has anyone successfully completed an
> upgrade using 3 chip SIMMS ?
>
> Cheers.
> Kev.

It's not important how many chips there are on the SIMM:s. All 30 pin SIMMS with less than 120ns access time works if you don't have a 16MHz board in your ST.

Greets from

Jan Sjoberg, Sweden

5700. Re: Serial Port Fix ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 10:42:05 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <38indt$kf1@RW320B49.rz.fhtw-berlin.de>
Source record: 29630

In article <10231994.130740@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:

> actually *works*), I get d'loads of 970-ish cps on a 9600 modem, with
> zipped files. If I take the patch out, I can get 1040 cps +, but then I
> can't run the port at 19,200 for uploading.

You do not mention, which terminal program / zmodem (or other protocol) you use. What is the size of the receiver buffer?
By the way: the measurement of cps-rates is often not very exactly. You should measure the time manually, transfering the same file, with a download time larger than 2 minutes. If the zmodem writes directly to disk it is nearly impossible to reproduce exactly the same conditions for the next try.

> I know you can configure HSMODA04 to your own specs, but I can't because
> the config program & docs are all in German, and I can't understand it !

Many english-speaking people are unable to read english! That is the only one explaination for such sentences I can find. In the text files there are mentioned abbreviations, you find in the texts displayed by setter.ttp. This seems to be "too high" for you?

Greetings, HS

5701. For Malcolm Fung

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 11:25:36 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38ipvg$6r1@bs33n.staffs.ac.uk>
Source record: 29631

Can you please send me a test email message to:

cm3hirjd@bs41.staffs.ac.uk

I will gladly reply to your post about not joining FOG but this address is a lot faster than the 'armory' one which I don't clear out very often seeing as its a Freenet site in America running off a 486 and can be a little slow at times to say the least.

Richard Davey
Falcon Owners Group (UK)

5702. Re: Transputer Workstation...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 12:26:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38iths$5oh@dux.dundee.ac.uk>
Source record: 29634

Lawrence Wright (ylwm0118@yvr.cyberstore.ca) wrote:

: I've actually seen one run once, at some Atari show in Vancouver many
: moons ago... It was kind of neat, running on this huge monitor, in
: full color, doing many crazy things at once. It was definately a near
: finished product, in a custom tower case, seperate R/G/B cables to
: the monitor...

: It was a while ago, as I remember talking to Bob Brodie (I think, it
: was back when there was an Atari Canada) about the 16-bit PANTHER...

: Neat stuff! Anybody got one they wanna give me?

Was ther actually any software for it?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5703. Re: finger

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 12:47:20 UTC
From: roemer@hera.rbi.informatik.uni-frankfurt.de
Message-ID: <38iuoo$66@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 29633

In <EidSMVC00WB74fJ0pi@andrew.cmu.edu> David L Watson <dw4g+@andrew.cmu.edu> writes:

> I'm having a couple of problems with finger (running Mint and a slip
>connection to the net) that might possibly be related.
> If I try to finger outside of my computer, the finger program
>doesn't recognize the @ symbol. For example, if I finger
>dw4g@andrew.cmu.edu it tries to find dw4g@... locally. I looked at the
>finger code (which came with mintos) and it doesn't seem to do any
>checking for the @ symbol. If this is indeed the case, has anybody
>ported a better version of finger to Mint? If not, what do I need to do
>to fix my setup?

The version of finger that comes with mintos works only locally. I have
a working version at home. I do not remember whether the fingerd ported
by Theo Jansen included a finger client or not.

> Also, when I try to finger my machine from outside, I don't get any
>output. The fingerd seems to run, and my HD is accessed, but no user
>information is displayed on the remote machine.

Look at the /etc/inetd.conf file: The should be an entry looking like:
finger stream tcp nowait bin /etc/fingerd fingerd

and the fingerd must be in /etc (or where the fifth entry of the above
line says).

I assume the /etc/inetd.conf entry points to a path where fingerd is
not located!

Kay.

5704. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 12:59:09 UTC
From: julian@loose.apana.org.au
Message-ID: <38ivet$fn6@loose.apana.org.au>
Source record: 29635

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi,

: I have a few text files on upgrading an STFM using SIMMS, but they all
: specify 8 or 9 chip SIMMS. Has anyone successfully completed an upgrade
: using 3 chip SIMMS ?

: Cheers.
: Kev.

: Yes I have on a 1040 stfm up to 2.5meg using an expansion board. No
: problems at all. Regards...Julian.
--
julian@loose.apana.org.au

5705. Re: Font converter

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 14:10:13 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <38j3k5$3dqh@info2.rus.uni-stuttgart.de>
Source record: 29637

In <cb170.783078584@paddington> cb170@city.ac.uk writes:

> Speedo is a proprietry font format - licencesed, so noone knows the format (ie no converters
> that I know of).
That knowledge costs only 2500$

Gerd

5706. 32 bits driver: 512 gigs partition.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 15:32:34 UTC
From: am14@doc.ic.ac.uk
Message-ID: <38j8ei$6ga@oak44.doc.ic.ac.uk>
Source record: 29494

I'm currently working on a tos/multitos driver that will
allow hard drive partitions to be bigger than 2 Gigs by
replacing GEMDOS I/O system. The new limitation is
currently of 512 Gigs. This driver creates 32 bits FATs
and directory. It will include real-time file packing
(safe as files are kept separated). Full sector-size/
cluster-size configuration... And many many more
features. All the people interrested by this program
or who want to make 32 bits compatible programs
should e-mail me. All comments/criticisms welcomed.

Antoine Martin.
"C'est utile parce que c'est beau", Saint Exupery.

5707. 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 16:49:23 UTC
From: am14@doc.ic.ac.uk
Message-ID: <38jcuj$76n@oak44.doc.ic.ac.uk>
Source record: 29638

Is-it possible to install a second internal floppy drive in
a falcon (I have a tower and power supply cables) ?
I tried to connect it in parallel, i tried all DIP
combinations and it's still not working.
Is there a special AJAX in the falcon ? (as there is
no external drive connector)
Details: the second drive is a compaq that works fine when
it replaces the first drive.

Antoine Martin.

5708. Re: Clock Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 17:45:04 UTC
From: csstsme@brunel.ac.uk
Message-ID: <Cy8pB5.C0K@brunel.ac.uk>
Source record: 29639

In article 100000@sgi6.york.ac.uk, slh100@tower.york.ac.uk (Shawn Hargreaves) writes:
> Quick question for all you assembly language experts:
> is it faster to access global variables or stack variables?
> I am trying to optimise the inner loops of a graphics engine, so every
> cycle is crucial. Basically I have to decide whether to put data on the
> stack and access it with an address register + offset addressing mode, or
> declare it globally and then use the label to access it.

move.w foo(a6),d0 beats move.w bar,d0 by 4 cycles on a 68000

where foo is a 16bit offset into the stack frame and bar is a 32bit absolute address.
Of course you should declace key variables to be register (if you're working in
C/C++). 16bit ints beat 32bit ints on 680x0 for x < 2 so try -mshort with gcc.

BTW I once tried to optimize some time critical C by putting by global/static
stuff in a struct and accessing it via a pointer held in a register so as to
use reg+16bit offset rather than 32 absolute addressing.

Unfortunately the gcc data flow analyser realized that the pointer was constant
and generated 32bit absolute addresses as an "optimization" :-(

Steven

5709. Re: Amiga/Mac/PC --to---> Atari HELP Please

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 22:59:09 UTC
From: cpbs@ukc.ac.uk
Message-ID: <10766@gos.ukc.ac.uk>
Source record: 29492

In article <1994Oct20.070622.20278@cam.compserv.utas.edu.au>,
Dylan Hazelwood <dhazelwo@lawson.its.utas.edu.au> wrote:
>Mac/Amiga/PC/Unix platforms and conversion tools between each) and I have
>nothing to run on the Atari that will allow it to read files from
>Amiga/Mac/PC disks.. I know conversion programs are out there on the net,

The good news is that you don't need a conversion program to read PC
disks on an Atari ST. If you format a 3.5inch DS/DD disk to 720K in a
IBM compatible PC, it _should_ work on an ST, too. Just copy the files
from the PC onto the floppy, put the disk in an ST, and copy the files
off again (or alternatively, just use them straight from the floppy).

Note that if you format the disk on the ST, it is less likely to work
with the PC than if you use the PC to format it.

Hope this helps..

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.

5710. Re: Transputer Workstation...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 23:01:38 UTC
From: azog@world.std.com
Message-ID: <Cy93yr.JpC@world.std.com>
Source record: 29493

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>: Neat stuff! Anybody got one they wanna give me?

>Was ther actually any software for it?

Actually, I would pay money for one, regardless if there was software.
I collect old, antique, and oddball computers, and this fits right
up that ally, tho its a bit later vintage that what I mostly own

(my prize several years ago was a prototyped CP/M machine, all
handwired, about 20 or more modular boards, a hex keypad for
debugging, and in a rack over 4 feet tall)

I understand that there was more than 'a transputer', in that there
was the parallel processing machine, plus workstations that were
networked into the thing??

--
Billy D'Augustine azog@world.std.com

... as they lower me down to that hole in the ground, I scream out for
help but they hear not a sound ... summon the dead ... blood on my hands ...

5711. Re: MPEG Player version 0.68

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 23:17:10 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <38k3lm$7ql@nyheter.chalmers.se>
Source record: 29495

In article <10728@gos.ukc.ac.uk>, M.D.Griffiths <mdg@ukc.ac.uk> wrote:
>I have a very fast 24bit->8bit conversion routines, however the problem is
>converting the data to the bitplane format, this is time consuming. I'll
>probably use the DSP to do the bitplane conversion.

You could use the chunky to planar code from MGIF 4.4 if you want. It is
the fastest I've seen on the Falcon by a long shot.
In the normal 640x480x256 mode on the Falcon, my code can convert and
display a full screen in about 0.6 seconds!
That translates to 6-7 320x200x256 screens per second. :-)

Anyone who'd like to try out the latest working beta version of MGIF 4.4,
please email me. Lots of improvements have been made during the summer,
so if you have an older 4.4 version, you don't know what you're missing.
I had hoped to have v4.4 released by now, but there always seems to be
more things to add and improve. Once I get the latest GUI changes working,
I'll probably do a general release and start using smaller version number
increments. ;-)

MGIF 4.4beta, among lots and lots of other things, is a faster GIF loader
than TurboGIF 1.3 and as I mentioned above, the drawing speed is simply
amazing.
Since the DSP is not used for anything yet, MGIF should really fly on a TT!

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

5712. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-25 23:28:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Exo&AozMvN_@semprini.waterloo-rdp.on.ca>
Source record: 29491

In <38hhln$a5v@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>
>ObTech: Any GCC/G++ cross-compilers for Linux, generating Atari code?

I was trying to build this a few months ago, and failed. :-(Then I
tried to rebuild my cross-compiler for NCR Intel-based UNIX systems, and
it died too.

I'm losing my touch.

I'll post my cross-compiler cookbook (LaTeX) if you want; you'll need to
find the source for gcc-2.5.8 though.

--
------------------=======================================------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5713. Re: DESKTOP REPLACEMENTS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 00:12:37 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cy9791.Koz@cix.compulink.co.uk>
Source record: 29505

>I've been informed that this "AV Protocol" has yet to be translated from
>German to English. Therefore it is not a trivial matter to implement it
>(we don't know German). Once it is translated, we will gladly take a look
>at it and see if it makes sense to implement it.

It's available in English as part of the ST-Guide archive. This is
available on HENSA.

Here's the relevant page:

The basic construction of such a message is:
buffer[0] = <Message-type> (e.g. VA_START)
buffer[1] = <Sender-ID> (from appl_init())
buffer[2] = 0 ('overlength')
buffer[3] = <Control-keys> (SENDKEY)
<Window-handle> (ACCWINDOPEN)
<Window-handle> (ACCWINDCLOSED)
<Window-handle> (DRAGACCWIND)
Pointer to path (Low) (STARTPROG)
buffer[4] = <Pressed key> (SENDKEY)
Pointer to path (High) (STARTPROG)
<Mouse X-Pos.> (DRAGACCWIND)
0 (all others)
buffer[5] = <Pointer to line> (Low) (STARTPROG)
<Mouse Y-Pos.> (DRAGACCWIND)
0 (all others)
buffer[6] = <Pointer to line> (High) (STARTPROG)
<Pointer to path> (Low) (DRAGACCWIND)
0 (all others)
buffer[7] = <Pointer to path> (High) (DRAGACCWIND)
0 (all others)

The following messages are recognised/used:
* VA_START: (0x4711)
APP -> ACC: "Awake from your sleep & start your work";
ACC -> APP: Perhaps AV_ACCWINDOPEN, after the window has
opened and any selected file has been loaded. If a command line has
been input and contains more than one argument, then everything
starting from the first space is be interpreted as the name of the
page to be displayed.
According to the AV-documentation all file names must be input in
capitals and with their complete path. In order to comply with this
and still allow for the fact that the called application does not
know where the hypertext is to be found, the special case of 'drive'
"*" has been implemented:

Inputting "*:\AES.HYP" causes ST-Guide to search for the file AES.HYP in all known paths.

A call using 'C:\AES.HYP appl_init' therefore loads AES.HYP and displays the page <appl_init> from it.

A call using 'C:\AES.HYP' therefore loads the given file and displays the first page from it.

A call using 'appl_init' searches for this concept in the file given in 'REF' and displays the matching page from the corresponding file.

* VA_DRAGACCWIND: (0x4725)
APP -> ACC: "A file has been dragged to one of your windows, here is the path". Following this the Guide loads the indicated file and displays it in the window. The complete access path must be given.

* AV_SENDKEY: (0x4710)
ACC -> APP: "A key has been pressed which I can't do anything with, you can have it". This makes possible the use of all keyboard shortcuts by the application, even if the ACC is in possession of the top window.

* AV_STARTPROG: (0x4723)
ACC -> APP: "Start up the program specified in this message with the (possibly) also specified command line". The Guide uses this message for executing SYSTEM instructions. With GEMINI you can specify non-executable files here also, when a suitable program for the given extension is searched for and started.
APP -> ACC: VA_PROGSTART, which will however be ignored by the Guide.

* AV_ACCWINDOPEN: (0x4724)
ACC -> APP: "I've just opened a window". Since the window's handle is also passed, this serves the purpose, among others, to extend window cycling of the main application to the windows of the ACC, or to report to the ACC when objects have been dragged to one of its windows (see VA_DRAGACCWIND).

* AV_ACCWINDCLOSED: (0x4726)
ACC -> APP: "I have just closed one of my windows". Counterpart to ACCWINDOPEN.

Ofir ogal@cix.compulink.co.uk

5714. AVR vs. AU

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 01:11:35 UTC
From: millert@grad.csee.usf.edu
Message-ID: <38kac7$1gj@mother.usf.edu>
Source record: 29497

Does anyone know the formats of both the AVR and AU sound formats?

Thanks.

5715. Re: Bootconf --- UNIX preference?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 05:55:58 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <783225028.4@mettav.exnet>
Source record: 29496

It was none other than Requiem that wrote on 20 Oct 94 that ,

R> PS If anyone hasn't got this program I will Uuencode it and upload
R> it here, it is a rather essential program!

Please !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

5716. Re: Clock Cycles

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 07:22:04 UTC
From: howard@lloyd.com
Message-ID: <38l02s$8at@harry.lloyd.com>
Source record: 29501

In article <Pine.SGI.3.90.941019150601.27337A-100000@sgi6.york.ac.uk>,
Shawn Hargreaves <slh100@tower.york.ac.uk> wrote:
>Quick question for all you assembly language experts:
>is it faster to access global variables or stack variables?
>I am trying to optimise the inner loops of a graphics engine, so every
>cycle is crucial. Basically I have to decide whether to put data on the
>stack and access it with an address register + offset addressing mode, or
>declare it globally and then use the label to access it. I am no assembly
>language expert, so I would really appreciate it if someone could tell me
>which is faster.

Simple rule: register is faster than register indirect is faster than memory.
In your case, you're asking about the difference between stack accesses, which
are generally (register)+16 bit offset, against absolute addresses, which are
generally a 32 bit address. The stack variable reference will be faster by 4
cycles on a 68000, and save 2 bytes of memory at the same time.

There are of course exceptions to this rule; absolute addresses in the range
0000 - 7fff and ffff8000 - ffffffff can be accessed with only 16 bit addresses,
and GCC with the -mbaserel option will use (register)+16 bit offset for global
data accesses, thus making them as fast to access as stack variables. (As long
as your total data space is 64K or less.)
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

5717. Re: PAK/3 + FastRam was: Virtual memory on Atari ST with MC68010

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 07:47:58 UTC
From: howard@lloyd.com
Message-ID: <38l1jf$8ds@harry.lloyd.com>
Source record: 29502

In article <383n9j$bgs@ra.ibr.cs.tu-bs.de>,
Kielhorn <c0031098@ws.rz.tu-bs.de> wrote:
>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>: > I've read the 68010 is like a 68000 but it can support virtual memory.
>: > Does anybody know how one can take the 68010 advantages on an atari
>: > ST? Would be possible to run the Spectre emulator with it?

>: 68010s are a non started on STs. They are not drop in replacement
>: processors as most ST versions of TOS can't cope AFAIK (2.06 *might*).

Yes, a 68010 works OK with TOS 2.06. I think you can also get far enough in
in the older TOS ROMs to boot ST-Minix, if you're so inclined.

>: Also the 68010 doesn't have an MMU unit, although unlike the 68000 it can
>: work with one. The 68030 actually has one built in, which is why VM is
>: available for 68030 machines.

Well, you couldn't use an MMU to provide VM on a 68000, but you could still
use it for memory protection, which may or may not be worthwhile to you. If
you wanted to do a lot of extra work, it's possible to manage VM on a 68000,
you just need to do a lot of decoding to determine what access causes a
particular page fault... You probably can't provide a full virtual machine,
as the 68010 & up allow, i.e., you can't emulate hardware register accesses.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

5718. [HELP] Calling Devconnect returns <>0L

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 08:11:11 UTC
From: jhh@cwi.nl
Message-ID: <jhh.783159071@news.cwi.nl>
Source record: 29503

I hope there is anybody out there who's had experience using the XBIOS devconnect call, and who can help me out, because I've been trying for two evenings and can't figure out what goes wrong. Here's the story:

I wanted to write a very simple program to sample the mirophone into memory, on a Falcon 4Mb/65Mb. So I figured I use the DMA, which means I have to connect the ADC to DMAREC using devconnect(3,1,?,?,?). Now whatever I fill in for the last three parameters, devconnect returns a value unequal to 0L (typical values I do get here are 0x6, 0x600 or 0x6000: the 6 does keep coming up here). When I look at the memory locations the Falcon uses to configure the crossbar (something like 0x00ff8c30 and onwards I believe) I notice that the call indeed did not succesfully complete: when I switch clocks (i.e. parameter three), the new clock is not stored in the configuration registers.

For testing, I tried to connect the DMAPLAY to the DAC, i.e. I tried devconnect(0,8,?,?,?). This works without problems, and the aforementioned memory locations look fine too. So my question is: is there some secret thing I have to do first, before connecting the ADC to DMAREC?

Any help would be much appreciated, 'cause I'm desperate.

P.S: On a related note: does anybody know whether there are libraries and header files for Pure C that use the same naming for functions and structures as the Compendium does? I got very weird behaviour when calling 'setmode' which was only explained after I disassembled my source to find that PC writes 'setmode' for 'Vsetmode' and 'setsndmode' for 'setmode'. And I couldn't figure out why the hell a sound routine would mess up my screen:-)

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

5719. Re: TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 10:11:06 UTC
From: jondinga@io.org
Message-ID: <38l9vq$l7p@ionews.io.org>
Source record: 29498

On 10-23-94 kevan@empyr.dircon.co.uk wrote to ALL...
k>
k> VQWK 6.20I
k>
^^^^^^^^^^ is this a new OLR
for the TOS boxes? Inquireing mind neads to know!! ;^)

* (QW|{ 2.6 * Grammarians never die-they fall into a comma.

5720. Re: 3 chip SIMM STFM upgr

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 10:12:10 UTC
From: jondinga@io.org
Message-ID: <38la1q$l8l@ionews.io.org>
Source record: 29499

On 10-23-94 kevan@empyr.dircon.co.uk wrote to ALL...
k> I have a few text files on upgrading an STFM using SIMMS, but they all
k> specify 8 or 9 chip SIMMS. Has anyone successfully completed an upgrade
k> using 3 chip SIMMS ?
k>
Should not make a difference, and I have actually mixed the two types
together in a 1040STe with no problems.......... Jon

* (QW|{ 2.6 * Everyone is entitled to my own opinion

5721. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 10:12:16 UTC
From: jondinga@io.org
Message-ID: <38la20$l8r@ionews.io.org>
Source record: 29500

On 10-24-94 THIETAVUO@FINABO.ABO.FI wrote to ALL...
T> If e.g. Tiny Turbo could be installed to Falcon, what kind of
T> modifications and technical problems should one expect?
T>
Jim Allen has stated that the tt030 could be used on the F030 'in the
future'. According to him it would require a interface adapter to the F030 and
a rewrite of some of the PALs. I cant remember what, if anything, would be
required to do to the ROMs.
I would suggest you contact him directly at j.allen27@genie.geis.com and
[or maybe its jallen27 - try both ;^)]
and get the scoop..... Jon

* (QW|{ 2.6 * FUNGI: The life of the party.

5722. Re: Falcon OS calls.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 11:25:29 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Oct26.112529.10201@dmu.ac.uk>
Source record: 29508

In article <Cy6zMq.5uD@info.bris.ac.uk>, eb4336@irix.bris.ac.uk (EAM. Breen) writes:
> A Parker (se2ap@dmu.ac.uk) wrote:
> : Can anyone mail me a list of the new GEMDOS,BIOS and XBIOS calls for the
> : Falcon?
>
> Try looking at http://www.mdstud.chalmers.se/~d2cg/gem.html on the Web!
>

There aren't any Falcon specfic OS calls (or at least I couldn't find any)
Thanx anyway.

So my question still stands, does anybody have a list of all new Falcon

GEMDOS, BIOS and XBIOS calls. BTW I'm not looking for a hardware registers list
as I already have this....

Thanx..... Alan.

5723. MiNT NET On A FALCON ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 11:42:36 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <38lfbc$ijj@whitbeck.ncl.ac.uk>
Source record: 29504

Has anyone actually got mint-net to work on an f030 ?

I've been playing with it for a while now to no avail.
Localhost connections work fine (telnet, ftp, rlogin), but getting a slip
connection is beyond me.

I got rlogin working a bit - the connection to the other machine comes up,
and I am prompted for user name & password, but the session then appears
to hang (left it five minutes once). If I then start my comms program again,
the remote machines startup sequence is displayed in the terminal window.

What is the problem ? Does MiNT-NET still not work properly with the falcons
serial port? (MODEM2 (ttyb)).

Words of advice appreciated from anyone who has got a MintNET going on a falcon.

(Please)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
```

5724. Memory problem on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 12:14:14 UTC
From: gest
Message-ID: <gest-261094131318@pubmac07.amc.uva.nl>
Source record: 29509

Recently my 1040ST started to give error messages like: error at address A0000 (the address is not always the same). The first step in solving this problem is finding the chip(s) causing it. The memory chips are labelled thus:

U3 U4 U5 U6
U10 U11 U12 U13
U18 U19 U20 U21
U22 U23 U24 U25
U27 U28 U29 U30
U34 U35 U36 U37
U39 U40 U41 U42
U44 U45 U46 U47

Could anyone explain to me how these labels correspond to memory addresses? Please, send replies by personal mail to: edwin@sara.nl

Thanks,

Edwin van Spronsen

5725. HELP! Floppy Drive dying!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 13:19:53 UTC
From: dol@cis.ufl.edu
Message-ID: <CyA7p5.tFw@bocanews.bocaraton.ibm.com>
Source record: 29514

All you Atari tech gurus out there-- My ext. SS floppy drive seems to to be dying. It wont read most of my disks anymore. I tried head cleaner but to no avail. No stores around here fix them either. I want to know if I can connect a Mac or IBM external drive to my 520st to replace the dying drive. If not, does anyone have a DSDD Atari drive to sell!??

5726. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 13:31:53 UTC
From: s9205525@otto
Message-ID: <38llo9$lu9@aggedor.rmit.EDU.AU>
Source record: 29506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: As for ST Format has anybody else had troble with cover disks?

: I have every issue from ST/AMIGA Format till now, and not one cover
: disk has had anything wrong. The only cover disk I have had a problem
: with, is the latest issue of ST REVIEW, one of the 2 coverdisks
: obviously had something heavy fall on it in the mail between
: the U.K. and Australia, and it is totally wrecked. Pretty good odds I
: reckon. I just think that if you get a crook disk with a mag, then
: one would be pretty unlucky.

****
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
****

5727. High Density Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 13:44:11 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CyA8tp.D43@festival.ed.ac.uk>
Source record: 29522

I am getting the "Desktopper" kit and was considering getting the Bitz high density drive controller and two internal high density drives. I was wondering how it works, any difficulties
and the wiring needed for the module and installing the high density drives. Will the second high
density drive work as normal, ie meaning high density with auto select.

Cheers, Alan.

5728. GNU Emacs key setup

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 14:33:43 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <38lpc7$nnr@proffa.cc.tut.fi>
Source record: 29507

```
Running xkey with the following parameters in your shell's startup
script

# install Emacs (for v. 18.59) keys
xkey up ^p down ^n left ^b right ^f UP ^p DOWN ^v LEFT ^a RIGHT ^e help ^\^ undo ^_ insert
^o home ^l

and adding the lines

; To set new help prefix key (global-set-key "key" help-map)
; Help as help
(global-set-key "\^^" 'help-for-help)
; Help-help as 'describe function'
(define-key help-map "\^^" 'describe-function)
; Backspace as backspace
(global-set-key "\^h" 'backward-delete-char-untabify)
; Delete as delete
(global-set-key "\^?" 'delete-char)
; Different modes often redefine DEL locally.
; Use 'M-x local-set-key DEL delete-char' to fix this.

to your .emacs file should enchance your GNU Emacs 'feel' a bit :-).
These will define new C-^ and C-_ shortcuts for Emacs (others are
standard ones), but it shouldn't matter.

- Eero -
```

5729. Re: Falcon OS calls.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 16:29:44 UTC
From: gaghon@nevada.edu
Message-ID: <38m05o$aka@news.nevada.edu>
Source record: 29511

A Parker (se2ap@dmu.ac.uk) wrote:
: There aren't any Falcon specfic OS calls (or at least I couldn't find any)
: Thanx anyway.

: So my question still stands, does anybody have a list of all new Falcon

: GEMDOS, BIOS and XBIOS calls. BTW I'm not looking for a hardware registers list
: as I already have this....

XBIOS 5 - L:log addr L:phy addr W:rez W:mode
Same as ST except when '3' is passed to rez. Mode has the same format
as XBIOS 88

XBIOS 88 - W:mode Returns Word Value
'-1' will retrun current mode. Any other mode value will change
rez. However, the VDI, phy, and log will not be changed with this
command.
Bit format XXXX XXXF SOPV 8NNN
F=Vertical flag. If set RGB=interlace VGA=double line
S=ST compat. if set
O=Overscan if set (RGB only)
P=Pal mode if set
V=VGA mode if set
8=80 column if set
N=bits per pixel 4=TCmode 3=256col 2=16col 1=4col 0=2col

XBIOS 89 - Void Returns Word
Returns type of monitor connected
0=STmono 1=STcol 2=VGA 3=TV

XBIOS 91 - W:mode Return Long Value
Returns the number of bytes a screen will use for a particular mode.
Mode has same format as XBIOS 88

XBIOS 90 - W:extern Void
This will tell the VTG hardware to use external sync.
XXXX XXXX XXXX XHVC
H=external horz. sync if set
V=external vert. sync if set
C=external clock if set

XBIOS 93 - W:index W:count L:array Void
Set colors by RGB value starting at 'index' for 'count' number of
times. RGB values are stored in memory with array being the starting
location.

XBIOS 94 - W:index W:count L:array Void
Get colors from pallete. Same format as Xbios 93

XBIOS 150 - W:andmask W:ormask
VsetMask is used to set the AND and OR masks the the VDI uses to
modify the color values for vs_color (opcode 14)

XBIOS 128 - void Returns Word
Returns '1' to show sound system is now locked.

XBIOS 129 - void returns Word
Returns '0' to show sound system is now unlocked.

XBIOS 130 - W:mode W:data
This command is used to get or set the following sound parameters.
if a negative number is used in 'data' then the current setting is
returned
MODE Discrption
0 Set or get left channel output (attenuation)
xxxx xxxx LLLL xxxx

1 Set or get right channel output (attenuation)
xxxx xxxx RRRR xxxx

2 Set or get left channel input (gain)
xxxx xxxx LLLL xxxx

3 Set or get right channel input (gain)
xxxx xxxx RRRR xxxx

4 Set or get ADDer information regaring
ADC, matrix or both. (One way to get Yamaha and
samples playing together.)
xxxx xxxx xxxx xxMA M=matrix A=ADC

5 Set or get ADC's input.
xxxx xxxx xxxx xxLR
L=Left --- If set, then PSG (Yamaha sound chip)
R=Right If cleared, then Microphone input.

6 Used for STE compatability. Uses STE prescale.
0=Divide by 1280 (invalid for Falcon)
1=divide by 640
2=divide by 320
3=divide by 160

XBIOS 131 - W:reg L:begaddr L:endaddr Returns Long
THis is used to set the play or record functions.
0=play 1=rec. Begaddr and endaddr set the buffer.
Returns '0' if no error.

XBIOS 132 - W:mode Returns Long
This is used to set record or play modes.
0=8bit Stereo
1=16bit Stereo

2=8bit Modo
Returns '0' if no error. I have been only able to record in mode 1.

XBIOS 133 - W:playtrk w:rectrk Returns Long
This is used to set the number of record or playback tracks.
Set values from 0-3. Values set STEREO Tracks.
Returns '0' if no error.

XBIOS 134 - w:monitortrk Returns Long
Monitor one of four tracks on speaker with this command.
Set values from 0-3
Returns '0' if no error.

XBIOS 135 - W:src_inter W:cause Returns Long
This is used to set which interrupt, if any, that will occur
at end of frame. If the frame repeat is on, this interrupt is
used to repeat sample.
src_inter 0=timerA 1=MFP i7
cause 0=none 1=play 2=rec 3=play or rec
returns '0' if no error.

XBIOS 136 - W:mode Return long
Used to control the operation of the play or record buffers.
xxxx xxxx xxxx LRKP
L=record repeat enable
R=record enable
K=play repeat enable
P=play enable
returns '0' if no error or current state if mode=-1

XBIOS 137 - W:dspxmit W:dsprec Returns long
This function is used to tristate the DSP from the Matrix.

dspxmit 0=tristate 1=enable
dsprec 0=tristate 1=enable
Returns '0' if no error

XBIOS 138 - W:mode W:data Returns long
THis is used to communicate of the general purpose I/O pins
on the DSP connector. Only the low order three bits are used.
mode 0=set I/O direction 1=read 2=write
data When setting I/O, a setting of 1 indicates output while 0
indicates input. Read op., reads the current state of GPIO.
Returns '0' if no error, or value read for mode=1.

XBIOS 139 - W:src W:dst W:srcclk W:prescale W:protocol Returns long
This function is used to attach a source device to any dest. in
matrix.
src Source device
3=ADC 2=extrenal 1=dsp transmit 0 DMAplay

dst A bitmap of dest. devices to connect source to.
0x8=DAC 0x4=external out 0x2=DSP recieve 0x1=DMArec

srclk The clock of source device.
0-25.175Mhz 1=external 2=32mhz

prescale Clock prescale
Sample Rate is Clock divided by 256 divided by prescale.
Only cetain prescales are available for DMAsound wich CODEC.
And the CODEC is only compatble with a 25mhz clock.
1,2,3,4,5,7,9,and 11 are valid for CODEC.
If set to '0' then prescale will be comatible to STE,
see Xbios 130

protocol Used to enable handshaking. (used with graphic or
commpressed data)
0=enable 1=disable

Returns '0' if no error.

XBIOS 140 - w:reset Returns long
Get status of CODEC. After call the DSP is trastated, gain and
attenuation is zeroed, old matrix is reset, ADDerin is disabled,
Mode is set to 8bit stereo, play and record tracks are set to 0,
monitor track is zeroed, Interrupts are disabled, and buffer operation
is disabled.

Status is send to a long word as follows.
xxxx xxxx xxLR SSSS
L=if left clip occurred.
R=if right clip occurred.
S=status bits 0=no error 1=invald control field
2=invalid sync 3=serial clock out of range.

++

There is a list of XBIOS calls specific for the Falcon for the Video and
Audio. There are DSP calls as well. If you need them as well, tell me
and I will post them too.

VInce

5730. Re: Using a DAT-Streamer on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 17:09:54 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ1QFBVAUp@dksoft.ping.dk>
Source record: 29510

In <DER.94Oct23212438@discovery> Daniel Eriksson wrote :

>
>I'm planning to buy a Wangtek DAT-Streamer for my Falcon and my MSTE.
>Before spending loads of money I would like to know if someone else
>has any experience when it comes to connecting a DAT-streamer to an
>Atari via SCSI.
>
>Are there any drivers that can handle a DAT-streamer?
>Are there any good backup-programs available that can handle a DAT-streamer?
>
>Any information is appreciated!
>

Get Gemar, there are several drivers for DAT streamers in it. (i don't know
if the one you requested for is included).

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

5731. ICD AdSCSI+ power cable

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 17:25:01 UTC
From: thopman@uoguelph.ca
Message-ID: <38m3dd$hgr@nermal.cs.uoguelph.ca>
Source record: 29515

I bought a used ICD AdSCSI+ host adaptor to cobble together a hard drive system. Unfortunately, I didn't realize until (much) later that the power adaptor for the board was not included. I think I can make one up myself, but I would like to kno if there's anything special/unusual I should know first. How standard is the power connector on the board? I know the +5/GND/GND/+5 is weird, but what about the physical connector? Can I go to any electronic supply store and buy one there? Also, how readily available are power connectors for SCSI drive mechanisms?

THeo

5732. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 19:17:34 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <38ma0e$bb6@golem.wcc.govt.nz>
Source record: 29512
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] : As for ST Format has anybody else had troble with cover disks?

The "GFA-Draft Plus 3" disk that came on a ST-Format extra-disk a while back was so badly stuffed, I could barely read the directory off of it. Luckily I was able to rip off the label, and make a copy of someone else's cover-disk onto a blank, and stick the label on it. Pretty pointless really, and I can't comprehend CAD programs :)

5733. Falcon Tower Systems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 19:32:42 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941026Z193242.462dbrewood@nest.demon.co.uk>
Source record: 29513

I'm considering buying (when I can afford it) a tower case for the Falcon, and installing within it my Apple CD-300 CD Drive, and the hard disk out of the MiniS (165mb), plus fitting to it the interface for an external PC keyboard (Dell extended, which I already have), and a lock kit, plus large support feet.

I am almost sure that this will involve a new uprated power supply, as well as other modifications, with maybe a fan added, is this correct?

Has anyone out there had any similar modifications done to their machines at all?

I've seen James Partners Falcon and that looks good and works well, although there would be a problem with his streamer working on it's side.

So, points of concern:

- Does the external keyboard interface include remapping of all the keys?
- Could the above be installed by a hardware 'idiot'?
- What problems could be encountered?
- Rough idea of price?
- Could any savings be made by using an old DEC Rainbow case?
- Would the Dell keyboard have a standard interface?

Any advise appreciated.

--


```
================================================================================
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7, Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
================================================================================
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Screen Eye and Audio/PhotoCD =
= Apex Media / Super SAM / JetMail / Semper / F-Search - beta tester. =
================================================================================
```

5734. Re: High Density Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-26 22:39:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <38mlrj$dko@golem.wcc.govt.nz>
Source record: 29516

In article <CyA8tp.D43@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk (Alan Swanson) writes:
>
>I am getting the "Desktopper" kit and was considering getting the Bitz high density drive
>controller and two internal high density drives. I was wondering how it works, any
difficulties
>and the wiring needed for the module and installing the high density drives. Will the
second high
>density drive work as normal, ie meaning high density with auto select.
>
>Cheers, Alan.

If this Device does not replace the WD1772 disk controler chip with a Ajax
chip, I would stear clear of it, mods that use the WD1772 0202 don't allways
work...

Any one have other thoughts on this...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5735. Re: Developing Mosaic for the ST - support us!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 02:02:41 UTC
From: pblagay@crash.cts.com
Message-ID: <CyB70I.IB6@crash.cts.com>
Source record: 29517

[No readable article body recovered]

5736. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 03:18:50 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <H.ekBL.AqKCZ92NIbY@albemuth.equinox.gen.nz>
Source record: 29518

miff@apanix.apana.org.au (Michael Smith) writes:

>>As far as I was aware, the networking code has been improved immensly in
>>the last year or so.

>A great improvement over "totally useless" does not mean it's great.

>Linux' networking code is, barely, adequate for the task. I'd never
>consider a Linux system as a router, or indeed for any critical task,
>but for a student or similar learner it's generally OK.

:-) Interesting, as I know at least one fairly major site which is using
a Linux box as a back-up router if their main one goes down! I haven't
had a close enough look at things to say from personal experience
whether this is a "good thing" or not.

Cheers,
John
--
|John Collis: Email in order of preference
| john@albemuth.equinox.gen.nz
|or: John_Collis@equinox.gen.nz
|or: John Collis at 3:770/105.7 @ fidonet.org
|Phone: +64-3-379-8921

5737. Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 09:30:55 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-271094103055@mac123.nmus.pwf.cam.ac.uk>
Source record: 29520

Grrr! I am having hassles with Mint 0.95 as I reinstalled it on my Falcon
from the Distribution disks from Umich. Everytime it boots up it just says:

pid 0 (Mint): tosfs: error in media change

and hangs the machine in a nasty way.

Any thoughts?

Cheers

srp

5738. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 09:33:20 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-271094103320@mac123.nmus.pwf.cam.ac.uk>
Source record: 29521

Excuse me for being Captain Thicky of the stupid people but I hear rumours that Linux is now out for the Atari machines. Can anyone out there confirm/deny/comment on this...

srp

5739. Accelerator question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 11:21:49 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <38o2gd$epa@infa.central.susx.ac.uk>
Source record: 29519

Hi.

If I bought a 16Mhz or 25Mhz accelerator I know the speed increase will help with Calamus, but will it also help in speding up the display of games such as Legend of Valour, Ishar 2 and 3, Elvira? You have to admit, on an standard STe (even with 4M ram) the update is painfully slow.

Thanks for any help.

Andy.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

5740. Re: TOSWIN its crap!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 11:38:08 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <38o3f0$hbu@irzr17.inf.tu-dresden.de>
Source record: 29523
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Cy6FnB.ox@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:

> In <38g4c5$531@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
> >Another way to improve things is to get the latest up-to-the-minute
> >MiNT kernal (1.11h2beta) which seemed to busy things up a fair bit
> >when I installed it the other day.
>
> Couldn't the patched sources be uploaded? And wasn't 1.11 the version
> that would be binary-released?

Yes, the final 1.11 version will be binary distributable. For the
1.11-BETA versions, Eric Smith had asked not to upload any source or
binary releases.

[followups redirected to comp.sys.atari.st]

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

5741. RE: HELP! Floppy Drive dying!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 13:48:07 UTC
From: talbote@wc5.wl.aecl.ca
Message-ID: <27OCT94.13480702@wc5.wl.aecl.ca>
Source record: 29538

dol@cis.ufl.edu(Derrick O Levy) wrote:
> All you Atari tech gurus out there-- My ext. SS floppy drive seems to to be
> dying. It wont read most of my disks anymore. I tried head cleaner but to
> no avail. No stores around here fix them either. I want to know if I can
> connect a Mac or IBM external drive to my 520st to replace the dying drive.

Hi Derrick,

Most drives are connected via a ribbon cable. The case on the Atari external drives forms an addapter between the Atari round disk drive cable and the usual ribbon cable. I replaced my original SS external drive (my only drive at the time) with a regular DSDD drive mechanism back in May. It works fine. Three things to note however:
- the new (1/3 height?) drive mechanisms are quite a bit smaller than the (Epson) mechanism Atari used in my SF354. The LED light and eject button are also shaped and placed differently on the drive. I cut a hole in the front of the drive case so that:
the disk slot would be accessible,
I could see the LED indicator, and
I could press the eject button easily enough.
I also put cardboard spacers below the screw holes to lift the drive up in the case a bit.
- On my replacement drive (a Teac, I believe), there are some VERY SMALL swithes on the back of the drive. I think these configure the drive to be drive 0 or drive 1 or ... and other such interface information. I had to adjust one of these (from d0 to d1, I believe) to make my drive work with my ST.
- The final point has nothing to do with connecting a new drive mechanism to the ST. Rather it has to do with using both a SS and a DS drive on the same system. Disks formatted as DS will not be readable with your SS drive. You will probably find that you use the SS drive only temporarily to copy files from one DS disk to another. My opinion, of course.

Good luck,
Emile

P.S.: If you are really interested, I will sell you the SS drive I now have left from my upgrading for $5 US + shipping (or $15 US, including shipping).

____ _ __ ______ ____ __
/ __/_ _ (_) /__ /_ __/__ _/ / / ___ / /_ talbote@wl.aecl.ca
/ _// ' \/ / / -_) / / / _ `/ / _ \/ _ \/ __/
/___/_/_/_/_/_/_/__/ /_/ _,_/_/_/_.__/___/__/

5742. Re: Accelerator question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 13:54:26 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.1.000DE8AC@cam.ac.uk>
Source record: 29524

In article <38o2gd$epa@infa.central.susx.ac.uk> andrewc@cogs.susx.ac.uk (Andrew Collington) writes:

>If I bought a 16Mhz or 25Mhz accelerator I know the speed increase will help
>with Calamus, but will it also help in speding up the display of games such as
>Legend of Valour, Ishar 2 and 3, Elvira? You have to admit, on an standard
>STe (even with 4M ram) the update is painfully slow.

If they work at all at the higher speed, and some games don't, then I would expect it to update quicker in these games. Action games would possibly update more smoothly but probably not more often.

Mark.

5743. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 13:57:17 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.2.000DF4D3@cam.ac.uk>
Source record: 29525

In article <srp20-271094103055@mac123.nmus.pwf.cam.ac.uk> srp20@cam.ac.uk (Stephen Ryall Payne) writes:

>Grrr! I am having hassles with Mint 0.95 as I reinstalled it on my Falcon
>from the Distribution disks from Umich. Everytime it boots up it just says:

>pid 0 (Mint): tosfs: error in media change

>and hangs the machine in a nasty way.

For tosfs drives MiNT calls the code in the rom, and it is possible that the rom code is buggy. But on the falcon it should be OK (what TOS version are you using?). I never got MiNT 0.95 running satisfactorily on my Falcon, but I didn't have that problem.

BTW, I've just compiled MiNT 1.10h8, but whenever I try to boot with it it says the intro message and hangs. Why?

5744. Connecting F030 to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 14:48:34 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38oek2$a4p@dux.dundee.ac.uk>
Source record: 29526

I am wanting (just for hell of it) to connect an old XT PC to my F030. Ideally what I'd like to do is be able to open a term window (under Windoze 2) and have it connect to the F030. This would be like using a unix system where you sit at a terminal and can open xterms on another machine.

Is their any software which would allow direct connect and the ability to do this?

Rod

--
==========
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==========

5745. Re: Using a DAT-Streamer on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 17:38:53 UTC
From: eliot@harlequin.co.uk
Message-ID: <eliot.783279533@newshost>
Source record: 29537

In <38ghff$c3@crchh327.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:

>In article <DER.94Oct23212438@discovery>, der@discovery (Daniel Eriksson) writes:
>|>
>|> I'm planning to buy a Wangtek DAT-Streamer for my Falcon and my MSTE.
>|> Before spending loads of money I would like to know if someone else
>|> has any experience when it comes to connecting a DAT-streamer to an
>|> Atari via SCSI.
>|>
>|> Are there any drivers that can handle a DAT-streamer?
>|> Are there any good backup-programs available that can handle a DAT-streamer?
>|>
>|> Any information is appreciated!
>|>

>I use an HP dat drive on my TT. The GEMAR demo worked after some fudging (the
>GEMAR demo does not support my drive with compression). I normally use the
>tapebios, with slight modification for TT SCSI port, and TAR.

>Brian
>--

What's the modification? A while back a number of people wanted this info
as they (my self included) couldn't get the tapebios stuff to work.
Further, do you think this would work on an ST?

>Disclaimer: The opinions expressed are mine not those of BNR.

> --
--
Eliot Miranda email: eliot@harlequin.co.uk
Harlequin, Barrington Hall, Barrington Tel: +44 223 87 3887
Cambridgeshire, CB2 5RG, UK Fax: +44 223 872 519

5746. MegaSTE Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 18:07:53 UTC
From: howe@mik.uky.edu
Message-ID: <howe.783281273@mik.uky.edu>
Source record: 29539

One MegaSTE 4/50 with a 1 meg/FPU SuperCharger unit for sale.
For both the MSTE and SuperCharger asking $600.00

Regards, Miles Howe

5747. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 18:54:02 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <38ot0b$3gi@mercury.dur.ac.uk>
Source record: 29540

M.N. Baker (mnb20@cam.ac.uk) wrote:

: BTW, I've just compiled MiNT 1.10h8, but whenever I try to boot with it it
: says the intro message and hangs. Why?

I've got this as well. I might try 1.08, which is supposed to be pretty
good, just to fill in until 1.11 comes along.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

5748. IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 19:39:30 UTC
From: fe94ath@brunel.ac.uk
Message-ID: <CyCJxv.IEy@brunel.ac.uk>
Source record: 29527

A simple question can I connect an IDE drive to an stfm?
If you can help then please mail the reply to me at
fe94ath@brunel.ac.uk

thanks for your attention
Tony
ttfn

5749. Re: ICD AdSCSI+ power cable

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 20:19:28 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLsG.3H5@cix.compulink.co.uk>
Source record: 29528

In message <38m3dd$hgr@nermal.cs.uoguelph.ca>, thopman@uoguelph.ca said:
> I bought a used ICD AdSCSI+ host adaptor to cobble together a hard
> drive system. Unfortunately, I didn't realize until (much) later
> that the power adaptor for the board was not included. I think I
> can make one up myself, but I would like to kno if there's anything
> special/unusual I should know first. How standard is the power
> connector on the board? I know the +5/GND/GND/+5 is weird, but what
> about the physical connector? Can I go to any electronic supply store
> and buy one there? Also, how readily available are power connectors
> for SCSI drive mechanisms?

SCSI mechanisms take standard 5.25" disk drive power connectors.

The power cable for the board is a standard part AFAIK also.

Roland.

@CiX

5750. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 20:19:30 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLsJ.3Hq@cix.compulink.co.uk>
Source record: 29529

> Grrr! I am having hassles with Mint 0.95 as I reinstalled it on my
>
> Any thoughts?

Compile up a later copy of MiNT. 0.95 is a bit iffy by todays standards
:-(

Roland.

@CiX

5751. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 20:19:33 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLsM.3IJ@cix.compulink.co.uk>
Source record: 29530

> Excuse me for being Captain Thicky of the stupid people but I hear
> rumours that Linux is now out for the Atari machines. Can anyone out
> there confirm/deny/comment on this...

Only if you have a 68030 and a Maths Co-Processor (and 4Mb+ RAM (and a harddisk if you want to do anything useful)).

But yes - alpha versions are now circulating.

:-)

Roland.

@CiX

5752. Re: Accelerator question

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 20:19:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyCLso.3J4@cix.compulink.co.uk>
Source record: 29531

> If I bought a 16Mhz or 25Mhz accelerator I know the speed increase
> will help with Calamus, but will it also help in speding up the
> display of games such as Legend of Valour, Ishar 2 and 3, Elvira?
> You have to admit, on an standard STe (even with 4M ram) the update
> is painfully slow.

Yes - but 3 points to note:

1) Not all programs like speeds above 8Mhz.
2) Because of point 1, accelerators often boot at 8Mhz, and you have to run a small program (normally in your AUTO folder) to turn them on. If you have a game which is on an autobooting protected disk it is very difficult to turn on the accelerator before running it. Some accelerators have hardware switches to get around this problem.
3) Some programs will not run correctly with an accelerator fitted, even if it is not turned on - due to the presence of a cache and/or other timing differences.

:-)

Roland.

@CiX

5753. Re: ICD AdSCSI+ power cab

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 22:51:07 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10271994.225107@empyr.dircon.co.uk>
Source record: 29532

-=> Quoting Thopman @uoguelph.ca (the to All <=-

T@(> I bought a used ICD AdSCSI+ host adaptor to cobble together a hard
T@(> drive system. Unfortunately, I didn't realize until (much) later that
T@(> the power adaptor for the board was not included etc.......

Hi, I have just bought an AdSCSI+ board (wonderful it is too, complete with battery backed up clock). The 'Power Adaptor' is not supposed to be included with the board, so you have not been ripped off. The AdSCSI board takes its power from the hard drive, or rather the hard drive power supply.

You should have a four wire connector about 6 inches long, with a standard four pin power plug on one end and a similar socket on the other. Splitting off this is a thinner, two wire connector that plugs into the AdSCSI+ board.

You are supposed to plug the hard drive power (supply) cable into the socket and plug the other end into the hard drive, thereby just taking a 'feed' off the main leads for the AdSCSI+ board. If you don't have this lead, I wouldn't worry, it should be very easy to just take the + and - supply lines to the AdSCSI board. If you don't have the lead and you want me to check exactly which wire goes where, let me know and I'll pop the case off mine and have a look.

Hope this helps,

Cheers.
Kev.
___ Blue Wave/QWK v2.12

VQWK 6.20I

5754. Re: TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 22:51:09 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10271994.225109@empyr.dircon.co.uk>
Source record: 29533

k>
k> VQWK 6.20I
k>
J@(D> ^^^^^^^^^^ is this a new OLR
J@(D> for the TOS boxes? Inquireing mind neads to know!! ;^)

Nope, I get this asked quite a bit ! It is something that my host BBS puts on the end of every message ! Sorry :-(

I use MT-QWK v1.15 (soon to updated to 1.16 with lots of goodies).

What do you use ? I am always looking for a good OLR.

Cheers.
Kev

___ Blue Wave/QWK v2.12

VQWK 6.20I

5755. SIMM upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 22:51:10 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10271994.225110@empyr.dircon.co.uk>
Source record: 29534

Hi, First, thanks to everyone who replied to my post about the 3 chip SIMM upgrade. Now, another question.... If I get 60ns SIMMS, will my ST run faster than by using 100ns SIMMS ? I have heard that the greatest delays in a computer are caused by the CPU sitting around for years [relative of course !], doing nothing, waiting for the RAM to respond.

Just a thought.

Also, how much are SIMMS (60ns or 100ns) going for on the used market these days ? They are available in the UK [used] for around $40 US per Mb.
I'm sure they are cheaper than that in the US.

Cheers.
Kev.

___ Blue Wave/QWK v2.12

VQWK 6.20I

5756. Mem on Disk msgs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 22:51:12 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <10271994.225112@empyr.dircon.co.uk>
Source record: 29535

Erm.....sorry about the duplicated messages on 'Memory on Disk', coming from several different people ! The BBS I log onto had a bad case of schizophrenia and went totally nuts for a while, all is now fixed !

(BTW, all messages are for *me* not the person named as the sender !)

___ Blue Wave/QWK v2.12

VQWK 6.20I

5757. Re: 32MHZ on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-27 23:06:09 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <38pbp1$hnv@josie.abo.fi>
Source record: 29536

As many Falcon accelerators are very cheap (and therefore also simple), I wonder it it would be possible to build one yourself..???

Saves money (if not nerves..) - and, let's face it - would be very interesting..! At least as long as your Falcon still works..

But:

What is needed to do, if you want to make F-030 run on 32..40 MHz? Any hardware switching possible between 16..whatever speeds? (a "turbo button" like in PCs)

How about bus-speed? As Falcon is said to be able to handle 18..20 MHz with little problems, why not do it? What needs to be changed - and what are the problems expected?

Somebody recently wrote that Falcon could handle more than 20 MHz, but the Blitter makes this impossible. I've heard that a German accelerator, Mighty Sonic not SEGA stuff ;-) disables Falcon blitter totally.

So, I let my imagination fly:

- Disable Blitter (no use anyway in normal use..)
- Switch bus-speed to 25..33 MHz

Well, folks. I guess this cannot be done. But why? Or has anyone ever tried it? I would expect RAM problems, at least - but the idea is interesting.

So, if those of you who really KNOW have any good ideas and experience, quite many of us would be willing to take the soldering iron - and start modifying our birds of prey... Even despite the risk.

There must be ways to speed-up the Falcon around - but few of us know them.

Thanks (in advance) for any interest and help !

Tommi

5758. Re: TOS selection link ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 05:36:27 UTC
From: larserik@oslonett.no
Message-ID: <38q2kr$arh@hasle.oslonett.no>
Source record: 29441

> I use MT-QWK v1.15 (soon to updated to 1.16 with lots of goodies).

Where do I get the latest MT-QWK (I've lost the authors e-mail address)
I use it myself togehter with a script for reading InterNet mail...

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5759. Re: ICD AdSCSI+ power cable

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 06:46:46 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38q6om$joe@mailer.fsu.edu>
Source record: 29442

Theodore L Hopman (thopman@uoguelph.ca) wrote:
> I bought a used ICD AdSCSI+ host adaptor to cobble together a hard drive
> system. Unfortunately, I didn't realize until (much) later that the
> power adaptor for the board was not included. I think I can make one up
> myself, but I would like to kno if there's anything special/unusual I
> should know first. How standard is the power connector on the board? I
> know the +5/GND/GND/+5 is weird, but what about the physical connector?
> Can I go to any electronic supply store and buy one there? Also, how
> readily available are power connectors for SCSI drive mechanisms?

I would swear that I saw the exact adaptor you need at Radio Shack the other
day. I believe the power connector on the AdSCSI is the same as that found
on most 3.5" floppy drives. If that is true, any decent PC shop should
have what you need, with no fabrication required. All it does is pass-through
the standard larger power connector, and steals ground and +5. If all
else fails, I'm sure ICD would cheerfully sell you another one :-). As for i
the power connector on the SCSI drive, this is one of the few standards in
the computer industry. Just about everything uses those power connectors
(bigger floppies, IDE drives, etc. etc.), so buying them should be no
problem at all.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5760. Re: SIMM upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 06:52:39 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <38q73n$joe@mailer.fsu.edu>
Source record: 29443

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> Hi, First, thanks to everyone who replied to my post about the 3 chip SIMM
> upgrade. Now, another question.... If I get 60ns SIMMS, will my ST run
> faster than by using 100ns SIMMS ? I have heard that the greatest delays
> in a computer are caused by the CPU sitting around for years [relative of
> course !], doing nothing, waiting for the RAM to respond.

No. SIMM speed indicates how fast they could go and still perform properly.
The speed at which a machine uses its memory is determined by other things.
An ST will not push them past 120ns or so, I believe.

> Also, how much are SIMMS (60ns or 100ns) going for on the used market these
> days ? They are available in the UK [used] for around $40 US per Mb.
> I'm sure they are cheaper than that in the US.

SIMM prices fluctuate constantly, but I expect around $20-$25US for used
1mbx9 SIMMs is probably pretty close nowadays. Check out
misc.forsale.computers to get a better idea (and a great deal on most stuff).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5761. Re: 3 chip SIMM STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 07:13:41 UTC
From: evanlang@uss.lonestar.org
Message-ID: <38q8b5$7ia@uss.lonestar.org>
Source record: 29444

In article <ftn_2.200.612.5_2eacdc9e_Jan.Sjoberg@ct.se>,
Jan Sjoberg <jan.sjoberg@p5.f5.n6122.z2.ct.se> wrote:
>It's not important how many chips there are on the SIMM:s. All 30 pin SIMMS
>with less than 120ns access time works if you don't have a 16MHz board in your
>ST.

Actually, 120ns should work fine too. So its actually 120ns or less, or
less than 125ns. And a 16Mhz ST access memory just like an 8Mhz ST.
The bus is still run at 8Mhz. Only a Falcon or TT run the bus at 16Mhz,
in which case 60ns RAM would be optimal.

5762. ICD AdSCSI+ power cable

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 09:21:28 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <2e4_9410281342@wmeonlin.sacbbx.com>
Source record: 29457

t> From: thopman@uoguelph.ca (Theodore L Hopman)
t> Newsgroups: comp.sys.atari.st.tech
t> Date: 26 Oct 1994 17:25:01 GMT
t> Organization: University of Guelph
t> Lines: 11
t> Nntp-Posting-Host: gadwall.cs.uoguelph.ca
t> X-Newsreader: TIN [version 1.2 PL2]
t>
t> I bought a used ICD AdSCSI+ host adaptor to cobble together a hard
t> drive system. Unfortunately, I didn't realize until (much) later that
t> the power adaptor for the board was not included. I think I can make
t> one up myself, but I would like to kno if there's anything
t> special/unusual I should know first. How standard is the power
t> connector on the board? I know the +5/GND/GND/+5 is weird, but what
t> about the physical connector? Can I go to any electronic supply store
t> and buy one there? Also, how readily available are power connectors
t> for SCSI drive mechanisms?
t> THeo
t>

With my AdSCSI+, I just bought one of those 5 1/4 to 3 1/2 power cables,
That is used for the floppy disks it plugs right in and works <g>

TTYL

John

5763. Re: SCSI HD Slowing Down - Please Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 10:19:25 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <38qj7d$gs7@golem.wcc.govt.nz>
Source record: 29447

In article <9410280333.AA11826@dinah.melb.arc>, dennisr@melb.arc.cpr.itg.telecom.com.au writes:
>
>Hi There,
>than floppy writing. The D: partition is about 9Mb full, so if its
>exponential, it will become almost unusable soon.

One or 2, yes you have a old Atari machine with TOS 1.0-1.2 and you are not using Fatspeed...

Or the other better option is to fit TOS 1.4 Roms to your machine, gives far better results.....

>P.S Note the return address below. The From: field on this message may
> be invalid.

> Dennis Remmer
> Transmission Communications - Brisbane Queensland Australia
> dennis@transcom.brisnet.org.au
>
> Electronic Music Label, Production, Innovation

```
*****************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*****************************************************************************
```

5764. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 10:39:19 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.3.000AA815@cam.ac.uk>
Source record: 29445

In article <38ot0b$3gi@mercury.dur.ac.uk> M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>: BTW, I've just compiled MiNT 1.10h8, but whenever I try to boot with it it
>: says the intro message and hangs. Why?

>I've got this as well. I might try 1.08, which is supposed to be pretty
>good, just to fill in until 1.11 comes along.

1.11 has come along - look in Mint/Mpatches on aaue for patches up to 1.11h2

5765. Re: Connecting F030 to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 10:42:33 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.4.000AB5E2@cam.ac.uk>
Source record: 29446

In article <38oek2$a4p@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I am wanting (just for hell of it) to connect an old XT PC to my F030.
>Ideally what I'd like to do is be able to open a term window (under
>Windoze 2) and have it connect to the F030. This would be like
>using a unix system where you sit at a terminal and can open xterms
>on another machine.

>Is their any software which would allow direct connect and the ability
>to do this?

With MiNT-net you will be able to log in and run text mode programs on the Falcon displaying on the PC. I don't know of any way to get a GEM display on the remote machine. It would be theoretically possible to write a display driver for GEM to allow remote operation using an X terminal, but I've never heard of anyone doing this.

Mark.

5766. HELP: my HD crashed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 11:03:23 UTC
From: hofman@nlev00.uni-paderborn.de
Message-ID: <38qlpr$634@btmplq.god.bel.alcatel.be>
Source record: 29449

Hello,

I have a MEGAFILE 30 which now has 10.000 bad sectors!
Reformatting does not work, even with a large bad sector list, because
the install utility which came with the MEGAFILE 30 writes the bad sector
list on bad sectors (?). I always get the message 'BAD SECTOR LIST CORRUPT'

I would like to replace the SCSI drive inside it with a large SCSI drive, but
i need some information for that.

My questions are:
- can I replace the old SCSI drive with a (very) large drive
- if not, what other possibilities do I have
- do I need any extra drivers when installing a (very) large disk

Greetings, Peter

5767. SCSI HD Slowing Down - Please Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 11:56:52 UTC
From: dennisr@melb.arc.cpr.itg.telecom.com.au
Message-ID: <9410280333.AA11826@dinah.melb.arc>
Source record: 29448

Hi There,

I recently purchased an ICD SCSI Link device and connected my old external 20Mb MacIntosh (Rodime) SCSI device, and it formatted (and subsequently worked) beautifully. I partitioned it as C:4Mb / D:16Mb .

What seems to be happening is that the more I put on the disk, the slower (and I mean slower) it gets in terms of writing files. Reading is still fine, no change, but writing files has gotten so bad, it's slower than floppy writing. The D: partition is about 9Mb full, so if its exponential, it will become almost unusable soon.

Any suggestions?

Regards
Dennis R

P.S Note the return address below. The From: field on this message may be invalid.

Dennis Remmer
Transmission Communications - Brisbane Queensland Australia
dennis@transcom.brisnet.org.au

Electronic Music Label, Production, Innovation

5768. Connecting F030 to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 11:59:44 UTC
From: John.Stoff@203-1657-4.wmeonlin.sacbbx.com
Message-ID: <2e3_9410281342@wmeonlin.sacbbx.com>
Source record: 29456

r> From: rmccall@mcs.dundee.ac.uk (Rod McCall)
r> Newsgroups: comp.sys.atari.st.tech
r> Date: 27 Oct 1994 14:48:34 GMT
r> Organization: The University, Dundee, DD1 4HN, Scotland, UK.
r> Lines: 28
r> Nntp-Posting-Host: forth.mcs.dundee.ac.uk
r> X-Newsreader: TIN [version 1.2 PL1]
r>
r> I am wanting (just for hell of it) to connect an old XT PC to my
r> F030. Ideally what I'd like to do is be able to open a term window
r> (under Windoze 2) and have it connect to the F030. This would be
r> like using a unix system where you sit at a terminal and can open
r> xterms on another machine.
r>
r> Is their any software which would allow direct connect and the
r> ability to do this?
r>

Look around for GHOSTLNK it uses the serial port and works pretty good,
BTW you set the ST side in the Control Panel, *NOT* in the program

TTYL

John

5769. Re: Ajax chip & 1.44mb drive info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 12:31:50 UTC
From: ben@sv.span.com
Message-ID: <281094123150.gem5x@sv.span.com>
Source record: 29455

In article <782981503snz@gw6hva.demon.co.uk>,
Martin Vernon <martin@gw6hva.demon.co.uk> wrote:

>Are you getting any voltage on the HD select line ? - slap a 10k pull-up
>or pull-down resistor on it to load it in case - though it should have
>an internal terminator.

The HD detect line on a floppy drive is OPEN COLLECTOR. This means that
when it's off it is connected to ground, and when it's on it is not
connected to anything. You'll need a pull-up resistor to get anything out
of it.
To put it simply, just connect a 1K (ish) resistor between pin 2 and 5V.

--
|)
|)en
* GEM-News * Small programs are for small minds.

5770. my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 12:35:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <38qr7f$hos@bs33n.staffs.ac.uk>
Source record: 29450

My internal 2.5" IDE when accessing F partition crashes SO often its a joke, you hear it stop then have to wait until it powers up again and continues making these awful noises.

What is this? Do I need a new HD? It is in good condition according to Diamond Edge though.... I'm confused!

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

5771. Re: Transputer Workstation...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 13:24:19 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <38qu23$1ao@btmplq.god.bel.alcatel.be>
Source record: 29452

An ATW contains a modified MegaST (with SCSI), from 1 to 13 T800s, and
a graphics card capable of 1280x1024x16 and various other resolutions
(the fewer pixels, the more colours, as usual).

It runs Helios (a un*x-like OS for MIMD multiprocessors) and the X window-
ing system: or at least it's supposed to, b*ggered if I can get X going
on mine. Once you have un*x+X, you have access to quite a bit of software
(possibly even more than exists for a TT 8^>).

But like I say, I can't actually get X to run...
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

5772. Linux (again)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 14:28:09 UTC
From: hkjdv93@hv.se
Message-ID: <38r1pp$g2m@liberator.et.tudelft.nl>
Source record: 29451

I have a quick question regarding Linux:
What do you need Gemini to when installing Linux? The minimal installing
docs said that you needed it? But for what?

Henrik.

5773. C Programming.....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 16:46:45 UTC
From: sss3@aber.ac.uk
Message-ID: <38r9tl$gvs@fileserv.aber.ac.uk>
Source record: 29454

Could someone please e-mail me with the location of
any documenst relating to programming the ST in C.
Especially the use of Gem....

All replies gratefully recieved to....
sss3@aber.ac.uk (on Internet)

Please make the subject line ST-C!! so that I know what it is...

Thanx in advance!!

Steve.
Blah, Blah, Wacketty Smacketty.
Nurse! Nurse!
---Signature----
Steven Scott/sss3@aber.ac.uk
"Life is like a box of chocolates:
you never know what you're gonna get"
-F.Gump

5774. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-28 16:55:33 UTC
From: walusoft@cbbs.win-uk.net
Message-ID: <15@cbbs.win-uk.net>
Source record: 29453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Cy30y8.I2G@cix.compulink.co.uk>, "Ofir Gal" (ogal@cix.compulink.co.uk) writes:
>sheppard_r@kosmos.wcc.govt.nz said:

>>Silica Shop in the UK opening up a group of Atari shops..
>
>You weren't reading carefuly. But this is effectively true.

Well I'd agree that some of the ST mags have carried reports of
Silica opening shops within some UK high street stores such as
Debenhams I'd question the bit about them being Atari Shops.

I recently had occasion to visit town and popped into the Silica
shop within a shop to be absolutley overwhelemed by the amount of
Atari stuff on display.

Ah ! whats this I spy tucked away in the corner ! practically
nothing. No Falcons No ST's to be seen any where at all.

Email walusoft@cbbs.win-uk.net The Chameleon BBS
mas@walusoft.centron.com Run on Atari's for Atari's
+44 [0]1454 881095
Martin Stacey V.FC and 24 hour

5775. ICD address / fax no

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 03:14:59 UTC
From: bseburn@vaxxine.com
Message-ID: <CyEzp0.55u@vaxxine.com>
Source record: 29464

```
P > KEVAN@EMPYR.DIRCON.CO.UK (KEVAN WINCH) schrieb am 10.10.94, 18:
P > <COMP/SYS/ATARI/ST/TECH> unter <ICD address / fax no ?>:
P >
P > K> Does anyone know the phone no., fax no., and address of ICD,
P > K> Link host adaptors ?
P > K>
P > K> I don't suppose they have an e-mail address do they ?
P >

Phone number I have is: 1-815-968-2228 or 1-815-968-2229 (BBS) I
don't know a fax number.

Address: ICD Inc.
1220 Rock Street
Rockford, IL 61101-1437
U.S.A.0

Email: icdinc@delphi.com

Hope this helps you out.

___ Mountain Reader II - #Demo 001
```

5776. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 09:29:07 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-291094102908@mac122.nmus.pwf.cam.ac.uk>
Source record: 29468

I think I will dig out my MultiTos distribution disk (it is at home and I am not so...). Then try and compile 1.08h. Has anyone done this with happily without a Minix partition (i.e with 8.3 filenames)...

srp

5777. Re: Atari SC1224 pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 10:22:55 UTC
From: graphic@delphi.com
Message-ID: <xU+ULWP.graphic@delphi.com>
Source record: 29465

<cleaves@ctron.com> writes:

>Could someone please email me the pinouts for the Atari SC1224 monitor?

Help! If anyone has this info, please put me on your e-mail list to receive it
graphic@delphi.com
Thanks

5778. SC1224 monitor wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 10:27:29 UTC
From: graphic@delphi.com
Message-ID: <52+3bCB.graphic@delphi.com>
Source record: 29466

```
If anyone has a SC1224 color monitor (prefer JVC model) for sale,
please send e-mail to: graphic@delphi.com with details and price
```

5779. "Videokey" hrdware&sftware wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 10:29:32 UTC
From: graphic@delphi.com
Message-ID: <52+1j+E.graphic@delphi.com>
Source record: 29467

```
If anyone has a used "Videokey" unit for sale, please send details and
price to: graphic@delphi.com
```

5780. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 12:25:31 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.9.000C6D46@cam.ac.uk>
Source record: 29461

In article <38qr7f$hos@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>My internal 2.5" IDE when accessing F partition crashes SO often its a
>joke, you hear it stop then have to wait until it powers up again and
>continues making these awful noises.

Sounds like a problem with the power supply; check the connections as a bad connection may more or less work but with a high resistance making less power available; I had something similar on my ST (with a Power drive using the internal power supply).

>email here is hit and miss!

Last time I tried it didn't recognise the hostname.

5781. Re: [HELP] Calling Devconnect returns <>0L

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 12:29:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.10.000C7C86@cam.ac.uk>
Source record: 29462

In article <jhh.783159071@news.cwi.nl> jhh@cwi.nl (Jaap Henk Hoepman) writes:

>I wanted to write a very simple program to sample the mirophone into memory,
>on a Falcon 4Mb/65Mb. So I figured I use the DMA, which means I have to
>connect the ADC to DMAREC using devconnect(3,1,?,?,?).

I wrote a simple d2d recorder a while ago which would have worked well were
there not a problem with my hd (the _playback_ rate is much too slow;
recording is fine). If I can find the source I'll email you the relevant bit.

5782. Re: SCSI HD Slowing Down - Please Help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 13:56:58 UTC
From: erlingh@pvv.unit.no
Message-ID: <38tkba$3dl@ugle.unit.no>
Source record: 29458

In article <9410280333.AA11826@dinah.melb.arc>,
<dennisr@melb.arc.cpr.itg.telecom.com.au> wrote:
>
>Hi There,

Hullo.

>What seems to be happening is that the more I put on the disk, the slower
>(and I mean slower) it gets in terms of writing files. Reading is
>still fine, no change, but writing files has gotten so bad, it's slower
>than floppy writing. The D: partition is about 9Mb full, so if its
>exponential, it will become almost unusable soon.
>
>Any suggestions?

Yes. You have TOS 1.0 or 1.02. Get TOS 1.4 or newer, and you will get rid of
these troubles. Until you upgrade your TOS, get fatspeed. I used to use
that back in the old days - before 1.4 was out. It is probably awailable on
atari.archive somewhere.

Erling

5783. Re: HELP: my HD crashed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 14:01:26 UTC
From: erlingh@pvv.unit.no
Message-ID: <38tkjm$3if@ugle.unit.no>
Source record: 29459

In article <38qlpr$634@btmplq.god.bel.alcatel.be>,
<hofman@nlev00.uni-paderborn.de> wrote:
>
>Hello,

Hi there.

>I have a MEGAFILE 30 which now has 10.000 bad sectors!
>Reformatting does not work, even with a large bad sector list, because
>the install utility which came with the MEGAFILE 30 writes the bad sector
>list on bad sectors (?). I always get the message 'BAD SECTOR LIST CORRUPT'
>
>I would like to replace the SCSI drive inside it with a large SCSI drive, but
>i need some information for that.
>
>My questions are:
>- can I replace the old SCSI drive with a (very) large drive

It does not have a SCSI drive inside - it's an old RLL drive.

>- if not, what other possibilities do I have

Replace the RLL drive. A friend of mine exchanged his 30 Meg RLL drive in
the megafile 30 with a 40 Mb MFM drive. It worked just fine as an RLL
drive. It still gives 60 Mb and no bad sectors.

>- do I need any extra drivers when installing a (very) large disk

I doubt you will find a very large RLL drive.

>Greetings, Peter

Bye,
Erling

5784. Re: Linux (I wanna run it)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-29 16:36:22 UTC
From: azog@world.std.com
Message-ID: <CyG0sM.5E4@world.std.com>
Source record: 29460

trojan@spuddy.uucp (David Williams) writes:

>Hello People.
> In noticing that LINUX is on the way, and that I wanna be running X11R6 ASAP
>I have come up with the following quiestion.

IMHO, you probably wont be running a full X on any atari, perhaps a
souped up TT or the new Medusa. Theres been arguements about this
before, but I am simply of the opinion that none less than a TT
can handle it. The falcon might have the balls with a 32MHz processor,
but damned if the video isnt hell. Yes, I own both a TT and a
Falcon, and the differences are night and day, and vice versa!

You could probably use it as an Xterm; ie running Xclients off a
server and displaying it on an Atari X machine.
--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

5785. Re: Using a DAT-Streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 00:36:21 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <38upq5$kfa@ugle.unit.no>
Source record: 29463

Contacts@mits.Mdata.Fi,
In a message on 24 October, wrote :

cR> Other (slower but cheaper) solution is to get SoundPool SPDIF Digital
cR> Interface to Falcon along with their DataDat software - this backups data
cR> via DSP to any DAT (120Min takes over 1Gb). In Germany this package
cR> costs 498.- DM (info from ST-Computer 10/94).

Wow.
In Norway, the (FDI) SPDIF Digital interface alone costs ~1000 DM.

Erling

 ATP/Unix 1.40 This is my tagline.

5786. Wanted: HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 18:33:12 UTC
From: gfisher@unlinfo.unl.edu
Message-ID: <390ot8$a6g@crcnis1.unl.edu>
Source record: 29470

I have a friend who is looking for a hard drive for an Atari ST. Anyone
have on they would like to sell?

//
/ /
/ /
/ George J. Fisher Anyone and anything /
/ University of can fail, but brave /
/ Nebraska-Linclon good friends help. /
/ /
/ gfisher@unlinfo. Leto II /
/ unl.edu _God Emperor of Dune_ /
/ /
//

5787. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 18:42:29 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CyI1Au.6Bs@cix.compulink.co.uk>
Source record: 29469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Well I'd agree that some of the ST mags have carried reports of
>Silica opening shops within some UK high street stores such as
>Debenhams I'd question the bit about them being Atari Shops.
>
>I recently had occasion to visit town and popped into the Silica
>shop within a shop to be absolutley overwhelemed by the amount of
>Atari stuff on display.
>
>Ah ! whats this I spy tucked away in the corner ! practically
>nothing. No Falcons No ST's to be seen any where at all.

We can only go by what Silica tell us. If they say they're opening shops
then we report that. If they don't we report that later.

Ofir ogal@cix.compulink.co.uk

5788. Seperate Keyboard/Case for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 19:59:34 UTC
From: michaelk@pacifier.com
Message-ID: <390tv6$js4@pacifier.com>
Source record: 29471
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in to digital recording utilizing the FALCON. Needless to say I
have a few add-ons attached which make it impossible to move the
keyboard even slightly..... I assume there are STILL no economical
cases available in the U.S.A., so I was wondering if anyone has tried
the keyboard detachment kit sold in the US by ATY Computer, as
advertized in ST Informer ($85)??
Another dealer told me that it works but that it looks tacky. I know
there is another adapter which allowsattaching a Mega ST(e) keyboard
BUT this requires cutting a notch in the Falcon case (which I don't
want to do). Any comments appreciated.....

Michael

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

5789. Re: Seperate Keyboard/Case for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 21:39:51 UTC
From: sammcgee@crl.com
Message-ID: <3913r7$sla@crl8.crl.com>
Source record: 29473
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Kelsey (michaelk@pacifier.com) wrote:
: I am in to digital recording utilizing the FALCON. Needless to say I
: have a few add-ons attached which make it impossible to move the
: keyboard even slightly..... I assume there are STILL no economical
: cases available in the U.S.A., so I was wondering if anyone has tried
: the keyboard detachment kit sold in the US by ATY Computer, as
: advertized in ST Informer ($85)??
: Another dealer told me that it works but that it looks tacky. I know
: there is another adapter which allowsattaching a Mega ST(e) keyboard
: BUT this requires cutting a notch in the Falcon case (which I don't
: want to do). Any comments appreciated.....

I asked TOAD about Falcon cases. They are trying to get the DeskTopper from
System Solutions. (or somewhere else) I would purchase it directly from
SS but $70 is too much for shipping.

Sam

5790. MIDI SOFTWARE FOR SALE FOR ATARI-ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 21:45:29 UTC
From: michaelk@pacifier.com
Message-ID: <39145p$ler@pacifier.com>
Source record: 29472
Cross-posted to: rec.music.makers.marketplace,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.st.tech

Atari-ST MIDI software for sale

Dr. T's COPIST: V1.5 -- Notation Software $10

Dr T's FX PAC-1 -- effects processor editor/librarian: works with
SPX90,SPX90II,LXP-1, DSP-128 & Multiverb $20

MIDI DRAW by Intelligent Music, draw with mouse & artwork is
"played" back by your Midi synths (does not work with STE) ...$20

OMNI-BANKER ST -- Universal Midi Librarian, patch/bank librarian
covering LOTS of synths $20

SynthView Editor/Librarian for the Korg DW/EX8000 .....$15

SynthDroid Editor/Librarian for the Korg DW/EX8000 .....$15

GENWAVE, sample editor supporting: Emax,EIII,SP-1200,SCI Vs,
2000.2002,3000,Yamaha TX16W, Roland S50/550/330, Korg DSS/DSM,
Dynacord ADS/ADD-1/2, Casio FZ-1,10M, Ensoniq EPS, Peavey SP (via
Midi sample Dump), OBERHEIM dpx-1 & Prommer, Akai S900 (12 & 16
bit),S950/1000, Frontal Lobe/PCM Channel and it supports SDS!!

Lots of features, can also import Sound Designer (type 1) files.
I was even able to get Genwave to work on my Falcon in ST MODE.
.....$150

all programs have the manuals ..... Buyer pays shipping, will ship
C.O.D.

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

5791. Re: SIMM upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 23:19:37 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4p.F2@cix.compulink.co.uk>
Source record: 29474

> SIMM upgrade. Now, another question.... If I get 60ns SIMMS, will
> my ST run faster than by using 100ns SIMMS ? I have heard that the

No - as the the CPU clock is fixed at 8Mhz. Having faster SIMMs will help if you have an accelerator (though by how much I don't know). Also if you suddenly have to change to a PC, at least you should be able to put the 60ns SIMMS in it. 100ns are too slow for most modern PCs

Roland.

@CiX

5792. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 23:19:39 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4r.Fp@cix.compulink.co.uk>
Source record: 29475

am.ac.uk> <38ot0b$3gi@mercury.dur.ac.uk> <mnb20.3.000AA815@cam <srp20-29109410
2908@mac122.nmus.pwf.cam.ac.uk>
X-Newsreader: CixRead/CixComm

> I think I will dig out my MultiTos distribution disk (it is at home
> and I am not so...). Then try and compile 1.08h. Has anyone done this
> with happily without a Minix partition (i.e with 8.3 filenames)...

I compiled up to MiNT 1.04 without a Minix partition. I don't see why newer
versions wouldn't work either - though it has to be said that almost all
MiNT developers will have a Minix partition.

Roland.

@CiX

5793. Re: ICD AdSCSI+ power cable

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 23:19:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4t.GF@cix.compulink.co.uk>
Source record: 29476

> the other day. I believe the power connector on the AdSCSI is the
> same as that found on most 3.5" floppy drives. If that is true, any

Mine's hidden away behind a grill - but I must admit it looks like a 3.5"
disk power connector too. Only seem like 2 wires are connected though, +5v
and Ground.

:-)

Roland.

@CiX

5794. New version of CBZONE (B*ttl*Z*n*) for Ataris

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-30 23:19:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyIE4x.HC@cix.compulink.co.uk>
Source record: 29477

Some of you may remember a rough port of CBZONE I did for the Atari at the end of last year. A new version is *very* nearly for release, but I need some more tests done.

If anybody has a 68000 with I/O based FPU (68881/2) and would be willing a test a copy, then please *mail* me.

I believe the MST with SPF004 card meets this criteria - and also the MSTE with FPU chip.

Of course if nobody is interested in such a version - then I won't bother distributing it. The other 2 versions in the archive will be:

68000 - no FPU
68030 - Co-processor FPU

Between the 3 of them all Ataris should be covered - though perfomance on a basic ST is still very slow - hence the interest in FPUs.

Thanks

:-)

Roland.

@CiX

PS I need this testing done quick, as I want to upload the final versions this week!

5795. Re: Linux (I wanna run it)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 00:51:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <391f36$qqo@uqcspe.cs.uq.oz.au>
Source record: 29479

azog@world.std.com (azog) writes:

>IMHO, you probably wont be running a full X on any atari, perhaps a
>souped up TT or the new Medusa. Theres been arguements about this
>before, but I am simply of the opinion that none less than a TT
>can handle it.

It will depend VERY heavily on the graphics processing ability of the machine. So, just using the standard resolutions of the TT and Falcon, I would expect that you would need some ASM code to get a decent speed out of it, just as we need to run NVDI or Warp-9 now to get good speed.

Now, if you have accelerated graphics, such as that provided by the various graphcs cards now available for the TT (and Falcon?), AND IF those are supported by the X that you get running under Linux68K, then you can still get good performance from a slow machine.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

5796. Re: Minix vs Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 00:53:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <391f5e$qrh@uqcspe.cs.uq.oz.au>
Source record: 29478

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

[re Hurd]

>Last I heard it had been shelved - what with advent of Linux and Free BSD.

I'd not heard this. In fact, the opposite - that Linux and FreeBSD have
different goals to Hurd.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

5797. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 03:12:56 UTC
From: azog@world.std.com
Message-ID: <CyloxL.6o0@world.std.com>
Source record: 29480

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>am.ac.uk> <38ot0b$3gi@mercury.dur.ac.uk> <mnb20.3.000AA815@cam <srp20-29109410
>2908@mac122.nmus.pwf.cam.ac.uk>
>X-Newsreader: CixRead/CixComm

> > I think I will dig out my MultiTos distribution disk (it is at home
> > and I am not so...). Then try and compile 1.08h. Has anyone done this
> > with happily without a Minix partition (i.e with 8.3 filenames)...

>I compiled up to MiNT 1.04 without a Minix partition. I don't see why newer
>versions wouldn't work either - though it has to be said that almost all
>MiNT developers will have a Minix partition.

I just compiled 1.10 without a Minix partition, altho I am sorta kicking
myself. I partitioned my drive as only one partition, and should have
made two of at least equal size. Oh well, maybe its time for an
external drive :-)

Speaking of minix filesystems, is it possible to run one full-time?

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

5798. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 12:15:34 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <392n56$rjt@bs33n.staffs.ac.uk>
Source record: 29481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

martin stacey (walusoft@cbbs.win-uk.net) wrote:
: I recently had occasion to visit town and popped into the Silica
: shop within a shop to be absolutley overwhelemed by the amount of
: Atari stuff on display.

: Ah ! whats this I spy tucked away in the corner ! practically
: nothing. No Falcons No ST's to be seen any where at all.

Martin, good to see you here :)

Silica in Bristol DO have a few Falcon's on display. The trouble is they
don't display anything (I doubt the staff know how to turn them on).
At least the Jaguar there draws a good crowd I guess. But Atari has a
bugger prescence at Silica than Commodore does, so things are looking up
I guess :-)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

5799. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 12:28:11 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <392nsr$rjt@bs33n.staffs.ac.uk>
Source record: 29482

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <38qr7f$hos@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: >My internal 2.5" IDE when accessing F partition crashes SO often its a
: >joke, you hear it stop then have to wait until it powers up again and
: >continues making these awful noises.

It happened. At 3pm this Sunday my hard drive crashed well and truly.
The F partition lost the majority of data stored on it (LOTS of new
graphics I had been working on :-(and some games). Teach me to make
back ups won't it :-(so I cleared out the whole partition and worked
the thing over with Diamond Edge, fixed everything, optimised it and got
things sorted. It would appear that has worked (for now) but I also
notice troubles spreading to E partition. This is NOT good, I use my
Falcon for a LOT of things and can't have the hard drive fail on me.
Does ANYONE know what the hell is going on please? I will check the
power supply, but it only fails on F and not on C or D. Suggestions
please... I can't afford a new HD.

: >email here is hit and miss!
: Last time I tried it didn't recognise the hostname.
Sorry, not my fault, talk to the admin here :-(

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

5800. Wangtek email address needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 14:38:32 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EJ6ODGUQUp@dksoft.ping.dk>
Source record: 29485

Can anybody out there help me with an e-mail address for Wangtek, (the company who does tape streamers ect.). I'm in a desperate need of the jumper settings on my streamer, type ES 5150 board 33678-003 REV B

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

5801. Re: TeraDesk 1.39 Problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 14:51:14 UTC
From: s9205525@otto
Message-ID: <393092$49j@aggedor.rmit.EDU.AU>
Source record: 29484

```
: Gee, i think it could be your TOS, I have never had a problem
: like the one you have, and AFAIK everybody i know who uses
: Tera, has never had a problem either. Could be time for an
: upgrade!!! 8-)

--
*****************************************************************************
* *
* John Moon *
* *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
* *
* *
*****************************************************************************
```

5802. symbol table formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 15:03:04 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941031145456.13268A-100000@tower.york.ac.uk>
Source record: 29483

Does anyone know the format of the symbol tables produced by C compilers such as Lattice C, Sozobon and Mark Williams C? I am considering writing a source level debugger by using a preprocessor to insert debug calls into the program before compilation, and really need to get at this information. In particular I need to know how to locate the start address of the symbol table data: is this in the program basepage somewhere? Also, do Lattice, Mark Williams and Sozobon all use the same format or are they all different?

Thanks in advance,

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

5803. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 16:02:53 UTC
From: djs@jet.uk
Message-ID: <1994Oct31.160253.3469@jet.uk>
Source record: 29486

In <392nsr$rjt@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>It happened. At 3pm this Sunday my hard drive crashed well and truly.
Apart from the obvious possibility that the drive is fucked, I would look
out for one other thing: The cable to the IDE drive is unshielded, and
is susceptible to interference. When I added a FalconWING and SIMMs to
my machine, I could no longer access the IDE drive or floppy. Adding
shielding around their respective cables fixed the problem.

>: >email here is hit and miss!
>: Last time I tried it didn't recognise the hostname.
>Sorry, not my fault, talk to the admin here :-(
Ah! You've finally realised it's not my fault, then? :-)
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5804. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 20:30:11 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <393k4j$g1f@ra.ibr.cs.tu-bs.de>
Source record: 29391

M J Maisey (M.J.Maisey@durham.ac.uk) wrote:
: M.N. Baker (mnb20@cam.ac.uk) wrote:

: : BTW, I've just compiled MiNT 1.10h8, but whenever I try to boot with it it
: : says the intro message and hangs. Why?

: I've got this as well. I might try 1.08, which is supposed to be pretty
: good, just to fill in until 1.11 comes along.

: ATB,

: Martin
: --------------
: M.J.Maisey@durham.ac.uk
: http://www.dur.ac.uk/~d408x2/

If you are using minixFS .60 pl <10 you can't run MULTITOS on
the Falcon. You need at pl 10 which got rid of the update-daemon
and uses addroottimeout instead.

To use addroottimeout you will need at least MiNT 1.10 h4
(better get h9 or 1.11h2)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5805. Re: VA_START

Newsgroup: comp.sys.atari.st.tech
Date: 1994-10-31 21:25:00 UTC
From: christian.andersson@p5.f600.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2eb56102_Christian.Andersson@ct.se>
Source record: 29487

> Hello!
>
> Does anybody know how the VA_START-protokoll works?

I Found some info on the VA_* Protokoll on a ftp-site! I could show it to you tomorrow!

Chris.

5806. SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 00:09:18 UTC
From: trojan@spuddy.uucp
Message-ID: <CyKB3J.3EF@spuddy.uucp>
Source record: 29488

Hello World!!
Does anybody out there have an old atari MFM hard disk (SH104/105/205/MegaFile 30/60/100) that they can spare or sell to me (dead or alive) I need a new driver board for my 280 megs of MFM Hard disk space!!

Any help greatly appreciated,

David Williams
trojan@spuddy.uucp
or trojan%spuddy.uucp@britain.eu.net

P.S. What are the going prices for a second hand TT??

--

* Meeeow ! Call Spuddy on (0203) 364436/362560 for FREE mail & Usenet access *

5807. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 00:23:50 UTC
From: paul@xciv.demon.co.uk
Message-ID: <783649430snz@xciv.demon.co.uk>
Source record: 29408

In article <38qr7f$hos@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> My internal 2.5" IDE when accessing F partition crashes SO often its a
> joke, you hear it stop then have to wait until it powers up again and
> continues making these awful noises.

Sounds to me like it could be your PSU, ie. it can't supply enough power,
shuts off and then takes a while to come on again.

I have had (have) this happen with a hard drive.

> email here is hit and miss!

You're not having much success with your email are you.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

5808. Re: Atari SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 03:57:13 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <394eap$t4c@mailer.fsu.edu>
Source record: 29490

Brian Seburn (bseburn@vaxxine.com) wrote:
> I have a Atari SC1224 color monitor (the model with the push
> on/off button onm the front of it). When I turn it on, it is taking
> a number of seconds before anything happens. Not even the LED comes
> on, for about 5 seconds, then it comes on and works as normal. Today
> it took several MINUTES to come on!! Obviously its getting worse,
> anyone have any idea what this is, and how I can repair it?? or
> atleast what I should be looking for...

I think there are a number of SC1224 models that this description could match, but if it is like mine this could be useful. I had one with a front mounted pushbutton (parallelogram shaped). It did what you describe a couple of times, then gave up the ghost completely. I opened up the unit, directly connected the two wires leading to the switch (effectively making it "on" all the time), and used a power strip on the floor to turn it on and off. This was not very elegant, but it worked fine for several years.

Two comments:

1. It might not be your power switch. If not, good luck.

2. Death warning! Death warning! Monitors have parts in them that can hold a lethal charge for quite some time, even if the unit is unplugged. Be extremely careful when working on the guts of any CRT. If you don't know what you are doing, have someone else do it (who does :-). I managed to shock the shit out of myself with a monitor that had been unplugged for about a week. I was lucky I put that work off for several days....

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5809. SLIP software available?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 04:46:19 UTC
From: hinsenk@cyclone.ERE.UMontreal.CA
Message-ID: <HINSENK.94Oct31234619@cyclone.ERE.UMontreal.CA>
Source record: 29489

Is there any SLIP software for an Atari ST/TT under TOS? If yes, where?

--

Konrad Hinsen | E-Mail: hinsenk@ere.umontreal.ca
Departement de Chimie | Tel.: +1-514-343-6111 ext. 3953
Universite de Montreal | Fax: +1-514-343-7586
C.P. 6128, succ. A | Deutsch/Esperanto/English/Nederlands/
Montreal (QC) H3C 3J7 | Francais (phase experimentale)

5810. Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 12:24:52 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <395c2k$6rk@samuel.ChamplainCollege.QC.CA>
Source record: 29392

Hello. I was wondering if anybody could tell me how to do a Line A call in Sozobon or Heat & Serve C. I know that Line A is not particularly in fashion anymore, but I have a need for it anyways.

To be honnest, I'm not quite sure what Line A really is. Is it a kind of system function call (like gemdos, bios, xbios...) or is it some kind of specific memory location one has to access with pointers? I know the mouse status can be affected by it, as well as many other lowlevel things.

The main reason I need it is because I have LINEA.H which defines all kinds of macros as being 'offsets' from Line A. One of those macros (actually two) returns the position of the text cursor on the screen. So I know the offset from Line A, but I don't know Line A itself!

If anyone has a clue... Thanks!

Jon
---
lunman@ChamplainCollege.QC.CA

5811. Re: Falcon Tower Systems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 12:50:36 UTC
From: jondinga@io.org
Message-ID: <395dis$o10@ionews.io.org>
Source record: 29393

On 10-26-94 dbrewood@nest.demon.co.uk wrote to ALL...
d> I'm considering buying (when I can afford it) a tower case for the
d> Falcon, and installing within it my Apple CD-300 CD Drive, and the hard
d> disk out of the MiniS (165mb), plus fitting to it the interface for an
d> external PC keyboard (Dell extended, which I already have), and a lock
d> kit, plus large support feet.
d>
My current project is putting a MSTe [mounted on the door],and a MegaST
[on the other side, up on top, mounted on the frame] into a 'server' tower
with the 386 thats already there. Eventually everything will [if it needs to]
be hooked to one monitor and one keyboard. After that, the tower, printer, fb
scanner and monitor go into one of these [modified] hospital bedside wheeled
carts. Maybe this will give you a few ideas..... Jon

* (QW|{ 2.6 * Give your child mental blocks for Christmas.

5812. OLRs on the TOS boxes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 12:50:43 UTC
From: jondinga@io.org
Message-ID: <395dj3$o13@ionews.io.org>
Source record: 29394

On 10-27-94 kevan@empyr.dircon.co.uk wrote to ALL...
k> k>
k> k> VQWK 6.20I
k> k>
k> J@(D> ^^^^^^^^^^ is this a new OLR
k> J@(D> for the TOS boxes? Inquireing mind neads to know!! ;^)
k>
k> Nope, I get this asked quite a bit ! It is something that my host BBS
k> puts on the end of every message ! Sorry :-(
k>
k> I use MT-QWK v1.15 (soon to updated to 1.16 with lots of goodies).
k>
k> What do you use ? I am always looking for a good OLR.
k>
Useing Captain's QWK, and looking for v 2.8 !! Its the only one I find
that looks good on a large screen, and has most every feature I find useful
[though I would love a way to easily keep track of email sent/received], but
it does have a few quirks like returning to desktop without apparent reason.
So what does MTQWK 1.16 have that I might find tempting?

* (QW|{ 2.6 * Eye haight thowz hoo kant spel.

5813. Re: SIMM upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 12:50:50 UTC
From: jondinga@io.org
Message-ID: <395dja$o1l@ionews.io.org>
Source record: 29395

On 10-27-94 kevan@empyr.dircon.co.uk wrote to ALL...
k> upgrade. Now, another question.... If I get 60ns SIMMS, will my ST run
k> faster than by using 100ns SIMMS ? I have heard that the greatest delays
k> in a computer are caused by the CPU sitting around for years [relative of
k> course !], doing nothing, waiting for the RAM to respond.
100ns SIMM are fast enough for a stock ST_E_ ..... if you have a
STF, and an upgrade that uses SIMM, I have no idea if faster ram would be any
help, but I doubt it [accelerator boards are another story]

k> Also, how much are SIMMS (60ns or 100ns) going for on the used market
k> these days ? They are available in the UK [used] for around $40 US per
k> Mb. I'm sure they are cheaper than that in the US.
k>
By the time you consider shipping etc, I doubt there would be much
diffeence. 100ns 1meg SIMM might be sold for $25-$30 each in lots of 4, 60ns
would be around $40 US.

* (QW|{ 2.6 * EZ-Reader, eat your heart out!

5814. Re: Software drivers for SCSI Floppy,Tape ...etc

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 14:21:47 UTC
From: selick@bu.edu
Message-ID: <395itr$m3j@news.bu.edu>
Source record: 29396

martin stacey (walusoft@cbbs.win-uk.net) wrote:
:
: In article <CxxzD9.KMI@cix.compulink.co.uk>, "Roland Givan" (rgivan@cix.compulink.co.uk)
writes:
: > > > Why do you want to buy an ICD card? Buy the Link or the Link2
: > > > instead. By doing that you have the software included.
: > > >
: > >
: > > 1) Price
: > > 2) Built in clock
: >
: >Also a link *is* an ICD card in a box (well more or less), and an ICD card
: >does have software supplied (though not for as many different types of
: >devices as the Link software).

: But does not the Link take its power source from the hard disc
: mechanisum and not all hard discs have the required output. The
: ICD ADSCSI on the other hand requires a seperate power feed and
: the problem therefore does not arise.

It only takes about 5 minutes to run power to the necessary pin (25? it's in
the manual) of the Link. And you have about a 25% chance of not having to run
power at all. Nice of them to put that light in there to tell when it has
power!

-Steve
<selick@acs.bu.edu>

5815. Re: Dealing with RSC files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 14:31:08 UTC
From: whitema@rtsg.mot.com
Message-ID: <395jfc$p6c@delphinium.cig.mot.com>
Source record: 29397
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CyHsF2.AAE@world.std.com>, azog <azog@world.std.com> wrote:
>
>Is it possible to use GNU C to compile RSC files, and how to tell
>GNU C to do such a thing?
>--
>Billy D'Augustine azog@world.std.com

It's even simpler than you think. You can modify a programs RSC file
without ever needing to touch the original source code. The program
reads the file in AFTER it has started running, not during compile time.
But, make sure you stick with only changing text, not other items such
as the number of menus available. THAT information IS read in at compile
time, and unpredictable things WILL happen.

Mike
whitema@cig.mot.com

5816. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 15:05:15 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <395lfc$2kk@bs33n.staffs.ac.uk>
Source record: 29398

David Stevenson (djs@jet.uk) wrote:
: In <392nsr$rjt@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk
: (Requiem) writes:

: >It happened. At 3pm this Sunday my hard drive crashed well and truly.
: Apart from the obvious possibility that the drive is fucked, I would look
: out for one other thing: The cable to the IDE drive is unshielded, and

I don't think the drive is that bad, its only a year and a bit old and is
a Conner make (I thought they were good!) and like I said only F is the
bad place. Confusing huh?

I will indeed check the power supply AND shield the cable and hope to god
this all works.

: is susceptible to interference. When I added a FalconWING and SIMMs to
: my machine, I could no longer access the IDE drive or floppy. Adding
: shielding around their respective cables fixed the problem.

: >: >email here is hit and miss!
: >: Last time I tried it didn't recognise the hostname.
: >Sorry, not my fault, talk to the admin here :-(
: Ah! You've finally realised it's not my fault, then? :-)

Works for some, not for others.... nothing I can do about it!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

5817. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 16:11:06 UTC
From: gathings@cs.utk.edu
Message-ID: <395paqINNo61@duncan.cs.utk.edu>
Source record: 29412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
F O R S A L E

Item Desc Asking Price

Atari 1050stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above )
SC1224 color monitor
sf354 external drive

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

5818. Fastest way to read the keyboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 16:11:50 UTC
From: f91-men@filsun15.nada.kth.se
Message-ID: <395pc6$m8a@news.kth.se>
Source record: 29399

What is the fastest way to (portably) detect that a key has been pressed?

I don't like calling BIOS in the inner loop of my terminal emulator. I've tried comparing the head and tail pointer of the keyboard iorec, but I get strange results (although it works for input from the serial port).

Do I have to intercept keyboard interrupts in some way, and how?

-- Mattias Engdegï¿½rd (f91-men@nada.kth.se)

5819. Blitter documentation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 16:13:43 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <395pfn$jpj@m1.cs.man.ac.uk>
Source record: 29400

Does anyone out-there know of any documentation (text files etc.) on how to program the Blitter chip? I am _trying_ to write a 256 colour vertical shoot 'em up on the Falcon. I have
some documentation from an old ST User, but this is very confusing IMO.

Anyone got any ideas of plots?

mail me......

-------- Anthony -----------

ps. Thanks in advance.

5820. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 17:38:09 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <395ue1$jgq@usenet.INS.CWRU.Edu>
Source record: 29401

Jon Lunman (lunman@ChamplainCollege.QC.CA) wrote:
: Hello. I was wondering if anybody could tell me how to do a Line A call
: in Sozobon or Heat & Serve C. I know that Line A is not particularly in
: fashion anymore, but I have a need for it anyways.

Yea... it line a stuff writes directly to memory, so the screen
isn't abstracted at all, therefore you'll have to consider all the different
ST displays if you want the program to run on all the machines.

: To be honnest, I'm not quite sure what Line A really is. Is it a kind of
: system function call (like gemdos, bios, xbios...) or is it some kind of
: specific memory location one has to access with pointers? I know the
: mouse status can be affected by it, as well as many other lowlevel things.

line a is a processor "feature" of the 68000. basically, there are
no instructions that start with the hex number A. for example, there is no
instruction $A000. now, what happens when the processor encounters an
instruction word that begins with A? it "traps" or it jumps to an address
corresponding to "line A exception" ... just like if there is an interrupt,
it jumps to the address of the interrupt handling routine. with line a,
it also pushes the "invalid" instruction on the stack. for example, it would
push $A000 onto the stack and then trap. what Atari did, and Apple,
for that matter, was to use this "feature" to extend the operating system.
in a way, this adds $FFF "calls" or macros to the operating system, since
you can go from $A000 to $AFFF. atari, as you know, used it for screen
drawing primitives.

: The main reason I need it is because I have LINEA.H which defines all
: kinds of macros as being 'offsets' from Line A. One of those macros
: (actually two) returns the position of the text cursor on the screen. So
: I know the offset from Line A, but I don't know Line A itself!

the offsets of the macros are just that, offsets from the first
line A instruction, that is, $A000. so each macro or each line A call can
be envoked by inserting $A000 + offset as an instruction word in the program.
(in your header file, you'll have the offset #defined, so no problem there).
now, to actually "call" line A, you need to ...

```
asm {
dc.w 0xa000 + offset
}
```

or you can make a macro out of it...

```
#define LINE_A_TRAP offset asm { dc.w 0xa000 + offset }
```

and all you'll need to do from now, is

```
[...C code...]

LINE_A_TRAP INIT_LINE_A /* INIT_LINE_A is an offset in your header file */

[...more C code....]

: If anyone has a clue... Thanks!

hope this helps. by the way, there is also line F!

: Jon
: ---
: lunman@ChamplainCollege.QC.CA
```

5821. Atari ST/e boot sequence

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 18:21:27 UTC
From: blane@seanet.com
Message-ID: <3960v7$bhq@kisa.seanet.com>
Source record: 29402

I am exploring the possibility of creating an adapter for the ST/e DMA/HD port to IDE harddrives. Can anyone point me towards information on the ST's bootup sequence? Specificly I am looking for how it detects a HD connected to the DMA port, and how it tries to read the drive.

Thanks,

Brian

--

"A little rebellion now and then is a good thing." | finger blane@seanet.com
President Thomas Jefferson | PGP 2.6 email accepted

5822. for sale or trade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 18:42:24 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <39626g$t5n@mailer.fsu.edu>
Source record: 29403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale or trade:

Below are a bunch of ST items I want to sell or trade. For buyers, highest reasonable offer gets the item, with preference going to those that buy more than one item. Shipping will be negotiated with the offer.

As for trades, let me know what you have and we may be able to work something out. I am looking for joystick extension cables (preferably the short paired type, to defeat the ignorant location of the joystick ports on 520/1040ST), games, scanning equipment, Stereotek 3D glasses, working Wico bat handle or Ergo joysticks, European ST magazines (ST Action and ST Review particularly), Pagestream 2.x font disks, and probably lots of other stuff. Cash can make up for deficient trade material from either party. Shipping will be negotiated with the trade (though for trades, I often suggest that both parties eat the shipping). Don't be shy, send me some email and let me know what you have to trade.

Oh, another thing I have particular interest in is a joystick similar to the standard Sega/Nintendo "joypad" thingies (left thumb controls movement via an 8-way "pad" rather than a stick, right thumb for fire button). I believe there is a joystick sold in the UK called a "Boolistik" or something similar that seems to be exactly what I am searching for. Let me know if you have one available, for trade or just some cash!

All of the items below are original commercial products owned by me. Unless otherwise noted, all original boxes, manuals, and disks are included. I have cheats for some of the games, and will include them with the sale/trade.

Please reply via email.

****Application and Utility****

Tempus v1.x, excellent text editor, not as good as Tempus II, but no slouch either. Blazingly fast (hence its name), even on a box-stock 8mHz system. Designed for programming, great for general editing as well.

TurboJet, Neocept, fast GDOS print driver for HP Deskjet and Laserjet printers, includes a bunch of 150 and 300dpi fonts. Claims to be 200-500% faster than other HP drivers (for that time, I don't know if there are faster ones out now).

Image Cat, Wizworks, v1.0e, this program catalogs all kinds of image files (.img, .pi1, .pi2, .pi3, .pc1, .pc2, .pc3, .tny, .neo, Macpaint). It makes "summary" or "thumbnail" sheets which have the images on them (reduced), with file name and directory information. You just point it at a directory and it prints out the images. This is great

for DTP folks with a lot of clip art. Printer drivers for SLM804,
HP Desk/laserject, NEC LC890, Panasonic KX-P4450, Epson LQ and FX.

Microsoft Write for ST, buggy WYSIWYG word processor, the only Microsoft
product ever made for the Atari that I know of, includes a full
copy of Atari GDOS. Can be run from floppies and a ramdisk (Jeez,
did I really do that? I must have been really patient back then :-).
I managed to produce a bunch of papers and letters with it using only
a floppy and color monitor, so it is usable, though certainly not
state of the art.

CAD 3-D v1.0, Antic, original disk accidently laundered (don't ask :-),
includes original docs plus backup floppy. This is not really for
architectural design (i.e. Dynacadd or Autocad), but to make nifty
3D animations for fun.

****GAMES (Arcade Action)****

Alien Syndrome, overhead view scrolling shoot'em up, lots of fun for two
simultaneous players. Plenty of fast and furious shooting, lots
of weapons, little droids that follow you around and help you out,
big ugly aliens, etc. Great game.

Captain Fizz Meets the Blaster-Trons, Psygnosis, sort of like a Gauntlet II
in space, best with two simultaneous players (screen is split to give
each player their own view). Overhead view, destruction galore.

Baal, Psygnosis, Excellent platform/adventure game (mostly arcade action).
Future setting, sideways scrolling, large sprites, good guns. This
is a pretty hard game, but lots of fun.

Sidearms, Capcom, scrolling sideview shoot'em up, mouse controlled, lots
of weapons and powerups. Good "mindless destruction" game.

Enduro Racer and Crazy Cars, combo pack, no docs, Enduro Racer is a cross
country motorcycle racing game, Crazy Cars is a racing game. Both
are OK, though quite old.

Super Cycle, Epyx, no docs, oval track motorcycle racing.

Eliminator, strange driving/shoot'em up game, lots of different weapons and
bad guys.

Frostbyte, Starsoft, side-view platform game, I would recommend it for a small
child (in terms of its difficulty). A bit boring for us big children,
IMHO.

President Elect 1988 edition, SSI, presidential election simulation, graphics
are quite lame (mostly text, in fact), but I suppose a political
process fan might like it. It does not appear to be particularly
tied to the 1988 elections, and has data for US elections all the
way back to 1960. Can apparently be used to predict elections as
well.

****ST Action Magazines (with coverdisks)****

Issues available: 26, 43, 50, 51, 53, 54, 55, 56, 57.

These mags are great for game fans. The reviews help one avoid poor games and select good ones, plus there are cheats for the games, how-to-play guides, and useful non-game relaterd articles (hardware reviews, expansions, etc.). Also, they all have a "best ST games to date" list in them, which is a great way to select the "best of the best" when game shopping (for example, from discount houses who only list the names of the products, with no descriptions). Finally, the cover disks that come with the mags provide demos of games (so you can try before you buy), plus full PD/Shareware games and other software. Most come with two disks.

Also available: three ST Action binders, each will hold about 12-14 issues without any damage or modification (wire-in-the-middle style) and make it convenient to leaf through the mags. Sold/traded only as a group. These are well made, nice looking binders with the ST Action logo on them. Will hold any of the large format UK magazines (A4 size, I think).

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5823. Re: Using a DAT-Streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 21:39:54 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov1.213954.22176@eurom.germany.net>
Source record: 29405

Erling Henanger (erlingh@nova.pvv.unit.no) wrote:
: Contacts@mits.Mdata.Fi,
: In a message on 24 October, wrote :

: cR> Other (slower but cheaper) solution is to get SoundPool SPDIF Digital
: cR> Interface to Falcon along with their DataDat software - this backups data
: cR> via DSP to any DAT (120Min takes over 1Gb). In Germany this package
: cR> costs 498.- DM (info from ST-Computer 10/94).

: Wow.
: In Norway, the (FDI) SPDIF Digital interface alone costs ~1000 DM.

: Erling
: ---
there's also the BlowUp SPDIF Interface (which I have), which is cheaper
and supposedly better (the developer told me so :). Looks good and comes
with some archiving software as well.

Now the expensive thing is the DAT-player...

Nat!

5824. Re: Transputer Workstation...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 21:47:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <396d1k$4a1@dux.dundee.ac.uk>
Source record: 29409

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: An ATW contains a modified MegaST (with SCSI), from 1 to 13 T800s, and
: a graphics card capable of 1280x1024x16 and various other resolutions
: (the fewer pixels, the more colours, as usual).

: It runs Helios (a un*x-like OS for MIMD multiprocessors) and the X window-
: ing system: or at least it's supposed to, b*ggered if I can get X going
: on mine. Once you have un*x+X, you have access to quite a bit of software
: (possibly even more than exists for a TT 8^>).

: But like I say, I can't actually get X to run...

Where did you get it from? Did you get it when it was just out?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5825. Re: 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 22:11:27 UTC
From: Tommy Jonaeson <jonaeson@algonet.se>
Message-ID: <Pine.SUN.3.90.941031234012.1645C-100000@aristotle.algonet.se>
Source record: 29406

On 25 Oct 1994, Antoine Martin wrote:

> Is-it possible to install a second internal floppy drive in
> a falcon (I have a tower and power supply cables) ?
> I tried to connect it in parallel, i tried all DIP
> combinations and it's still not working.
> Is there a special AJAX in the falcon ? (as there is
> no external drive connector)
> Details: the second drive is a compaq that works fine when
> it replaces the first drive.

Yes, it should be, the problem is that you need to select drive, which
you can do by connecting a pin from the PSG-chip to the drives.
The method you have tried does not do this, and therefore selects both
drives at the same time, and ofcourse it fails...

Looking at my multiboard manual, that came with my Lighthouse Tower, the
correct PSG-pin to use is pin 19.
And the correct drive-pin is 10 for Ataris.
Remember that the drive becomes active on a LOW signal!
It is necessary to make a small circuit that inverts the PSG-pin 19
output for drive B.

There is another solution that allows you to have 4 diskdrives, but that
is somewhat more complicated.

Hope this helps you out!

regards Tommy

5826. Gif/JPG/etc. in background

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 22:16:28 UTC
From: garnerg@esu.edu
Message-ID: <396ens$1kc@jake.esu.edu>
Source record: 29407

```
===> I currently have a German program called DeskPic which will bring up
any Gif and place it on my GEM background. The only problem is that it
uses the original sizes (which sucks when it's an IBM world gif), and
especially, it's only in black and white. Anybody know of anything
better? Please respond via e-mail.

--
*******************************************************************************
"That's just the way it is. Some things will never change. That's just the
way it is. * Oh, but don't you believe them *" - B. Hornsby, 1986

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.
*******************************************************************************
```

5827. Top dollar for Flash Attach program

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-01 23:07:16 UTC
From: kowalski@futureworld.digex.net
Message-ID: <396b12$eg@news1.digex.net>
Source record: 29404
Cross-posted to: comp.sys.ti,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

I am in search of the game Flash Attack which was written for the Pet, Apple II and TRS-80 computers between 1980-1982.

If you have this game, I am interested in buying it along with the computer needed to run it. Please send e-mail, thanks!

Rob Kowalski
kowalski@futureworld.digex.net

5828. Re: Atari ST/e boot sequence

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 00:20:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CyM6A8.LLq@cix.compulink.co.uk>
Source record: 29411

> I am exploring the possibility of creating an adapter for the ST/e
> DMA/HD port to IDE harddrives. Can anyone point me towards information

Good luck!

Is it particularly worth it though? I know IDE drives are cheaper than SCSI
but not by nearly as much as they were. Also it could be a lot of effort
when complete host adaptors cost under 100ukp. Are you going to write your
own hard disk driver as well?

:-)

Roland.

@CiX

5829. ST won't talk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 00:38:34 UTC
From: ab364@FreeNet.Carleton.CA
Message-ID: <CyM74B.HCI@freenet.carleton.ca>
Source record: 29413

Help! My father-in-law's ST 1024 won't talk to his modem. The alleged RS232 cable is plugged into the modem port, allegedly an RS232 port, but there is now way to configure the port from the menu bar. This, even though there is a menu item specifically for that purpose clearly displayed in an illustration in his manual. STalker just sits 'til it disconnects, it says it's dialing, but his Modem's "off hook" light never lights up. I suspect it's either the port (unlikely) or the cable. But what do I know -- I use an IBM clone? I've tried everything I can think of and have yet to connect. Do you think maybe the store that sold him his RS232 cable is Atari ignorant? Help me help my father-in-law hit the road, er...the information highway.

5830. What is UFSL.PRG ???????????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 00:53:27 UTC
From: ninob@PHYSICS1.cc.monash.edu.au
Message-ID: <ninob.10.2EB6E306@PHYSICS1.cc.monash.edu.au>
Source record: 29410

The subject line says it all. It came on a disk that a friend provided but no documentation was present. Can any one point to the whereabouts of documentation. Thanks.

Antonio Benci
Monash University - Physics.
Victoria, Australia.

5831. RE: ST won't talk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 03:00:11 UTC
From: talbote@wc5.wl.aecl.ca
Message-ID: <2NOV94.03001142@wc5.wl.aecl.ca>
Source record: 29417

Hi Andrew,

I don't know anything about STalker but I do have a couple of suggestions for your father-in-law to try out. As you are already a user on the Ottawa Freenet, I'm sure you already know much of what I'm saying here but here it is anyway.

1) The ST Owner's Manual shows a menu item allowing the configuration of the serial port. This is in fact only present in the desktop menu if a particular desk accessory is present on the boot disk. I think this desk accessory is provided by a file having the name RS232.ACC. Most terminal emulators have built-in options (commands) allowing you to configure the RS232 port without using the desk accessory.

2) Some of the terminal emulators I have tried out on my ST have more than one window but only one is used to type things directly to the modem. This can certainly be confusing if you are not aware of it.
Instead of using an automated dialling feature in STalker, first try to get your modem to respond to the simplest AT (Attention) command. In the window which talks directly to the modem type

at

If your modem and terminal emulator are on speaking terms, the modem should respond with

OK

Beyond that point, issue the command

atdp XXX-XXXX

to dial XXX-XXXX (on a pulse line). By the way, if STalker or your modem defaults to tone dialling and you only have a pulse line, there will be a problem.

Anyway, those are my suggestions for what they are worth. I think the RS232 (modem) port on ST's are fairly standard (that is, identical to PC RS232 ports). I haven't had any problem with mine. I should mention that for early ST's, there are Serial Fix programs that allow the port to work properly at the higher speeds (up to 19200 bps). I have such a program in my AUTO folder but I must say I have not noticed any improvement since I use it. Noisy lines are still noisy.

Come back for more info if your father-in-lay continues to experience problems.

Emile

Emile


```
____ _ __ ______ ____ __
/ __/_ _ (_) /__ /_ __/__ _/ / / ___ / /_ talbote@wl.aecl.ca
/ _// ' \/ / / -_) / / / _ `/ / _ \/ _ \ __/
/___/_/_/_/_/_/\__/ /_/ \_,_/_/_.__/\___/\__/
```

5832. atari cable needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 04:45:59 UTC
From: aj217@FreeNet.Carleton.CA
Message-ID: <CyMIKn.Aq1@freenet.carleton.ca>
Source record: 29416

Hi.

i need a 19-pin cable to connect a supercharger to my system.

its the same kind of cable that the atari external HD's use, like the SH204.

any help appreciated.

thanks!
--
mark templeton,herald of ottawa, the Camarilla(tm) vampire fan association
"Fuga cito, vade longe, rede tarde" -latin defence against the plague.

you can't light a candle without somewhere casting a shadow.

5833. Re: Atari ST/e boot sequence

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 08:56:13 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <397k7d$4n0@golem.wcc.govt.nz>
Source record: 29418

In article <CyM6A8.LLq@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> > I am exploring the possibility of creating an adapter for the ST/e
> > DMA/HD port to IDE harddrives. Can anyone point me towards information

>Is it particularly worth it though? I know IDE drives are cheaper than SCSI
>but not by nearly as much as they were. Also it could be a lot of effort
>when complete host adaptors cost under 100ukp. Are you going to write your
>own hard disk driver as well?

Here in NZ a SCSI drive is no more than $50 over the price of a IDE, Plus
a big point there is more software to support SCSI drives by far...

$1nz = $0.60us

>Roland.
>
>@CiX

* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *

5834. Re: IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 10:42:38 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.21.000AB640@cam.ac.uk>
Source record: 29419

In article <CyCJxv.IEy@brunel.ac.uk> fe94ath@brunel.ac.uk (Anthony Thomas Healey) writes:

>A simple question can I connect an IDE drive to an stfm?

SS sell an adapter that lets you put one in a mega. This presumably would work in the stfm but there are two problems - you might have a lot of soldering to do as the stfm doesn't have the bus in the mega (does SS's card use the bus?) and you'll never fit the drive in the case. But theoretically yes, you can connect an IDE drive.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5835. Re: symbol table formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 10:47:05 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.22.000AC93D@cam.ac.uk>
Source record: 29420

In article <Pine.SGI.3.90.941031145456.13268A-100000@tower.york.ac.uk>
slh100@tower.york.ac.uk (Shawn Hargreaves) writes:

>Does anyone know the format of the symbol tables produced by C compilers
>such as Lattice C, Sozobon and Mark Williams C? I am considering writing
>a source level debugger by using a preprocessor to insert debug calls
>into the program before compilation, and really need to get at this
>information. In particular I need to know how to locate the start
>address of the symbol table data: is this in the program basepage
>somewhere?

I don't think gemdos normally loads it. It is tacked on the end of the
executable and one of the fields in the program header tells you how long it
is - see gemout.h if you use lattice C. The actual symbol table format is not
completely standard - DRI set a de facto standard which was limited to 8
characters per name, which is why Lattice C uses it's own format. However I
think Lattice's is basically similar. I'm sure I've read documentation for the
formats somewhere, I can't remember where at the moment.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5836. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 10:51:06 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.23.000ADA5E@cam.ac.uk>
Source record: 29421

In article <395ue1$jgq@usenet.INS.CWRU.Edu> jaszcz@louie.EEAP.CWRU.Edu (Bartlomiej Jaszcz) writes:
>: The main reason I need it is because I have LINEA.H which defines all
>: kinds of macros as being 'offsets' from Line A. One of those macros
>: (actually two) returns the position of the text cursor on the screen. So
>: I know the offset from Line A, but I don't know Line A itself!

> the offsets of the macros are just that, offsets from the first
>line A instruction, that is, $A000.

I don't think that was what he meant. Linea0 is an initialise function which returns the address of the linea global data array. These macros use offsets into that array.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5837. Re: Fastest way to read the keyboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 10:54:10 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.24.000AE776@cam.ac.uk>
Source record: 29422

In article <395pc6$m8a@news.kth.se> f91-men@filsun15.nada.kth.se (Mattias Engdeg&#65533;rd) writes:

>What is the fastest way to (portably) detect that a key has been pressed?

>I don't like calling BIOS in the inner loop of my terminal emulator. I've

You can't really avoid it if you want to do it portably. Using iorec is not a good idea even if you can get it work and intercepting keyboard interrupts is even less portable.

If you are using MiNT, you could try an Fselect to wait for rs232 or keyboard input, this also stops you from having to poll, so making other applications more responsive while you are running.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5838. Re: What is UFSL.PRG ???????????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 10:57:22 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.25.000AF524@cam.ac.uk>
Source record: 29423

In article <ninob.10.2EB6E306@PHYSICS1.cc.monash.edu.au> ninob@PHYSICS1.cc.monash.edu.au (Nino Benci) writes:

>The subject line says it all. It came on a disk that a friend provided but
>no documentation was present. Can any one point to the whereabouts of
>documentation. Thanks.

I don't have any documentation, but it's a font selector. Drop it in your auto folder and one or two programs will use it to select your font and rather more than one or two will bomb unexpectedly. There is another UFSL compatible font selector which is better and more compatible, but until more programs support it I wouldn't bother.

You don't need docs to use it, if you want to write programs to use it there is documentation available, probably in an archive with the program on aaue somewhere.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5839. Re: SLIP software available?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 11:01:50 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.26.000B0824@cam.ac.uk>
Source record: 29424

In article <HINSENK.94Oct31234619@cyclone.ERE.UMontreal.CA>
hinsenk@cyclone.ERE.UMontreal.CA (Hinsen Konrad) writes:

>Is there any SLIP software for an Atari ST/TT under TOS? If yes, where?

There's the software demon supply, which is actually freeware, this is a
single program with a horrendous user interface.

Alternatively you can install MiNT and mintnet which gives you a proper socket
interface for other programs to use such as an atari version of Mosaic if
such a thing is ever produced (and I think someone is planning to).

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.cam (vacations)
/ \\ \\ *** Speed kills - use Microsoft windows ***

5840. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 11:16:03 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <397sdj$5l6@bs33n.staffs.ac.uk>
Source record: 29425

Paul Civati (paul@xciv.demon.co.uk) wrote:
: In article <38qr7f$hos@bs33n.staffs.ac.uk>
: cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

: > My internal 2.5" IDE when accessing F partition crashes SO often its a
: > joke, you hear it stop then have to wait until it powers up again and
: > continues making these awful noises.

: Sounds to me like it could be your PSU, ie. it can't supply enough power,
: shuts off and then takes a while to come on again.

: I have had (have) this happen with a hard drive.

In true ST:TNG fashion..... 'suggestions people???'
Obviously I can't go on like this.

: > email here is hit and miss!
: You're not having much success with your email are you.

Tell me about it :(most gets through and still lots bounces.... humph!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

5841. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 13:00:15 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3982gv$qcs@infa.central.susx.ac.uk>
Source record: 29429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: martin stacey (walusoft@cbbs.win-uk.net) wrote:
: : I recently had occasion to visit town and popped into the Silica
: : shop within a shop to be absolutley overwhelemed by the amount of
: : Atari stuff on display.

: : Ah ! whats this I spy tucked away in the corner ! practically
: : nothing. No Falcons No ST's to be seen any where at all.

: Martin, good to see you here :)

: Silica in Bristol DO have a few Falcon's on display. The trouble is they
: don't display anything (I doubt the staff know how to turn them on).
: At least the Jaguar there draws a good crowd I guess. But Atari has a
: bugger prescence at Silica than Commodore does, so things are looking up
: I guess :-)

I'm glad that you see a computer company still in business having more
machines on display than a company OUT oF business, as 'looking up'!!!!

: Richard Davey
: Falcon Owners Group (UK)
: --
: email here is hit and miss!
: or: requiem@armory.com
: As seen on Channel 4 :-)

5842. mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 13:10:05 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.15.000E2B78@lthmalmo.malmo.lth.se>
Source record: 29430

The left key on my atari-mouse has no resistance when pressing it. It still works, but it feels awful when using it. Does anyone know how to repair it? (I've noticed it must be the metal membran)

5843. Re: Fastest way to read the keyboard?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 15:24:45 UTC
From: pjensen@csi.compuserve.com
Message-ID: <398avt$o0q@mhaai.inhouse.compuserve.com>
Source record: 29433

In article <mnb20.24.000AE776@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:
> In article <395pc6$m8a@news.kth.se>
> f91-men@filsun15.nada.kth.se (Mattias Engdeg&#65533;rd) writes:
>
>>What is the fastest way to (portably) detect that a key has been pressed?
>
>>I don't like calling BIOS in the inner loop of my terminal emulator. I've
>
>You can't really avoid it if you want to do it portably. Using iorec is not a
>good idea even if you can get it work and intercepting keyboard interrupts is
>even less portable.

I don't see what is wrong with using iorec - I do it with no difficulty whatever. All that the Bios function is going to do is to compare the head and tail pointers, but it wastes a lot of cycles in the process.

5844. 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 16:26:10 UTC
From: der@discovery
Message-ID: <DER.94Nov2172610@discovery>
Source record: 29435

I have an urgent need for a second serial port on my Falcon. I know that it's possible to add one to the MFP. What I don't know is HOW to do it.

Are there any instructions available? Commercial products?

Also, would it be possible to use the LAN-port as a serial port by building an adapter? Would the SCC be able to run both of the ports simultaneously in different speeds?

- Daniel Eriksson, der@astrakan.hgs.se

5845. Re: Magazine Crap...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 16:28:45 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <398ent$6mc@bs33n.staffs.ac.uk>
Source record: 29436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : Silica in Bristol DO have a few Falcon's on display. The trouble is they
: : don't display anything (I doubt the staff know how to turn them on).
: : At least the Jaguar there draws a good crowd I guess. But Atari has a
: : bugger prescence at Silica than Commodore does, so things are looking up
^
opps | should be an 'i'

: : I guess :-)

: I'm glad that you see a computer company still in business having more
: machines on display than a company OUT oF business, as 'looking up'!!!!

Well, what the heck would YOU call it?! :)

Richard Davey

5846. SCSI-tools

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 17:41:39 UTC
From: larserik@oslonett.no
Message-ID: <398j0j$pq5@hasle.oslonett.no>
Source record: 29414

I've been using the harddisk driver in SCSI-tools junior 6.02 for some while, but when I bought a SCSI-interfac I got SCSI-tools 6.06 full version and installed that harddisk driver instead. BUT the disk test both in the junior and full version says that the full version is slower:

```
Driver version: | SCSI-tools 6.06 full | SCSI-tools junior 6.02
------------------|----------------------|----------------------
Large block read: | 749 K/sec - 750 K/sec | 950 K/sec - 966 K/sec
Small block read: | 204 K/sec - 204 K/sec | 400 K/sec - 407 K/sec
Average seekrate: | 22 ms - 24 ms | 18 ms - 19 ms
```

I've tested several times with both drives and with both version's disk test routine, but the junior version is aways much faster !!! On small blocks it is almost TWICE as fast - Any explanation ????! In my opinion a full version should be faster than a small version

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5847. Re: mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 18:30:04 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <398lrc$df7@mailer.fsu.edu>
Source record: 29437

Sebastian Ringkvist (IE9390@lthmalmo.malmo.lth.se) wrote:
> The left key on my atari-mouse has no resistance when pressing it. It still
> works, but it feels awful when using it. Does anyone know how to repair it?
> (I've noticed it must be the metal membran)

One easy thing to do is switch the left and right buttons. It requires a
bit of soldering, but it is no big deal. Also, you can put a small blob
of hot glue or epoxy on the end of the little "stick" that actually pushes
the button, so it pushes it a bit harder. I would recommend the button
switch.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5848. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 18:31:59 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <398luv$df7@mailer.fsu.edu>
Source record: 29438

Daniel Eriksson (der@discovery) wrote:
> I have an urgent need for a second serial port on my Falcon. I know
> that it's possible to add one to the MFP. What I don't know is HOW
> to do it.
>
> Are there any instructions available? Commercial products?
>
> Also, would it be possible to use the LAN-port as a serial port by
> building an adapter? Would the SCC be able to run both of the ports
> simultaneously in different speeds?

I have no idea if this will work, but I think the LAN port is just like the
Appletalk port on a Mac, so a Mac modem cable should allow you to just plug
a modem into this port and give it a try. Just an idea, proceed at your
own risk!

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

5849. uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-02 19:25:15 UTC
From: gfisher@unlinfo.unl.edu
Message-ID: <398p2r$cav@crcnis1.unl.edu>
Source record: 29415

Is there such a beast?


```
////////////////////////////////////////////////
/ /
/ /
/ George J. Fisher Anyone and anything /
/ University of can fail, but brave /
/ Nebraska-Linclon good friends help. /
/ /
/ gfisher@unlinfo. Leto II /
/ unl.edu _God Emperor of Dune_ /
/ /
////////////////////////////////////////////////
```

5850. ST won`t talk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 04:10:59 UTC
From: bseburn@vaxxine.com
Message-ID: <CyoBMC.167@vaxxine.com>
Source record: 29426

a > illustration in his manual. STalker just sits 'til it disconnec
a > it's dialing, but his Modem's "off hook" light never lights up.
a > it's either the port (unlikely) or the cable. But what do I kno

I have had that happen with STorm Terminal program.. but once I
installed "serialfix" in the auto folder.. my 1040 (not 1024) talks
just fine to the modem. However I don't need this "fix" when using
Freeze Dried. Maybe its the say problem??

Brian...

... Drop your carrier...we have you surrounded!
___ Mountain Reader II - #Demo 001

5851. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 04:59:12 UTC
From: jonaeson@algonet.se
Message-ID: <399qn0$p45@aristotle.algonet.se>
Source record: 29427

Daniel Eriksson (der@discovery) wrote:
: I have an urgent need for a second serial port on my Falcon. I know
: that it's possible to add one to the MFP. What I don't know is HOW
: to do it.

: Are there any instructions available? Commercial products?

: Also, would it be possible to use the LAN-port as a serial port by
: building an adapter? Would the SCC be able to run both of the ports
: simultaneously in different speeds?

: - Daniel Eriksson, der@astrakan.hgs.se

You could always try getting the data-sheet for the Zilog 85C30 SCC from
ELFA's data-sheet faxservice.

Most signals needed should be available from the LAN-port, but if there
is a pin or two missing, a data-sheet would be nice to have!
(ELFA faxservice: 08-735 35 33 follow instructions, sweden only)
The part number for the SCC is: 73-757-36

Another thing you could do, is to use the MFP.

Good luck!

Regards, Tommy

5852. Re: Mint bloweth up!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 05:16:59 UTC
From: howard@lloyd.com
Message-ID: <399rob$h92@harry.lloyd.com>
Source record: 29428

In article <CyIoxL.6o0@world.std.com>, azog <azog@world.std.com> wrote:
>rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>>am.ac.uk> <38ot0b$3gi@mercury.dur.ac.uk> <mnb20.3.000AA815@cam <srp20-29109410
>>2908@mac122.nmus.pwf.cam.ac.uk>
>>X-Newsreader: CixRead/CixComm
>> > I think I will dig out my MultiTos distribution disk (it is at home
>> > and I am not so...). Then try and compile 1.08h. Has anyone done this
>> > with happily without a Minix partition (i.e with 8.3 filenames)...

>>I compiled up to MiNT 1.04 without a Minix partition. I don't see why newer
>>versions wouldn't work either - though it has to be said that almost all
>>MiNT developers will have a Minix partition.

The MiNT source only uses 8.3 filenames, so you shouldn't have any trouble
compiling it. And yes, since the Minix filesystem has so much better
performance, I'd bet that most developers are primarily on Minix filesystems.

>I just compiled 1.10 without a Minix partition, altho I am sorta kicking
>myself. I partitioned my drive as only one partition, and should have
>made two of at least equal size. Oh well, maybe its time for an
>external drive :-)

If the partition isn't completely full, or rather, is mostly empty, you can
always doctor up your boot sector and shrink the first partition, creating
an entry for the second. Obviously not an operation for the unassisted or
faint of heart... (The TOS/DOS filesystem allocates space pretty linearly,
so if you haven't used it a lot/caused fragmentation on it, you can probably
just truncate the partition with no data loss. You need to truncate the FATs
as well, but it's simple to do if you already know what the entries in the
boot block mean.)

>Speaking of minix filesystems, is it possible to run one full-time?

Full-time? A filesystem would be precious little use if it decided to
automatically unmount itself after a few minutes, eh? You always need the
first partition on your first hard drive to be a bootable TOS partition, if
you want to boot off hard disk. I suppose if you didn't mind booting from a
floppy, you could make the entire hard drive into Minix partitions, but that
would be silly. Besides, almost all your loadable drivers and such also need
to be loaded from the same directory as the boot disk.
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

5853. HP Compressed DAT drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 08:52:44 UTC
From: markb@hpmanb83.uksr.hp.com
Message-ID: <39a8cs$dnq@hpwin055.uksr.hp.com>
Source record: 29432

What software available is there to use an HP DAT drive with an ST - using ICD Link II. I have got Gemar 2.20 and partly translated it, but I saw a message recently where someone said that they had to alter something to work with a DAT drive (I think it might have had something to do with compression)

Thanks

--

Mark Bridgett
Systems Consultant

Unix Mail : markb@hpmanb83.uksr.hp.com Hewlett-Packard Limited
HP Desk : Mark Bridgett/HP8005/BA Heathside Park Road
Telephone : +44-61-495-5091 Cheadle Heath
Fax : +44-61-405-5112 Stockport
Voice Mail: +44-344-368151 Cheshire
Internal Telnet & Voice Mail: 55091 SK3 0RB

5854. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 09:29:12 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <EKDJCGUQ22-UP@deluxe.textlitho.nl>
Source record: 29431

In <398p2r$cav@crcnis1.unl.edu> george fisher wrote :

>Is there such a beast?

Go get a file named ESSCD60 and you'll be overwhelmed.

P.
--

Paul Tuijnman
paul@textlitho.nl

5855. Re: 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 09:52:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39abso$93f@bs33n.staffs.ac.uk>
Source record: 29434

Antoine Martin (am14@doc.ic.ac.uk) wrote:

: Is-it possible to install a second internal floppy drive in
: a falcon (I have a tower and power supply cables) ?
: I tried to connect it in parallel, i tried all DIP
: combinations and it's still not working.
: Is there a special AJAX in the falcon ? (as there is
: no external drive connector)
: Details: the second drive is a compaq that works fine when
: it replaces the first drive.

: Antoine Martin.

I contacted System Solutions about this (I believe they are an official
Atari Workshop) - the guy on the phone said, quite bluntly I must add, it
is IMPOSSIBLE to add a 2nd drive to the Falcon. (His words, not mine).
When I suggested maybe hanging it off the SCSI port he disagreed and said
Atari make no provisions for a 2nd drive so desktop wouldn't recognise this.

Hmmmmmmm!

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com
As seen on Channel 4 :-)

5856. Re: Why Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 12:02:45 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.34.000C0C19@cam.ac.uk>
Source record: 29298

In article <397vj8$h3a@hermod.uio.no> yichena@ifi.uio.no writes:

>Hi, I am sorry if I missed this, but any reasons for using Minix system
>while having MiNT installed?

It's generally faster although reading a directory either from ls or in a
desktop window seems slower. It allows long filenames (up to 32 characters)
and you can have large partitions without waste (in theory; I'm not sure how
it works on the ST).

> and if I would like to try it, how to set the size of the partition?

You make a normal partition of the desired size, then run minit. I can't
remember what the option is, but one of them lets you specify the
maximum name length and you do want to change that as the default is
only 14.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5857. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 12:13:23 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <39ak53$7v@RW320B49.rz.fhtw-berlin.de>
Source record: 29300

The MFP ("MODEM1") of the Falcon is only usable as 3 wire interface (GND, RXD, TXD). Some of the extra lines (RTS/CTS...) which are used by STs are used for the printer port of the Falcon (Yes!).

A instruction is in the MFP_X.TXT in the HSMODA04.LZH archive at a.a.u.e. (but only in German)

The LAN-port is supported by HSMODA04 drivers only in a limited way, without handshaking (or software handshake = XON/XOFF). The next version (HSMODA05-package) will support "RTS/CTS" (it is DTR/CTS) too, usable with a apple modem cable which allows hardware-handshake.

Greetings, HS
PS: HSMODA05 will be available in some weeks.

5858. gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 12:14:54 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39ak7u$k66@dux.dundee.ac.uk>
Source record: 29299

Is there a version of Gulam which runs in a window under MiNT?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5859. Re: Connecting F030 to PC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 12:28:42 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39al1q$k66@dux.dundee.ac.uk>
Source record: 29301

What MiNT-Net programes should I download for the above?

--
==========
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==========

5860. [FAL] Monitor question - RGB vs VGA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 13:15:27 UTC
From: sanders@sci.kun.nl
Message-ID: <Cyp0tr.98q@sci.kun.nl>
Source record: 29304

Hello,

A quick question for monitor guru's. I'm about to purchase a MAG
17" multisync, and I discovered that it has separate RBG BNC connectors on
it. So can I use it with a Falcon->RGB adaptor? And will I *finally*
be able to use those TC resolutions and run all those lovely demos?
If yes, howcome? It's the same monitor anyway, so why couldn't those
demos run in the first place?

In short: What is best for me to do; connect it via the standard
VGA plug or buy an RGB adaptor and use those separate connectors? Are
there any restrictions (i.e. can an RGB do everything a normal VGA
could?) I use BlowUP Hard I (internal) BTW, that's why I'm going for
a bigger monitor in the first place :-)

Are there some sorts of RGB/VGA switchboxes so I can use them
both, if neccesary?

Thanks for any thoughts,

Sander SToks
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

5861. Re: 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 14:48:21 UTC
From: ti6tl@myhost.subdomain.domain
Message-ID: <39at7l$peu@rztsun.tu-harburg.de>
Source record: 29439

Antoine Martin (am14@doc.ic.ac.uk) wrote:

: Is-it possible to install a second internal floppy drive in
: a falcon (I have a tower and power supply cables) ?
: I tried to connect it in parallel, i tried all DIP
: combinations and it's still not working.
: Is there a special AJAX in the falcon ? (as there is
: no external drive connector)
: Details: the second drive is a compaq that works fine when
: it replaces the first drive.

: Antoine Martin

Yes, it is possible, since I have one. The desktop uses it normally
as drive B. So the software is all right (TOS 4.04, that is), but the
hardware sucks. Atari simply "forgot" the drive select 1 signal which
selects drive B.

There was an article in a german magazine (ST-Computer from 1/94 I
think) regarding this problem. They showed a little hardware-hack,
which I tested, and it is working! I don't have any problems with
my two HD-Drives.

If someone is interested in details, just leave a note:

ti6tl@tick.ti6.tu-harburg.de

Greetings, Thomas

5862. Re: Playing sound on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 17:54:13 UTC
From: teh@unix.brighton.ac.uk
Message-ID: <1994Nov3.175413.14879@unix.brighton.ac.uk>
Source record: 29440

Down load dont click on jims head (from aaue or similar)!!

It has example of playing an avr sample.

Tom

5863. Re: Gif/JPG/etc. in background

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-03 19:58:18 UTC
From: Lexicor@world.std.com
Message-ID: <CypJH7.FDp@world.std.com>
Source record: 29291

In article <396ens$1kc@jake.esu.edu>, George W Garner <garnerg@esu.edu> wrote:
>
>===> I currently have a German program called DeskPic which will bring up
>any Gif and place it on my GEM background. The only problem is that it
>uses the original sizes (which sucks when it's an IBM world gif), and
>especially, it's only in black and white. Anybody know of anything

George,

Deskpic does support color pictures but it will only run in color
if you are running in color (makes sense kind of) you therefore need to make
sure the gif is 1. in color and 2. your resolution you are runnning in is
in color.

Re: sizes, you can use commercial programs or pd software to
resize the image to fit your screen (not recommended in general though)

Yat @ Lexicor

5864. Re: uuencode/decode for A

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 00:28:35 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11041994.002835@empyr.dircon.co.uk>
Source record: 29292

Hi,

There are plenty of uuencoders for the ST. I have ESSDC60.PRG, which I got
from a BBS. It is probably at atari.archive at umich, and HENSA in the UK.
I'm sure you will get other replies giving you more specific help.
Cheers.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

5865. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 02:45:49 UTC
From: azog@world.std.com
Message-ID: <Cyq2CF.LuI@world.std.com>
Source record: 29293

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > Is there a version of Gulam which runs in a window under MiNT?

>Gulam is not very MiNT friendly as it tries and fakes parts of Unix that
>MiNT does for real.

>There are several better options now anyway. I used KSH, many other people
>use TCSH or BASH. These all really need a hard disk though as you need
>sperate program versions of all the utilities such as 'ls'.

Actually, Gulam is very nasty when run under MiNT. Ive had it severely
crash my machine, and had to press RESET, even tho alert.acc caught
the error.

Bash is quite nice. I used to use ksh, but it seemed to have some evil
bugs in it (or at least the version I was using, 04 or 4 or something
like that). Most functionality of ksh is in bash anyways :-)

--
Billy D'Augustine azog@world.std.com

Let the joyous celebrations of Hell begin

5866. Falcon - PureC - color palette -> HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 03:49:43 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.783920983@sakura>
Source record: 29294

Dear everybody,

could somebody pls enlighten me how to manipulate the color palette
of a Falcon (using PureC/BGI)...

Many tnx in advance,

Christian Goltz

5867. Re: 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 04:11:48 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cyq6Bp.9t2@cix.compulink.co.uk>
Source record: 29295

>I contacted System Solutions about this (I believe they are an official
>Atari Workshop) - the guy on the phone said, quite bluntly I must add, it
>is IMPOSSIBLE to add a 2nd drive to the Falcon. (His words, not mine).
>When I suggested maybe hanging it off the SCSI port he disagreed and said
>Atari make no provisions for a 2nd drive so desktop wouldn't recognise this.

The desktop would recognise any SCSI device so long as there is a driver
for the device - AHDI for hard disks, MetaDOS for CDs, etc. However, I
think it is a waste of time. You may as well get a Syquest or MO drive.

Ofir ogal@cix.compulink.co.uk

5868. Re: uuencode/decode for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 05:08:50 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <Up-EKEGAHUQ@warpcon.ersys.edmonton.ab.ca>
Source record: 29305

In <EKDJCGUQ22-UP@deluxe.textlitho.nl> Paul Tuijnman wrote :

>In <398p2r$cav@crcnis1.unl.edu> george fisher wrote :
>
>>Is there such a beast?
>
>Go get a file named ESSCD60 and you'll be overwhelmed.
>
>P.
>--
>
>
>Paul Tuijnman
>paul@textlitho.nl
>
Actually, ESSCode 6.2 is now out, and works like a charm on
Falcons (among other fixes).

Leslie
--
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

5869. atari cable needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 05:42:33 UTC
From: bseburn@vaxxine.com
Message-ID: <CyqAIx.J2s@vaxxine.com>
Source record: 29296

```
a > i need a 19-pin cable to connect a supercharger to my system.
a >
a > its the same kind of cable that the atari external HD's use, li
a > SH204.
a >
```

A DMA cable then.. try Toad Computers 410-544-6943. They still carry them I believe $29.95 I think they were.

Brian...

___ Mountain Reader II - #Demo 001

5870. MULTIMEDIA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 06:33:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39ckj5$sq5@golem.wcc.govt.nz>
Source record: 29297

These MULTIMEDIA CD ROMS that they use on PC Clones...

The ones with Pictures, MPEGS and Sounds, (Encyclopaedia things)
like Microsofts Encarta

Why can't they be used on other Platforms...??

Is there special code in these MPC II spec CD Roms
that stops them being run on any thing less than a PC clone..

Does any one know..??

Or is this another botched up PC standard...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5871. Re: mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 11:37:48 UTC
From: bd@st-andrews.ac.uk
Message-ID: <39d6ec$625@calvin.st-and.ac.uk>
Source record: 29302

In article <IE9390.15.000E2B78@lthmalmo.malmo.lth.se>,
Sebastian Ringkvist <IE9390@lthmalmo.malmo.lth.se> wrote:
>The left key on my atari-mouse has no resistance when pressing it. It still
>works, but it feels awful when using it. Does anyone know how to repair it?
>(I've noticed it must be the metal membran)

Something similar happened to my mouse about a year ago. The poor beast just
got sicker and sicker, until the left button worked no more.
I'd suggest getting a new mouse. They're not really that expensive, and once
you get a new one, you'll be amazed at the difference (particularly as most
available mice have a higher resolution than the old Atari blocky mouse)

Brian Duff

==
Brian Duff, University Of St. Andrews
bd@st-and.ac.uk
cs0018@tamdhu.cs.st-and.ac.uk
==

5872. Re: gem under X ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 12:35:39 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <CyqtnF.7w4@muster.hrz.uni-giessen.de>
Source record: 29303

Hi,

Peter Lord (plord@novell.co.uk) wrote:
: I seem to recall that sombody wrote a source code convertor which converted
: GEM progs into X. I *think* it was called something like gemx or xgem.

: Pete

XGEM was a GUI for DR's own multitasting OS named ???
, but is not a X converter. :-(

Martin
--
martin.schmidt@physik.uni-giessen.d400.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

5873. Re: SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 13:38:10 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <CyqwJn.z2@hpbbrd.bbn.hp.com>
Source record: 29306

David Williams (trojan@spuddy.uucp) wrote:
> Does anybody out there have an old atari MFM hard disk (SH104/105/205/MegaFile
> 30/60/100) that they can spare or sell to me (dead or alive) I need a new
> driver board for my 280 megs of MFM Hard disk space!!

Beware, the Megafile 30 and 60 have an RLL controller. Your MFM drive
will probably not work reliably with such a controller.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

5874. Falcon -Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 14:40:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39dh4k$ib4@dux.dundee.ac.uk>
Source record: 29307

What if any standard is the Falcon Lan port?

Would it be possible to connect this to serial port on an XT PC and
still get a 250k transfer rate?

As I indicated in a pervious post I want to be able to:

Open a window (term) on the PC this window can then
be used to run text applications on the F030.
(I would like to be able to use various term
windows at once)

I would also like to get it so the F030 acts as a server
which at the request of the PC will connect to a remote
BBS system and shunt the data to the PC in the background.

Any suggestions welcome.

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5875. Re: Linux (I wanna run it

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 15:19:15 UTC
From: avg@cwi.nl
Message-ID: <avg.783962355@news.cwi.nl>
Source record: 29308

erlingh@nova.pvv.unit.no (Erling Henanger) writes:

>Yup. But the graphic routines in the MIT distribution of X comes with
>graphic libraries specifically optimized for m68k. These can be used
>without modification for monochrome modes. For interleaved bitplane
>graphics you have to write your own graphic routines, as the ones in the
>standard distribution needs "chunky-pixel" graphic modes.

Right. That means that support for most ET4000 graphics board should
be a piece of cake, doesn't it? Anybody done this yet?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

5876. Re: mouse problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 17:20:33 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <Cyr6u9.279@cix.compulink.co.uk>
Source record: 29309

In response to bd@st-andrews.ac.uk's message:

> In article <IE9390.15.000E2B78@lthmalmo.malmo.lth.se>, Sebastian
> Ringkvist <IE9390@lthmalmo.malmo.lth.se> wrote:
> > The left key on my atari-mouse has no resistance when pressing it.
> > It still works, but it feels awful when using it.
>
> Something similar happened to my mouse about a year ago. The poor beast
> just got sicker and sicker, until the left button worked no more.
> I'd suggest getting a new mouse. They're not really that expensive,
> and once you get a new one, you'll be amazed at the difference...

I've been using a new mouse for a few years and it's obviously better than the Atari brick, even with a mouse accelerator. The 'Rolls-Royce' of mice is supposed to be the Naksha, but I have to say that when I tried one I was unimpressed, so I wouldn't be too picky BH.

To get a really impressive mouse I'd really recommend getting an Optical one. No rollers to trap dust and smooth as anything. I got an Alfa-Data optical from Golden Image for 25ukp a while back and would never switch back.

The only disadvantages are that you have to use a special mouse mat, so no rolling it around on your jeans or a tabletop, and the mat has a tendency to bubble up for some reason.

##*#

5877. PC emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 18:30:19 UTC
From: marclaan@sterbbs.nl
Message-ID: <01029LRDRDPHMIVXMDR@sterbbs.nl>
Source record: 29310

>are PC-emulators on an ST520/1040 compatible with a pc...

Not in all things. For instance you may expect problems with
communications via modem. The hardware-differences between a pc and the
serialport of ST's are almost impossible to overcome. For instance
pc-emulators like PC Speed do not support the communication ports. AT
Speed also not, for the same hardware reasons.
gr. Marc Laan

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5878. Communication on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 18:30:20 UTC
From: fvdakker@sterbbs.nl
Message-ID: <01028LTUKIKCIPJMBSC@sterbbs.nl>
Source record: 29311

Could someone _PLEASE_ help me!
I have big problems accessing the Atari-Net BBS in Holland with my
Falcon. Everything is OK when I use my 1040 STf, but when I try to
call them with the 030 I get junk through my bites :-(
I'm now using Fast Serial 096B and I tried HSMOD2, but they don't
solve my problems...

The following is what I get with Fast Serial (with and without
Kompatib.)

This is what I get with Kompatib. an:

CONNECT 2400

``` ``` ```f ` `` f~ `f f ff fx` ```` ````````ff f ` ``x````f `f`` ` `` f `` ` `f + 3 ~`++0`f ff 03``` ```f ` ```` ` ``` ` ` ``` ` ` ``` ` f x``` ` `` fx ~f`` ` ``` ``` ````````````````````````ff ``` ` +````f&f `f`fx`f``f ` ` ``` `` ``````` ```````````````````` ``````````007++`x ``f``f 2x````x`` `f+ +` ` `x ~`xf`~` f ```````````````````````` ``````````f````````+ ```````````````````` ``````````0003``f ```f`````````` ````+ +````000`` + ++++ `` 0++` ``````f`````````````````````` ```` `f`~`2 0 `f`f`` ``2```x`` ```````````````````````````````````` ``````````+` ` 0 0 0< ` ++``````00x```` ``````f`````````````````````````````` ```````` 0 0 `++ +++ ++@```` + + +++`` 0++`````````f`f`` ``````f``````ff``````xf~` f``` `~`f `` ` `~`~`3+ o``fx`` f~ `~ ` `f``+```` ~f`````` ```````````````` f````````` fx `f`f ~` `~```````~``` ``x`` ~`+ +`0g++`` `x` ``` ``` ```ff fx``` `f``` atd

This is what I get with the kompatib. aus:

CONNECT 2400
MichTron Multi-User BBS. Version 3.0 By Timothy Purves.
Copyright (c) MichTron Inc. 1985-1989. All rights reserved.
WELKOM IN ATARI-NET, HET BULLETIN BOARD VAN
##
2 lijnen: ## #### ## InfK++````+```|`-`+`+ 5)` 03473-775
How do I get rid of that? ^^^^^^^^^^^^^^^^^^^^^^^^
84 ## #### ##
```

1200/2400/9600 ## #### ## - CompuServe (USA)
- GEnie (USA)
###
- BBS Atari Germany
####
######
######## #### ########
######
A T A R I (B E N E L U X) B.V.
Nieuwe gebruikers svp inloggen met hun voor- EN achternaam !!!!!!
New users must�+ J+�+�+����+-+�name AND family name !!!!!!
^^^^^^^^^^^^^^^^^

Logged on to Modem 1
Username: Frits van den Akker
Password: ########
Goede avond Frits Van Den Akker, welkom in het service BBS van ATARI (Benelux) B.V.
U bent 1 van de 1788 geregistreerde gebruikers.
No new messages
No new downloads
Users On-Line
======== ================== ========== ================ ==================

Console: <None> La.j+�� K�@ Waiting for call
^^^^^^^^^^

Modem 1: Frits Van Den Akker On-Line Logging on C:\BBS\MAIN.MCL
Modem 2: Jan Van Der VY;V� + ��*+ 2�c��+�++���@ C:\BBS\FILES_N.MCL
^^

***** No new messages *****
[PPU T+�
^^^^^^^^

ATARI_NET MCL ver 0.98 [19/09/90]
door: Wilfred Kilwinger

And this isn't even the worst part, when reading the messages I have
serious problems reading them properly :-(

Could someone _PLEASE_ help me!

Thanks!
Greetings,

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5879. C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 18:57:29 UTC
From: coutu@mv.mv.com
Message-ID: <CyrBBu.G8w@mv.mv.com>
Source record: 29312

Having established what seems to be a sound Mint environment with gcc
2.5.8 and the C++ processor I thought I was all set to start learning C++.
Wrong! The libraries and header files are missing!

So before I go off and snarf the files from the Gnu ftp server I thought
I'd ask if anyone has already built these for use on the Atari?

--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

5880. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 19:39:21 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov4.193921.2312@eurom.germany.net>
Source record: 29313

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > Is there a version of Gulam which runs in a window under MiNT?

: use TCSH or BASH. These all really need a hard disk though as you need
: sperate program versions of all the utilities such as 'ls'.
There's actually only one reason, why I don't do multitasking on my F030,
that's because I dislike all the Unixshells under MinT. They are all huge
and slow. Gulam is nicely small, fast and doesn't need a bunch of external
programs. Yes its very flawed, but when you use it its very responsive,
and sufficiently comfortable.

Nat!

5881. Monotors for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 19:46:31 UTC
From: howe@mik.uky.edu
Message-ID: <howe.783978391@mik.uky.edu>
Source record: 29314

For Sale:
One color Monitor (JVC type) asking $120.00
One monochrome Monitor asking $80.00

Both monitors are in fine shape, will sell both for $150.00

Mail me here or at Howe@ukpr.uky.edu

An Atarian, Miles Howe

5882. Re: Using a DAT-Streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 20:01:01 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <39e3tu$acc@ugle.unit.no>
Source record: 29315

Natx@wega.Fibronics.De,
In a message on 1 November, wrote :

na> Erling Henanger (erlingh@nova.pvv.unit.no) wrote:
na> : Wow.
na> : In Norway, the (FDI) SPDIF Digital interface alone costs ~1000 DM.
na>
na> : Erling
na> : ---
na> there's also the BlowUp SPDIF Interface (which I have), which is cheaper
na> and supposedly better (the developer told me so :). Looks good and comes
na> with some archiving software as well.

Sounds good - but how much is "cheaper", and from where ?

na> Now the expensive thing is the DAT-player...

Yup, my only DAT is a WangDAT, and I'm not sure I can convince it to
read an audio tape...

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

5883. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 22:02:50 UTC
From: bdean@hpb.hwc.ca
Message-ID: <39eb2a$sva@m.ehd.hwc.ca>
Source record: 29316

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <395ue1$jgq@usenet.INS.CWRU.Edu> jaszcz@louie.EEAP.CWRU.Edu (Bartlomiej Jaszcz) writes:
: >: The main reason I need it is because I have LINEA.H which defines all
...

: I don't think that was what he meant. Linea0 is an initialise function which
: returns the address of the linea global data array. These macros use offsets
: into that array.

It was my understanding that the use of Line A was now *politically*
uncorrect (and have been for two years). Programmes that use(d) it
wouldn't work on the Falcon or something like that.

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

5884. Re: Top dollar for Flash Attach program

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-04 22:18:59 UTC
From: daveb@dgtl.com
Message-ID: <4485@dsinet>
Source record: 29317
Cross-posted to: comp.sys.ti,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

kowalski@futureworld.digex.net wrote:

: I am in search of the game Flash Attack which was written for the Pet, Apple II
: and TRS-80 computers between 1980-1982.

: If you have this game, I am interested in buying it along with the computer
: needed to run it. Please send e-mail, thanks!

I doubt if this would run on anything ever made by AT&T...

--
David Breneman Email: daveb@jaws.engineering.dgtl.com
System Administrator, Voice: +1 206 881-7544 Fax: +1 206 556-8033
Product Development Platforms
Digital Systems International, Inc. Redmond, Washington, U. S. o' A.

5885. Re: Why Minix? Oops!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 01:10:38 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <ZM5TBU5E@isys-hh.Hanse.DE>
Source record: 29318

Red face time: the switch for directory displacement is 'd', not 'n'.

Xcus, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

5886. Falcon->DEC RT-11

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 03:08:47 UTC
From: ralunsfo@uncc.edu
Message-ID: <39esvv$k7t@news.uncc.edu>
Source record: 29319

I would like to use my Falcon as a console for a DEC RT-11 that I am developing some software for. I tried using a term program (Storm) that supports VT100 emu, but have not gotten it to work yet. What kind of cable do I need to plug into the console port? A Null-modem, or regular serial cable?

And will Storm be able to act as a simple console, or will I have to do something else?

Thanks,

Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee

5887. Source for SCSI Floppy Drives....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 05:37:18 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <1706414C2E.SPERNA1@ua1vm.ua.edu>
Source record: 29320

Does anyone know of a source for SCSI floppy drives? Teac, etc?

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

5888. IBM hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 09:19:36 UTC
From: m8885@abc.se
Message-ID: <CysF8o.53L@abc.se>
Source record: 29321

I have an an Ultra Speed Drive 42 MB from Hard & Soft (Germany), it's a Quantum SCSI-disk with an ICD host adaptor, bought in 1990, connected to my 1040 STe. Now I"ve managed to get hold of a second hand IBM SCSI-drive, 166 MB, 14.4ms. The problem is that my system won't recognize it. I've tried with SCSI-tools.app, ICDFormat.prg, AHDI, but no response from the disk. I've tried to disconnect the old hard disk, but it doesn't help. I have no manual for the IBM-disk. I know I should remove the terminators if I use the new disk as first in the row and so on. I can't find anything else to change on the disk, no jumpers as far as I can see. Do I need a separate controller? Or doesn't it work at all with Atari?
Can anybody help? At least with the (email)address to Hard & Soft. Or ICD. Or anything.

Yngve Andersson

5889. Falcon LAN

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 09:43:32 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-051194104332@mac122.nmus.pwf.cam.ac.uk>
Source record: 29322

Just an idle shot in the dark, but might it be possible to use
LAN port on the Fuelcan to perfrom comms to a Linux/Unix
box in some magical way..? I suppose that is the adapter/cabling
could be sussed then an atari Linux driver could be written for
it..?

srp

5890. HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 12:55:58 UTC
From: ac125@cfn.cs.dal.ca
Message-ID: <Cysp9A.MLK@cs.dal.ca>
Source record: 29323

Can anyone tell me if there is a way to get the Atari 1040ST to format HD diskettes to regular Atari format. If I try to do a format on the preformatted 1.4 meg diskettes that I have the atari is unable to reformat them. Any solutions?? I have tried PC Copy and the regular format command. I have also tried covering over the small squares on the left hand side of the disks (opposite the prtotect squares).

Thank you!!

Nick Mattison....ac125@cfn.cs.dal.ca

--

5891. Re: 2nd floppy drive on Falcon ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 14:33:28 UTC
From: ole@murphy.sh.sub.de
Message-ID: <H.elB.AH4okarRRgT8o@murphy.sh.sub.de>
Source record: 29324

```
In <39abso$93f@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Antoine Martin (am14@doc.ic.ac.uk) wrote:
>
>: Is-it possible to install a second internal floppy drive in
>: a falcon (I have a tower and power supply cables) ?
>: I tried to connect it in parallel, i tried all DIP
>: combinations and it's still not working.
>: Is there a special AJAX in the falcon ? (as there is
>: no external drive connector)
>: Details: the second drive is a compaq that works fine when
>: it replaces the first drive.
>
>: Antoine Martin.
>
>I contacted System Solutions about this (I believe they are an official
>Atari Workshop) - the guy on the phone said, quite bluntly I must add, it
>is IMPOSSIBLE to add a 2nd drive to the Falcon. (His words, not mine).
>When I suggested maybe hanging it off the SCSI port he disagreed and said
>Atari make no provisions for a 2nd drive so desktop wouldn't recognise this.
>
>Hmmmmmmm!
>
>Richard Davey
>Falcon Owners Group (UK)

I'm working with two floppy drives in my falcon.

A = Drive-Select A (low active)
B = Drive-Select B (low active)
C = Motor On (low active)

_______ A C | B
_ -------
B = A & C 0 0 | 1
0 1 | 1
1 0 | 0
1 1 | 1

TOS 4.04 will regonize the second drive.

Ole
Member of Atari-Group Computer Club Elmshorn (Germany)
--
------------------------------------------------------------------------------
Ole Marienhagen e-Mail : marienhagen@tu-harburg.d400.de
Tel.: (49)4121/92349 or ole@murphy.sh.sub.de
```

Fax : (49)4121/92302 or Ole Marienhagen@IZ.maus.de
If possible use the first e-Mail address.

Murphy's word is law.

5892. Q: Cumana OSK v2.3 and Atari STE ('E')

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 17:24:34 UTC
From: paulseniura@delphi.com
Message-ID: <h+03jDS.paulseniura@delphi.com>
Source record: 29325

Hi,

I presently have an expanded Atari 520ST (akin to a Mega-ST4) which is working (mostly) fine with Cumana's OS-9/68000 v2.3. It's just for a hobby right now so I can't even consider to afford to upgrade.

I am considering buying a Mega4-STE from another Internetter, but I really must know if my copy of Cumana OSK will work on it first. It's the hardware changes and 'new' gizmos on an 'STE' model (i.e. the 'E' stuff) that I think will prevent OS-9 from working on it. But I could use & write drivers for the dual 8-bit DMA sound ports etc. if stock Cumana OS-9 v2.3 will work on it (not to mention adding hi-rez graphics via the VME buss B-)).

Second, I'm still needing info whether GESPAC's 'G-Windows' is available for *any* of the ST(E) models capable of running OS-9. Reccoware's prices for a complete 'MGR' package (Atari-ST monochrome mode only), run-time and development libs, are in the neighborhood of US $800 give-or-take. That's totally way out of line for us hobbyists hackers, and no one's made me any other offers (such as third-party 'discounts').

I really need some facts. If you can help me figure these out or tell me who to call or e-mail, I'd appreciate it.

-- thx from an old-time CoCo/OS9 user, Paul Seniura (in Okla. City)

5893. Re: Source for SCSI Floppy Drives....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 18:20:52 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-051194182052@ngalm099.gal.nt.com>
Source record: 29326

In article <1706414C2E.SPERNA1@ua1vm.ua.edu>, SPERNA1@ua1vm.ua.edu wrote:

> Does anyone know of a source for SCSI floppy drives? Teac, etc?
>
> Thanks,
>
> Sam Perna, III
> sperna1@ua1vm.ua.edu
>

Teac make a SCSI floppy drive, model FD-235JS806.
This is a 4Mbyte SCSI floppy (2.88 Mbyte formatted).
It's actually an assembly of a Teac floppy with an add-on SCSI controller.

Omti make SCSI Floppy controller boards (model 3500 springs to mind).
This can control two 1.44 mbyte floppies.

I have not seen any PD drivers for these type of floppies, maybe ICD can
supply?

Regards

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5894. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 20:07:15 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Nov5.201224.1533@inca.comlab.ox.ac.uk>
Source record: 29327

BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
: It was my understanding that the use of Line A was now *politically*
: uncorrect (and have been for two years). Programmes that use(d) it
: wouldn't work on the Falcon or something like that.
:
Well, the put_pixel and get_pixel commands work on my falcon - and those are
the only ones I find useful anyway. The overhead of using v_pmarker to plot
points is ridiculous. Using $a001 after getting the screen parameters from
the vdi seems a good option. I don't know about display cards though.

Karl Wilkinson.

5895. Re: PC Emualtors...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 21:06:37 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HJ4EDSZUY08YB6OU@SNYONEVA.CC.ONEONTA.EDU>
Source record: 29328

As others have alresdy mentioned, there are a number of PC emualtion packages available.

Most should be able to run DR GEM on the PC under some sort of CGA emulation as it ran ony my CGA compatible IBM PCjr years ago.rs back...

Most of the available emulators are hardware based and usually require soldering to get them running in your ST. Most haven't been sold in a while and software and tech support may be poor.

You can buy new CGA & HD equipped PC-XT turbo clones for approx. $100 US - about the same or cheaper then what the ST PC emulators can cost used!

You're probably better off going that route anyway for what you need to do.

Ari

5896. Drag & Drop protocol and Iconifying

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 22:30:48 UTC
From: artoj@mits.mdata.fi
Message-ID: <39h12o$dss@prime.mdata.fi>
Source record: 29372

Could someone tell me how to support MultiTOS's Drag & Drop protocol.
I know which event it sends, I kind of figured out the pipe name, but
I don't know what to do next!
Also help for iconifying is needed. I can't get that iconified
window to its proper place.

All help appreciated,
Arto

artoj@mits.mdata.fi

5897. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 23:08:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39h399$j90@golem.wcc.govt.nz>
Source record: 29329

In article <Cysp9A.MLK@cs.dal.ca>, ac125@cfn.cs.dal.ca (Nick Mattison) writes:
> Can anyone tell me if there is a way to get the Atari 1040ST to
>format HD diskettes to regular Atari format. If I try to do a format on
>the preformatted 1.4 meg diskettes that I have the atari is unable to
>reformat them. Any solutions?? I have tried PC Copy and the regular
>format command. I have also tried covering over the small squares on the
>left hand side of the disks (opposite the prtotect squares).
>
>Thank you!!
>
>Nick Mattison....ac125@cfn.cs.dal.ca

You will need a 1.4 meg drive to format HD Disks, the Atari drive is not able
to format HD at DD standards, you need more output from the R/P heads in the
drive for HD disks...

So any one that states that you can Format HD disks does not know what they are
talking about..

Some disks might format but they will fail later....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5898. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 23:12:13 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CytHsE.F0v@cix.compulink.co.uk>
Source record: 29375

> are all huge and slow. Gulam is nicely small, fast and doesn't need
> a bunch of external programs. Yes its very flawed, but when you use
> it its very responsive, and sufficiently comfortable.

All true - but in my experiebce Gulum is still too flawed to be used much
under MiNT. I used to use Gulam alot but in the end MiNT won out.

:-)

Roland.

@CiX

5899. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-05 23:32:28 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <dn4f_mqjso6@moacs11>
Source record: 29330

In <1994Nov4.193921.2312@eurom.germany.net>, Georg Wallmann wrote:

> There's actually only one reason, why I don't do multitasking on my F030,
> that's because I dislike all the Unixshells under MinT. They are all huge
> and slow.

Try ash, it's small (but not as omfortable as bash or ksh).

Waldi

5900. IBM hard disk

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 02:21:28 UTC
From: fvdakker@sterbbs.nl
Message-ID: <017432VTXMFDRSOBDDHH@sterbbs.nl>
Source record: 29331

m8>connected to my 1040 STe. Now I"ve managed to get hold of a second
m8>hand IBM SCSI- drive, 166 MB, 14.4ms. The problem is that my system
m8>won't recognize it.

You'll need either an adapter or a falcon with SCSI-port.

Greetings,

Frits.

Frits van den Akker == fvdakker@sterbbs.nl
JFA Software == Internet

* TailMail 2.1 #031 *

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5901. uuencode/decode for A

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 04:59:03 UTC
From: bseburn@vaxxine.com
Message-ID: <CytxuF.7y1@vaxxine.com>
Source record: 29332

k > There are plenty of uuencoders for the ST. I have ESSDC60.PRG,
k > from a BBS. It is probably at atari.archive at umich, and HENS

Hi,

I just picked up this ESS program, it works VERY well indeed.
Seeing as you have it, I"m just wondering if you have been able to
take say.. a UUencoded picture that is in three parts, and combined
them into one and uudecode it with this program?? I have converted
the encoded verison of a SINGLE file, but not of a multiple file.
Can you shead any light on this for me?

Thanks Brian.

___ Mountain Reader II - #Demo 001

5902. ST -> PC Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 08:44:00 UTC
From: migva@tyrell.tynet.sub.org
Message-ID: <5_KFBFgwwiB@migmail.tynet.sub.org>
Source record: 29333

Is there a software/shareware program that will enable me to interface my PC to my old STe? I was looking for something that will connect the two through the RS232 interface. I want to be able to access the STe's hardware and have the STe access my PC's hardware. Any information would be appreciated. Unix would not be practical in this situation.

Miguel

- Remember you are just a Bit, in this Gigabyte world.
CrossPoint v3.02

5903. Speeding up the FPU in TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 12:03:42 UTC
From: jornm@oslonett.no
Message-ID: <39igmu$hkf@hasle.oslonett.no>
Source record: 29334

In one of the later issues of the german magazine 'ST- Computer' there is a description on how to increase FPU speed. It's very simple and it works.

I first tried with 40 Mhz, and the FPU realy ran 25% faster. As the FPU stil stayed cool, I got brave and tried 50Mhz, and it worked too. 50% faster. Still the FPU is relativly cool (< 40 degrees C.) so I might go for 60/66Mhz if I can get my hands on a 60/66MHZ XO.

The speed increase was measured with a simple loop calculating sin(x), where x is increased in small steps 10000 times.

If anyone feels like trying to do the same upgrade, be ware that YOUR FPU might not tolerate clock speeds as high as mine does!!

****

How to do it:

There is a FPU clock frequency selection named W101 (strap-type of switch), which selects 16 or 32 MHZ. It's located near the FPU on most revisions of the motherboard. It has 3 pins, and the middle one (no. 2 that is) is the clock input of the FPU. Just ad a XO close to the FPU and solder it's output to pin 2 of W101.

Finaly, the cheapest source for an XO is to get an defect or old PC motherboard (typical a 386 motherboard) and solder out it's XO. (Who said those PC's couldn't be used for anything serious:-)?

****

Jorn Moe (email: jornm@oslonett.no)

5904. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 12:18:12 UTC
From: Koos_Kuil
Message-ID: <2ebcc9f6@f397.n282.z2.fidonet>
Source record: 29203

In a message of <Wed 2 Nov 94 17:26>, Daniel Eriksson (2:281/202.0) writes:

DE> I have an urgent need for a second serial port on my Falcon. I know
DE> that it's possible to add one to the MFP. What I don't know is HOW
DE> to do it.

Use your Lan Port, works great!

Pin 3, 4 (gnd) and 5 are needed (see your Falcon030 manual for numbers)
and with the Fastserial cpx module it's easy to remap this port and set
the baudrate.

See also the other message from Harald Scheutzow.

Greetings,
Koos

--- JetMail 0.99beta9
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

5905. Re: 2 serial ports on Fal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 12:56:09 UTC
From: jondinga@io.org
Message-ID: <39ijp9$l71@ionews.io.org>
Source record: 29335

On 11-02-94 der@discovery wrote to ALL...
d> I have an urgent need for a second serial port on my Falcon. I know
d> that it's possible to add one to the MFP. What I don't know is HOW
d> to do it.
d>
d> Are there any instructions available? Commercial products?
d>
Can this be done on a MegaST [no E] as well?

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

5906. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 12:56:48 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov6.125648.9332@eurom.germany.net>
Source record: 29336

Waldi Ravens (walra@moacs.indiv.nl.net) wrote:
: In <1994Nov4.193921.2312@eurom.germany.net>, Georg Wallmann wrote:

: > There's actually only one reason, why I don't do multitasking on my F030,
: > that's because I dislike all the Unixshells under MinT. They are all huge
: > and slow.

: Try ash, it's small (but not as omfortable as bash or ksh).

: Waldi
Q: does it have a history ? Maybe builtin commands too ? And where can
I get it ?

Nat!

5907. Pc Emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 15:01:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39ir56$spv@dux.dundee.ac.uk>
Source record: 29337

I believe that a 386 Emulator Card for the Falcon is/was due out.
Has it arrived yet?
What is the price?
How does it work? Do I simply switch the machine on and click on
an icon labelled 'PC' or something?
Also what kind of performance is currently available?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5908. MiNTnet & Demon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 15:06:36 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784134396snz@bigbox.demon.co.uk>
Source record: 29230

Is anyone out there running a demon (Demon Internet Services) account using MiNTnet instead of KA9Q-NOS? Am I right in thinking I'll need an SMTP and NNTP package for it (and if so, where would I find one)?

Please mail any help to me as I can't seem to get news from demon to my system.

I also asked on this group earlier about MiNT 1.11 and MiNT 1.10h8 problems, before I found I couldn't read news. If anyone knows the answer to this problem could they mail me instead of/as well as posting to c.s.a.s for the same reason?

Thanks. (Soon I'll get this configuration file right...)

--

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	---
bjb	email: bjb@bigbox.demon.co.uk
_/	The only person in history to take a shortcut in the 100m sprint.
+---+

5909. Re: Atari ST "video key" device

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 15:33:11 UTC
From: redhead@sys6626.bison.mb.ca
Message-ID: <12kDVc1w165w@sys6626.bison.mb.ca>
Source record: 29338
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Douglas S. Neville" <c581292@showme.missouri.edu> writes:

> Hello. I'm not very familiar with the Atari ST and was wondering if
> someone could help with a question. Several folks of the
> rec.games.video.arcade.collecting group have been talking about
> building a device which converts RGB imput to NTSC. Someone suggested
> that something called an Atari ST "video key" device does this. Does
> anyone know what this device is? More specifically:
>
> Is is a part of the ST computer or some sort of seperate adapter?
> Does it actually perform this function?
> How would one go about acquiring one of these devices?
>
> Any help on these questions would be greatly appreciated. Please respond
> via email as I don't read this group regularly. Thank you in advance!
>
>
>
> You know what I'd do? Look around for an old Atari ST "video key"
> device-- it was pretty much a completed unit that does just what
> everyone's going to build.
>
> Sincerely,
>
> Doug Neville
> c581292@showme.missouri.edu
> c581292@mizzou1.missouri.edu

Unfortunately the Video Key by Practical Perripherals is not produced
any longer and no other company that I know of decided to make one.
unless there is such a device being produced in Europe, but I havn't seen
one advertised by anyone in the UK Mags.
I am also searching for one, so we will have to keep our eyes peeled for
a used one. (hope I beat you to it) <g>

Eva

BTW if you want the features of this product, I still have an original
box here to quote from.

5910. Falcon Speeds (ram etc)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 18:03:42 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39j5pu$2ot@dux.dundee.ac.uk>
Source record: 29040

Does anyone know the answers to the following questions:

What Speed Does the RAM operate at?
What in MIPS is the speed of the machine?

Rod

--
==
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==

5911. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 18:34:19 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784146859snz@xciv.demon.co.uk>
Source record: 29243

In article <397sdj$5l6@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

> : Sounds to me like it could be your PSU, ie. it can't supply enough power,
> : shuts off and then takes a while to come on again.
> : I have had (have) this happen with a hard drive.
> In true ST:TNG fashion..... 'suggestions people???'
> Obviously I can't go on like this.

Well a new PSU is all I can think of.

Is it only happening with F:?

The problem I had was that it was ok with just the HD but when it was
accessing both the floppy and HD (file copying say) then it 'shut down'.

> : You're not having much success with your email are you.
> Tell me about it :(most gets through and still lots bounces.... humph!

Now let me guess, the uni aren't doing much about it.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
/* ST & PC A woman needs a man like a fish needs a bicycle */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

5912. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 20:05:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._NI8BsEq0NQ@semprini.waterloo-rdp.on.ca>
Source record: 29339

In <CyrBBu.G8w@mv.mv.com>, Dan Coutu writes:
>Having established what seems to be a sound Mint environment with gcc
>2.5.8 and the C++ processor I thought I was all set to start learning C++.
>Wrong! The libraries and header files are missing!
>
>So before I go off and snarf the files from the Gnu ftp server I thought
>I'd ask if anyone has already built these for use on the Atari?

Yes, look in Gnustuff/Tos/G++ directory for gpinc20.zoo and
gplibo20.zoo at atari.archive.umich.edu or its mirrors.

You should be warned though... C++ is *very* tight in only 4M of RAM (I
have lots of code that won't compile in that little RAM), and its pretty
slow on an 8Mhz ST.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

5913. PSION Series 3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 21:12:04 UTC
From: Steve.Morley@saxon.seuk.com
Message-ID: <d99_9411071720@seuk.com>
Source record: 29340

Anyone out there successfully use remote link (3-Link) for the series 3
(or 3a, or any other Psion for that matter), with the Atari ST?

I know you'd need to write you own S/W for the ST end, but someone
might know of the existence of such S/W...I bet you can't get hold of
any info about the remote link protocol without buying the dev. kit. (or
does that omit this info also?)

Anyway......my experiences are as follows....

Can establish remote link, downloading server s/w to the psion using the
Atari ST....YES IT CAN BE DONE.....but it's not too fast....here's how..

Get hold of a copy of 3-Link (PC Version), and for the ST PC DITTO (the
software version does the job!). Then follow the 3-Link instructions using
the DOS installation procedures.....BUT....

You'll need a second FD drive, OR a HD in order to run the installation
from drive A to the other drive (C: or B: or whatever!)....

Alternatively, you can construct a floppy work disk manually by inspecting the batch files
to see what they do to construct the workin g copy...

If anyone's done this. or has any other method...let me know....

Steve Morley

... Sysop ('sih sop) n. The guy laughing at your typing.
--
Standard disclaimer: My views are strictly my own.

5914. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 23:52:02 UTC
From: ekl@sdf.saomai.org
Message-ID: <CyvEAu.1M@sdf.saomai.org>
Source record: 29247

In article <1994Nov5.201224.1533@inca.comlab.ox.ac.uk> wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:
>BLAIR DEAN (bdean@hpb.hwc.ca) wrote:
>: It was my understanding that the use of Line A was now *politically*
>: uncorrect (and have been for two years). Programmes that use(d) it
>: wouldn't work on the Falcon or something like that.
>:
>Well, the put_pixel and get_pixel commands work on my falcon - and those are
>the only ones I find useful anyway. The overhead of using v_pmarker to plot
>points is ridiculous. Using $a001 after getting the screen parameters from
>the vdi seems a good option. I don't know about display cards though.

It will fail on graphics cards, will only work with 16 colors or less,
and will likely fail under MultiTOS, and may screw up with screen acclerators
or other enhancements, or future machines.

Why are you using pixel-by-pixel screen calls anyway? At the very least,
make a bitmap in memory, in device-independant form, and bit-blit it
with vro_cpyfm(). And in some cases there may be an even better way.
Never use pixel-by-pixel graphics. There has GOT to be a better way.

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

5915. Re: PC emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-06 23:56:12 UTC
From: ekl@sdf.saomai.org
Message-ID: <CyvEHy.4o@sdf.saomai.org>
Source record: 29248

In article <01029LRDRDPHMIVXMDR@sterbbs.nl> marclaan@sterbbs.nl writes:
>
>>are PC-emulators on an ST520/1040 compatible with a pc...
>
>Not in all things. For instance you may expect problems with
>communications via modem. The hardware-differences between a pc and the
>serialport of ST's are almost impossible to overcome. For instance
>pc-emulators like PC Speed do not support the communication ports. AT
>Speed also not, for the same hardware reasons.

PC-Ditto seems to access the modem just fine. Some day I'll write my own emulator, but I don't have enough time at the moment to even think about it. However, emulating the hardware won't be all THAT difficult. Any program that uses a fossil driver or the BIOS can be emulated pretty easily. However, most programs do go direct to hardware, and detect the modem by sending some data and polling the IRQ lines to see where the modem is. These practices make emulation very tough, but not impossible.

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

5916. Re: Atari ST "video key" device

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 03:58:34 UTC
From: waynel@fraser.sfu.ca
Message-ID: <39k8la$sq@seymour.sfu.ca>
Source record: 29244
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello!

I have a VideoKey. It is in mint and working condition (with power supply, box, and manual). I'm willing to part with it.

Cheers!

5917. Tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 06:00:50 UTC
From: pblagay@crash.cts.com
Message-ID: <CyvvDE.Kyo@crash.cts.com>
Source record: 29246

Hi all,

Anyone out there tried to upgrade to TOS 2.06 by using any of the doc files out there which explain how to wire the new chips in without buying an upgrade board. If anyone has done this and has had success please let me know. I tried one method and it didnt work for me. Also a friend tried the same one and his didnt work either. The TOS chips are fine, so it's not blown or anything and the Mega still works with the old TOS.

If you have a file explaining the way you got it to work please mail me the info.

Thanks

Paul

5918. WTB: TOS Roms and info on Gemulator!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 06:37:11 UTC
From: thansley@aol.com
Message-ID: <39khun$d05@newsbf01.news.aol.com>
Source record: 29245

Does anyone out there in internet land know much about the Gemulator.
Please give any info you can on speed, compatibility, etc. Also, which
TOS roms should I get to go with it and does anyone have TOS roms which
they would like to Sell.

Ted

thansley@aol.com

5919. ***** 1040 and 520ST system For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 07:38:39 UTC
From: gathings@cs.utk.edu
Message-ID: <39klhvINNrjb@duncan.cs.utk.edu>
Source record: 29241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1040stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note : Sale PENDING on above (that is
until a I get check.

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $15

2400 baud
external modem $20
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

5920. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 07:39:39 UTC
From: gathings@cs.utk.edu
Message-ID: <39kljrINNrjr@duncan.cs.utk.edu>
Source record: 29242
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 1040stf $150

mouse, internal 3.5"
drive,
68000 main processor
with communcation
software and books
(same as above)
SC1224 color monitor
sf354 external drive

Note : Sale PENDING on above (that is
until a I get check.

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $15

2400 baud
external modem $20
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $25

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

5921. Re: ? TOS 1.4 info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:34:26 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.43.000A9345@cam.ac.uk>
Source record: 29249

In article <11031994.080724@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Hi, I've just upgraded from TOS 1.2 to 1.41, and would like to know what
>difference there is. I can see the file selector has changed and I can
>now select confirmation for overwrites, the HD FAT lookup has speeded up
>and things are a little bit faster, but what else is there ?

Not much, the main difference is that it is faster and more reliable. Also it should PC compatible floppies.

>Are there any key commands that I should know about ? All I know at
>present is that the escape key re-logs the current directory, but that
>existed in 1.2. How do I move files for example ?

Hold down control.

I'm not sure whether it works in 1.4, but in TOS 2.06 you can do a copy and rename by holding down alternate and a move and rename by holding both.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5922. Re: PC emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:37:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.44.000AA03D@cam.ac.uk>
Source record: 29250

In article <11031994.080726@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>What I need to know is....are the PC emulators that are available for the ST
>*FULLY* PC compatible ? Would I be able to run GEM on them ? I have got a
>very old and slightly corrupted version of the original PC-Ditto program,
>which is S L O W beyond belief, so that is definitely out.

They're pretty compatible, and GEM is surprisingly usable (whereas if you can get windows to work at all it would be unusably slow). The emulators generally have an option to emulate a Tandy screen, which at 640x400 mono is obviously ideal for the STs display; I'm not sure whether GEM supports it though; you might have to use hercules, which would mean a gap at the bottom and horizontal scrolling.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5923. WANTED: Atari ST "Video Key"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:37:30 UTC
From: c581292@showme.missouri.edu
Message-ID: <31826.c581292@showme.missouri.edu>
Source record: 29274

I am looking for an Atari ST Video Key device (made by Practical Solutions.) If you have one and are willing to sell, please let me know via email. Thank you!

Sincerely,

Doug Neville
c581292@showme.missouri.edu
c581292@mizzou1.missouri.edu

5924. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:41:53 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.45.000AB301@cam.ac.uk>
Source record: 29251

In article <DER.94Nov2172610@discovery> der@discovery (Daniel Eriksson) writes:

>I have an urgent need for a second serial port on my Falcon. I know
>that it's possible to add one to the MFP. What I don't know is HOW
>to do it.

AIUI it's the same as the connections to the serial port on the ST.

>Also, would it be possible to use the LAN-port as a serial port by
>building an adapter? Would the SCC be able to run both of the ports
>simultaneously in different speeds?

It is a serial port and it can be used simultaneously to the main serial port.
I think it's RS422 or something.

>- Daniel Eriksson, der@astrakan.hgs.se

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5925. Re: What is UFSL.PRG ???????????

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:44:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <39l0ee$44d@percy.cs.bham.ac.uk>
Source record: 29254

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <ninob.10.2EB6E306@PHYSICS1.cc.monash.edu.au> ninob@PHYSICS1.cc.monash.edu.au
(Nino Benci) writes:
>
>>The subject line says it all. It came on a disk that a friend provided but
>>no documentation was present. Can any one point to the whereabouts of
>>documentation. Thanks.
>
>I don't have any documentation, but it's a font selector. Drop it in your auto
>folder and one or two programs will use it to select your font and rather more
>than one or two will bomb unexpectedly. There is another UFSL compatible font
>selector which is better and more compatible, but until more programs support
>it I wouldn't bother.

Universal Font SeLector.

All the ones I've seen either can't handle more than about 10 fonts
otherwise they crash. Pathetic. I'm reliably informed the user
interface is also dreadful, but I've never managed to get that far
(I've about 80 fonts installed ATM.)

It is a good idea, but badly implemented. Delete it.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

5926. Re: Falcon - PureC - color palette -> HOW?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:45:58 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.46.000AC475@cam.ac.uk>
Source record: 29252

In article <h54118.783920983@sakura> h54118@sakura.kudpc.kyoto-u.ac.jp (Christian_Goltz) writes:

>could somebody pls enlighten me how to manipulate the color palette
>of a Falcon (using PureC/BGI)...

I don't have the manuals in front of me, so I can't give you exact details, but Vsetcolor() is an Xbios call to change the palette; IIRC it takes an array of three bytes for red, green and blue and a colour index.

A better way would be to use GEM, the vs_color() call works in all palette modes of the Falcon as you would expect.

For true colour mode you obviously don't need a palette, although here the vdi call vs_color maintains a set of 128 'pens' which determine the colour of anything drawn in future, but do not affect what is already on screen.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5927. Re: MULTIMEDIA

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:49:01 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.47.000AD17B@cam.ac.uk>
Source record: 29253

In article <39ckj5$sq5@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>These MULTIMEDIA CD ROMS that they use on PC Clones...

>The ones with Pictures, MPEGS and Sounds, (Encyclopaedia things)
>like Microsofts Encarta

>Why can't they be used on other Platforms...??

Because they include executable code. The actual pictures and text can be accessed on other platforms, although they may be stored in a non-standard format making this difficult.

>Is there special code in these MPC II spec CD Roms
>that stops them being run on any thing less than a PC clone..

The fact that there's code on them at all means they won't run on anything less (more? :) than a PC clone

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5928. Motion Video, DSP Texture Mapping & Image Rotation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:52:07 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39l0sn$4j1@whitbeck.ncl.ac.uk>
Source record: 29256

I've designed & build a video digitiser for my Falcon, which can do
25fps real time video to the screen. I'm now working on a bit of image
manipulation software (hopefully to do some projection work for light
shows at raves & stuff). I'm looking to improve my effects performane
by using the DSP to map the image into different shapes in real time.
Doing a ball & cylinder is OK using CPU, but trying to then spin the
cylinder (NOT around the circular axis) is just to much for the CPU
(rememder that I'm still playing the motion video video from the camera
into the mapped image).

Any demo coders (I'm sure I've seen it done) who can point me in the right
direction will recieve my heartfealt thanks.......

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5929. Re: Drag & Drop protocol and Iconifying

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 10:58:20 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.48.000AF940@cam.ac.uk>
Source record: 29255

In article <39h12o$dss@prime.mdata.fi> artoj@mits.mdata.fi (Arto Jalkanen) writes:
>From: artoj@mits.mdata.fi (Arto Jalkanen)
>Subject: Drag & Drop protocol and Iconifying
>Date: 5 Nov 1994 22:30:48 GMT

>Could someone tell me how to support MultiTOS's Drag & Drop protocol.
>I know which event it sends, I kind of figured out the pipe name, but
>I don't know what to do next!

It's quite complicated, you basically send down the pipe info on what types of
data you can receive and then will be sent the data. I suggest you read the
atari compendium.

> Also help for iconifying is needed. I can't get that iconified
>window to its proper place.

IIRC:

```
wind_get( wh, WF_ICONIFY, &ix, &iy, &iw, &ih ) ;
// Get icon position
wind_set( wh, WF_UNICONIFYXYWH, cx, cy, cw, ch ) ;
// Remember old position
wind_set( wh, WF_ICONIFY, ix, iy, iw, ih ) ;
// Iconify
```

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5930. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 11:11:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cyw9rL.BxG@cix.compulink.co.uk>
Source record: 29258

>Well, the put_pixel and get_pixel commands work on my falcon - and those are
>the only ones I find useful anyway. The overhead of using v_pmarker to plot
>points is ridiculous. Using $a001 after getting the screen parameters from
>the vdi seems a good option. I don't know about display cards though.

The solution I found is to use NVDI's off-screen bitmap. You can draw in
the background and update the 'real' screen when you want.

Ofir ogal@cix.compulink.co.uk

5931. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 11:11:47 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Cyw9rn.By4@cix.compulink.co.uk>
Source record: 29259

>The LAN-port is supported by HSMODA04 drivers only in a limited way, without
>handshaking (or software handshake = XON/XOFF). The next version (HSMODA05-
>package) will support "RTS/CTS" (it is DTR/CTS) too, usable with a apple modem
>cable which allows hardware-handshake.

If that means I can use the LAN port on my Falcon to Zmodem files to my
Mac _reliably_ then this is good news.

Ofir ogal@cix.compulink.co.uk

5932. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 11:12:35 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.49.000B3607@cam.ac.uk>
Source record: 29257

In article <CyrBBu.G8w@mv.mv.com> coutu@mv.mv.com (Dan Coutu) writes:

>Having established what seems to be a sound Mint environment with gcc
>2.5.8 and the C++ processor I thought I was all set to start learning C++.
>Wrong! The libraries and header files are missing!

>So before I go off and snarf the files from the Gnu ftp server I thought
>I'd ask if anyone has already built these for use on the Atari?

Yes, you want to get mintlibs pl44, which are in

ftp://atari.archive.umich.edu/atari/Mint/Lib/mntolb44.zoo
ftp://atari.archive.umich.edu/atari/Mint/Lib/mntinc44.zoo

Although they are called mintlibs, and will support Mint if it is installed,
they are not exclusively for Mint and are better than the standard GNU
libraries (although they can result in bigger executables)

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Windows, from the company that gave you edlin *

5933. ATARI ST SF314 DISK screwed up???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 13:28:19 UTC
From: Slawo <slawo.wesolkowski@waterloo.ncr.com>
Message-ID: <CywG38.zB@attwat.Waterloo.NCR.COM>
Source record: 29267

I have a problem with loading anything from my SF314 disk. When I boot up the computer, the drive seems to fnction. However, when I click on the icon it tells me that there is nothing on the disk. Smae with the "show info" option form the file menu. In fact when I tried formatting something, it did ok until the lafew seconds or so: then it made some very strange noises and told me that it could not acces the disk. Also when I try to create a folder on any of these disks it tells me that "the application cannot find the folder you specified."

Can anyone help? Do I have to buy a new drive?

Thanks in advance.

Slawo

5934. Re: SLIP software available?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 15:39:14 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784222754snz@bigbox.demon.co.uk>
Source record: 29268

In article <HINSENK.94Oct31234619@cyclone.ERE.UMontreal.CA>
hinsenk@cyclone.ERE.UMontreal.CA "Hinsen Konrad" writes:

> Is there any SLIP software for an Atari ST/TT under TOS? If yes, where?

It all depends what you want. I am using KA9Q-NOS which is a single TOS-based application which you run while you are online. It allows ftp, telnet, smtp, nntp, finger etc. but I haven't found any gopher or WWW support (but I've only had it two days...)

If you have the harddisk space, MiNT net is a more complete implementation of TCP/IP. It allows SLIP, PPP (in early stages) and a custom parallel port SLIP called PLIP for ST->ST networking. It currently has clients and servers for ftp, tftp, telnet, ntalk, finger, ping, gopher, WWW (lynx) etc. Because MiNTnet actually is an OS extension (extended device for MiNT) instead of a single application it is much more flexible and is growing very quickly. On the down side it is a lot of work to set up and is fairly large.

Both these programs are currently TOS only (ie no GEM interface).

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

5935. Re: Why Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 15:55:08 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784223708snz@bigbox.demon.co.uk>
Source record: 29272

In article <397vj8$h3a@hermod.uio.no> yichena@ifi.uio.no writes:

> Hi, I am sorry if I missed this, but any reasons for using Minix system
> while having MiNT installed?

Long filenames, full set of unix attributes (access permissions, access/
creation/modification tims) support for hard and symbolic links (sort of
like having a file on the disk in two places, but only using up the disk
space once), faster access times (I think), and that several MiNT programs
require it.
It does have a few problems with the built in GEM desktop and file selector
though - you won't be able to see the long names, and because it assumes files
are all uppercase, using the file selector under a program in the MiNT domain
or passing a file to a program in the MiNT domain doesn't work.
IMHO it's worth it though - just get MFSFM as a file selector and keep an eye
out for a Minix FS compatible desktop.

> And if I would like to try it, how to set
> the size of the partition?

It will wipe an entire hard disk partition, and (usually) work out the sizes
automatically. Note though that you can't boot off a Minix partition.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

5936. QWK formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 16:15:39 UTC
From: bd@st-andrews.ac.uk
Message-ID: <39ljrb$d76@calvin.st-and.ac.uk>
Source record: 29261

Hi.
I'm trying to write a new QWK program. I've taken a few QWK packets to bits to try to find out exactly how they are constructed. I know what each file does, eg. the .MES and .NDX files, but there are a few bytes I just cannot figure out.

Rather than try to explain this, does anyone know where I can get detailed documentation on the contents of these files.

Also, When most QWK files are downloaded, they are packed. I know how to call dearchivers from inside my program, but how do you either stop, or redirect to a window, the status messages that programs like STZip and LHarc put on the screen while de-archiving.

Any help is greatly appreciated...

Thanks,

Brian Duff (bd@st-and.ac.uk)

University Of St. Andrews

5937. Re: MiNTnet & Demon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 16:51:54 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784227114snz@bigbox.demon.co.uk>
Source record: 29273

> Please mail any help to me as I can't seem to get news from demon to my
> system.

I seem to have a basic news gathering service now, but it's very slow. Anyway,
this means that I don't need to be mailed any more.

bye,

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

5938. Booting older TOS vers. from disk??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 16:54:12 UTC
From: georg@dali.nlp.physik.th-darmstadt.de
Message-ID: <GEORG.94Nov7175412@dali.nlp.physik.th-darmstadt.de>
Source record: 29260

I got a STE with TOS 2.06 and now have problems with some of the older
applications, which won't run on this TOS, but did with TOS 1.2.
I have a stoneage TOS 1.0 on disk, which fixes the problem, but I hate
the look of the icons and there are some problems with the harddisk.

Is there a way to create a boot disk from a ROM TOS or can I get
somewhere a bootdisk with TOS 1.2

Thanks for listening,

Georg.
--

+ Georg Mueller, Darmstadt, Germany + georg@nlp.physik.th-darmstadt.de +

5939. Drivert/Divert?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 17:57:45 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <39lpqp$snm@charm.magnus.acs.ohio-state.edu>
Source record: 29262

Hi, I've searched high and low for a program called either 'Drivert' or 'Divert' that supposedly will allow me to switch drives A & B through software. My problems with drive A have now made it impossible to use the NeoDesk 4.0x to 4.04 patch because it (of course) insists on having a disk in drive A (arrgghhhhhhh!-). Apparenly a program called pchrome was supposed to have this program with it (or so I was told), but no such luck in the two versions of pchrome I downloaded... BTW, thanks to all who have helped with this problem in the past. Maybe I'll have to break down and do the hardware mod instead, but I prefer a software solution (of course).

So, could some kind soul please tell me where, and by what filename, to find this software? Thanks!!!!!!

Toodles!-)

|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

5940. Re: WTB: TOS Roms and info on Gemulator!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 18:13:25 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411071719.AA00736@ilmen.lanl.gov>
Source record: 29263

In article d05@newsbf01.news.aol.com, thansley@aol.com (ThAnsley) writes:
>Does anyone out there in internet land know much about the Gemulator.
>Please give any info you can on speed, compatibility, etc. Also, which
>TOS roms should I get to go with it and does anyone have TOS roms which
>they would like to Sell.

Well, it works. How much more do you need to know? :)

Seriously, as far as Atari emulators go, the Gemulator seems to do a
very respectable job of it as long as you remember that it IS an emulator
and is seldom as good as the 'real thing', IMHO. I'm not knocking it.
That's just a fact of life.

You will want the fastest PC you can get for it, in my mind that means
a 486-33DX or better. I last used a Gemulator on a 486-66DX2 and that
was OK but even so it was still a bit slow or quirky on some operations.
I'd love to see it on a speedy Pentium machine, though. :)

Do NOT buy a Gemulator if your primary desire is for games or MIDI. There
is no MIDI or joystick support yet (AFAIK) and many games won't work at all.
Compatibility with most Atari software is very good, otherwise.

As far as TOS ROMs, the Gemulator let's you install multiple TOS's and
select which ones to boot with. I'd go with TOS 2.06 ROMS if anything.

For the latest info, contact the developer directly at the email address
darekm@microsoft.com. I'm sure he's made some enhancements since I last
chatted with him.

-Hutch- @ Fair Dinkum Tech

5941. Linux unsubscribe info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 20:07:10 UTC
From: marshall@cs.uq.oz.au
Message-ID: <39m1de$8jc@uqcspe.cs.uq.oz.au>
Source record: 29264

Well, how do I unsubscribe? I know Linux is terrific, but I have it on my
PC, so I don't need it on my Gemulator!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5942. Re: PC emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 21:09:54 UTC
From: larserik@oslonett.no
Message-ID: <39m532$chd@hasle.oslonett.no>
Source record: 29265

> They're pretty compatible, and GEM is surprisingly usable (whereas if you
> can

The Vortex At-Once 386sx PC-card is VERY compatible and isa full 16MHz sx
In support Hercules, CGA, VGA (mono) and EGA (mono) and even run Windows.

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

5943. GEM Clients for MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 21:19:08 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <784243148snz@bigbox.demon.co.uk>
Source record: 29275

While MiNTnet is fine for people who have a good knowledge of Unix and text based applications, it leaves a lot to be desired when it comes to user-friendliness.

I suggest that we organise a group of programmers to rectify this. I'm not suggesting that we do away with the text based system as it is necessary for working under window managers and so on, just that we develope an alternative set of clients that run under GEM.

What is needed:

ftp, telnet, ntalk, ping, www browser, smtp, nntp, finger and a control program to handle setting up PLIP, SLIP and PPP connections etc. A nice GEM based installation program that sets everything up without lumbering the user with unnecessary source code etc. Obviously we'd need to check with the original programmers that they didn't mind us doing this.

I have never programmed GEM applications using GCC, as I have always used Lattice but I am about to try and write GEM based versions of ping, finger and ntalk (because they're easy :-).

Could anyone who is interested in joining in or who is already involved in doing something similar please contact me?

Oh, and does anyone have a copy of netdb.h? I can't find a copy anywhere but all the sources I've looked at need it.

Thanks,

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

5944. This is a test...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 21:23:24 UTC
From: Timepilot@wbb.com
Message-ID: <025908MKIJBRJKQGMJGB@wbb.com>
Source record: 29276

[40m[2J[2;1H[3;1H[13C[0;1m[5m[u[s
[u[5m[4;1H[13C[5m[u[s
[5;1H [0;31m[1;37m[u[s
[u[5m [0;31m[6;1H [10C[u[s
[u[14C[7;1H [5m[u[s
[u[0;31m[1;37mThis is only A TEST. If this had been an [s
[u[0;31m[5m [0;31m[8;1H [5m[u[s
[u[1;37mactual emergency, the opinions expressed in[0;31m[s
[u[5m [0;31m[9;1H [5m[u[s
[ue preceding post would have severely dam- [0;31m[5m[s
[u[0;31m[10;1H [5m[u[s
[usonal computer. AGAIN, this is [0;31m[5m[u[s
[u[11;1H [10C[1;37monly a test issued by Timepilot Command[s
[u... [0;31m[14C[12;1H[1;37m[5m[u[s
[u[13;1H[5m[u[s
[u[14;1H[5m[u[s
[u[15;1H[5m[u[s
[u[16;1H[5m[u[s
[u[17;1H[5m[30m[5m[37m[30m[5m[u[s
[u[37m[30m[5m[37m[30m[5m[37m[5m[u[s
[u[18;1H [0;31m[1;30m[5m[u[s
[u[19;1H [1;30m[5m[u[s
[u[20;1H [1;30m[5m[u[s
[u [5m[u[5C[0;31m[5m[u[21;1H [1;30m[5m[u[s
[u[22;1H [1;30m[5m[u[s
[u[23;1H[u[s
[u[24;1H[25;1H[0m[255D
========== !!! Automated Notice !!! ==========
E-mail replies to this user should have the following on the first line
of message text: TO: Timepilot
==========

5945. CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 21:42:27 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-CFV1@uunet.uu.net>
Source record: 29266
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

FIRST CALL FOR VOTES (of 2)
unmoderated group comp.sys.atari.programmer

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

Votes must be received by 23:59:59 UTC, 28 November 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing lists lexicor-list, gem-list mailing list, gem-magazine.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.programmer
I vote NO on comp.sys.atari.programmer

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

5946. Patching MiNT To 1.11h2

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 22:44:45 UTC
From: michrm@central.susx.ac.uk
Message-ID: <39makt$m7j@infa.central.susx.ac.uk>
Source record: 29269

I have been able to patch my MiNT source to 1.11h1 ok, but I cannnot for the life of me patch to 1.11h2. I have never had any probs before with it. I have had to patch loosely (-l switch) most of the time. Could this be it?

I used the patches that go from 1.10 to 1.10h8 or something then 1.10h9 and so on to 1.11h1. Any ideas? Cheers. When I try to patch I get alot of hunk failures and then I run out of swap space or some such. Any help appreciated...except wait for the binary distribution!

Michael

5947. Re: Motion Video, DSP Texture Mapping & Image Rot

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 23:16:24 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EKHXEHVA@ttgk.textlitho.nl>
Source record: 29195

In <39l0sn$4j1@whitbeck.ncl.ac.uk> Craig Graham wrote :

>
>I've designed & build a video digitiser for my Falcon, which can do
>25fps real time video to the screen. I'm now working on a bit of image
>manipulation software (hopefully to do some projection work for light
>shows at raves & stuff). I'm looking to improve my effects performane
>by using the DSP to map the image into different shapes in real time.
>Doing a ball & cylinder is OK using CPU, but trying to then spin the
>cylinder (NOT around the circular axis) is just to much for the CPU
>(rememder that I'm still playing the motion video video from the camera
>into the mapped image).
>
>Any demo coders (I'm sure I've seen it done) who can point me in the right
>direction will recieve my heartfealt thanks.......

Hmmm, video digitizing, I've built a digitizer some months ago. It's an external thing which does 512x256 in true color (24 bits). My biggest problem is how to get the data out of the digitizer buffer (3x 128k static) into my TT. I now use the printer port but it can only do about 100k/sec. How did you connect the hardware to the computer ?

Gert

BTW, my digitzer 'grabs' a frame in realtime also...

--

-- --
Atari TT-Point
-- --

5948. Magazine Blow Out Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-07 23:33:25 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <J+5U771.santora@delphi.com>
Source record: 29270

ATTENTION:

Prepare yourselves for the BIGGEST MAGAZINE BLOW OUT you've ever experienced!

PLEASE NOTE: Each magazine is for sale as a SET ONLY. I will not break them up.

FOR SALE:

Electronic Games(2600, Intellivision, Coleco)
-this is the Original folks! I have sparadic copies of this mag and I am looking to only sell them as a SET.

EGM(current)
-what can I say except I have them mixed from when they were bimonthly.

Atari Explorer
-the sparadic inhouse atari mag. mixed issues.

ST Log
-Analog's ST mag.

START
-Antic's ST mag.

Current Notes
-The hands down BEST Atari mag, ever. Written by users for users.

ST USER (European)
with disks

ST FORMAT (European)
with disks from issue #1!

ST ACTION (European)
with discs

STARLOG
Since Issue 35 to about 2 years ago. Good to excellent quality.

There are more still burried in my basement, I will add to the list as I find them...

If you are looking for specific issue numbers, write me back and I will email you specifics on each mag. This is an AUCTION. I will update it weekly for the the 3 weeks! This auction ends on November

31st.

REPLIES TO:

M.SANTORA2@GENIE.GEIS.COM

5949. help! dead 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 02:02:28 UTC
From: billbb@crl.com
Message-ID: <39mm7k$nvl@crl5.crl.com>
Source record: 29271

I gave my computer - illeterate friend my 1040 ST
that I had not been using for 2 years. Now it is
dead. He was using it, & it worked just fine.
He shut it off and it will not turn back on.
I hate to have him take it to a computer store
to get it fixed as he might be better off buying
something new?
Are there some simple tricks to try before giving up?
The fuse "looks good".
the circut board is all silvery except for 5 points -
3 of which are in a line near the 'heat sink'
& 2 of which appear to be attached to a small black thing.
We tried different cords & different outlets.

He did have the keyboard on its side to look at the
serial number while it was turned
on, but that shouldn't do anything?

It is so embarrassing to give a gift and have it break
inside of 2 weeks.

thank you for any help.
Please feel free to either mail me e-mail or post.
--
* * * * * \
Hurry up. The sun is dying. \ Bill Briggs
\ billbb@crl.com
* * * * * \

5950. TOS 1.2 able to run Cubase 3.11?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 08:31:32 UTC
From: ruokamo@ouhw11.nmp.nokia.com
Message-ID: <39nd14$4q1@noknic.nokia.com>
Source record: 29277

Does TOS 1.2 run latest v. of Cubase? I heard there might be some problems.

Please, reply ASAP.

Ari Ruokamo, Oulu, Finland

eMail: ruokamo@ouclu.nmp.nokia.com

5951. Re: Falcon OS calls.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 08:52:47 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39ne8v$k09@vishnu.jussieu.fr>
Source record: 29278

Anthony P Aldridge (mua01apa@gold.ac.uk) wrote:
> A Parker (se2ap@dmu.ac.uk) wrote:
> : In article <Cy6zMq.5uD@info.bris.ac.uk>, eb4336@irix.bris.ac.uk (EAM. Breen) writes:
> : > A Parker (se2ap@dmu.ac.uk) wrote:
> : > : Can anyone mail me a list of the new GEMDOS,BIOS and XBIOS calls for the
> : > : Falcon?
> : >
> : > Try looking at http://www.mdstud.chalmers.se/~d2cg/gem.html on the Web!
> : >
> :
> : There aren't any Falcon specfic OS calls (or at least I couldn't find any)
> : Thanx anyway.

> : So my question still stands, does anybody have a list of all new Falcon

> : GEMDOS, BIOS and XBIOS calls. BTW I'm not looking for a hardware registers list
> : as I already have this....

> : Thanx..... Alan.

> --

> They are listed in 'Modern Atari System Software' by HiSoft. Otherwise
> they are included in the HiSoft (and no doubt) other source libraries for
> all their languages.

> I'm sure a list exits on the net somewhere though.

> Does anyone have a www reader for the Falcon?

You can find them in The Atari Compendium by Scott Sanders
published by SDS publishing.

Ludo
--
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

5952. Re: PSION Series 3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 10:00:53 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <Cyy15H.I3y@muster.hrz.uni-giessen.de>
Source record: 29279

Steve Morley (Steve.Morley@saxon.seuk.com) wrote:

: Anyone out there successfully use remote link (3-Link) for the series 3
: (or 3a, or any other Psion for that matter), with the Atari ST?

: If anyone's done this. or has any other method...let me know....

: Steve Morley

There is a better way, and it is ALREADY done:

Get a copy of s3tost.zip (f.i. @hensa)
It is a transfer prg for ST and S3(a).
It GEM GUI and two windows (for St and S3(a))
You can copy/transfer, print, delete.... just with drag&drop!!

Great program! Thanks to the author. (It's not me)
I found it yesterday and I don't want to miss it anymore.

Martin
--
martin.schmidt@physik.uni-giessen.d400.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

5953. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 10:46:24 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <39nku0$70@bs33n.staffs.ac.uk>
Source record: 29280

Paul Civati (paul@xciv.demon.co.uk) wrote:
[hard drive chat deleted]
: Is it only happening with F:?

Well after TWO major crashes and lost data I back-up everything (that was left), formatted the hard drive and tried again only to find that HDX had gone and reformatted to the same bloody config as before. The problem is that the drive is a Conner 80meg but HDX sets it up for an 85meg which is no use and you can't set up HDX to your own preferences. This is NOT good!

: > : You're not having much success with your email are you.
: > Tell me about it :(most gets through and still lots bounces.... humph!
: Now let me guess, the uni aren't doing much about it.

Uni couldn't give a flying fig ;(

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

5954. Re: QWK formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 11:35:03 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.62.000B95E9@cam.ac.uk>
Source record: 29281

In article <39ljrb$d76@calvin.st-and.ac.uk> bd@st-andrews.ac.uk (Brian Duff) writes:

>I'm trying to write a new QWK program. I've taken a few QWK packets to bits to
>try to find out exactly how they are constructed. I know what each file does,
>eg. the .MES and .NDX files, but there are a few bytes I just cannot figure
>out.

Sorry I can't help you on that, I've seen detailed docs before but I didn't
keep them.

BTW You don't need the .ndx files at all.

>Also, When most QWK files are downloaded, they are packed. I know how to call
>dearchivers from inside my program, but how do you either stop, or redirect
>to a window, the status messages that programs like STZip and LHarc put on
>the screen while de-archiving.

To stop them altogether. you redirect stdout to a file, remembering to
duplicate the original handle so you can restore it. That's easy, getting it
to go to a window is rather harder. What you could do is show it in a window
after the archiver quits, if there is an error.
--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

5955. XBRA AND ARGV PROTOCOLS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 11:59:21 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cyy6Mx.6vI@exeter.ac.uk>
Source record: 29282

I need documentation on the XBRA interrupt handling protocol and the
ARGV message protocol so that I can support them in my programs.

Can anyone point me to some docs, or possibly even email them to me?
Thanks,
--
+---------------------------------+-------------------------+
| {{{ Dan }}} aka Scatter on IRC! | Atari Falcon030 4/65/340 |
+---------------------------------+-------------------------+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

5956. Need Information about HDisks for Atari ST 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 12:41:11 UTC
From: M.Freidhof@uet.th-darmstadt.de
Message-ID: <39nrl7$10p7@rs18.hrz.th-darmstadt.de>
Source record: 29283

Hi

I saerch a not so expensiv HDisk for my Atari ST. Is it possible to connect
an SCSI - Hdisk to th Atari and how this works? Where can I find Information
in the Internet?

thanXs

Markus

--
--
	\/\/\/	Address:
		Markus Freidhof
		Institut fuer Uebertragungstechnik
	(o)(o) Technical University Darmstadt
c _) Merckstrasse 25
	,___	64283 Darmstadt (Germany)
	/ Voice: +49-6151-162652
/____\ Fax : +49-6151-165545
/ \ EMail: M.Freidhof@uet.th-darmstadt.de
--

5957. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 13:47:14 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <st11ltozz4e@moacs11>
Source record: 29284

In <1994Nov6.125648.9332@eurom.germany.net>, Georg Wallmann wrote:

> : Try ash, it's small (but not as omfortable as bash or ksh).
>
> Q: does it have a history ?

No.

> Maybe builtin commands too ?

The usual built-in Bourne shell commands (to some extent the built-in
commands can be configured at compile-time).

> And where can I get it ?

4.3BSD-net2 distribution (a more P1003.2 conformant sh, derived from the
Almquist shell, can be found in the 4.4BSD-lite distribution).

Waldi

5958. Re: ST -> PC Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 14:25:48 UTC
From: ina@deluxe.textlitho.nl
Message-ID: <EKINDAUS22-UP@deluxe.textlitho.nl>
Source record: 29286

In <5_KFBFgwwiB@migmail.tynet.sub.org> Miguel Valls wrote :

> Is there a software/shareware program that will enable me to
>interface my PC to my old STe? I was looking for something that will
>connect the two through the RS232 interface. I want to be able to access
>the STe's hardware and have the STe access my PC's hardware. Any
>information would be appreciated. Unix would not be practical in this
>situation.
>
I remember seeing a program called GHOSTLINK - I'll check. If you can't
find it I'll send it to you UUEncoded.

> Miguel
>
>- Remember you are just a Bit, in this Gigabyte world.
>## CrossPoint v3.02 ##

Ah! Where did you find CrossPoint? I mean - I have it here on my HD and
I sent it to a friend in Sydney, but one of the disks appeared to be blank
on arrival. If he could FTP it from some site.. thanks in advance!!

Paul

5959. Atari power supplies

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 15:48:53 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.94.000FD113@genesis.informatik.rwth-aachen.de>
Source record: 29285

Hallo folks !

Some days ago I bought some original Atari-power-supplies.
I think, these are british one's.

The have the following parameters:

input 240V AC/50 Hz 38 VA
outputs 29V AC/600 mA
8.6V AC/1 A

Is anybody here who could tell me where they could be from ?

Please reply to : belitz@genesis.informatik.rwth-aachen.de

cause I 'm normally not reading this group (I'm from the 8-bit section, but
noone could help me there)

Matt

5960. MiNT-Net and POP-servers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 15:51:10 UTC
From: der@discovery
Message-ID: <DER.94Nov8165111@discovery>
Source record: 29287

I'm about to setup a small network of computers (a MSTE and a Falcon to begin with). The network will run MiNT-Net and MiNTOS. My intention is also to make the network poll a POP-server every few hours or so. Unfortunately my knowledge about POP-servers equals zero and I need some help. I can't find any information in the MiNT-Net distribution, so anything would be appreciated.

Also, to make things even worse, I would really like to be able to offer dial-in SLIP service on my network for those unlucky ones who don't have Internet-access. This would include setting up my own POP-server so that others could use for example "Chameleon" on the PC to call me up and fetch Mail and News.

If anyone has any experience and would like to share it, or if someone knows where I can obtain some information I would be very happy.

Thanks in advance!

- Daniel Eriksson, der@astrakan.hgs.se

5961. Genlocking on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 16:30:50 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39o93q$gd9@dux.dundee.ac.uk>
Source record: 29101

I understand that the Falcon has the hardware already built in.
Is this true?

Also is their any genlocking stuff availble for the F030?

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

5962. Re: Why Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 16:48:05 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <39oa45$85b@ra.ibr.cs.tu-bs.de>
Source record: 29288

Ben Bell (bjb@bigbox.demon.co.uk) wrote:
: In article <397vj8$h3a@hermod.uio.no> yichena@ifi.uio.no writes:

: > Hi, I am sorry if I missed this, but any reasons for using Minix system
: > while having MiNT installed?

: Long filenames, full set of unix attributes (access permissions, access/
: creation/modification tims) support for hard and symbolic links (sort of
: like having a file on the disk in two places, but only using up the disk
: space once), faster access times (I think), and that several MiNT programs
: require it.
: It does have a few problems with the built in GEM desktop and file selector
: though - you won't be able to see the long names, and because it assumes files
: are all uppercase, using the file selector under a program in the MiNT domain
: or passing a file to a program in the MiNT domain doesn't work.
: IMHO it's worth it though - just get MFSFM as a file selector and keep an eye
: out for a Minix FS compatible desktop.

Gemini II is MiNT and MinixFS compatible but still in beta state.
(Current version 1.999a)

: > And if I would like to try it, how to set
: > the size of the partition?

: It will wipe an entire hard disk partition, and (usually) work out the sizes
: automatically. Note though that you can't boot off a Minix partition.

: +---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
: | /// | < Space for rent - £1 per character per week > |
: | bjb | email: bjb@bigbox.demon.co.uk |
: | _/ |Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England|
: +---+

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

5963. Re: TOS 1.2 able to run Cubase 3.11?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 16:56:31 UTC
From: em09@liverpool.ac.uk
Message-ID: <CyyKE7.6oD@liverpool.ac.uk>
Source record: 29289

Ari_Ruokamo (ruokamo@ouhw11.nmp.nokia.com) wrote:

: Does TOS 1.2 run latest v. of Cubase? I heard there might be some problems.

: Please, reply ASAP.

: Ari Ruokamo, Oulu, Finland

: eMail: ruokamo@ouclu.nmp.nokia.com

Runs OK.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

5964. Connecting a tape drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 17:13:21 UTC
From: v892544@si.hhs.nl
Message-ID: <CyyL69.4JB@si.hhs.nl>
Source record: 29290

I laid my hands on a pretty old tape unit. It has a 50 pins connector like
a SCSI connector, but my atari cannot communicate with the thing.

The drive itself is a normal height (1 inch). It eats standard 1/4 inch
cartrigdes. It listens to the name Archive Corporation, Cartridge Tape Drive
Model: 5945L-2. It's made in Singapore.

The interface board is not that generous with it's identity. The board only
reveals the text 'ARCHIVE CORP, copyright 1983'.
So I'll name a few other characteristics of this board:
next to the power connector are located 5 red LEDs, named DS1 through DS5.
The interface connector is an edge connector, with the even numbers at the top.

Some of the chips are: a Toshiba; TMP8155P
a CCN8031H
an 2764 Eprom with a sticker with the number 80182-009
a square chip saying: ARCHIVE PT; 20461-003; 609-0371939; F823564; 8701A

There is also a row with jumpers, named AA, BB, CC, DD, EE, FF, HH, KK, Y, ZZ.
Shorted are: CC, Y, ZZ.

Is there someone who can identify this tape unit for me? How can I set it's
SCSI id? Can you send me a copy of the manual of this device?

Thanks in advance, Guido Witmond.

5965. CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 18:30:14 UTC
From: fvdakker@sterbbs.nl
Message-ID: <16886FVBKXFWYGBHMRA@sterbbs.nl>
Source record: 29341

I vote YES on comp.sys.atari.programmer

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

5966. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 20:10:13 UTC
From: graham@insignia.co.uk
Message-ID: <CyytD2.8rM@isltd.insignia.com>
Source record: 29357

In article j90@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Rogered Sheep.) writes:

>So any one that states that you can Format HD disks does not know what they are
>talking about..
>
>Some disks might format but they will fail later....
>

Then how come I have been using HD disks in my STe DD drive for several years with no problems?

Of course if YOU say so I must be hallucinating.

5967. CPX files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 21:18:12 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11081994.211812@empyr.dircon.co.uk>
Source record: 29343

Hi,

Is it possible to get ordinary .ACCs to run in the Extensible Control Panel ?
Or, are CPX and ACC files totally incompatible ?

Cheers.
Kev.
___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

5968. rsrc_load c-source.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 22:36:04 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <39ougk$pfe@ugle.unit.no>
Source record: 29363

```
Does anyone have c/c++-source for an rsrc_load function that can
handle the new bigger-than-64k resource files on older TOSes ?

Pointers to an ftp site appreciated.
```

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

5969. Problem with SF314 drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 22:36:40 UTC
From: Slawo <slawo.wesolkowski@waterloo.ncr.com>
Message-ID: <Cyz054.BGq@attwat.Waterloo.NCR.COM>
Source record: 29204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the SF314 double drive. It will not read any of my disks. When I try to create a folder with that disk drive it tells me that "the application cannot find the folder/file you tried to open." It reads all disks as having 0 bytes and 0 items. The drive is 6 years old. Does that mean I need a new drive? Can anyone help me with this? Which ocmponent in the drive might be damaged?

Please e-mail me or post back to the newsgroup some suggested actions.

All help is appreciated. Thanks in advance.

Slawo

5970. Re: Line A programming in Heat & Serve/Sozobon C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 22:49:09 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Nov8.231458.21047@inca.comlab.ox.ac.uk>
Source record: 29201

Evan K. Langlois (ekl@sdf.saomai.org) wrote:
: In article <1994Nov5.201224.1533@inca.comlab.ox.ac.uk>
wilknsnk@teaching.physics.ox.ac.uk (Karl S Wilkinson) writes:

: >Well, the put_pixel and get_pixel commands work on my falcon - and those are
: >the only ones I find useful anyway. The overhead of using v_pmarker to plot
: >points is ridiculous. Using $a001 after getting the screen parameters from
: >the vdi seems a good option. I don't know about display cards though.

: It will fail on graphics cards, will only work with 16 colors or less,
: and will likely fail under MultiTOS, and may screw up with screen acclerators
: or other enhancements, or future machines.

I'll take your word for it. I can't say I've done much in the way of
experimentation. I've been using v_pmarker lately for convenience (via Hisoft
Basic's PSET) since the VDI palette is easier to work with. I resent the
ridiculously slow speed however.

: Why are you using pixel-by-pixel screen calls anyway? At the very least,
: make a bitmap in memory, in device-independant form, and bit-blit it
: with vro_cpyfm(). And in some cases there may be an even better way.
: Never use pixel-by-pixel graphics. There has GOT to be a better way.

Probably true if I wanted to write good programs for distribution. I don't
however. My graphics interests involve writing small programs quickly which
display images which are specified pixel by pixel. I don't want to waste
space storing an image twice in memory, nor worrying about programming details.
The programs don't support MultiTos or desk accessories so screen redraws are
unneeded.
Anyway, your vro_cpyfm() option would just mean me writing pixels to a bitmap
in memory instead of the screen - then copying it. Note the extra operation.
If, as you say, I find $a001 doesn't work in 256 colour mode, I'll probably
get around to putting a PSET type routine into a library for HBasic and use
that. ($a001 is fairly slow anyway.)

Karl Wilkinson.

5971. Re: my HD is noisy as hell... hep

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-08 23:53:54 UTC
From: kfs5@mass13.bauingenieure.uni-stuttgart.de
Message-ID: <39p32i$2snv@info2.rus.uni-stuttgart.de>
Source record: 29345

Paul Civati (paul@xciv.demon.co.uk) wrote:
: In article <397sdj$5l6@bs33n.staffs.ac.uk>
: cm3hirjd@bs47c.staffs.ac.uk "Requiem" writes:

: > : Sounds to me like it could be your PSU, ie. it can't supply enough power,
: > : shuts off and then takes a while to come on again.
: > : I have had (have) this happen with a hard drive.
: > In true ST:TNG fashion..... 'suggestions people???'
: > Obviously I can't go on like this.

: Well a new PSU is all I can think of.

: Is it only happening with F:?

: The problem I had was that it was ok with just the HD but when it was
: accessing both the floppy and HD (file copying say) then it 'shut down'.

: > : You're not having much success with your email are you.
: > Tell me about it :(most gets through and still lots bounces.... humph!

: Now let me guess, the uni aren't doing much about it.

: -Paul-

: --
: /* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
: /* / | \ FYI my surname is pronounced 'sivarty' ;-) IRC: Civ */
: /* ST & PC A woman needs a man like a fish needs a bicycle */
: /* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

5972. Bash (minix & F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 00:09:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39p3vg$4j@dux.dundee.ac.uk>
Source record: 29098

I have installed bash on my machine. However it never seems to read
the bash.rc file. What should I do. At presnet the file is in
/etc

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee
(None of this Abertay non-sense matey)

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

==

5973. GEnie changes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 00:15:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411082321.AA00366@ilmen.lanl.gov>
Source record: 29200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

There have been some rumors floating around about GEnie dropping support for the Atari in the near future. I went to the head of the class, so to speak, to find out what the real story was. Here is the reply I received from Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

From darlah@genie.geis.com Mon Nov 7 20:21:33 1994
>
> Although it is true that there will be a GUI for the Mac and IBM,
> that will not let the Atari market out. At the worse case
> scenario, we would have text. Though, a GUI for Atari is in the
> market to happen. Rest assured, Atari support on GEnie will
> continue.
>
> Thanks!!

So with evident pressure from the likes of AOL, it looks like GEnie is going to go graphical, too. Let's hope that whatever GUI tools they cook up for the Atari will be as good as their ST Aladdin software.

-Hutch- @ Fair Dinkum Tech

P.S.: I apologize for the crossposting but I thought this was important enough to justify it.

5974. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 00:17:23 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39p4ej$pse@golem.wcc.govt.nz>
Source record: 29342

In article <CyytD2.8rM@isltd.insignia.com>, graham@insignia.co.uk (Graham Beint, 321) writes:
>In article j90@golem.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz (Rogered Sheep.) writes:
>
>>So any one that states that you can Format HD disks does not know what they are
>>talking about..
>>
>>Some disks might format but they will fail later....

>Then how come I have been using HD disks in my STe DD drive for several years with no problems?

>Of course if YOU say so I must be hallucinating.

May be your STE is fitted with a HD Drive...???

Well I can't stop you taking POT can I, well if you wish to play
Rushian Roulette with your data, but Please don't state that its OK for
otheres to do this, I have been in the Computer game far to long to
make rash statements like you have done..

Here is good advise to any one DON'T USE HD disk on a DD Floppy drive...

NOTE: Some STE's are fitted with HD drives, there is a small plastic
verticle Pin near the front of the right side of the drive slott....

The left side has 2 pins, one for write protect sensing and the other for disk
in ....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5975. ST -> PC Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 03:33:18 UTC
From: bseburn@vaxxine.com
Message-ID: <CyzDvI.B08@vaxxine.com>
Source record: 29346

```
m > Is there a software/shareware program that will enable
m > interface my PC to my old STe? I was looking for something tha
m > connect the two through the RS232 interface. I want to be able
m > the STe's hardware and have the STe access my PC's hardware. A
m > information would be appreciated. Unix would not be practical
m > situation.

Well I have Ghostlink here, it supposed to do that. I havn't tried
it yet, but the docs sound like its what your looking for. I got it
off a FTP site.. sorry I can't remember which one. Maybe someone
else can help there... :-)

Brian

... A fate worse than death: To be married alive.
___ Mountain Reader II - #Demo 001
```

5976. Re: GEnie changes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 03:43:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39pgg7$t0e@nermal.cs.uoguelph.ca>
Source record: 29344
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hutch (hutch@ilmen.lanl.gov) wrote:
: There have been some rumors floating around about GEnie dropping support for
: the Atari in the near future. I went to the head of the class, so to speak,
: to find out what the real story was. Here is the reply I received from
: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

"The Atari" what???? I wish people would be more specific! The
"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
the Falcon, the Jaguar, the Portfolio or various other products.

>> Mark <<

5977. Re: IDE FOR ST POSS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 04:40:32 UTC
From: firefox@byron.apana.org.au
Message-ID: <39pjsj$slr@hack.byron.apana.org.au>
Source record: 29358

Anthony Thomas Healey (fe94ath@brunel.ac.uk) wrote:
: A simple question can I connect an IDE drive to an stfm?
: If you can help then please mail the reply to me at
: fe94ath@brunel.ac.uk

: thanks for your attention
: Tony
: ttfn

5978. ??? ICD ADSCSI+ Questions??? PLEASE REPLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 08:15:35 UTC
From: bensmith@teleport.com
Message-ID: <39q0f7$k4q@sandra.teleport.com>
Source record: 29347

Does anybody know If I can use an ICD ADSCSI+ Host Adapter with SCSI 2 Hard Drives, 525 MEG Tape Backup and CD ROM (Single Speed)? I wan't to use this setup on my BBS, and Toad Computers told me that the Host Adapter could do this.

Please direct your replies to E-Mail:

bensmith@teleport.com

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5979. 1040 STFM slow 'warm-up'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 08:59:53 UTC
From: ruokamo@ouhw11.nmp.nokia.com
Message-ID: <39q329$ira@noknic.nokia.com>
Source record: 29348

I have a basic 1 Meg Stfm. Lately (for last 1/2 year) it have started to act in following way:

Everytime when I switch it on, the diskdrive IS VERY dead- no booting, not even drive led lighting, nothing. It takes about 30 to 45 mins that the drive even 'tries' to start working. It's kind of stuck, and every now and then goes few rounds, and this continues for some time. Then suddenly it starts to work normally. Weird. That's not all. Monitor displays everything 'flashing', inverse-normal-inverse etc. The screen is quite dark, messy. But it goes to normal within few hours of use.

A guy said my St's power is faulty, which I think too.

I'm not really a 'hw-man', so even the tiniest help is wellcome. Is it cheaper to get it repaired or buy another sh st.

Thanks in advance,

Ari Ruokamo, Oulu, Finland

eMail: ruokamo@ouclu.nmp.nokia.com

5980. How do I make accurate timings in C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 10:02:03 UTC
From: csulw@csv.warwick.ac.uk
Message-ID: <39q6mr$kh6@oregano.csv.warwick.ac.uk>
Source record: 29349

Hi,

I'd like to be able to time various calculations in a project I am working on, but the only C functions I can find are only accurate to the nearest second.

Can someone give me details about how to check an accurate clock? ie a register of a Bios function call.

Thanks,

Paul Donovan

5981. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 11:53:59 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39qd8n$ef1@whitbeck.ncl.ac.uk>
Source record: 29350

The mupfel shell provides most of what gulam does (except the built in emacs).
It's in the gemini distribution, but can be run seperately, with or without
mint (supports mint if it's there, doesn't miss it if it's not).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

5982. Re: 2 serial ports on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 12:15:35 UTC
From: s002893@YPSERV.rz.fhtw-berlin.de
Message-ID: <39qeh7$nll@RW320B49.rz.fhtw-berlin.de>
Source record: 29351

> If that means I can use the LAN port on my Falcon to Zmodem files to my
> Mac _reliably_ then this is good news.
Zmodem uses to "escape" the XON/XOFF chars, that means it should be work
with XON/XOFF handshake too. But it works fine without any handshake, if
you choose a not too high baudrate (57600 for Falcon -> MAC transfers
if the MAC is not a old & slow) (38400 MAC-> Falcon)

HS

5983. Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 12:51:35 UTC
From: bensmith@teleport.com
Message-ID: <39qgkn$mgp@sandra.teleport.com>
Source record: 29352
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I use Flash 1.60 because it supports VT100 Better than FZDT and it works better for me on the InterNet. Unfortunately, I also now need to use Z-Modem but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like X-Modem and Y-Modem Batch was in Flash 1.60?

Also, does anyone have an inexpensive, complete copy of Flash 2 for sale?
Also, does anyone know what is the current version of Flash 2?
Also, does anyone know the Quality of Flash 2's Manual? And how big of a Manual is it and how many pages?

Please direct all replies to E-Mail:

bensmith@teleport.com

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5984. Re: 1040 STFM slow 'warm-up'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 12:59:15 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <Cz042s.9ns@news.gu.se>
Source record: 29353

Ari_Ruokamo (ruokamo@ouhw11.nmp.nokia.com) wrote:

> I have a basic 1 Meg Stfm. Lately (for last 1/2 year) it have started to act
> in following way:

> Everytime when I switch it on, the diskdrive IS VERY dead- no booting,
> not even drive led lighting, nothing. It takes about 30 to 45 mins that the
> drive even 'tries' to start working. It's kind of stuck, and every now and
> then goes few rounds, and this continues for some time. Then suddenly it
> starts to work normally. Weird. That's not all. Monitor displays everything
> 'flashing', inverse-normal-inverse etc. The screen is quite dark, messy. But it
> goes to normal within few hours of use.

> A guy said my St's power is faulty, which I think too.

Your power supply is definitly broken!!!
I've suffered from the same problem myself. I don't know how much it's going
to cost you fixing it, but the price I paid was 750 SEK (That's about $100)!!
This was a few years ago, so the prices may have dropped a bit, and Sweden
isn't the cheapest country to buy HW in.

Stefan

5985. Converting images to higher bitplanes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 13:08:52 UTC
From: renfro@bnr.ca
Message-ID: <39qhl4$t39@crchh610.bnr.ca>
Source record: 29354

Greetings,

I have a need to convert a 1 bitplane image stored in a string using GFAs GET command to a 4 or 8 bitplane image on the fly. I have heard of vro_copyform(?) but I do not have the Compendium and don't know the details of this routine. If anyone could provide me with the details to use this (including GEM function number, or whatever type of routine it is) or if you could suggest an alternative, it would be greatly appreciated.

RandyH

5986. Re: CPX files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 13:21:51 UTC
From: epdouden@cs.vu.nl
Message-ID: <Cz054G.79M@cs.vu.nl>
Source record: 29364

kevan@empyr.dircon.co.uk (Kevan Winch) writes:
: Hi,
:
: Is it possible to get ordinary .ACCs to run in the Extensible Control Panel ?

No way!

: Or, are CPX and ACC files totally incompatible ?

That's right. CPXs have a totally different structure.
For example: CPX don't have to be in RAM all the time and are loaded and
booted when you select them. And you can have more than 6 CPXs running
in one control panel.

: Cheers.
: Kev.

When I have detailed info about how to make a CPX, I'll send it to you,
when you're interested.

Ewout
epdouden@cs.vu.nl

5987. Diamond BckUP III ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 13:44:58 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39qjoq$kuf@vishnu.jussieu.fr>
Source record: 29223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need info on Diamond backup 3. Does it use the
Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
Is it a Good product ?

Ludo
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

5988. Motion Video, DSP Texture Mapping & Image Rotatio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 13:56:00 UTC
From: ralf.doewich@canrem.com
Message-ID: <60.4383.4019.0N1BD92B@canrem.com>
Source record: 29377

Craig,

-> I've designed & build a video digitiser for my Falcon, which can do
-> 25fps real time video to the screen. I'm now working on a bit of
-> image manipulation software (hopefully to do some projection work for
-> light shows at raves & stuff). I'm looking to improve my effects
-> performane by using the DSP to map the image into different shapes in
-> real time. Doing a ball & cylinder is OK using CPU, but trying to
-> then spin the cylinder (NOT around the circular axis) is just to much
-> for the CPU (rememder that I'm still playing the motion video video
-> from the camera into the mapped image).

I would really like to talk to you about some of the stuff you are
doing regarding the video manipulation. If you are interested, please
send e-mail to: cyrel@cybercube.com or cyrel@interlog.com.

Ralf.

5989. Re: CPX files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 14:08:16 UTC
From: hirliman@ufr-info-p7.ibp.fr
Message-ID: <39ql4g$lpg@vishnu.jussieu.fr>
Source record: 29355

Ouden de EP (epdouden@cs.vu.nl) wrote:
> kevan@empyr.dircon.co.uk (Kevan Winch) writes:
> : Hi,
> :
> : Is it possible to get ordinary .ACCs to run in the Extensible Control Panel ?

> No way!

> : Or, are CPX and ACC files totally incompatible ?

> That's right. CPXs have a totally different structure.
> For example: CPX don't have to be in RAM all the time and are loaded and
> booted when you select them. And you can have more than 6 CPXs running
> in one control panel.

> : Cheers.
> : Kev.

> When I have detailed info about how to make a CPX, I'll send it to you,
> when you're interested.
All the info you need may be found in :
THE ATARI COMPENDIUM by Scott Sanders.
> Ewout
> epdouden@cs.vu.nl

--
--
Falcon 030 vga+FPU 4/200
Semprini, Assemble/Adebug user
E-mail : Fg024@cleveland.freenet.edu

5990. Re: ??? ICD ADSCSI+ Questions??? PLEASE REPLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 14:20:24 UTC
From: bjgrier@bnr.ca
Message-ID: <39qlr8$ksu@crchh327.bnr.ca>
Source record: 29356

In article <39q0f7$k4q@sandra.teleport.com>, bensmith@teleport.com (Benjamin Smith)
writes:
|> Does anybody know If I can use an ICD ADSCSI+ Host Adapter with SCSI 2 Hard
|> Drives, 525 MEG Tape Backup and CD ROM (Single Speed)? I wan't to use this
|> setup on my BBS, and Toad Computers told me that the Host Adapter could do
|> this.
|>
|> Please direct your replies to E-Mail:
|>
|> bensmith@teleport.com
|>
|> --Thanks--
|> ---Ben---
|> --

You can do this as long as you can disable parity checking on the drives.
I used to have my Quantum 425, TECMAR 525, and Chinon 431 running off an
ADSCSI+ on my ST. I moved the Chinon 431 and TECMAR 525 to the SCSI port
of my TT.

Brian

Brian
--

Disclaimer: The opinions expressed are mine not those of BNR.

5991. Re: Drag & Drop protocol and Iconifying

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 14:22:24 UTC
From: msy@lafp.oche.de
Message-ID: <EKJNEEYB1UP@lafp.oche.de>
Source record: 29367

In <39h12o$dss@prime.mdata.fi> Arto Jalkanen wrote :

>
>Could someone tell me how to support MultiTOS's Drag & Drop protocol.
>I know which event it sends, I kind of figured out the pipe name, but
>I don't know what to do next!
> Also help for iconifying is needed. I can't get that iconified
>window to its proper place.
>
>All help appreciated,
>Arto

In GFABASIC it looks like this:

```
------------------------------------------------------------------------
' SORRY, it's in German...
'
' MultiTOS Drag&Drop
' alexander_lorenz@n.maus.de
'
' Tagchen!
'
' Nachdem ich vor einiger Zeit mal gefragt hatte, ob Interesse an MultiTOS
' Drag&Drop-Routinen besteht, kamen doch einige PMs und ï¿½Ms :-)
'
' Nachfolgend der Receiver-Teil der Routinen. Sie sind nicht besonders schï¿½n
' (und schon gar nicht ï¿½bersichtlich :-)), aber sie funktionieren.
'
' Es ist problemlos mï¿½glich, auch den Sender-Teil in GFA zu verwirklichen, nur
' muï¿½ dieser relativ tief in den Source eingebunden werden. Wenn die Zeit da
' ist, werde ich mich mal dransetzen, und separate Routinen daraus machen.
' ------------------------------------------------------------------------
'
' MultiTOS-Drag&Drop-Library
'
'
' Konstanten fï¿½r D&D-Protokoll
'
dd_ok&=0
dd_nak&=1
dd_ext&=2
dd_len&=3
dd_trash&=4
dd_printer&=5
dd_clipboard&=6
```

```
'
dd_path$="U:\PIPE\DRAGDROP."
'
' Buffer for I/O-Routines
'
INLINE buffer%,1024
'
'
' Die folgenden Zeilen gehï¿½ren in die Event-Auswertung!!!
' put the following lines into your EVENT-ROUTINE...
' -----------------
SELECT event&
CASE 63
'
' AP_DRAGDROP
'
handle&=menu&(3)
f$=STRING$(2,CHR$(0))
BMOVE V:menu&(7),V:f$,2
'
dd_receive(handle&,f$,daten$,adr%,len%)
'
IF adr%>0
PRINT "Filetype: ";daten$
PRINT "Adress : ";adr%
PRINT "Lenght : ";len%
'
' hier ggf. die Daten auswerten!
'
~MFREE(adr%)
ELSE
PRINT "Keine Daten empfangen!"
ENDIF
ENDSELECT
' -----------------
'
' Drag&Drop Receive-Routine
'
> PROCEDURE dd_receive(handle&,f$,VAR daten$,mem%,byte_len%)
'
' AP_DRAGDROP-Msg auswerten
'
' Handle& - Fensterhandle von AP_DRAGDROP
' F$ - Extension von AP_DRAGDROP
'
' Daten$ - Empfangener Datentyp ("ARGS" etc.)
' Mem% - Adresse der Daten
' Byte_len% - Lï¿½nge der Daten bzw. des Speicherblocks
'
'
```

```
dd_open(dd_path$+f$,file_hdl&)
'
IF file_hdl&>0
'
' Protokoll starten
'
dd_reply(file_hdl&,dd_ok&)
'
' unsere Datentypen senden
'
dd_datatypes(file_hdl&)
'
dd_msg&=dd_ext&
'
' einige Laufvariablen
'
cnt%=0
mem%=0
byte_len%=0
'
REPEAT
'
' Headerlï¿½nge lesen
'
fread(file_hdl&,buffer%,2)
IF return%>0
'
' Header lesen & auswerten
'
len%=MIN(CARD{buffer%},1024)
'
fread(file_hdl&,buffer%,len%)
IF return%>0
'
daten$=STRING$(4,CHR$(0))
BMOVE buffer%,V:daten$,4 !Datentyp
'
byte_len%=LONG{buffer%+4} !Datenlï¿½nge
'
IF daten$=".GEM"
dd_msg&=dd_ok&
ELSE IF daten$=".IMG"
dd_msg&=dd_ok&
ELSE IF daten$=".GFA"
dd_msg&=dd_ok&
ELSE IF daten$=".TXT" OR daten$=".ASC"
dd_msg&=dd_ok&
ELSE IF daten$=".LST"
dd_msg&=dd_ok&
ELSE IF daten$="ARGS"
```

```
dd_msg&=dd_ok&
ELSE IF daten$="PATH"
'
' Gehï¿½rt das Fenster zu uns?
' (hier muï¿½ natï¿½rlich die Routine des
' eigenen Programms aufgerufen werden!)
'
get_wind_opt(handle&,w_nr%)
'
' W_nr% - >=0: Fenster gehï¿½rt zu uns
' -1: Fenster gehï¿½rt nicht zu uns
'
IF w_nr%<>-1
IF wind_typ&(w_nr%)=1
'
' Dokumentfenster (Fenster hat einen Pfad)
'
get_filename(handle&,b$)
'
' B$ enthï¿½lt jetzt den Pfad incl. Dateiname!
'
dd_msg&=dd_ok&
b$=TRIM$(b$)+CHR$(0)
ELSE
dd_msg&=dd_nak&
ENDIF
ELSE
dd_msg&=dd_nak&
ENDIF
'
ELSE
dd_msg&=dd_ext&
ENDIF
'
IF dd_msg&>=0
'
IF dd_msg&=dd_ok& AND daten$<>"PATH"
'
' Datenpuffer anfordern
'
mem%=malloc%(byte_len%,mem%)
IF mem%<=0
dd_msg&=dd_len&
ENDIF
ENDIF
'
dd_reply(file_hdl&,dd_msg&)
'
IF dd_msg&=dd_ok& AND daten$="PATH"
IF daten$="PATH"
```

```
'
' Fensterpfad senden
'
CHAR{buffer%}=b$
fwrite(file_hdl&,buffer%,MIN(LEN(b$),len%))
ENDIF
ELSE IF dd_msg&=dd_len&
dd_datatypes(file_hdl&)
ENDIF
'
INC cnt%
'
ENDIF
'
return%=1
'
ENDIF
ENDIF
'
UNTIL dd_msg&<=0 OR cnt%>8 OR return%<=0
'
' D&D ist ok bzw. wird abgebrochen
'
IF return%>0
IF cnt%>8 AND dd_msg&<>dd_ok&
'
' Drag & Drop abbrechen
'
dd_reply(file_hdl&,dd_nak&)
ELSE IF dd_msg&=dd_ok& AND cnt%<=8
'
' Daten aus Pipe lesen
'
IF mem%>0
fread(file_hdl&,mem%,byte_len%)
ENDIF
ENDIF
ENDIF
'
dd_close(file_hdl&)
ENDIF
'
RETURN
'
' Drag&Drop Library
'
> PROCEDURE dd_open(f$,VAR file_hdl&)
fopen(f$,2,file_hdl&)
RETURN
'
```

```
> PROCEDURE dd_close(file_hdl&)
fclose(file_hdl&)
RETURN
'
> PROCEDURE dd_reply(file_hdl&,flg&)
BYTE{buffer%}=flg&
fwrite(file_hdl&,buffer%,1)
RETURN
'
> PROCEDURE dd_datatypes(file_hdl&)
CHAR{buffer%}="ARGS"
CHAR{buffer%+4}="PATH"
CHAR{buffer%+8}=".GEM"
CHAR{buffer%+12}=".IMG"
CHAR{buffer%+16}=".GFA"
CHAR{buffer%+20}=".TXT"
CHAR{buffer%+24}=".ASC"
CHAR{buffer%+28}=".LST"
fwrite(file_hdl&,buffer%,32)
RETURN
'
' GEMDOS Library
'
> PROCEDURE fopen(datei$,flg%,VAR file_hdl&)
datei$=datei$+CHR$(0)
adr%=V:datei$
file_hdl&=GEMDOS(61,L:adr%,W:flg%)
RETURN
'
> PROCEDURE fclose(file_hdl&)
return%=GEMDOS(62,W:file_hdl&)
RETURN
'
> PROCEDURE fread(file_hdl&,adr%,flg%)
return%=GEMDOS(63,W:file_hdl&,L:flg%,L:adr%)
RETURN
'
> PROCEDURE fwrite(file_hdl&,adr%,flg%)
return%=GEMDOS(64,W:file_hdl&,L:flg%,L:adr%)
RETURN
' ------------------------------------------------------------
```

Iconifying...

I did'nt find the routine on my harddisk... it is on one disk, but i don't know on wich... If you want them (gfabasic of couse), write me...

regards,

Manfred Ssykor

--
/~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 55 53 48 |
| PGP-Key: Mail to: fileserver@lafp.oche.de |
| Subject: send pgp-key |
/~~~~~~/ |
____/

5992. Re: uuencode/decode for A

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 15:46:17 UTC
From: s9205525@otto
Message-ID: <39qqs9$pb2@aggedor.rmit.EDU.AU>
Source record: 29359

```
Yes it is very simple to do. Your files should be named
<filename>.uaa <filename>.uab <filename>.uac etc. etc.,
all you have to do is run your uudecode program, and it will
decode all those files one by one.
*****************************************************************************
* *
* John Moon *
* *
* Email Address: s9205525@otto.bf.rmit.edu.au *
* *
*****************************************************************************
```

5993. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 17:16:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2ec104aa_Christian.Andersson@ct.se>
Source record: 29192

> So any one that states that you can Format HD disks does not know what
> they are talking about..

When using my (now sold) STe I used to format my HD-disks to DD and I havn't had any problem with them at all, nor hav any of my freinds who have used these DD-formated HD disks. I can stil, using my Falcon, format HD-disk to DD and they work, but who wants to do that :-)

Chris.

5994. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 17:42:19 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <39r1lr$b6a@cc_sysk.coventry.ac.uk>
Source record: 29386

In article <39c10l$430@nippur.irb.hr>,
Neven Petrlik <npetrlik@public.srce.hr> wrote:
> Hi !
>
> Does anyone know how to connect PC keyboard
> to the Atari ST ? (i've heard it is possible).
>

Why would you want to do that. Horrible things those PC
keyboards satanic even - they have the caps-lock where
god intended the ctrl-key to go.

--
I'm just minding this tinderbox for someone else, honest, officer.

5995. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 17:55:39 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <39r2er$c7e@cc_sysk.coventry.ac.uk>
Source record: 29387

In article <mnb20.49.000B3607@cam.ac.uk>, Mark Baker <mnb20@cam.ac.uk> wrote:
>In article <CyrBBu.G8w@mv.mv.com> coutu@mv.mv.com (Dan Coutu) writes:
>
>Yes, you want to get mintlibs pl44, which are in
>
> ftp://atari.archive.umich.edu/atari/Mint/Lib/mntolb44.zoo
> ftp://atari.archive.umich.edu/atari/Mint/Lib/mntinc44.zoo
>

And don't forget the G++ libraries as well - there in the umich
archive but under Gnu/Tos/G++ I think. Actually I'm just
compiling the 2.6.1 libs with version 2.6.1 of the compiler.
It seems to work almost straight out of the box under MiNT with
minimal application of any of the 2.5.8 atari diffs. Except that
as originally supplied it generates MOTOROLA asm syntax instead
of the MIT syntax that GAS seems to want. Only thing to fix is
the debugging output for the new bool data type. And then mind
you I've only tested this thing on a falcon and there has been
only minimal application of the previous diffs, so I am a
little suspicious.

--
I'm just minding this tinderbox for someone else, honest, officer.

5996. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 18:23:38 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov9.182338.29620@eurom.germany.net>
Source record: 29360

Waldi Ravens (walra@moacs.indiv.nl.net) wrote:
: In <1994Nov6.125648.9332@eurom.germany.net>, Georg Wallmann wrote:

: > : Try ash, it's small (but not as omfortable as bash or ksh).
: >
: > Q: does it have a history ?

: No.
Ok, useless (har)

Nat!

5997. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 18:25:55 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov9.182555.29692@eurom.germany.net>
Source record: 29361

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: The mupfel shell provides most of what gulam does (except the built in emacs).
: It's in the gemini distribution, but can be run seperately, with or without
: mint (supports mint if it's there, doesn't miss it if it's not).

: Craig.
Except that Gemini 1999 acts very goofy and unstable on my particular
setup. Else that would be a nice environment indeed.

Nat!

5998. Help: Problems with F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 18:27:09 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r49t$4e8@dux.dundee.ac.uk>
Source record: 29099

I have had a few strange situations with my Falcon. Sometimes the HD unit seems to stay on for ages and the machine locks. Then when I reset the machine (by using the reset button as the keys are off) it simply goes off. All the lights etc just die and it sits totally dead, I then have to reset the machine again to get it to come back on. Then all returns to normal.

This only seems to happen when I use cut/paste options in a program. The main offender is Kandinsky, which I would register if I knew it wouldn't do this every time I want to cut/paste something.

Machine: Falcon 030 with FPU, 4MB ram and 65MB IDE HD. TOS 4.01

Does anyone have any reasons or suggestions?

Rod

--
==========
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the bible before suing him for libel.

==========

5999. Falcon: Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 18:40:47 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <39r53f$4e8@dux.dundee.ac.uk>
Source record: 29100

Are their any good hand scanner for the Falcon around at the moment?

Also what about software?

Rod

--
==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

6000. Re: Converting images to higher bitplanes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 19:37:50 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <39r8ee$4d8@usenet.INS.CWRU.Edu>
Source record: 29376

```
Randy Hoekstra (renfro@bnr.ca) wrote:
: Greetings,

: I have a need to convert a 1 bitplane image stored in a string using
: GFAs GET command to a 4 or 8 bitplane image on the fly. I have heard
: of vro_copyform(?) but I do not have the Compendium and don't know
: the details of this routine. If anyone could provide me with the
: details to use this (including GEM function number, or whatever type
: of routine it is) or if you could suggest an alternative, it would
: be greatly appreciated.

I don't know the details of the GFA get format, but as far as
the image data itself, you simply need to duplicate each word as many times
as you have bitplanes.

(in pseudo code...)

for i = 1 to _number_of_words_in_image_ do
{
read next _word_ from source;
for j = 1 to _number_of_bitplanes_ do
write _word_ to destination
}

: RandyH

--Bart
```

6001. Re: GEnie changes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 20:02:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39r9rp$hum@charm.magnus.acs.ohio-state.edu>
Source record: 29362
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

In article <39pgg7$t0e@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: There have been some rumors floating around about GEnie dropping support for
>: the Atari in the near future. I went to the head of the class, so to speak,
>: to find out what the real story was. Here is the reply I received from
>: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
>
> "The Atari" what???? I wish people would be more specific! The
>"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
>the Falcon, the Jaguar, the Portfolio or various other products.

Probably ST and compatibles. I can't imagine them going to the
trouble of programming a graphical interface for the 8bits these days.
The Lynx and Jaguar can't even use a modem, and the portfolio is
DOS-compatible.

I've noticed a lot of software I've compiled for Unix machines saying
that it could be configured for Ataris, and I've always assumed they
meant the ST family.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6002. Re: QWK formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 20:07:56 UTC
From: artoj@mits.mdata.fi
Message-ID: <39ra6s$b@prime.mdata.fi>
Source record: 29231

> I'm trying to write a new QWK program. I've taken a few QWK packets

Cool, I've also written a new QWK program, although I'm currently
spreading it only here in Finland.

find out exactly how they are constructed. I know what each file does,
>eg. the .MES and .NDX files, but there are a few bytes I just cannot figure
>out.

I have documentation for that, i'll put it here so you, and perhaps
others too, can use it. This is quite complete documentation of the QWK
format. Lengthy, about 50 kilos to come...

QWK Mail Packet File Layout
by Patrick Y. Lee

Version 1.6 - December 19, 1992
Added off-line commands for QSO (door for TBBS), thanks to
message from Bob Hartman in the FidoNet Off-line echo. All
8-bit characters have been replaced with either blanks or
equivalent 7-bit characters so I can send this file easily via
Internet email. Line 9 of the CONTROL.DAT file seems to be
used by a few doors to indicate the NetMail conference.
Version 1.5 - July 30, 1992
Added off-line commands for Cam-Mail door. Fixed error in the
status flag section. The descriptions for `*' and `+' are
incorrect. Thanks to Bob Blaylock for bringing this up.
Version 1.4 - July 18, 1992
Fixed a few minor mistakes in the documentation (thanks to
Cody Gibson). Nothing really major. Also completed the
Netmail section of the documentation.
Version 1.3 - July 6, 1992
Added changes to the QWK format adopted by Qmail door. Spe-
cifically line 10 of CONTROL.DAT file and bytes 126-127 of
MESSAGES.DAT file. Please refer to the appropriate section
for the changes.
Version 1.2 - May 31, 1992
Added a few items to the DOOR.ID file that is being supported
by Qmail DeLuxe2 version 1.25.
Version 1.1 - March 15, 1992
Minor fixes here and there to make everything just right.
Version 1.0 - February 23, 1992
First release.

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The QWK-format is Copyright 1987 by Sparkware.

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The latest version of this file can always be found on Aardvark BBS (New York, NY) at (212) 496-8324. It can also be found in the Lunatic Fringe BBS (Plano, TX) at (214) 422-2936 USR HST DS. First time caller can download on both boards. The file can also be sent via Internet email to anyone who asks. Mail request to patlee@panix.com.

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To search for a specific section, look for "[x.x]" using your editor or viewer. For example, to jump to the tag-lines portion of this file, search for "[4.5]" with your editor or text viewer.

-=-=-=-=-=-=-<>-=-=-=-=-=-=-

[1] Introduction

[1.1] Intent

This document is written to facilitate programmers who want to write QWK-format mail doors or readers. It is intended to be a comprehensive reference covering all areas of QWK-format mail processing. Detailed break down of each file is included, as are implementation information. In addition, door and reader specific information may be included, when such information are available to me.

[1.2] History

The QWK-format was invented by Mark "Sparky" Herring in 1987. It was based on Clark Development Corporation's PCBoard version 12.0 message base format. Off-line mail reading has become popular only in recent years. Prior to summer of 1990, there were only two QWK-format off-line mail reader programs. They were Qmail DeLuxe by Mark Herring and EZ-Reader by Eric Cockrell. Similarly for the doors, there were only two -- Qmail by Mark Herring and MarkMail by Mark Turner. They were both for PCBoard systems.

A lot has changed in both off-line reader and mail door markets since summer 1990. Now, there are more than a dozen off-line mail readers

for the PC. Readers for the Macintosh, Amiga, and Atari exist as well. There are over a half dozen doors for PCBoard, and QWK-format doors exist for virtually all of the popular BBS softwares. All of these happened in less than two years! More readers and doors are in development as I write this, keep up the excellent work. In addition to doors, some BBS softwares has QWK-format mail facility built in.

Off-line mail reading is an integral part of BBS calling. Conference traffic and selection on all networks have grown dramatically in recent years that on-line reading is a thing of the past. Off-line mail reading offers an alternative to reading mail on-line -- It offers speed that cannot be achieved with on-line mail reading.

The reason why QWK-format readers and doors seem to have gained popularity is probably dued to its openness. The format is readily available to any programmer who wishes to write a program that utilize it. Proprietary is a thing of the past, it does not work! Openness is here to stay and QWK-format is a part of it.

[1.3] Questions, corrections, etc.

Most of the message networks today have a conference/echo devoted to discussion of off-line readers and mail doors. The ones I know are on FidoNet, ILink, Intelec, and RIME. If you have questions after reading anything in here, feel free to drop by any of the above conference /echo and I am sure other QWK authors will try to help.

I can be reached at:

CompuServe: >INTERNET:patlee@panix.com
FidoNet: Off-line echo
ILink: Off-line conference
Intelec: Off-line conference
Internet: patlee@panix.com
PlanoNet: Reviews conference
RIME: ->RUNNINGB, Off-line, Common, Net Admin., Shareware, New Users, and Session Manager conferences

Any corrections, extensions, comments, and criticisms are welcomed. Messages from Internet and RIME will probably be answered first. But I do check mail on all other places at least once a week.

[2] Conventions & overview

All offsets referenced in this document will be relative to 1. I am not a computer, I start counting at one, not zero!

Words which are enclosed in quotes should be entered as-is. The quotations are not part of the string unless noted.

You may have noticed I use the phrase "mail program" or "mail facility" instead of mail doors. This is because some BBS softwares offer the option of creating QWK-format mail packets right from the BBS. With those, there is no need for an external mail door.

[2.1] The BBS ID

The BBS ID (denoted as BBSID) is a 1-8 characters word that identifies a particular BBS. This identifier should be obtained from line 5 of the CONTROL.DAT file (see section 3.2.1).

[2.2] Packet compression

Most mail packets are compressed when created by the mail door in order to save download time and disk space. However, many off-line reader programs allow the user to unarchive a mail packet outside of the reader program, so the reader will not have to unarchive it. Upon exit, the reader will not call the archiver to save it. It is up to the user to archive the replies. This is useful if the user has limited memory and cannot shell out to DOS to run the unarchive program. For readers based on non-PC equipment, the user may be using less common compression program that does not have command line equivalent.

[2.3] Packet transfer & protocols

There is no set rule on what transfer protocol should be used. However, it would be nice for the mail program on the BBS to provide the Sysop with options as to what to offer. This should be a configuration option for the user.

[2.4] Specifications & limitations

There aren't many known limits in the QWK specification. However, various networks seem to impose artificial limits. On many of the PC-based networks, 99-lines appears to be the upper limit for some softwares. However, most of the readers can handle more than that. Reader authors reading this may want to offer the option to split replies into n lines each (the actual length should be user definable so when the network software permits, the user can increase this number).

[3] QWK files

[3.1] Naming convention

Generally, the name of the mail packet is BBSID.QWK. However, this does not have to be the case. When the user downloads more than one mail packet at one time, either the mail program or the transfer protocol program will rename the second and subsequent mail packets to other names. They will either change the file extension or add a number to the end of the filename. In either case, you should not rely on the name of the QWK file as the BBSID. The BBSID, as mentioned before, should be obtained from line 5 of the CONTROL.DAT file. In addition, mail packets do not have to end with QWK extension either. The user may choose to name them with other file extensions.

[3.2] Control file (CONTROL.DAT)

The CONTROL.DAT file is a simple ASCII file. Each line is terminated with a carriage return and line feed combination. All lines should

start on the first column.

```
Line #
1 My BBS BBS name
2 New York, NY BBS city and state
3 212-555-1212 BBS phone number
4 John Doe, Sysop BBS Sysop name
5 20052,MYBBS Mail door registration #, BBSID
6 01-01-1991,23:59:59 Mail packet creation time
7 JANE DOE User name (upper case)
8 Name of menu for Qmail, blank if none
9 0 ? Seem to be always zero. A few doors,
such as DCQWK for TAG is using this
field to indicate the conference where
Fido NetMail should be placed. This
gives the reader program the ability
easily send NetMail.
10 999 Total number of messages in packet
11 121 Total number of conference minus 1
12 0 1st conf. number
13 Main Board 1st conf. name (13 characters or less)
14 1 2nd conf. number
15 General 2nd conf. name
.. 3 etc. onward until it hits max. conf.
.. 123 Last conf. number
.. Amiga_I Last conf. name
.. HELLO Welcome screen file
.. NEWS BBS news file
.. SCRIPT0 Log off screen
```

Some mail doors, such as MarkMail, will send additional information
about the user from here on.

```
0 ?
25 Number of lines that follow this one
JANE DOE User name in uppercase
Jane User first name in mixed case
NEW YORK, NY User city information
718 555-1212 User data phone number
718 555-1212 User home phone number
108 Security level
00-00-00 Expiration date
01-01-91 Last log on date
23:59 Last log on time
999 Log on count
0 Current conference number on the BBS
0 Total KB downloaded
999 Download count
0 Total KB uploaded
999 Upload count
999 Minutes per day
```

999 Minutes remaining today
999 Minutes used this call
32767 Max. download KB per day
32767 Remaining KB today
0 KB downloaded today
23:59 Current time on BBS
01-01-91 Current date on BBS
My BBS BBS network tag-line
0 ?

Some mail doors will offer the option of sending an abbreviated conference list. That means the list will contain only conferences the user has selected. This is done because some mail readers cannot handle more than n conferences at this time. Users using those readers will need this option if the BBS they call have too many conferences.

[3.3] Welcome file

This file usually contains the log on screen from the BBS. The exact filename is specified in the CONTROL.DAT file, after the conference list. This file may be in any format the Sysop chooses it be -- usually either in plain ASCII or with ANSI screen control code. Some Sysops (notably PCBoard Sysops) may use BBS-specific color change code in this file as well. Current mail programs seem to handle the translations between BBS-specific code to ANSI based screen control codes.

Even if the CONTROL.DAT file contains the filename of this file, it may not actually exist in the mail packet. Sometimes, users will manually delete this file before entering the mail reader. Some offline readers offer the option to not display this welcome screen; some will display this file regardless. Some doors, similarly, will offer option to the user to not send this file.

[3.4] Goodbye file

Similar to the welcome file above, the filename to the goodbye file is in the CONTROL.DAT file. This is the file the BBS displays when the user logs off the board. It is optional, as always, to send this file or to display it.

[3.5] News file

Many mail doors offer the option to send the news file from the BBS. Most will only send this when it has been updated. Like the welcome and goodbye files, the filename to the news file is found in the CONTROL.DAT file. It can be in any format the Sysop chooses, but usually in either ASCII or ANSI. Like the welcome screen, current mail facilities seem to handle translation between BBS-specific control codes to ANSI screen control codes.

[3.6] Qmail DeLuxe2 menu file

This file is of use only for Qmail DeLuxe2 mail reader by Sparkware.
The filename is found on line 8 of the CONTROL.DAT file.

[3.7] New uploads listing (NEWFILES.DAT)

Most mail programs on the BBS will offer the option to scan new files uploaded to the BBS. The result is found in a file named NEWFILES.DAT. The mail program, if implementing this, should update the last file scan field in the user's profile, if there is such a field, as well as other information required by the BBS. The mail program should, of course, scan new files only in those areas the user is allowed access.

[3.8] Bulletin files (BLT-x.y)

Most mail programs will also offer the option to include updated bulletin files found on the BBS in the mail packet. The bulletins are named BLT-x.y, where x is the conference/echo the bulletin came from, and y the bulletin's actual number. The mail program will have to take care of updating the last read date on the bulletins in the user record.

[3.9] Message file (MESSAGES.DAT)

The MESSAGES.DAT file is the most important. This is where all of the messages are contained in. The QWK file format is based on PCBoard 12.0 message base format from Clark Development Corporation (maker of PCBoard BBS software).

The file has a logical record length of 128-bytes. The first record of MESSAGES.DAT always contain a copyright notice saying "Produced by Qmail...Copyright (c) 1987 by Sparkware. All Rights Reserved". The rest of the record is space filled. Actual messages consist of a 128-bytes header, plus one or more 128-bytes block with the message text. Actual messages start in record 2. The header block is layed out as follows:

Offset Length Description
------ ------ --
1 1 Message status flag (unsigned character)
' ' = public, unread
'-' = public, read
'*' = private, read by someone but not by intended
recipient
'+' = private, read by official recipient
'~' = comment to Sysop, unread
'`' = comment to Sysop, read
'%' = sender password protected, unread
'^' = sender password protected, read
'!' = group password protected, unread
'#' = group password protected, read
'$' = group password protected to all
2 7 Message number (in ASCII)
9 8 Date (mm-dd-yy, in ASCII)

17 5 Time (24 hour hh:mm, in ASCII)
22 25 To (uppercase, left justified)
47 25 From (uppercase, left justified)
72 25 Subject of message (mixed case)
97 12 Password (space filled)
109 8 Reference message number (in ASCII)
117 6 Number of 128-bytes blocks in message (including the
header, in ASCII; the lowest value should be 2, header
plus one block message; this number may not be left
flushed within the field)
123 1 Flag (ASCII 225 means message is active; ASCII 226
means this message is to be killed)
124 2 Conference number (unsigned word)
126 2 Logical message number in the current packet; i.e.
this number will be 1 for the first message, 2 for the
second, and so on. (unsigned word)
128 1 Indicates whether the message has a network tag-line
or not. A value of '*' indicates that a network tag-
line is present; a value of ' ' (space) indicates
there isn't one. Messages sent to readers (non-net-
status) generally leave this as a space. Only network
softwares need this information.

Fields such as To, From, Subject, Message #, Reference #, and the like are space padded if they are shorter than the field's length.

The message text starts in the next record. You can find out how many blocks make up one message by looking at the value of "Number of 128 byte blocks". Instead of carriage return and line feed combination, each line in the message end with an ASCII 227 (pi character) symbol. There are reports that some (buggy) readers have problems with messag-es which do not end the last line in the message with an ASCII 227. If a message does not completely occupy the 128-bytes block, the re-mainder of the block is padded with space or null.

Note that there seems to exist old doors which will use one byte to represent the conference number and pad the other one with an ASCII 32 character. The program reading this information will have to deter-mine whether the ASCII 32 in byte 125 of the header is a filler or part of the unsigned word. One method is to look in the CONTROL.DAT file to determine the highest conference number.

Even though most mail programs will generate MESSAGES.DAT files that appear in conference order, this is not always the case. Tomcat! (mail door for Wildcat! BBS) generates MESSAGES.DAT that is not in conference order. This is due to how Wildcat! itself stores mail on the BBS. Another known system that behaves this way is Auntie, which has its mail door QWiKer.

Note that some mail doors offer the option of sending a mail packet even though there may be no messages to send -- thus an empty MESSAG-ES.DAT file. This was tested with Qmail 4.0 door and it sent a MES-

SAGES.DAT file that contains a few empty 128-bytes blocks. Other mail doors seem to be able to produce QWK files without the MESSAGES.DAT file at all! Apparently, there was no standard established in this procedure.

[3.10] Index files (*.NDX)

[3.10.1] Conference indices

The index files contain a list of pointers pointing to the beginning of messages in the MESSAGES.DAT file. The pointer is in terms of the 128-bytes block logical record that the MESSAGES.DAT file is in. Each conference has its own xxx.NDX file, where xxx is the conference number left padded with zeroes. Some mail programs offer the user the option to not generate index files. So the mail readers need to create the index files if they are missing.

EZ-Reader 1.xx versions will convert the NDX files from Microsoft MKS format into IEEE long integer format. The bad part about this is that the user may store those index files back into the QWK file. When another reader reads the index files, it will be very confused!

Special note for BBSes with more than 999 conferences: Index files for conferences with four digit conference numbers is named xxxx.NDX, where xxxx is the conference number (left padded with zeroes). The filenames for three digit conferences are still named xxx.NDX on these boards. I would assume filenames for conferences in the five digit range is xxxxx.NDX, but I have not seen a BBS with 10,000 or more conferences yet!

Each NDX file uses a five bytes logical record length and is formatted to:

Offset Length Description
------ ------ ---
1 4 Record number pointing to corresponding message in
MESSAGES.DAT. This number is in the Microsoft MKS$
BASIC format.
5 1 Conference number of the message. This byte should
not be used because it duplicates both the filename of
the index file and the conference # in the header. It
is also one byte long, which is insufficient to handle
conferences over 255.

Please refer to appendix B for routines to deal with MKS numbers.

[3.10.2] Personal index (PERSONAL.NDX)

There is a special index file named PERSONAL.NDX. This file contains pointers to messages which are addressed to the user, i.e. personal messages. Some mail door and utility programs also allow the selection of other messages to be flagged as personal messages.

[3.11] Pointer file

Pointer file is generally included so that the user can reset the last read pointers on the mail program, in case there is a crash on the BBS or some other mishaps. There should be little reason for the reader program to access the pointer file.

The pointer files I have seen are:

KMail BBSID.PNT
MarkMail BBSID.PNT
Qmail BBSID.PTR
QWiKer HMP.PTR
SFMailQwk BBSID.SFP

Additions to this list are welcomed.

[3.12] SESSION.TXT

This file, if included, will contain the message scanning screen the user sees from the door.

[4] REP files

[4.1] Naming convention

The reply file is named BBSID.MSG, where BBSID is the ID code for the BBS found on line 5 of the CONTROL.DAT file. Once this file has been created, the mail reader can archive it up into a file with REP extension.

[4.2] Message file (BBSID.MSG)

Replies use the same format as the MESSAGES.DAT file, except that message number field will contain the conference number instead. In other words, the conference number will be placed in the two bytes (binary) starting at offset 124, as well as the message number field (ASCII) at offset 2.

A private message is indicated by '*' in the message status flag. For some reason, most mail doors only accept '*' as a private message and not '+'.

The first 128-bytes record of the file is the header. Instead of the copyright notice, it contains the BBSID of the BBS. This 1-8 character BBSID must start at the very first byte and must match what the BBS has. The rest of the record is space padded. The replies start at record 2. Each reply message will have a 128-bytes header, plus one or more for the message text; followed by another header, and so on.

The mail program must check to make sure the BBSID in the first block of the BBSID.MSG file matches what the BBS has!

[4.3] Door control messages

These messages allow the user to change their setup on the BBS by simply entering a message. The goal is to allow the user to be able

to control most areas of the BBS via the mail door. Different mail doors have different capabilities. Most all of them offer the ability to add and drop a conference, as well as reset the last read pointers in a conference.

There are two trends being developed for door control messages. The one being referred to as the "old" style accepts one command per message (command entered in the subject line); whereas the "new" style accepts multiple commands per message (commands entered in the message body). The old style is by far the more popular but more and more doors are beginning to offer both.

[4.3.1] DOOR.ID file

The DOOR.ID file was first introduced by Greg Hewgill with Tomcat! mail door and SLMR mail reader. Since then, many other authors have picked up this idea and use the format. This file provides the necessary identifiers a reader needs to send add, drop, etc. messages to the mail door. It tells the reader who to address the message to and what can be put in the subject line.

DOOR = <doorname> This is the name of the door that created the QWK packet, i.e. <doorname> = Tomcat.
VERSION = <doorversion> This is the version number of the door that created the packet, i.e. <doorversion> = 2.9.
SYSTEM = <systemtype> This is the underlying BBS system type and version, i.e. <systemtype> = Wildcat 2.55.
CONTROLNAME = <controlname> This is the name to which the reader should send control messages, eg. <controlname> = TOMCAT.
CONTROLTYPE = <controltype> This can be one of ADD, DROP, REQUEST, or others. ADD and DROP are pretty obvious (they work as in MarkMail), and REQUEST is for use with BBS systems that support file attachments. Try out SLMR with CONTROLTYPE = REQUEST and use the Q function. (This seems to be a Wildcat! BBS feature.)
RECEIPT This flag indicates that the door/BBS is capable of return receipts when a message is received. If the first three letters of the subject are RRR, then the door should strip the RRR and set the 'return-receipt-requested' flag on the corresponding message. When the addressee reads this message, the BBS generates a message with the date/time it was read.

MIXEDCASE = YES If this line is found then the reader
will let you use upper and lower case
names and subjects. This is first found
in Qmail DeLuxe2 1.25 version. Most
other QWK readers permit the use of
mixed case subject lines but force the
names to upper case only.
FIDOTAG = YES If this line is found then the reader
will automatically use FidoNet compliant
tag-lines.

None of the lines are actually required and they may appear in any
order. Of course, you would need a CONTROLNAME if you have any
CONTROLTYPE lines.

[4.3.2] Qmail

Qmail uses the "new" style of control message; therefore, send a mes-
sage addressed to "QMAIL" with a subject of "CONFIG". Then, enter any
of the commands listed below inside the text of your message. Remem-
ber to use one command per line.

ADD <confnum> Add a conference into the Qmail Door scanning
list. "YOURS" can also be added to the com-
mand if the user wishes to receive messages
only addressed them. i.e. "ADD 1 YOURS".
"YOURS ALL" can be added to select a confer-
ence for all mailed addressed to the user and
to "ALL".
DROP <confnum> Drop a conference from the Qmail Door scan-
ning list.
RESET <confnum> <value> Resets a conference to a particular value.
The user can use "HIGH-xxx" to set the con-
ference to the highest message in the base.
CITY <value> Changes the "city" field in the user's
PCBoard entry.
PASSWORD <value> Changes the user's login password.
BPHONE <value> Business/data phone number
HPHONE <value> Home/voice phone number
PCBEXPERT <on|off> Turns the PCBoard expert mode ON or OFF.
PCBPROT <value> PCBoard file transfer protocol (A-Z).
PAGELEN <value> Set page length inside PCBoard.
PCBCOMMENT <value> Set user maintained comment.
AUTOSTART <value> Qmail Door autostart command.
PROTOCOL <value> Qmail Door file transfer protocol (A-Z).
EXPERT <ON or OFF> Turns the Qmail Door expert mode ON or OFF.
MAXSIZE <value> Maximum size of the user's .QWK packet (in
bytes)
MAXNUMBER <value> Maximum number of messages per conference.

[4.3.3] MarkMail

Send a message addressed to "MARKMAIL" with the subject line saying:

ADD [value] in the conference you want to add
DROP in the conference you want to drop
YOUR [value] in the conference you want only your mail sent
YA [value] in the conference you want only your mail + mail
addressed to "ALL"
FILES ON or OFF in any conference to tell MarkMail whether to scan
for new files or not.
BLTS ON or OFF to turn on and off, respectively, of receiving
bulletins.
OWN ON or OFF to turn on and off, respectively, of receiving
messages you sent
DELUXE ON or OFF to turn on and off, respectively, of receiving
DeLuxe menu
LIMIT <size> to set the maximum size of MESSAGES.DAT file can
be, it cannot exceed what the Sysop has set up

An optional number can be added onto the commands "ADD", "YOUR", and "YA". If this number is positive, then it will be treated as an absolute message number. MarkMail will set your last read pointer to that number. If it is negative, MarkMail will set your last read pointer to the highest minus that number. For example: "ADD -50" will add the conference and set the last read pointer to the highest in the conference minus 50.

[4.3.4] KMail

Send a private message addressed to "KMAIL" in the conference that you want to add, drop, or reset. The commands are "ADD", "DROP", and "RESET #", respectively. The "#" is the message number you want your last read pointer in the conference be set to.

[4.3.5] RoseMail

The RoseMail door allows configuration information be placed in either the subject line or message text. The message must be addressed to "ROSEMAIL". For only one command, it can be placed in the subject line. For more than one changes, the subject line must say "CONFIG" and each change be placed in the message text. Every line should be left justified. Valid commands are:

Command	Example
ADD <Conference> [<Message #>] [<Yours>]	ADD 2 -3 Y
DROP <Conference>	DROP 2
RESET <Conference> <Message #>	RESET 12 5000
PCBEXPERT <ON | OFF> - PCBoard expert mode	PCBEXPERT ON
EXPERT <ON | OFF> - RoseMail expert mode	EXPERT OFF
PCBPROT <A - Z> - PCBoard protocol	PCBPROT Z
PROT <A - Z> - RoseMail protocol	PROT G
PAGELEN <Number> - Page length	PAGELEN 20
MAXSIZE <Kbytes> - Max packet size in Kb	MAXSIZE 100

MAXNUMBER <max msgs/conference> MAXNUMBER 100
JUMPSTART <Sequence or OFF> JUMPSTART D;Y;Q
MAXPACKET <max msgs/packet> MAXPACKET 500
AUTOSTART <Sequence or OFF> - same as jumpstart AUTOSTART OFF
OPT <##> <ON | OFF> - set door option OPT 2 OFF

[4.3.6] Complete Mail Door

Send message to "CMPMAIL", the commands are "ADD" and "DROP". This message must be sent in the conference that you want to add or drop.

[4.3.7] The MainMail System

Send a message addressed to "MAINMAIL" with the subject line saying:

ADD [value] in the conference you want to add
DROP in the conference you want to drop
YOURS [value] in the conference you want only your mail sent
YOURS ALL [value] in the conference you want only your mail + mail addressed to "ALL"

The optional [value] parameter functions identically to the MarkMail door -- positive number indicates an absolute message number, negative number will set your last read pointer that many messages from the last message.

[4.3.8] BGQWK

The BGQWK mail door for GT Power supports file request via message. To request a file, simply enter a message:

To: BGQWK
Subject: DL:FILENAME.EXT

The FILENAME.EXT has to be exact name, wildcard is not supported. The message text can be left blank.

The only limit on the file request feature is your time and/or your file ratio. The transfer of the requested file(s) will start right after the QWK download is completed. The only exception is when the user is using a bidirectional transfer protocol. There, the REP and QWK are sent at the same time, hence, the file request cannot be processed until the QWK transfer is completed.

[4.3.9] UltraBBS

Send a private message addressed to "ULTRABBS" in the conference that you want to add, drop, or reset. The commands are "ADD", "DROP", and "RESET #", respectively. The "#" is the message number you want your last read pointer in the conference be set to. The QWK mail door for UltraBBS is built in and it generates the DOOR.ID file as well.

[4.3.10] TriMail

TriMail is the QWK door for TriBBS. This door will accept off-line configuration options sent to Qmail, MarkMail, or TriMail. This means you can send the message to: "QMAIL", "MARKMAIL", or "TRIMAIL" in the appropriate conference and it will work. The available options are:

BLTS ON Turn bulletin scan on
BLTS OFF Turn bulletin scan off
FILES ON Turn new files scan on
FILES OFF Turn new files scan off
RESET <value> Reset last message read pointer
DROP Drop this conference
ADD [value] Add this conference. The [value] is optional and will set the last message read pointer.

[4.3.11] Cam-Mail

Address your message to either QMAIL or CAM-MAIL. Then enter the command in the subject line. Valid commands are:

Add Add conferences for scanning
Bulletins On Download all new bulletins in QWK packet
Bulletins Off Turn off download of new bulletins
Color On Download the QWK packet in color, if available
Color Off Turn off download in color
Drop Drop a conference from scanning
Duplicates On Turn on duplicate checking in REP files
Duplicates Off Turn off duplicate checking
Files On Download new files list in QWK packet
Files Off Turn off download of new files list
Goodbye On Send the Goodbye files with the QWK packet
Goodbye Off Does not send the Goodbye files
Mailflags On Notifies users they have mail
Mailflags Off Does not notify users of mail
NDX On Create NDX files for QWK packet
NDX Off Does not create NDX files
Welcome On Send the Welcome file with the QWK packet
Welcome Off Does not send the Welcome file

[4.3.12] QSO

QSO supports both "old" and "new" style off-line configuration commands. For the "old" style, message should be addressed to either QMAIL or QSO. The message must be entered in the conference it affects, with the subject line containing:

ADD Add conference
ADD -20 Add conference and set last read pointer to the highest number in conference minus 20
ADD HIGH-20 Same as above
ADD LOW+50 Add conference and set last read pointer to the lowest number in conference plus 50
ADD 1234 Add conference and set last read pointer to a specific message number

ADD YOURS Add conference for messages addressed to you only;
the YOURS keyword may appear before or after the
message number; YOURS may be abbreviated as just Y
DROP Drop the conference
RESET Reset last read pointer to highest in conference
RESET -20 Reset to highest number minus 20
RESET HIGH-20 Same as above
RESET LOW+50 Reset to lowest number plus 50
RESET 1234 Reset last read pointer to specific number

For the "new" style message, enter the message addressed to either
"QMAIL" or "QSO" with the subject line saying "CONFIG". The message
text should have commands similar to the ones listed above. The only
exception is that the conference number must be entered immediately
after the first keyword. For example:

ADD 15 -20 Add conference 15, reset pointer to high minus 20
DROP 137 Drop conference 137
ADD 20 HIGH-50 Y Add conference 20 for mail addressed to user only,
and set the pointer to highest minus 50

QSO supports file sending in the mail packet as well. Attached files
have the name EMnnnnn, where nnnnn is a five digit leading zero padded
number indicating the message number in which the request was sent.
The plain text file ATTACHED.LST lists the real name of the file, and
has the following format (one line per record):

<conference #>, <message #>, <EMnnnnn filename>, <real name>

<conference #> Conference where the request came from
<message #> Message number where request came from
<EMnnnnn filename> File as named inside the QWK file
<real name> Original filename as seen on the BBS

For messages that has an enclosed file, the last line of the message
has the line:

*Enclosed file: filename.ext

The reader program must send a request to obtain this file. The re-
quest is in the format similar to any other control messages:

To: QSO
Subject: REQUEST nnnnn

where nnnnn is the message number that contains this attached file.
This message must be sent in the conference where that contains that
message. Alternatively, the "new" style can also be used. With the
line "REQUEST confnum nnnnn" in the message text.

To upload a file that is attached to a message, the file ATTXREF.DAT
must be created. The file is a plain text file with one line corre-
sponding to each message in the reply file. Blank lines must be in-
cluded for those messages that do not have files attached to them. A

non-blank line has the following format to indicate a file is attached to that message:

<internal name>, <real name>

<internal name> is any non-conflicting filename
<real name> the name as it should appear on the BBS

[4.4] Turning off the echo flag

In order to send a non-echoed message (not send out to other BBSs), a user can enter "NE:" in front of the subject line. This feature may not be offered in all mail doors.

Some mail doors strip out the "NE:" from the subject line. However, that leaves the recipient with nothing to tell that the message was not echoed. Therefore, it is better if "NE:" is not stripped.

[4.5] Tag-lines

The most common format for a reader tag-line is:

---
* My reader v1.00 * The rest of the tag-line.

(The asterisks above should be replaced by IBM extended character number 254 - a square block.)

The three dashes is called a tear-line. The tag-line is appended to the end of the message and is usually one line only. It is preferred that tag-lines conform to this format so that networking softwares such as QNet and RNet will not add another tearline to the message when they process it.

Softwares on FidoNet does not like mail readers adding a tear-line of their own, so if your mail reader offers a FidoNet mode, you will need to get rid of the tear-line. Another item which differs between the FidoNet and PC-based networks is that FidoNet does not like extended ASCII characters. So your reader may want to strip high ASCII if the user has FidoNet mode on. Acceptable tag-line style, I believe, is just this:

* My Reader v1.00 * The rest of the tag-line.

[5] Net mail

QWK mail doors can be used along or in conjunction with QWK network softwares to operate a network. Many such network exists. A Net-Status packet (one that can be imported to BBS message base) is very similar to a normal mail packet users get. The only difference is at the end of the MESSAGES.DAT file. There, a series of 128 byte blocks are appended to indicate Net-Status.

One byte represent one conference, in groups of 128. A non-zero value means the user is allowed Net Mail status for that conference. The

number of Net Status blocks appended to the MESSAGES.DAT file only needs to cover the highest conference the user has access to.

The reason these packets have to be different? Using QWK mail doors to send and receive messages require you to be able to send messages in other user's name as well as receive private messages in conferences. The Net-Status tells the mail door to import the messages even if they are from another name.

The only weird implementation here is that the block with the highest conference numbers come before the lower ones. Hence, to illustrate:

```
Conference 128
| Conference 129
| |
vv vv
0000 00 00 FF 00 00 00 00 00-00 00 00 00 00 00 00 00 Flags for
0010 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 conferences
0020 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 128-255
0030 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
0040 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
0050 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
0060 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
0070 00 00 00 00 00 00 00 00-00 00 00 00 00 00 FF 00

Conference 0
| Conference 1
| |
vv vv
0080 00 FF 00 00 00 00 00 00-00 00 00 00 00 00 00 00 Flags for
0090 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 conferences
00A0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00 0-127
00B0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
00C0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
00D0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
00E0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 00
00F0 00 00 00 00 00 00 00 00-00 00 00 00 00 00 00 FF
```

This example shows that this user has Net Status in conferences 1, 127, 130, and 254.

MarkMail and KMail doors (both for PCBoard) choos to implement things a little differently. Instead of appending Net-Status blocks to the end of the MESSAGES.DAT file, they simply put "MarkMail" or "Kmail..." in the first 8 position of the file and the user is granted Net-Status in all conferences.

-=-=-=-=-=-=-<>-=-=-=-=-=-=-

[A] Credits and Contributions

Mark "Sparky" Herring, who originated the QWK-format.

Tim Farley, who started this documentation back in the summer of 1990. The general outline here is the work of Tim. I filled in the blanks.

Jeffery Foy, who gave us the format for Microsoft single binary versus IEEE format.

Greg Hewgill, who (if I remember correctly) wrote the Turbo Pascal routines (included in here) to convert between MKS and TP LongInt.

Dennis McCunney, who is the host of the Off-line conference on RIME, is very knowledgeable in off-line reading concept and programs. His goal is to have one reader that can read mail packet from any source.

Cody Gibson and Jeffery Foy, whose information on Net-Status packet are included here.

All those who have been around the Off-line conferences on ILink (the oldest of the four I participate), RIME, Fido, and Intelec, who have provided great help over the past three years. The bulk of the information presented here are from messages in those conferences. These people include, but are no limited to, the followings: Dane Beko, Joseph Carnage, Marcos Della, Joey Lizzi, Mark May, and Jim Smith.

[B] Sample Turbo Pascal and C code

Here are a few routines in Turbo Pascal and C to convert Microsoft BASIC MKS format to usable IEEE long integer. These are collected over the networks and there is no guarantee that they will work for you!

Turbo Pascal (Greg Hewgill ?):

```
type
bsingle = array [0..3] of byte;

{ converts TP real to Microsoft 4 bytes single }

procedure real_to_msb (preal : real; var b : bsingle);
var
r : array [0 .. 5] of byte absolute preal;
begin
b [3] := r [0];
move (r [3], b [0], 3);
end; { procedure real_to_msb }

{ converts Microsoft 4 bytes single to TP real }

function msb_to_real (b : bsingle) : real;
var
preal : real;
r : array [0..5] of byte absolute preal;
begin
r [0] := b [3];
r [1] := 0;
r [2] := 0;
```

```
move (b [0], r [3], 3);
msb_to_real := preal;
end; { function msb_to_real }
```

Another Turbo Pascal routine to convert Microsoft single to TP LongInt (Marcos Della):

```
index := ((mssingle and not $ff000000) or $00800000) shr (24 -
((mssingle shr 24) and $7f)) - 1;
```

C (identify yourself if you wrote this routine):

```
/* converts 4 bytes Microsoft MKS format to long integer */

unsigned long mbf_to_int (m1, m2, m3, exp)
unsigned int m1, m2, m3, exp;
{
return (((m1 + ((unsigned long) m2 << 8) + ((unsigned long) m3 <<
16)) | 0x800000L) >> (24 - (exp - 0x80)));
}
```

Microsoft binary (by Jeffery Foy):

```
31 - 24 23 22 - 0 <-- bit position
+-----------------+----------+
| exponent | sign | mantissa |
+----------+------+----------+
```

IEEE (C/Pascal/etc.):

```
31 30 - 23 22 - 0 <-- bit position
+---------------------------+
| sign | exponent | mantissa |
+------+----------+----------+
```

In both cases, the sign is one bit, the exponent is 8 bits, and the mantissa is 23 bits. You can write your own, optimized, routine to convert between the two formats using the above bit layout.

[C] Sample message

Here is a sample message in hex and ASCII format:

```
019780 20 34 32 33 32 20 20 20 30 32 2D 31 35 2D 39 32 4232 02-15-92
019790 31 33 3A 34 35 52 49 43 48 41 52 44 20 42 4C 41 13:45RICHARD BLA
0197A0 43 4B 42 55 52 4E 20 20 20 20 20 20 20 20 53 54 CKBURN ST
0197B0 45 56 45 20 43 4F 4C 45 54 54 49 20 20 20 20 20 EVE COLETTI
0197C0 20 20 20 20 20 20 20 51 45 44 49 54 20 48 41 43 QEDIT HAC
0197D0 4B 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 K
0197E0 20 20 20 20 20 20 20 20 20 20 20 20 34 30 33 36 4036
0197F0 20 20 20 20 37 20 20 20 20 20 E1 0A 01 00 00 20 7
019800 2A 20 49 6E 20 61 20 6D 65 73 73 61 67 65 20 64 * In a message d
019810 61 74 65 64 20 30 32 2D 30 39 2D 39 32 20 74 6F ated 02-09-92 to
019820 20 53 74 65 76 65 20 43 6F 6C 65 74 74 69 2C 20 Steve Coletti,
```

```
019830 52 69 63 68 61 72 64 20 42 6C 61 63 6B 62 75 72 Richard Blackbur
019840 6E 20 73 61 69 64 3A E3 E3 52 42 3E 53 43 20 AF n said: RB>SC
019850 20 65 64 69 74 6F 72 20 69 6E 20 74 68 65 20 28 editor in the (
019860 6D 61 69 6E 66 72 61 6D 65 29 20 56 4D 2F 43 4D mainframe) VM/CM
019870 53 20 70 72 6F 64 75 63 74 20 6C 69 6E 65 20 69 S product line i
[ etc. ]
019A00 6E 6F 74 20 61 20 44 6F 63 74 6F 72 2C 20 62 75 not a Doctor, bu
019A10 74 20 49 20 70 6C 61 79 20 6F 6E 65 20 61 74 20 t I play one at
019A20 74 68 65 20 48 6F 73 70 69 74 61 6C 2E E3 20 20 the Hospital.
019A30 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
019A40 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
019A50 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
019A60 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
019A70 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
019A80 E3 50 43 52 65 6C 61 79 3A 4D 4F 4F 4E 44 4F 47 PCRelay:MOONDOG
019A90 20 2D 3E 20 23 33 35 20 52 65 6C 61 79 4E 65 74 -> #35 RelayNet
019AA0 20 28 74 6D 29 E3 34 2E 31 30 20 20 20 20 20 20 (tm) 4.10
019AB0 20 20 20 20 20 20 20 20 20 48 55 42 4D 4F 4F 4E HUBMOON
019AC0 2D 4D 6F 6F 6E 44 6F 67 20 42 42 53 2C 20 42 72 -MoonDog BBS, Br
019AD0 6F 6F 6B 6C 79 6E 2C 4E 59 20 37 31 38 20 36 39 ooklyn,NY 718 69
019AE0 32 2D 32 34 39 38 E3 20 20 20 20 20 20 20 20 20 2-2498
019AF0 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20
```

[D] Sample index file

Here is a sample index file in hex format:

```
000000 00 00 28 87 19 00 00 30 87 19 00 00 38 87 19 00
000010 00 7E 87 19 00 00 07 88 19 00 00 0B 88 19 00 00
000020 0F 88 19 00 00 14 88 19 00 00 19 88 19 00 00 1E
000030 88 19 00 00 22 88 19 00 00 27 88 19 00 00 2C 88
000040 19 00 00 31 88 19 00 00 3B 88 19 00 00 40 88 19
000050 00 00 46 88 19 00 00 49 88 19 00 00 4D 88 19 00
000060 00 52 88 19 00 00 55 88 19 00 00 59 88 19 00 00
000070 60 88 19 00 00 66 88 19 00 00 70 88 19
```

This index file is for conference 25. The values for the offset are as follows: 84, 88, 92, 127, 135, 139, 143, 148, 153, 158, 162, 167, 172, 177, 187, 192, 198, 201, 205 210, 213, 217, 224, 230, and 240.

6003. Re: uuencode/decode for A

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 21:07:04 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <3bc_9411101259@satlink.oau.org>
Source record: 29216

```
>> From: bseburn@vaxxine.com (Brian Seburn)
>> Newsgroups: comp.sys.atari.st.tech
>> Subject: uuencode/decode for A
>> Date: Sun, 6 Nov 1994 04:59:03 GMT
>> Organization: Vaxxine Computer Systems Inc.

From: adrian.gruber%23@stalink.oau.org
Newsgroups: comp.sys.atari.st.tech
Subject: uuencode/decode
Date: Wed, 11/09/94 21:10:00 EST
---------------------------------------------------------------------
Well hello Brian, how are you long time since we talked. Still running
your FoRem board? Stay in touch.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).
```

6004. How to turn off automatic HDD shutoff..???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 21:13:28 UTC
From: THIETAVUO@FINABO.ABO.FI
Message-ID: <39re1o$6da@josie.abo.fi>
Source record: 29202

I have a curious problem... I recently changed my 84 Mb 2.5" Conner drive for my Falcon to a bigger 3.5" one. I chose a 420 Mb, 14 mS Seagate ST3491A drive, got it finally crunched inside the original covers (yes, it can be done when you leave one part of the metallic shield out..), and everything seemed to be ok. HDX 5 recognized this drive without problems, and got it formatted. Then I made my first mistake; I tried to partition it with SCSITOOLS Junior software instead of (the less user-friendly) HDX. The result: BOMBS whenever I switched on the computer with HDD connected to cables!! THIS was pretty serious, since there was no way to boot the computer when the hard drive was electrically connected to it. I guess, something had been screwed up in the boot sector, or something like that...

Well, finally - with tricks very unrecommended - I got the thing formatted again, and I threw my SCSITOOLS as far away from the drive as I could!

Now I partitioned the drive with HDDRIVER software. Perfecto. The drive works like a dream; it's damned fast (over 1900 kb/s with Falcon!) - BUT......+

After about 30 seconds unused, the drive says "CLICK" - and shuts itself off.. Yes; when you don't use the HDD in 30 secs, that devil thinks it isn't needed - and goes to sleep... Of course, it wakes up - rather quickly - when somebody calls it. BUT guess what this sleepiness causes when one uses virtual memory? Guess, what 68030's PMMU, TOS and especially OUTSIDE 3.2 virtual memory manager think of "sleeping memory"..? =-(Right: weird things occur. And the Falcon locks very often totally up.

Can anyone tell me, what the heck is going on inside my Seagate/Falcon - and if there's anything that can be done?

Thank you VERY many for any help; this is pretty awful..!

8-)

Greetings, Tommi

6005. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-09 22:44:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39rjcu$2aa@golem.wcc.govt.nz>
Source record: 29365
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39qgkn$mgp@sandra.teleport.com>, bensmith@teleport.com (Benjamin Smith) writes:
>Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
>use Flash 1.60 because it supports VT100 Better than FZDT and it works
>better for me on the InterNet. Unfortunately, I also now need to use Z-Modem
>but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like
>X-Modem and Y-Modem Batch was in Flash 1.60?

You will find that FLASH 2 is a bit to slow, they have made it 100% GEM compatible, so you will need a screen accelerator to get back to a normal speed...

Flash 1.6, well I use GSZRZ Zmodem all the time, its on many sites....

NOTE: Alan Page did not have any thing good to say about FLASH 2, his comments was that it still had some of the flaws that Flash 1.6 has...

>bensmith@teleport.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6006. Re: Diamond BckUP III ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 00:33:25 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39rpol$eeg@mailer.fsu.edu>
Source record: 29366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hirlimann Ludovic (hirliman@ufr-info-p7.ibp.fr) wrote:
>
> I need info on Diamond backup 3. Does it use the
> Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
> Is it a Good product ?

I doubt that it uses the DSP, but I could be wrong. I believe there is a
demo of this program on atari.archive.umich.edu, so that might answer many
of your questions.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6007. Toad Holiday Festival '94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 00:44:22 UTC
From: toad@charm.net
Message-ID: <39rqd6$pgf@sowebo.charm.net>
Source record: 29370

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94
==========

NEW EXHIBITORS JUST ANNOUNCED: GRIBNIF AND ANODYNE SOFTWARE!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will take place on December 3rd & 4th, 1994. Last year's event drew 500 people from all over the country and featured guests and exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

We'll feature free hot apple cider, door prizes and more! We'll also have another raffle to benefit Habitat for Humanity (which raised over $500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis.

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Bob Luneski, Oregon Research
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including Dave and Jennifer Troy

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

Keep an eye open for further developments on the show! We plan to have
announcements on and in:

- GEnie - CompuServe
- Internet - Delphi
- Current Notes - ST Informer

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/08/94 =====

--

--
toad@charm.net Toad Computers

6008. Re: 1040 STFM slow 'warm-up'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 00:48:43 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39rqlb$eeg@mailer.fsu.edu>
Source record: 29368

Ari_Ruokamo (ruokamo@ouhw11.nmp.nokia.com) wrote:
>
> I have a basic 1 Meg Stfm. Lately (for last 1/2 year) it have started to act
> in following way:
>
> Everytime when I switch it on, the diskdrive IS VERY dead- no booting,
> not even drive led lighting, nothing. It takes about 30 to 45 mins that the
> drive even 'tries' to start working. It's kind of stuck, and every now and
> then goes few rounds, and this continues for some time. Then suddenly it
> starts to work normally. Weird. That's not all. Monitor displays everything
> 'flashing', inverse-normal-inverse etc. The screen is quite dark, messy. But it
> goes to normal within few hours of use.
>
> A guy said my St's power is faulty, which I think too.

Well, it does sound like it has to do with power. One easy thing to do
(that has a surprisingly high success rate) is to remove the power supply
(it is all one piece, comes out with just two or three screws) and use a
soldering iron to remelt all the solder points on the unit. If you have a
"cold" or cracked solder joint, this should fix it, and it is quite easy to
do as you are not actually adding any solder or anything. Also, I think
there is a fuse on there that you can check or just replace (they are cheap).
Inspect it visually, looking for loose wires, signs of heat, charcoal <grin>.

Also, "exercise" the connector that hooks the power supply to the motherboard.
Just plug and unplug it several times, in case any tiny layer of corrosion
has formed. Do the same with the external power cord. In fact, try a new
external power cord, and an outlet that you are positive works.

If that doesn't help, you can order a new power supply from a number of
places. There are a couple of places that sell them here in the US. Good
luck!

Oh, if you have a friend who has a good knowledge of electronics, the power
supply should be relatively easy to fix, though it is probably not worth
the standard (astronomical) costs that most formal repair places would
charge.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6009. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 00:52:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <39rqsp$eeg@mailer.fsu.edu>
Source record: 29369

Guido (ljp@cck.coventry.ac.uk) wrote:
> In article <39c10l$430@nippur.irb.hr>,
> Neven Petrlik <npetrlik@public.srce.hr> wrote:
> >
> > Does anyone know how to connect PC keyboard
> > to the Atari ST ? (i've heard it is possible).
>
> Why would you want to do that. Horrible things those PC
> keyboards satanic even - they have the caps-lock where
> god intended the ctrl-key to go.

While I agree that most run-of-the-mill PC keyboards have this demonic
influence, you can buy PC keyboards that allow you to select where
control/alt/capslock are (they come with extra keycaps, and usually are
dipswitch set). These are the more expensive units, typically.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6010. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 01:30:35 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.784431035@BIX.com>
Source record: 29371
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've already responded to Ben in email, as requested, but in case anyone
else here is interested, let me post some replies to
his message here too...

bensmith@teleport.com (Benjamin Smith) writes:

> Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
> use Flash 1.60 because it supports VT100 Better than FZDT and it works
> better for me on the InterNet. Unfortunately, I also now need to use
> Z-Modem but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into
> Flash 2 like X-Modem and Y-Modem Batch was in Flash 1.60?

Yes, Flash II *fully* supports VT100 (as well as VT101, 102, 200 & 300) as
well as ANSI. An added benefit to our ANSI support is the built-in
IBM/ANSI character set so that you get full ANSI graphics displayed when
calling an ANSI BBS. We also support ANSI colors, up to 16 of them
depending on the type of Atari computer you're using.

> Also, does anyone have an inexpensive, complete copy of Flash 2 for sale?

If you own an old version of Antic's Flash, you can upgrade to Flash II
for only $30 + $4 shipping (in North Americ). That's one heck of a good
bargain!

> Also, does anyone know what is the current version of Flash 2?

Our current release is 2.21.

> Also, does anyone know the Quality of Flash 2's Manual? And how big of a
> Manual is it and how many pages?

We like to think our manual is one of the best telecom program user manual
around. It's grown to over 250 pages and includes 9 chapters, a full
Table of Contents and a large and easy to use Index for cross referencing.

If anyone else has any questions, please feel free to ask. Thanks.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

6011. Re: GEnie changes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 02:29:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39s0i4$550@golem.wcc.govt.nz>
Source record: 29373
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

```
] : There have been some rumors floating around about GEnie dropping support
] : the Atari in the near future. I went to the head of the class, so to spea
] : to find out what the real story was. Here is the reply I received from
] : Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
]
] "The Atari" what???? I wish people would be more specific! The
] "Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
] the Falcon, the Jaguar, the Portfolio or various other products.
]
] >> Mark <<
```

Atari. e.g. Everything.

6012. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 04:11:23 UTC
From: coutu@mv.mv.com
Message-ID: <Cz1AB0.or@mv.mv.com>
Source record: 29374

Thanks for the helpful tips! I obtained the g++ include and library files. Before I merrily dumped the include files into /usr/include I checked the file names to see if any already existing fils would be overwritten. As it turns out stdio.h would have been overwritten! So I fired up g++ in verbose mode and saw that it would also search in the directory /gnu/g++-inc for header files. So I made that directory and moved the files there with the regular C header files still in /usr/include.

My question to you all is this: Is this necessary? It it a good idea to keep them separate? Or can I drop the C++ version of stdio.h into /usr/include and still have my C programs build correctly? (seems unlikely)

I saw that someone is working with gcc 2.6.1. Guess I'll track that down too since I'm using 2.5.8.
--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

6013. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 08:08:47 UTC
From: jhh@cwi.nl
Message-ID: <jhh.784454927@news.cwi.nl>
Source record: 29378

natx@wega.fibronics.de (Georg Wallmann) writes:

>Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

>: The mupfel shell provides most of what gulam does (except the built in emacs).
>: It's in the gemini distribution, but can be run seperately, with or without
>: mint (supports mint if it's there, doesn't miss it if it's not).

>: Craig.
>Except that Gemini 1999 acts very goofy and unstable on my particular
>setup. Else that would be a nice environment indeed.

>Nat!

As a truly fanatic Gulam user I tried Mupfel both stand-alone and under Gemini,
and let's say I wasn't disappointed :-). So the point is really: you can use
Mupfel without running Gemini.

JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

6014. TOS 3.06 needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 08:49:18 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <39smqe$gaq@ccpnws.in2p3.fr>
Source record: 29380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am currently building a PAK3 accelerator board (68020@16Mhz) for my
MegaST computer and I need a Tos 3.06 if I want to put the system on
the PAK.
As the Atari market is nearly dead in France (don't know if they ever
sold one TT!), I am looking for someone who could send me an image
file of the TOS 3.06.
Thanks for any help.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

6015. Re: ST -> PC Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 09:16:10 UTC
From: frwa@stud.uni-sb.de
Message-ID: <39socq$f05@stud.uni-sb.de>
Source record: 29379

Brian Seburn (bseburn@vaxxine.com) wrote:
: m > Is there a software/shareware program that will enable
: m > interface my PC to my old STe? I was looking for something tha
: m > connect the two through the RS232 interface. I want to be able
: m > the STe's hardware and have the STe access my PC's hardware. A
: m > information would be appreciated. Unix would not be practical
: m > situation.

: Well I have Ghostlink here, it supposed to do that. I havn't tried
: it yet, but the docs sound like its what your looking for. I got it
: off a FTP site.. sorry I can't remember which one. Maybe someone
: else can help there... :-)

: Brian

Try archie with ghostlnk.zip . I found it at ftp.switch.ch and ftp.cnam.fr
(/mirror/atari/Network/Local and /pub2/Atari/Telecomm).

Bye, Frederic J.

Frederic J. Walter-Scheerer Email : frwa@stud.uni-sb.de
& walter@aquarius.cs.uni-sb.de

6016. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 09:34:44 UTC
From: steve-j@teleport.com
Message-ID: <39spfl$s81@elaine.teleport.com>
Source record: 29382

In article <CyytD2.8rM@isltd.insignia.com>,
Graham Beint, 321 <graham@insignia.co.uk> wrote:

>>>So any one that states that you can Format HD disks does not know what
>>>they are talking about..

>>Some disks might format but they will fail later....

>Then how come I have been using HD disks in my STe DD drive for several
>years with no problems?
>
>Of course if YOU say so I must be hallucinating.

You can use HD disks in a non-HD drive fine. However, it is
strongly recommended that you not reformat an already HD-formatted
disk to a lesser density (or vice versa) -- and that includes, of
course, pre-formatted disks!

6017. WANTED: Cable for Navarone Cart to Scanner!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 09:50:03 UTC
From: bensmith@teleport.com
Message-ID: <39sqcb$492@linda.teleport.com>
Source record: 29381
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm looking for a Cable To Connect Between my Navarone Scanner Cartridge and
my Saba Scanner. Does someone know the Pinouts and can they Build me one!

I know Navarone Industries won't help. They don't support Atari Anymore.

I want one Longer than my old one and my older one is getting Worn.

Please, don't reply in the Msg Bases.

Direct all Replies to bensmith@teleport.com

or for Faster Service, Call (503)256-9974
Ask for Ben.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6018. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 10:40:55 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <39stbn$42b@whitbeck.ncl.ac.uk>
Source record: 29385

In article <1994Nov9.182555.29692@eurom.germany.net>, natx@wega.fibronics.de (Georg Wallmann) writes:
>: The mupfel shell provides most of what gulam does (except the built in emacs).
>Except that Gemini 1999 acts very goofy and unstable on my particular
>setup. Else that would be a nice environment indeed.
>

Yes - but what I mean is that mupfel all on it's own is a very good command line, with most of the built ins of gulam, but more OS friendly. You don't have to run Gemini to use mupfel.....

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6019. Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 11:03:11 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.1.000B0DF0@cam.ac.uk>
Source record: 29383

Can I set up a Minix partition that replaces 3 normal paritions in one go (I am using ICD Link software) ?

What happens about caching - I hear that "Turbo" mode has caching", but can it cache everything but the floppy on both read and writes. Alternatively, can the ICD stuff cache the Minix partition? The ICD cache is really good - loads of useful options, I hope that Minix.xfs is worth it.

Also, to use the Minix partition, I will have to install MiNT. What is the best option for this - ie use the present (0.96) binary, or compile the source for 1.11 (if someone will tell me where there are instructions on how to do this if you are sensible, but know NOTHING about C). Will this:
slow the computer down?
use loads of memory?
still be compatible with most stuff?

Many thanks

Adrian Bridgett

6020. Re: How to turn off automatic HDD shutoff..???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 11:14:26 UTC
From: der@discovery
Message-ID: <DER.94Nov10121426@discovery>
Source record: 29384

In article <39re1o$6da@josie.abo.fi> THIETAVUO@FINABO.ABO.FI (Morgoth) writes:
[...]
> After about 30 seconds unused, the drive says "CLICK" -and shuts itself off.
[...]
> Can anyone tell me, what the heck is going on inside my Seagate/Falcon -
> and if there's anything that can be done?

RTFM! No, but seriously, try the HD-manual and look for a DIP-switch
that controls this kind of behaviour. There _should_ be one if it
isn't software-controlled in which case you also should find all the
necessary information in the manual. If you didn't get a manual with
the drive then you should try calling Seagate up. I'm sure they
have some kind of technical help-line (probably on a 800-number in
the US which is impossible to reach from Finland ;-).

Maybe someone could provide the phone-# to Seagate's technical
help-line (or similar).

- Daniel Eriksson, der@astrakan.hgs.se

6021. Re: CPX files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 11:39:20 UTC
From: msy@lafp.oche.de
Message-ID: <EKKLBDXK1UP@lafp.oche.de>
Source record: 29388

In <11081994.211812@empyr.dircon.co.uk> Kevan Winch wrote :

>Hi,
>
>Is it possible to get ordinary .ACCs to run in the Extensible Control Panel ?
>Or, are CPX and ACC files totally incompatible ?

An ACC is not a CPX!

A CPX has another Header! You cannot use ACC's from xcontrol!

MfG

Manfred SsYkor

--
/~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 55 53 48 |
| PGP-Key: Mail to: fileserver@lafp.oche.de |
| Subject: send pgp-key |
/~~~~~~/ |
____/

6022. Re: How to turn off automatic HDD shutoff..???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 13:26:24 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-101194132625@ngalm099.gal.nt.com>
Source record: 29389

In article <DER.94Nov10121426@discovery>, der@discovery (Daniel Eriksson)
wrote:

> In article <39re1o$6da@josie.abo.fi> THIETAVUO@FINABO.ABO.FI (Morgoth) writes:
> [...]
> > After about 30 seconds unused, the drive says "CLICK" -and shuts itself off.
> [...]
> > Can anyone tell me, what the heck is going on inside my Seagate/Falcon -
> > and if there's anything that can be done?

I have seen similar problems on SCSI when the drive was not terminated, the
drive would shut down after half a minute. There are usually a few jumpers
to select the terminator & terminator powering options, you need the
installation manual that comes with the drive.
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

6023. Re: How do I make accurate timings in C ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 13:30:30 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <68qr8_0o88k@moacs11>
Source record: 29193

In <39q6mr$kh6@oregano.csv.warwick.ac.uk>, Paul Donovan wrote:

> I'd like to be able to time various calculations in a project I am working
> on, but the only C functions I can find are only accurate to the nearest
> second.

Did you have a look at times(3)?

Synopsis:
#include <sys/times.h>
clock_t times(struct tms *buffer);

The reported user and system times have type clock_t, the number of
clockticks per second is available in CLK_TCK (the actual value is
system dependant).

Waldi

6024. Re: Diamond BckUP III ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 13:58:51 UTC
From: djs@jet.uk
Message-ID: <1994Nov10.135851.314@jet.uk>
Source record: 29390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <39qjoq$kuf@vishnu.jussieu.fr> hirliman@ufr-info-p7.ibp.fr (Hirlimann Ludovic) writes:

> I need info on Diamond backup 3. Does it use the
>Dsp on the Falcon ? Who edit it (Snail, Fax, E-mail) ?
>Is it a Good product ?
The author is orres@teleport.com
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6025. Re: Motion Video, DSP Texture Mapping & Image Rotatio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-10 21:35:30 UTC
From: natx@wega.fibronics.de
Message-ID: <1994Nov10.213530.1946@eurom.germany.net>
Source record: 29191

Ralf Doewich (ralf.doewich@canrem.com) wrote:
: Craig,

: -> I've designed & build a video digitiser for my Falcon, which can do
: -> 25fps real time video to the screen. I'm now working on a bit of
: -> image manipulation software (hopefully to do some projection work for
: -> light shows at raves & stuff). I'm looking to improve my effects
: -> performane by using the DSP to map the image into different shapes in
: -> real time. Doing a ball & cylinder is OK using CPU, but trying to
: -> then spin the cylinder (NOT around the circular axis) is just to much
: -> for the CPU (rememder that I'm still playing the motion video video
: -> from the camera into the mapped image).

Damn I missed the original article. Would you like to satisfy my curiosity
and tell me in which way you're feeding the video data into the F030 at
which rez etc ?

Nat!

6026. It's a Drag (Question for TOS 4.04 Wizards)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 00:46:08 UTC
From: contacts@mits.mdata.fi
Message-ID: <39uesg$5c0@prime.mdata.fi>
Source record: 29194

Here's my problem: In my earlier machine, Mega ST 4 with TOS 1.04, I could drag several files over e.g. Gemview icon, and Gemview loaded all those files nicely after program start. Same Multi-drag is working in new Gemini (also in TOS 4.04).

But, in Falcon TOS 4.04 Desktop I have not found a way to do it. If I drag several files over Gemview it opens only the first one. I've tried all sorts of Install Application -settings, but with no luck.

If someone could tell me what's going on, I'd buy him a beer (If he ever happened to visit Finland).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!! PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6027. Re: Questions about Flash 2?? Please Help...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 01:28:59 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.784517339@BIX.com>
Source record: 29196
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

In article <39qgkn$mgp@sandra.teleport.com>, bensmith@teleport.com (Benjamin Smith) writes:
>Does Flash 2 support VT100\ANSI as well as the Old Flash from Antic Did?? I
>use Flash 1.60 because it supports VT100 Better than FZDT and it works
>better for me on the InterNet. Unfortunately, I also now need to use Z-Modem
>but Z-Modem isn't built in to Flash 1.60. Is Z-Modem built into Flash 2 like
>X-Modem and Y-Modem Batch was in Flash 1.60?

> You will find that FLASH 2 is a bit to slow, they have made it 100% GEM
> compatible, so you will need a screen accelerator to get back to a normal
> speed...

While we have made the program 100% GEM compatible, we've also been working really hard on speeding things up. Our current version, 2.21, with a good screen accelerator like Warp 9, easily keeps up at 9600 baud.

> NOTE: Alan Page did not have any thing good to say about FLASH 2, his
> comments was that it still had some of the flaws that Flash 1.6 has...

Alan Page only saw the original release of Flash II back in 1992. It's come a long way since then. One must also keep in mind that Alan Page, at the time, was working on his own new telecom program, Storm, which was to have been a commercial product. It never made it that far. It was released as shareware, but has quite a number of bugs in it, and is mostly non-supported. Our product is fully supported on all of the major commercial bulletin boards as well as here! :-)

If anyone is interested in the program, they should download the latest demo, 2.21.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

6028. Re: ??? ICD ADSCSI+ Questions??? PLEASE REPLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 02:09:07 UTC
From: etat@delphi.com
Message-ID: <Zi9V8YT.etat@delphi.com>
Source record: 29197

Yeah Ben, it should do it. I am running 2 hard drives that I installed in a Tower with it and ICD Utilities. You simply daisy chain em, be sure to set the Id number on each drive and disable the parity on the last drive. (your hard drive manual should show you where these functions are located)

6029. Re: Need Information about HDisks for Atari ST 1040

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 06:45:06 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Cz3C36.8zG@hpbbrd.bbn.hp.com>
Source record: 29220

Markus Freidhof (M.Freidhof@uet.th-darmstadt.de) wrote:
> I saerch a not so expensiv HDisk for my Atari ST. Is it possible to connect
> an SCSI - Hdisk to th Atari and how this works? Where can I find Information
> in the Internet?

To connect a SCSI harddisk to your Atari, you need a host adaptor
which plugs into the DMA port. There are still quite a few companies
marketing their host adaptors, especially in Germany. Just take
a look at the ads in a recent ST-Computer issue, and you'll find
a larger choice of hardware than you might wish. Once you have
a host adaptor, a housing, power supply, formatting software,
and some cables, you can buy just about any SCSI disk on the market.
Usually you buy a bundle of all these things. Make sure that the
product you're purchasing is expandable, i.e. you can add a second
hard disk/ removable hard disk / other SCSI devices later.

Since a lot of people give up on Atari these days, there should
also be a large number of offerings of cheap used equipment.
Check out the ads in ST-Computer, in the German MausNet, or in
a second-hand magazine such as the German "Computer-Flohmarkt".
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

6030. Hardw. mods and softw. patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 08:51:46 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1994Nov11.085146.21754@nomina.lu.se>
Source record: 29219

Is there a list somewhere with all known mods and patches for ST/STe computers somewhere?

/PO
~~~~~~
pi92pob@pt.hk-r.se Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

6031. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 10:12:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <39vg1i$mg4@golem.wcc.govt.nz>
Source record: 29198

In article <ftn_2.203.611.5_2ec104aa_Christian.Andersson@ct.se>,
christian.andersson@p5.f611.n203.z2.ct.se (Christian Andersson) writes:
> > So any one that states that you can Format HD disks does not know what
> > they are talking about..
>
>When using my (now sold) STe I used to format my HD-disks to DD and I havn't
>had any problem with them at all, nor hav any of my freinds who have used these
>DD-formated HD disks. I can stil, using my Falcon, format HD-disk to DD and
>they work, but who wants to do that :-)
>
>Chris.

Out of the 5 or 6 STE's that I have had the cover off, 3 of them were fitted
with HD drives, HD drives will format HD disks at DD formats....

DD Drives don't have the high output Heads to format HD disks correctly..

So PLEASE DON'T USE HD Disks on a DD Drive, they will fail, FACTS...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6032. Re: It's a Drag (Question for TOS 4.04 Wizards)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 11:52:56 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.64.000BE230@cam.ac.uk>
Source record: 29214

In article <39uesg$5c0@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

>Here's my problem: In my earlier machine, Mega ST 4 with TOS 1.04, I
>could drag several files over e.g. Gemview icon, and Gemview
>loaded all those files nicely after program start. Same Multi-drag is
>working in new Gemini (also in TOS 4.04).

>But, in Falcon TOS 4.04 Desktop I have not found a way to do it.
>If I drag several files over Gemview it opens only the first one.
>I've tried all sorts of Install Application -settings, but with no luck.

I didn't know you could do it in TOS 1.04, it doesn't work in 2.06 either. Why did they get rid of this useful feature. Although it is back in MultiTOS (when they release a usable version...)

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6033. Re: GEM Clients for MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 11:57:44 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.65.000BF6B0@cam.ac.uk>
Source record: 29222

In article <784243148snz@bigbox.demon.co.uk> bjb@bigbox.demon.co.uk (Ben Bell) writes:
>I suggest that we organise a group of programmers to rectify this. I'm not
>suggesting that we do away with the text based system as it is necessary for
>working under window managers and so on, just that we develope an alternative
>set of clients that run under GEM.

I had thought of starting that myself. When I get mint-net to work (this involves getting Mint 1.11 working, something I've yet to manage) I'll have a go.

>ftp, telnet, ntalk, ping, www browser, smtp, nntp, finger and a control
^^^^^^^^^^^
I think there is a text based lynx-port. Making a graphical version based on this might be easier than starting from scratch.

>program to handle setting up PLIP, SLIP and PPP connections etc.

Particularly since there is otherwise no way to do this - currently you have to dial up with a terminal package AIUI.

>Could anyone who is interested in joining in or who is already involved in
>doing something similar please contact me?

I was going to write a graphical ftp client. Yes, that's hard but I was going to cheat and pipe to and from the text based one!

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6034. HD-floppy on Mega-STE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 12:17:50 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <39vnde$88e@nic.lth.se>
Source record: 29221

I have a Mega-STE bought in Germany with German TOS 2.05. I recently uppgraded the TOS to Swedish 2.06, no problem. Now I happen to have a HD-drive and I would love to put it in the machine AND be able to use it. Does anybody know what it takes to get it working? Preferably without an expensive kit.

BTW, I installed the HD-prog which came with TOS 2.06 and got the High-Density button in the format-dialog, and of course I had to try to format a HD, and of course it didn't work. No wonder since I hadn't changed the drive, but if you're a trial-and-error-die-hard you are... :-)

/HUGO.

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

6035. sm124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 13:09:37 UTC
From: IE9390@lthmalmo.malmo.lth.se
Message-ID: <IE9390.30.000E297A@lthmalmo.malmo.lth.se>
Source record: 29213

Does anyone know how to enlarge the screen area, to get rid of the black edges?
(A hardward modificatin in the monitor - not a hardware/software modification
in the computer!) I've heard you could do some simple adjustments with a
screwdriver is this possible and how?
Sebastian Ringkvist

6036. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 13:31:58 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <EKLHAHZIUp@elfhaven.ersys.edmonton.ab.ca>
Source record: 29125

In <ftn_2.203.611.5_2ec104aa_Christian.Andersson@ct.se> Christian Andersson wrote :

> > So any one that states that you can Format HD disks does not know what
> > they are talking about..
>
>When using my (now sold) STe I used to format my HD-disks to DD and I havn't
>had any problem with them at all, nor hav any of my freinds who have used these
>DD-formated HD disks. I can stil, using my Falcon, format HD-disk to DD and
>they work, but who wants to do that :-)
>
>Chris.

There is one problem (that I know of) with formatting high density disks
to lower density; if you do it on an IBM, it will format the disk as
"half of a 1.44" instead of 720K. The difference is subtle, but very
annoying when you pop the disk into a IBM compatile and it tells you
that there are missing sectors on the disk... This problem with
formatting will only occur with HD disks, though. When I put my
720K disk in and formatted it, it works everywhere.

--
Michel Forget / Electric Storm Software \\ october...october...october
mforget@elfhaven.ersys.edmonton.ab.ca \\ ...it should be here by now...
PGP Public Key Finger. = 1F C0 D3 FE 40 51 7F 47 F3 4A C6 AD 6E 02 71 85

6037. Programming a MIDI sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 17:12:21 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941111170612.3253B-100000@tower.york.ac.uk>
Source record: 29199

Hi.
I am working on a program to process MIDI data in real time (a sort of computer composition tool) and I would appreciate some advice on how to handle the MIDI I/O. Basically I need to play back recorded MIDI data and possibly also record MIDI input, like in a sequencer.

I assume that for playback I need to use an interrupt routine, but which one? I would guess that the vertical blank interrupt is too slow for accurate timings: are there any other regular timer interrupts? Also, I suspect that calling the Xbios Bconout() function in an interrupt handler is not a good idea, so how do I pass data out of the MIDI port? Similarly, for MIDI input is it possible to intercept the data directly as it arrives at the MIDI port rather than using Bconin() to read it?

If anyone could advise me the best way to go about this, or point me towards some source code for a working sequencer, I would be extremely grateful.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

6038. Re: QWK formats

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 19:02:02 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11111994.190202@empyr.dircon.co.uk>
Source record: 29206

Couldn't you have sent this via private e-mail ? Not EVERYONE in the group wants to read all that stuff, and * I * don't like the idea of paying for it either.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

6039. Anyone got TOS ROMS ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 19:02:03 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11111994.190203@empyr.dircon.co.uk>
Source record: 29207

Hi, Does anyone have a SIX chip TOS ROM set, newer than version 1.0,
English (Great Britain) version, that they don't want any more ?

Any replies to: this newsgroup or Kevan@empyr.dircon.co.uk

Thanks.

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

6040. NVDI sys file ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 19:02:08 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11111994.190208@empyr.dircon.co.uk>
Source record: 29208

Hi,

I have managed to trash a file called NVDIDRV1.SYS in NVDI 2.03, and
before you all say I should have kept a backup, no I didn't. OK :-(

Has anyone got a copy of this file they could uuencode to me ?

The other NVDI files are fine, as far as I can make out, so it's only
this one I need.

Thanks in advance.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

6041. Re: CPX files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-11 21:47:00 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <Cz4HuC.BAL@cix.compulink.co.uk>
Source record: 29205

> Panel ? Or, are CPX and ACC files totally incompatible ?

Completely, I'm afraid.

Jon.

jonellis@cix.compulink.co.uk

6042. Re: Hardw. mods and softw. patches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 00:39:22 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a12rq$rr@mailer.fsu.edu>
Source record: 29210

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
> Is there a list somewhere with all known mods and patches for ST/STe
> computers somewhere?

Not that I know of, but you can get a pretty good idea by looking at the
index files in /Utilities/Tosfixes, /Misc, and /Ste on atari.archive.umich.edu.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6043. Re: sm124

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 00:45:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a137c$rr@mailer.fsu.edu>
Source record: 29211

Sebastian Ringkvist (IE9390@lthmalmo.malmo.lth.se) wrote:
> Does anyone know how to enlarge the screen area, to get rid of the black edges?
> (A hardward modificatin in the monitor - not a hardware/software modification
> in the computer!) I've heard you could do some simple adjustments with a
> screwdriver is this possible and how?

Here are some instructions on how to do this. Please note that opening a monitor requires some SERIOUS caution, as there are components in there that can hold a LETHAL charge for quite some time, even if the unit is unplugged! Use plastic adjustment tools, stick your other hand in your pocket, and be very careful.

---being included hunk---

HOW TO ENLARGE YOUR
SM124
MONOCHROME MONITOR'S
SCREEN SIZE

by
Jack P. Durre'

If you've used the Atari ST computers with the SM124 monochrome monitor, chances are quite good that you have come to accept the wide (black or white) border surrounding the usable area of the screen. You may have asked "why?", but probably only grumbled about it, and went back to work. If you've got the time (about 15 minutes, on average), the tools (3 or 4, and available from most Radio Shack stores), and the nerve (very little required!), this article will explain how you can actually have a LARGER, usable screen (as compared to the Mac)!

First, credit where credit is due...The original information for this modification came from the April, 1986 issue of "ST APPLICATIONS" magazine, in an article written by Albert Lew. I am merely explaining my own methods, following the original steps as outlined in Mr. Lew's article.

That said, let's get the caveats out of the way: While I may personally consider the following modifications to be simple and straightforward, I can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in

warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of your own! In other words, YOU CAN GET KILLED! Now, if you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while I am talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us, "right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

Ready? Here we go!

Boot your system, using either the desktop, with one or more windows opened, or call up a text file. The ideal situation is to have text reaching all four corners of the screen, so that you will be able to compare from one area to another.

Now, unplug the monitor's power cord from the socket in the cabinet, and turn the monitor around, so that the rear of the case

is facing you. Place the towel or padding on the desktop in front of the monitor, and tip the entire unit up onto the glass face (carefully!). Now, using the Phillips screwdriver, remove the 5 screws holding the cabinet together. (Two on the bottom, one on each side, about 3/4s of the way up, and one just above the power cable socket.) Once these have been removed, put them somewhere safely out of the way, and don't worry about mixing them up, they're all the same size. Now, gently lift straight upwards on the rear sides of the case, and it should begin to lift away...CAREFUL! You have yet to disconnect the speaker wires, and there's not too much extra wire here. See it? Carefully reach down to the connector where it joins with the mother board, and pull it straight away from the board, disconnecting it. Don't be too concerned about the orientation of the plug, as it will work in either direction. Once you've done this, continue to lift the rear section of the cabinet away, feeding the CPU/Monitor cable through the opening as necessary.

Set the cabinet out of the way (And don't STEP ON IT!), and proceed with the REAL modifications! Tip the monitor back down to its bottom, and arrange the mirror so that you can see the screen while working at the rear of the unit. Re-connect the power cord, and turn on the monitor, being careful to NOT stick your fingers inside the wrong areas!

Grab your plastic flat-blade tool, and start looking along the right side of the mother board (remember now, we're looking from the rear of the set!). Near the front of the board, neatly tucked between the picture tube, or CRT, and a vertical metal heatsink/power board, is a row of 3 white adjustable controls, or potentiometers, about 1/2" in diameter, labelled "VLINE", "VSIZE", and "VHOLD". We're interested in "VSIZE", which is the middle control "pot". (NOW you know why I suggested a long tuning tool!) Gently slip the tool into the slotted head of the pot, and while watching the screen in the mirror (you DID boot up the system, didn't you?), begin to turn the tool slightly (try not to apply much pressure to the pot, as that CAN effect the setting). The top and bottom of the screen will begin to move, together or apart! Expand the screen to within approximately 1/2" - 3/4" of the top and bottom of the "bezel", or plastic frame on the front of the monitor. (Too close to the bezel, and you'll find that you have to be EXACTLY in front of the screen, or miss some of the information!)

See? Feeling more confident already, aren't we?

Moving right along, we will now swap our tuning tools, opting for the hex-shaped one. Looking near the left rear corner of the mother board, close to the point where the power cord socket is located, you will find a plastic shaft with a slot in it, sticking straight up from the board, and just slightly ahead of that, a

strange-looking device, composed of a small-diameter tube, with what appears to be a couple of "bobbins" of wire on it. Inside of that small tube, there is a small, somewhat-fragile core of graphite, which WILL break, if mistreated, so act accordingly! Gently lower your hex-tool into this tube, and you will feel it slide home into the core. (Again, don't press down on the core.) By turning this core in a clockwise direction, and watching the mirror, you will see the screen shrink slightly first, and then grow WIDER!!! (Now we're really starting to cook!) Remember to leave about 1/2" - 3/4" border, to avoid having the edges hidden by the bezel.

What's that you say? Your picture got larger, but it looks off-center? Well, cheer up, bunkie, 'cause we're gonna fix THAT right now!

See that big chunk of glass up front? Well, it has a "neck" on it, and the back end is pointing directly at us, with some strange looking electronic stuff along the way. At the very back of the tube are some electrical connections, but we're not worried about them...what we're after are the two magnets that look sorta like "Q"s around the neck, about 1-2 inches forward of the connections. See 'em? They're dark grey or black, probably, and have a little "ear" sticking up away from the tube, so that you can gently push them around until you get the picture centered on the face of the CRT. Don't worry about touching THEM...just try to keep from resting your hands on any "hot" contacts! This may take a little time to screw up your courage, but once you get the hang of it, you'll find it quite easy! Once you've got the picture fairly well centered, you may need to go back and re-adjust the VSIZE or Horizontal size, as all of these things are interrelated.

Next, we're gonna make the picture sharp again, in case you're worried that you've just lost that beautiful screen that you love so much!

Remember the slotted plastic shaft at the left rear of the mother board? Well, THAT's the "FOCUS" control, and if you'll again resort to the flat-bladed tuning tool, you can use that control to find the best compromise for YOUR taste! Atari chose to go for a tack-sharp center screen, and let the corners be a little softer in focus. You can do the same, or go for sharp corners and let the center go a little soft, or shoot for some compromise. (Hey! Life's a compromise!) Once you've done this step, you can actually turn the set around, and admire your handiwork!

If you see some other minor fine-tuning that you want to go back and do, feel free. This is now a CUSTOM-TUNED monitor of the first rank, and you will have even more pride in your ST than before!

To reassemble the cabinet, turn off the power, slide the CPU/Monitor cable through the rear cabinet section, and with your third hand...yep, gotta remember to reconnect the speaker leads! There IS a sort of indicator as to which way the plug was originally connected...One side has two slots, and the other side has only one, but the speaker WILL work even if this connector is reversed. Incidentally, if you want to go one step further, Mr. Lew suggests the addition of an Audio-OUT connector from this lead. Your choice.

Finally, having reassembled the cabinet, re-connect the monitor to the CPU, boot the system up, and check out the BIG PICTURE!!! If you have any problems, check first, to see that power is reaching the set, and that the green LED indicator is on. If not, you may not have reconnected the power cord securely, or possibly a fuse has blown or been broken (fuses are located on the vertical power board at the side, near the VSIZE pot, and easily replaced from Radio Shack).

Enjoy your "new" monitor, and if you have any questions on this modification, you can reach me here, on CompuServe, at PPN 75046,476.

Seeya! [Jack]

---end included hunk---

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

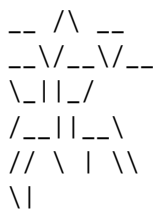
6044. Dead Hard Drive? :(

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 05:57:05 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3a1lfh$9nk@darkstar.UCSC.EDU>
Source record: 29209

I think my SCSI hard drvie died recently. When I boot, it makes a small noise and ADHI half recognizes the drive - it prints the model number, but not the detailed information it would after (similar message as if the drive were unformatted) HDX (oh, this is all Falcon release software) sees the drive buit won't format or partition it. SOunds badm I know...

THe thiung is, I used to gwet this p[roblem intermittently but a few reboots would fix it. Now it seems to happen all the time on my poor external SCSI box. Is this a sure sign of drive death? It's nearly 3 years old.

And, if it is dead, is there any hope of bringing it back to life long enough to snag important files? I've already bought a new 540 megger to replace it but would like to get some of the files. sigh.

~Chris
--


6045. too big partition for Diamond Edge?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 06:16:35 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3a1mk3$a4b@darkstar.UCSC.EDU>
Source record: 29212

I'm formatting my new 540 meg drive (see the head hard drive message :( )
and I chose to do it as 2 partitions of 270 megs each. when I load
Diamond edge to look at these drives it gives me a "unknown boot sector info"
or something similar. is the parition too big (I seem to recall something
about a 256 meg limit at some point...) If so, I'll simply repartition.
If not, what;'s up?

~Chris
--
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_||_/
/__||__\
// \ | \\
\|

6046. Upoint/SLIP help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 07:43:37 UTC
From: z915455@cs.niu.edu
Message-ID: <3a1rn9$nhi@mp.cs.niu.edu>
Source record: 29217

Hi.
I've a question. I have a program called Upoint Light, and the school's Cisco Telnet server is capable of doing a SLIP connection.
What do I have to do to make Upoint connect to the server, establish SLIP connection, get to the UNIX machine and do its thing? If Upoint can not do that, what GEM-based software can?

Thanks.

z915455@mp.cs.niu.edu
Boris Molodyi

6047. Re: 2 serial ports on Fal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 11:57:21 UTC
From: jondinga@io.org
Message-ID: <3a2aj1$ir4@ionews.io.org>
Source record: 29225

```
On 11-02-94 der@discovery wrote to ALL...
d> I have an urgent need for a second serial port on my Falcon. I know
d> that it's possible to add one to the MFP. What I don't know is HOW
d> to do it.
d>
d> Are there any instructions available? Commercial products?
d>
Can this be done on a MegaST [no E] as well?

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.
```

6048. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 11:57:33 UTC
From: jondinga@io.org
Message-ID: <3a2ajd$is3@ionews.io.org>
Source record: 29226

On 11-04-94 azog@world.std.com wrote to ALL...
a> Actually, Gulam is very nasty when run under MiNT. Ive had it severely
a> crash my machine, and had to press RESET, even tho alert.acc caught
a> the error.
What is the alert.acc? I am looking for something that will give me
a plain English explanation of why my machine locks up or returns to desktop
with no apparent reason. Would it do this [or similar benefit]?
thanx Jon

* (QW|{ 2.6 * Eye haight thowz hoo kant spel.

6049. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 11:57:36 UTC
From: jondinga@io.org
Message-ID: <3a2ajg$isb@ionews.io.org>
Source record: 29227

On 11-04-94 npetrlik@public.srce.hr wrote to ALL...
n> Does anyone know how to connect PC keyboard
n> to the Atari ST ? (i've heard it is possible).
Besides the ones already mentioned, there was a unit mentioned
a towerizing article in a recent STFormat (?). it also had the capability
of useing a serial mouse.

* (QW|{ 2.6 * EZ-Reader, eat your heart out!

6050. Linux -- where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 13:14:39 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-121194141439@mac122.nmus.pwf.cam.ac.uk>
Source record: 29215

Anyone know where I can get Atari Linux for my Falcon?

srp

6051. RING DETECT ON FALCON SERIAL PORT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 14:41:39 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Cz5stF.4M4@exeter.ac.uk>
Source record: 29218

Can anyone tell me how to detect the ring signal indication from the
Falcon's serial port? I don't want to watch the buffer for the RING
string for the modem if I can possibly avoid it.
Thanx,
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

6052. Falcon: Question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 17:03:44 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a2shg$k8u@dux.dundee.ac.uk>
Source record: 29236

I believe that there is a seperate box and keyboard for the falcon.
But is there a bus adaptor which allows two cards e.g a PC and 040 card
at the same time?

If this was availble it might make it more sensible to upgrade to a three
box unit.

Rod

--
--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

6053. Would it be possible to:

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 17:21:18 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a2tie$kgu@dux.dundee.ac.uk>
Source record: 29235

Connect an XL to a Falcon so that you could click on an icon and
up would pop an XL window?

I know it sounds 'strange' but it would be quite good fun to be able
to open up a process running on an XL card and run it at the same
time as other progs.

Rod

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-==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

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email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

6054. Re: rsrc_load c-source.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 17:57:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.wWV2K_tu_yE@semprini.waterloo-rdp.on.ca>
Source record: 29170

In <39ougk$pfe@ugle.unit.no>, Erling Henanger writes:
>Does anyone have c/c++-source for an rsrc_load function that can
>handle the new bigger-than-64k resource files on older TOSes ?
>
>Pointers to an ftp site appreciated.

Doesn't Warwick's GEM++ (somewhere on atari.archive) do that? I know
he's got a nice custom rsrc_load() in there.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

6055. Stupid Marketing

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 18:20:07 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a310n$l29@dux.dundee.ac.uk>
Source record: 29107

In the last two year here in the UK Apple Macs have become more apparent
on the high street. If Atari had done the sensible thing and kept the
Falcon at a lower price, put a monitor and some decent sofware with it
from day one perhaps we would have seen it as the 'next Multimedia system'
after all it has everything already their, dsp, lan multitasking etc.

With a bit of marketing and the taking of a few risks I am SURE the
Falcon would have sold by the ton, but thats Atari for you.

I just wish someone would buy out the Atari Computer line, improve
it slightly i.e put TOS 5 and an HD + 4meg as standard and then
we WOULD have Ataris on the high street.

Are their any risk takers out there who would do this? I know if I
had the money I would!!

Well, we can but dream...

Rod

--
-===
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

===

6056. MiNT...I'm a newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 21:40:11 UTC
From: Johnny C Lam <jlbg+@andrew.cmu.edu>
Message-ID: <YilHMvG00iVCQ4BIoT@andrew.cmu.edu>
Source record: 29224

I am looking for help...I just installed MiNT...on a Mac. I was looking
for a UNIX-like file system, and I found this, which looks really good.
It's exactly what I want I think. But I have a lot of questions:

First off, is there a newsgroup or discussion group for MiNT? If
there is, I'll stop posting here and spare you all the questions of a
newbie.

I am in the middle of installing man...but I need to get a few
utilities first: cat, nroff, troff, and some others. Is there a
convenient place I can find all this? I have looked at the UMich Atari
Archive, and I didn't find these utilities. Is there a site to find
other ported UNIX utilities (I am on AFS if that helps)?
Where do I find chown? It's in a lot of my shell scripts, but I
don't have it.
What is the latest version of MiNT, and it's advantages over version 1.08?
What is Minix?
What version of the MiNTnet works with version 1.08 of MiNT?

That's all for now...I'll wait and see if someone tells me that there is
a MiNT newsgroup. I'm subscribed to this newsgroup, but you can just
reply to my account: jlbg@andrew.cmu.edu.

Thanks!

--Johnny

6057. gcc problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-12 23:00:29 UTC
From: ralunsfo@uncc.edu
Message-ID: <3a3hed$382@news.uncc.edu>
Source record: 29228

I am having problems getting GNU C to compile correctly. If I type

gcc test.c I get the following responses, depending on how my source looks.

If my source file contains the function main():
tmp.o: undefined symbol __main referenced from text

OR

if trying to compile with hello() function in program
main.o: undefined symbol _main referenced from text
I have all the libs and headers (not positive they're in the right place, but shouldn't matter as I have their locations declared in MINT.CNF)...any ideas?

Thanks,
Russ

PS..when I try to compile MiNT sources in Lattice C, I keep getting 'Pre-compiled header file MINT.SYM not found'..where does that come from?
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee

6058. Re: It's a Drag (Question for TOS 4.04 Wizards)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 02:22:35 UTC
From: sammcgee@crl.com
Message-ID: <3a3t9b$rfe@crl6.crl.com>
Source record: 29229

: >Here's my problem: In my earlier machine, Mega ST 4 with TOS 1.04, I
: >could drag several files over e.g. Gemview icon, and Gemview
: >loaded all those files nicely after program start. Same Multi-drag is
: >working in new Gemini (also in TOS 4.04).

: >But, in Falcon TOS 4.04 Desktop I have not found a way to do it.
: >If I drag several files over Gemview it opens only the first one.
: >I've tried all sorts of Install Application -settings, but with no luck.

I use Selectric with GemView which does what you ask for very nicely.

Also, I think there are patches from CodeHead and Trace Technologies
which fix TOS 4.04 file routines.

Sam

6059. Re: Linux -- where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 04:26:34 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <5obvupggefm@moacs11>
Source record: 29114

In <srp20-121194141439@mac122.nmus.pwf.cam.ac.uk>, Steve Payne wrote:

> Anyone know where I can get Atari Linux for my Falcon?

tsx-11.mit.edu:/pub/linux/680x0/src (mirrored by src.doc.ic.ac.uk).
But I'm afraid you won't be able to run 0.9.3 on a Falcon without
at least some of the patches posted to the 680x0 linux-activists
channel.

Waldi

6060. Re: Converting images to higher bitplanes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 05:14:40 UTC
From: ekl@sdf.saomai.org
Message-ID: <Cz6x8x.2HG@sdf.saomai.org>
Source record: 29134

In article <39r8ee$4d8@usenet.INS.CWRU.Edu> jaszcz@louie.EEAP.CWRU.Edu (Bartlomiej Jaszcz) writes:

>: I have a need to convert a 1 bitplane image stored in a string using
>: GFAs GET command to a 4 or 8 bitplane image on the fly. I have heard
>: of vro_copyform(?) but I do not have the Compendium and don't know
>
> I don't know the details of the GFA get format, but as far as
>the image data itself, you simply need to duplicate each word as many times
>as you have bitplanes.
>

The proper way to convert bitmap images from a single plane form to
a multi-plane form is to use the vrt_cpfm() call (not vro_cpyfm()).
vrt_cpyfm() works on vdi handles, memory buffers, and vdi memory devices,
and even printer and plotter vdi handles - and the memory buffer could
be the physical screen address, but please use a VDI handle.

The vro_cpyfm() performs a standard bit-blit raster copy, except that
it automatically writes the output form in any color you want (this
is how GEM icons are drawn - which is why they can be any SINGLE color).

The call is as follows :
control array :
0 121
1 4
3 3
6 vdi handle
7 high word of source form address
8 low word " " " "
9 high word of dest form address
10 low word " " " "
intin array:
0 mode
1 colors[0];
2 colors[1];
ptsin array - ptsin is just your pxy array that holds the points that
make up the blit boundary for the call. Source points first (x1,y1,x2,y2)
then destination (these rectangles must be the same size).

The forms are defined as so :
typedef struct {
VOID * fd_addr; // address of buffer to hold data
WORD fd_width; // width of form in pixels
WORD fd_height; // height of form in pixels
WORD fd_wdwidth; // width of form in WORDS

```
WORD fd_stand; // 0 = device specific 1= VDI
WORD fd_planes; // Number of planes
WORD reserved1, reserved2, reserved3;
} MFDB

Colors[0] is the color of all set bits
Colors[1] is the color of all clear bits

Mode is he VDI writing mode. 3 for replace, 4 for erase, 6 for XOR,
and find a table for the rest :-)

9
--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl
```

6061. A Kick in the pants

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 05:39:20 UTC
From: ekl@sdf.saomai.org
Message-ID: <Cz6yDs.2rI@sdf.saomai.org>
Source record: 29136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to give my system a kick-in-the-pants. Currently I'm looking for information and a Zyxel 19.2K modem U1496+E (at least I think that is the right model number). If you have such a modem and would be willing to sell it, give me your price, exact model number and ROM revision, and asking price in US dollars (including shipping and COD to Texas, USA).

Now, the information I'm seeking :

I want more information on something called the MegaBoard - it supposedly allows an ST user to add an additional 8MB of RAM, an IDE hard disk interface, and an ISA card slot suitable for graphics cards such as an ET4000 or similar. I want price (US dollars, availability information, and what the installation is like - will it wire onto the same motherboard as an STe AdSpeed? On the STe at all?)

Next, the GE-Soft Eagle Sonic was released. A TT clone with a 33Mhz 68040 CPU (66Mhz internal). I want to know video resolutions, RAM, bus speeds, upgradability, case designs, availability, hard disk types supported, typical hard disk and memory configurations, serial ports and which chips are used for serial IO, and anything else you can tell me. I'd like prices in US Dollars for a bare system, and one with 4-8MB RAM and a 240MB hard disk. I want all the technical and financial details you can get to me!

Last, I heard the Medusa T60 was released, I'd like the same info as above, but also CPU speed infor for both the 040 and 060 versions of the Medusa system, same configurations and such as above.

Oh, and if anyone has a used TT030 they would like to sell a couple months down the road, drop me an e-mail about how much you would want for it, and complete details on the system.

Thanks,
Evan Langlois
ekl@sdf.lonestar.org

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

6062. Re: MiNT...I'm a newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 14:16:38 UTC
From: artoj@mits.mdata.fi
Message-ID: <3a5746$gbj@prime.mdata.fi>
Source record: 29233

I'm not exactly very experienced MiNT user either, but as nobody else
hasn't replied I tell what I can.
As far as I know, there is not any newsgroup for MiNT.

> I am in the middle of installing man...but I need to get a few
>utilities first: cat, nroff, troff, and some others. Is there a
>convenient place I can find all this? I have looked at the UMich Atari
>Archive, and I didn't find these utilities. Is there a site to find

They all should be in Umich. You find cat in one archive (txtutils or
something like that) in GNU directory. Troff is in groff (groffbin &
groffvar) and nroff is also there.

> Where do I find chown? It's in a lot of my shell scripts, but I
>don't have it.

If I recall right, I founded it from fileutils. Again search it from
GNUutils or something like that.

6063. Re: GEM Clients for MiNTnet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 15:34:57 UTC
From: knarf@nasim.cube.net
Message-ID: <3a5bn1$24k@nasim.cube.net>
Source record: 29232

Ben Bell (bjb@bigbox.demon.co.uk) wrote:

> While MiNTnet is fine for people who have a good knowledge of Unix and text
> based applications, it leaves a lot to be desired when it comes to user-
> friendliness.

I won't ever use a GEM based ftp-client. ;) GEM is a nice screensaver
but it eats up too much CPU time.

> Oh, and does anyone have a copy of netdb.h? I can't find a copy anywhere but
> all the sources I've looked at need it.

nasim:/home/knarf> tar tzvf /pub/atari/Mint/Network/net-055.tgz | fgrep netdb.h
-rw-r--r-- root/wheel 5477 May 20 18:43 1994 net-055/lib/netdb.h

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

6064. Re: ST -> PC Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 16:55:09 UTC
From: paul@xciv.demon.co.uk
Message-ID: <784745708snz@xciv.demon.co.uk>
Source record: 29133

In article <CyzDvI.B08@vaxxine.com> bseburn@vaxxine.com "Brian Seburn" writes:

> m > Is there a software/shareware program that will enable
> m > interface my PC to my old STe? I was looking for something tha
> m > connect the two through the RS232 interface. I want to be able
> m > the STe's hardware and have the STe access my PC's hardware. A
>
> Well I have Ghostlink here, it supposed to do that. I havn't tried
> it yet, but the docs sound like its what your looking for. I got it
> off a FTP site.. sorry I can't remember which one. Maybe someone
> else can help there... :-)

a.a.u.e in Network/Local/ghostlnk.zip (hope I got it right this time ;-)

is that from the root or is there an atari sub directory?

ie. atari.archive.umich.edu:/atari/Network/Local/ghostlnk.zip ??

or the UK mirror src.doc.ic.ac.uk:/computing/systems/atari/umich

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

6065. Context Switch

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 17:53:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ec652ce_Christian.Dahl@ct.se>
Source record: 29234

I wonder which interupt that makes the context switch under MTOS and Mag!X?

CD

6066. Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 19:27:35 UTC
From: sanders@sci.kun.nl
Message-ID: <Cz80q0.Bzx@sci.kun.nl>
Source record: 29119
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a complete package of Turbo C 2.0 for sale, including all
manuals (in German).

$100 or best offer, shipping's on me.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6067. Re: 2 serial ports on Fal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 20:00:36 UTC
From: jondinga@io.org
Message-ID: <3a5r94$ek7@ionews.io.org>
Source record: 29122

On 11-02-94 der@discovery wrote to ALL...
d> I have an urgent need for a second serial port on my Falcon. I know
d> that it's possible to add one to the MFP. What I don't know is HOW
d> to do it.
d>
d> Are there any instructions available? Commercial products?
d>
Can this be done on a MegaST [no E] as well?

* (QW|{ 2.6 * Find an impersonator who CAN'T do Jack Nicholson.

6068. Re: gulam on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 20:01:19 UTC
From: jondinga@io.org
Message-ID: <3a5raf$emb@ionews.io.org>
Source record: 29123

On 11-04-94 azog@world.std.com wrote to ALL...
a> Actually, Gulam is very nasty when run under MiNT. Ive had it severely
a> crash my machine, and had to press RESET, even tho alert.acc caught
a> the error.
What is the alert.acc? I am looking for something that will give me
a plain English explanation of why my machine locks up or returns to desktop
with no apparent reason. Would it do this [or similar benefit]?
thanx Jon

* (QW|{ 2.6 * Eye haight thowz hoo kant spel.

6069. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 20:01:26 UTC
From: jondinga@io.org
Message-ID: <3a5ram$emj@ionews.io.org>
Source record: 29124

On 11-04-94 npetrlik@public.srce.hr wrote to ALL...
n> Does anyone know how to connect PC keyboard
n> to the Atari ST ? (i've heard it is possible).
Besides the ones already mentioned, there was a unit mentioned
a towerizing article in a recent STFormat (?). it also had the capability
of useing a serial mouse.

* (QW|{ 2.6 * EZ-Reader, eat your heart out!

6070. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-13 23:30:16 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Pey&zu&D6KU@semprini.waterloo-rdp.on.ca>
Source record: 29240

In <Cz1AB0.or@mv.mv.com>, Dan Coutu writes:
>Thanks for the helpful tips! I obtained the g++ include and library
>files. Before I merrily dumped the include files into /usr/include I
>checked the file names to see if any already existing fils would be
>overwritten. As it turns out stdio.h would have been overwritten! So I

Woah woah woah there! You _can't_ put the C++ headers int he same
directory as the regular C++ headers!

>fired up g++ in verbose mode and saw that it would also search in the
>directory /gnu/g++-inc for header files. So I made that directory and
>moved the files there with the regular C header files still in /usr/include.

Whew, that's more like it.

>My question to you all is this: Is this necessary? It it a good idea to
>keep them separate? Or can I drop the C++ version of stdio.h into
>/usr/include and still have my C programs build correctly? (seems unlikely)

You _must_ keep them separate.

>I saw that someone is working with gcc 2.6.1. Guess I'll track that down
>too since I'm using 2.5.8.

Doesn't seem to have been released yet. I'm hoping it'll be released
with the new binutils, and a nicer way of handling all those libraries
(bammi hinted at this a while back when I dropped some cross-compiler
patches on him).

I'd much rather have something nice, like this:

.../lib/all '000 libs
/short/all '000, -mshort libs
/020/all -m68020 libs
/020short/all -m68020, -mbaserel libs
/shared/all '000, -mbaserel libs
/020shared/all -m68020, -mbaserel libs
/sharedshort/all '000, -mshort, -mbaserel libs
/020sharedshort/all -m68020, -mshort, -mbaserel libs

I guess you'd have to kludge it up for TOS filesystems though:

.../lib/
/16
/020
/02016
/b
/020b

/b16
/020b16

but that isn't very readable. It's still nicer than what we've got now,
though.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

6071. Re: too big partition for Diamond Edge?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 07:25:53 UTC
From: orres@teleport.com
Message-ID: <3a73e1$lpt@sandra.teleport.com>
Source record: 29126

In article <3a1mk3$a4b@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>
>
>I'm formatting my new 540 meg drive (see the head hard drive message :( )
>and I chose to do it as 2 partitions of 270 megs each. when I load
>Diamond edge to look at these drives it gives me a "unknown boot sector info"
>or something similar. is the parition too big (I seem to recall something
>about a 256 meg limit at some point...) If so, I'll simply repartition.

The limit is actually 8K logical sector sizes, which yields a 256 Mb max
partition under Atari's formatter and 512 Mb under intellegent ones.
This is a result of the max legal sector size at the time the last
version of Diamond Edge was released(2 years or so ago). We will be
releasing the the first major upgrade to Diamond Edge in over two years
in a month or so. The 8K sector size limit is no longer there.

Sincerely yours,

Bob Luneski
Oregon Research

6072. HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 08:59:27 UTC
From: npetrlik@public.srce.hr
Message-ID: <3a78tf$j5c@nippur.irb.hr>
Source record: 29129

Hi !

I'm interested if someone knows how to save
time after turning computer off.
(Hardware solution, off course)
Through ROM modul port or something ..

Any poniters, hints & tips would be appreciated ..

Thanx,

Neven

6073. Re: NVDI sys file ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 09:12:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3a79lj$3hr@percy.cs.bham.ac.uk>
Source record: 29188

kevan@empyr.dircon.co.uk writes:
>Hi,
>
>I have managed to trash a file called NVDIDRV1.SYS in NVDI 2.03, and
>before you all say I should have kept a backup, no I didn't. OK :-(

You don't need a backup; it is on your NVDI master disk.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6074. Re: Linux (I wanna run it

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:24:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.66.000A6730@cam.ac.uk>
Source record: 29109

In article <avg.783962355@news.cwi.nl> avg@cwi.nl (Annius Groenink) writes:

>Right. That means that support for most ET4000 graphics board should
>be a piece of cake, doesn't it? Anybody done this yet?

Writing code to work on an ET4000 should be a very simple port I agree, but
doesn't the ET4000 do hardware blits etc? In which case you would need to
write more code to get the best performance from it.
--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6075. Re: Linux -- where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:26:18 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov14112618@issan.informatik.uni-dortmund.de>
Source record: 29239

In article <srp20-121194141439@mac122.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk (Steve Payne) writes:

|> Anyone know where I can get Atari Linux for my Falcon?

Linux/68k related stuff is generally available under
tsx-11.mit.edu:/pub/linux/680x0. But you should wait for the next
patchlevel (this will be 0.9pl4), which should be available soon.
The precompiled kernel of the current version doesn't yet work on the
Atari.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

6076. Re: Pc Emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:30:06 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3a7e7e$e4d@nyheter.chalmers.se>
Source record: 29238

```
In article <39ir56$spv@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>I believe that a 386 Emulator Card for the Falcon is/was due out.
>Has it arrived yet?
386? I know there's a 286 card out and there are a few 486 emulators planned
but I haven't heard of any 386.
```

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

6077. Re: Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:45:12 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.68.000AC130@cam.ac.uk>
Source record: 29141

In article <apb25.1.000B0DF0@cam.ac.uk> apb25@cam.ac.uk (BRIDGETT A.P.) writes:

>Can I set up a Minix partition that replaces 3 normal paritions in one go (I
>am using ICD Link software) ?

It will replace one partition, I can't remember whether icdfmt will let you
merge partitions.

>What happens about caching - I hear that "Turbo" mode has caching", but can it
>cache everything but the floppy on both read and writes. Alternatively, can
>the ICD stuff cache the Minix partition? The ICD cache is really good - loads
>of useful options, I hope that Minix.xfs is worth it.

As it currently uses the bios Lrwabs() for disc access it will use ICD's cache
anyway.

>Also, to use the Minix partition, I will have to install MiNT. What is the
>best option for this - ie use the present (0.96) binary, or compile the source
>for 1.11 (if someone will tell me where there are instructions on how to do
>this if you are sensible, but know NOTHING about C).

If all you want to do is run minixfs, you could use the 0.95 binary, which
although slower than later ones does work.

The source for 1.11 is not supposed to be available, you have
to get the patches and apply them yourself, which is not easy. Then you have
to set up gcc and make and compile everything with that; if you can get the
resulting binary to do anything other than hang you're doing better than me.

> Will this: slow the computer down?

Not significantly, and it will be faster on some operations.

>use loads of memory?

It uses a hundred k or so.

>still be compatible with most stuff?

Most well written stuff will work fine. Don't expect games to work, but
you probably run most of them off a floppy anyway.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6078. Re: It's a Drag (Question for TOS 4.04 Wizards)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:48:18 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.69.000ACE70@cam.ac.uk>
Source record: 29108

In article <3a3t9b$rfe@crl6.crl.com> sammcgee@crl.com (Sam McGee) writes:

>: >But, in Falcon TOS 4.04 Desktop I have not found a way to do it.
>: >If I drag several files over Gemview it opens only the first one.
>: >I've tried all sorts of Install Application -settings, but with no luck.

>I use Selectric with GemView which does what you ask for very nicely.

It won't let you drag lots of files over the icon from the desktop, which you apparently can with TOS 1.04, or with most alternative desktops. But the ability to select multiple files from the file selector in selectric is very useful.

>Also, I think there are patches from CodeHead and Trace Technologies
>which fix TOS 4.04 file routines.

They fix a bug and reintroduce a 'feature' of older tos versions; they don't affect the behaviour of the desktop in this way.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6079. Re: MiNT...I'm a newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 10:53:51 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.70.000AE614@cam.ac.uk>
Source record: 29237

In article <YilHMvG00iVCQ4BIoT@andrew.cmu.edu> Johnny C Lam <jlbg+@andrew.cmu.edu> writes:

> I am in the middle of installing man...but I need to get a few
>utilities first: cat, nroff, troff, and some others. Is there a
>convenient place I can find all this? I have looked at the UMich Atari
>Archive, and I didn't find these utilities. Is there a site to find
>other ported UNIX utilities (I am on AFS if that helps)?

Have a look in the mint distribution kit.

> What is the latest version of MiNT, and it's advantages over version 1.08?

1.11h2. I don't know what it's advantages are as I've yet to get it working.

> What is Minix?

Minix is a unix clone for the atari (and some other computers); there is a
file system driver for mint which lets you use it's file system instead of the
atari's normal horrible 8+3 one.

> What version of the MiNTnet works with version 1.08 of MiNT?

None AFAIK. You need Mint 1.10h8 or later.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * Reality is an illusion caused by alcohol deficiency *

6080. Re: rsrc_load c-source.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 15:52:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3a814q$fn3@percy.cs.bham.ac.uk>
Source record: 29113

cherborth@semprini.waterloo-rdp.on.ca writes:
>In <39ougk$pfe@ugle.unit.no>, Erling Henanger writes:
>>Does anyone have c/c++-source for an rsrc_load function that can
>>handle the new bigger-than-64k resource files on older TOSes ?
>>
>>Pointers to an ftp site appreciated.
>
>Doesn't Warwick's GEM++ (somewhere on atari.archive) do that? I know
>he's got a nice custom rsrc_load() in there.

I think (from reading the German Interface manual), there are two
kinds of 'long' RSC files. The first is the Atari one, where the CICON
extensions can be stored after the first 64K, and which AES 4.0 can
read using rsrc_load(); whilst the other simply uses long pointers
instead of short ones in the file, and hence handles the CICONs in the
same way as normal objects. I could be wrong about this, I haven't
tried looking at the source code that came with Interface yet...

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6081. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 15:54:40 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3a8180$fnu@percy.cs.bham.ac.uk>
Source record: 29118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sanders@sci.kun.nl (Sander Stoks) writes:
>I have a complete package of Turbo C 2.0 for sale, including all
>manuals (in German).

I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
and not 2.0?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6082. Jag Joypad (C Code)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 15:54:51 UTC
From: andrew@minster.york.ac.uk
Message-ID: <784828491.20884@minster.york.ac.uk>
Source record: 29143

Hi, I noticed that a few people were wondering how to read the enhanced joypad port on the Falcon. I have some code which will read the jaguar controller and it follows at the end of this article. It is written in Lattice C (v.5) and should give you some indication of how to write your own code. If you want any help or advice about this code please feel free to e-mail me.

If you use this code or find it useful then e-mail me. We can compare notes.

-Andrew Hague

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>

---SOURCE FOLLOWS---

```
#include <osbind.h>

/* Author: Andrew Hague (andrew@minster.york.ac.uk)
* Date: 14 November 1994
* Place: York, England.
* Version: 1.
* Description: A simple method of reading the enhanced joystick ports on
* the Atari Falcon.
* Disclaimer: The correctness of this code is not guaranteed.
* If you find any mistakes, e-mail me and I'll make changes.
*/

/* not used. here so that I can remember how the bits are used.
* first bit, second bit
enum buts_1 { pause, fire_a };
enum buts_2 { x, fire_b };
enum buts_3 { y, fire_c };
enum buts_4 { z, option };

* first bit, second bit, third bit, fourth bit
enum pads_1 { up, down, left, right };
enum pads_2 { star, seven, four, one };
enum pads_3 { zero, eight, five, two };
enum pads_4 { hash, nine, six, three };
```

```
* hence 1000 on pads_1 means that right has been pressed
* (actually, because active-low, it would mean that up, down(!), and left are pressed.)
*/

#define PAUSE 0x1
#define OPTION 0x2

#define FIRE_A 0x1
#define FIRE_B 0x2
#define FIRE_C 0x4

#define UP 0x1
#define DOWN 0x2
#define LEFT 0x4
#define RIGHT 0x8

#define STAR 0x001
#define SEVEN 0x002
#define FOUR 0x004
#define ONE 0x008
#define ZERO 0x010
#define EIGHT 0x020
#define FIVE 0x040
#define TWO 0x080
#define HASH 0x100
#define NINE 0x200
#define SIX 0x400
#define THREE 0x800

struct controller {
char mid_buts;

char fire_buts;

char joy_pad;

/* short int because there are 12 buttons and only 8 bit in a char.
* 16 bits in a short int.
*/
short int num_pad;

} c1, c2;

/* This function will correctly perform an 'enhanced joypad read' in Superviser
* mode on the Falcon.
* It writes information for the pads (joypad and numberpad),
* and buttons (fire and pause/option) into the short integers.
*/
void
controller_read(short mask, short *buttons, short *pads)
{
static void * super_stack;

/*
* into supervisor mode.
```

```
*/
super_stack = Super(0L);

/*
* write a mask to tell the controller hardware to tell
* it which row we are looking at.
*/
*(short int *) 0xff9202 = mask;

/*
* read the buttons and pads for that row.
*/
*buttons = *(short int *) 0xff9200;
*pads = *(short int *) 0xff9202;

/*
* purge unwanted information
*/

*buttons &= 0xf;
*pads &= 0xff00;

/*
* back to user mode.
*/
Super(super_stack);
}

/*
* The raw controller_read's are quick for the occasion button test but
* for an entire read from the controller this function creates a 19 bit
* variable.
*/
int
joy_read()
{
short int read_buttons;
short int read_pads;

/* clear everything first */

c1.mid_buts = c1.fire_buts = c1.joy_pad =
c2.mid_buts = c2.fire_buts = c2.joy_pad = '\0';
c1.num_pad = c2.num_pad = 0;

/*
* read row 1
*/
controller_read((short)0xffee, &read_buttons, &read_pads);

/* negate things because pressing a button clears the bit (does not set it!) */

c1.mid_buts = ((~read_buttons) & 0x01); /* pause bit set */
c1.fire_buts = ((~read_buttons) & 0x02) >> 1; /* fire A bit set */
```

```
c2.mid_buts = ((~read_buttons) & 0x04) >> 2; /* pause bit set */
c2.fire_buts = ((~read_buttons) & 0x08) >> 3 ; /* fire A bit set */

c1.joy_pad = ((~read_pads) & 0xF00) >> 8; /* set joypad bits */
c2.joy_pad = ((~read_pads) & 0xF000) >> 12; /* set joypad bits */

/*
* read row 2
*/
controller_read((short)0xffdd, &read_buttons, &read_pads);

c1.fire_buts |= ((~read_buttons) & 0x02); /* fire B set */
c2.fire_buts |= ((~read_buttons) & 0x08) >> 2; /* fire B set */
c1.num_pad = ((~read_pads) & 0xF00) >> 8;
c2.num_pad = ((~read_pads) & 0xF000) >> 12;

/*
* read row 3
*/

controller_read((short)0xffbb, &read_buttons, &read_pads);

c1.fire_buts |= ((~read_buttons) & 0x02) << 1; /* fire C set */
c2.fire_buts |= ((~read_buttons) & 0x08) >> 1; /* fire C set */
c1.num_pad |= ((~read_pads) & 0xF00) >> 4;
c2.num_pad |= ((~read_pads) & 0xF000) >> 8;

/*
* read row 4
*/
controller_read((short)0xff77, &read_buttons, &read_pads);

c1.mid_buts |= ((~read_buttons) & 0x02); /* option bit set */
c2.mid_buts |= ((~read_buttons) & 0x08) >> 2; /* option bit set */

c1.num_pad |= ((~read_pads) & 0xF00);
c2.num_pad |= ((~read_pads) & 0xF000) >> 4;

return 0;

}

int
main()
{

printf("Testing the enhanced joystick port number 1\nPress star and hash to end\n");

while (!(c1.num_pad & (STAR | HASH))) {
joy_read();

if (c1.fire_buts & FIRE_A)
puts("FIRE A");
if (c1.fire_buts & FIRE_B)
puts("FIRE B");
```

```
if (c1.fire_buts & FIRE_C)
puts("FIRE C");
if (c1.mid_buts & PAUSE)
puts("PAUSE");
if (c1.mid_buts & OPTION)
puts("OPTION");
if (c1.joy_pad & UP)
puts("UP");
if (c1.joy_pad & DOWN)
puts("DOWN");
if (c1.joy_pad & LEFT)
puts("LEFT");
if (c1.joy_pad & RIGHT)
puts("RIGHT");

if (c1.num_pad & ZERO)
puts("ZERO");
if (c1.num_pad & ONE)
puts("ONE");
if (c1.num_pad & TWO)
puts("TWO");
if (c1.num_pad & THREE)
puts("THREE");
if (c1.num_pad & FOUR)
puts("FOUR");
if (c1.num_pad & FIVE)
puts("FIVE");
if (c1.num_pad & SIX)
puts("SIX");
if (c1.num_pad & SEVEN)
puts("SEVEN");
if (c1.num_pad & EIGHT)
puts("EIGHT");
if (c1.num_pad & NINE)
puts("NINE");
if (c1.num_pad & STAR)
puts("STAR");
if (c1.num_pad & HASH)
puts("HASH");

}

}
```

6083. Re: too big partition for Diamond Edge?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 16:16:12 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKOQBEUQUp@dksoft.ping.dk>
Source record: 29150

In <3a1mk3$a4b@darkstar.UCSC.EDU> Christopher Taylor Oates wrote :

>
>
>I'm formatting my new 540 meg drive (see the head hard drive message :( )
>and I chose to do it as 2 partitions of 270 megs each. when I load
>Diamond edge to look at these drives it gives me a "unknown boot sector info"
>or something similar. is the parition too big (I seem to recall something
>about a 256 meg limit at some point...) If so, I'll simply repartition.
>If not, what;'s up?
>

It's not to big, as i got an partition over 400 megs, and diamond edge is
running just fine. I have no idea what could be the problem. Maybe a reformat
will do the job.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\---/-
\---/

6084. Re: Upoint/SLIP help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 16:17:36 UTC
From: Kim@dksoft.ping.dk
Message-ID: <EKOQBEUSUp@dksoft.ping.dk>
Source record: 29151

In <3a1rn9$nhi@mp.cs.niu.edu> molodyi boris wrote :

>Hi.
>I've a question. I have a program called Upoint Light, and the school's Cisco
>Telnet server is capable of doing a SLIP connection.
>What do I have to do to make Upoint connect to the server, establish SLIP
>connection, get to the UNIX machine and do its thing? If Upoint can not do
>that, what GEM-based software can?
>

Upoint can not do that since it's an UUCP program.

I don't know what programs can do it. Maybe Popmail or something simular.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

6085. Re: HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 16:23:29 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3a82u1$564@calvin.st-and.ac.uk>
Source record: 29115

In article <3a78tf$j5c@nippur.irb.hr>,
Neven Petrlik <npetrlik@public.srce.hr> wrote:
> Hi !
>
>I'm interested if someone knows how to save
>time after turning computer off.
>(Hardware solution, off course)
>Through ROM modul port or something ..
>
> Any poniters, hints & tips would be appreciated ..
>
>
> Thanx,
>
> Neven
>
>
>

Hi.

There are cartridgesm such as the ForgetMeClock, which plug into the
cartridge slot on the left side of your ST, which have a battery, and can store the time.
They usually come with a little AUTO program which copies the time data into
memory.

Some Hard Disks also include a clock, but this is going to extremes if you
just want the time to be saved.

Most cartridges include a through-port, so that other cartridge devices can
be plugged in as well as the clock cartridge.

Hope I've been of some help.

Brian Duff

University Of St. Andrews, FIFE, Scotland, UK

6086. Re: Linux -- where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 16:38:58 UTC
From: hn@balmuff.informatik.rwth-aachen.de
Message-ID: <hn.784831138@balmuff>
Source record: 29142

srp20@cam.ac.uk (Steve Payne) writes:

>Anyone know where I can get Atari Linux for my Falcon?
More info is available via WWW:
http://www-users.informatik.RWTH-Aachen.de/~hn/linux68k.html

bye
--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrik)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>

6087. Re: Programming a MIDI sequencer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 17:10:59 UTC
From: csstsme@brunel.ac.uk
Message-ID: <Cz9p2B.JJH@brunel.ac.uk>
Source record: 29135

In article 100000@tower.york.ac.uk, slh100@tower.york.ac.uk (Shawn Hargreaves) writes:
> Hi.
> I am working on a program to process MIDI data in real time (a sort of
> computer composition tool) and I would appreciate some advice on how to
> handle the MIDI I/O. Basically I need to play back recorded MIDI data and
> possibly also record MIDI input, like in a sequencer.
>
> I assume that for playback I need to use an interrupt routine, but which
> one? I would guess that the vertical blank interrupt is too slow for
> accurate timings: are there any other regular timer interrupts?

I use Timer A. I generated a lookup table for the optimal numbers to stuff
in timerA registers for each tempo (30-240bpm at 240ppqn). This is much more
accurate than any TOS interrupt but it does use the last free timer.

> Also, I
> suspect that calling the Xbios Bconout() function in an interrupt
> handler is not a good idea, so how do I pass data out of the MIDI port?

Depends - if you're prepared to do a busy wait, you just wait for the tx empty
flag on the MIDI ACIA chip and then stuff your byte into the output register.
Busy waiting is usually a bad idea. The alternative is to enable the tx empty
interrupts - but this opens a whole can of worms (see below). Also you need to
pass responsibility for sending the next byte between the timer interrupt routine
(if waiting for next MIDI event to occur) and the tx empty interrupt routine
(if waiting for the last byte to finish transmitting).
The realtime core of a sequencer is typically a rats nest of interrupt routines,
flags and semaphores.

> Similarly, for MIDI input is it possible to intercept the data directly
> as it arrives at the MIDI port rather than using Bconin() to read it?

Handling MIDI interrupts is non-trivial because:
(1) The MIDI interrupt vector is shared with the IKBD
(2) Various TOS routines (including the IKBD handler!) lock out interrupts for
long enough to drop MIDI bytes.
Incidently I tried to make TOS 1.62 drop MIDI bytes a while back and it doesn't!
-even though a "naive" custom interrupt handler does lose bytes due to interrupt
lock out. I suspect Atari have identified the critical routines and inserted
extra tests on the MIDI ACIA inside such routines to fix the problem.

Steven

>
> If anyone could advise me the best way to go about this, or point me
> towards some source code for a working sequencer, I would be extremely

> grateful.
>
>
> Shawn Hargreaves "God is real, unless declared as integer."
> slh100@tower.york.ac.uk --
>
>

6088. ATW 800 transputer workstation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 17:46:14 UTC
From: molen002@telecom.ptt.nl
Message-ID: <molen002.5.0011C5C7@telecom.ptt.nl>
Source record: 29132

Hello,

Is somebody using a Atari ATW 800 Transputer Workstation?
Is Helios the only OS for this computer?
Where can I get Helios?

The reason I ask is I am able to buy one for little money :-)

Please reply with E-mail:
molen002@telecom.ptt.nl

Greetings,
Ids.

#include <stddisclaimer.h>

6089. Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 18:48:18 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ec7b140@sirius.herts.ac.uk>
Source record: 29144

Does anyone know how to get Extended GEM 2.10 to compile properly without any errors on GNU C? I can't seem to get it to compile..

And is there any plans to make the Hypertext document english?!?

Many thanks for any replies..

Alex Nicholls

6090. UK/US TOS 2.06 image needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-14 19:41:36 UTC
From: donm@ucon.gun.de
Message-ID: <1994Nov14.194136.2749@ucon.gun.de>
Source record: 29149

Hi folx!

I need an *English/US* TOS 2.06 as an *image* file *pretty urgently*!
Any good Samaritans out there that can help me out?

I'd appreciate it if you could email me first at the address below
to avoid multiple files being sent.

Thanks muchly!

And to answer the two questions which will undaubtedly come up:
- Yes, I am a registered developer and...
- No, Atari doesn't care anymore...

Don

Please email: donm@ucon.gun.de
--
Don

donm@ucon.gun.de
donmaple@cix.compulink.co.uk

6091. Re: Falcon: Question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 02:08:36 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKPBCGWSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 29121

In <3a2shg$k8u@dux.dundee.ac.uk> Rod McCall wrote :

>I believe that there is a seperate box and keyboard for the falcon.
>But is there a bus adaptor which allows two cards e.g a PC and 040 card
>at the same time?
>
>If this was availble it might make it more sensible to upgrade to a three
>box unit.
>
>Rod
>
Well, the Afterburner040 board will allow you to plug an IBM
board into it (or so said, as I do not have one).

Leslie

--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6092. Falcon SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 03:17:39 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <x6x0EA7.jmillar@delphi.com>
Source record: 29145

Hi all,

I hope someone can help me with a problem I'm having with SCSI HD access on my Falcon. I recently bought an external case and a Quantum 50M HD bare mech so I could play around with Linux. Having never really dealt with HDs on the Atari (except for the prepackaged 80M Connor drive that came with the Falcon), I was somewhat hesistant, but I'm not completely incompetent, so I decided to forge ahead. :)

In any case, I managed to set the SCSI ID of the drive correctly, get it recognized by the Atari's HD driver software, format and partition the thing, and finally, read and write files. Unfortunately, however, during read and/or write access on this drive, in SOME cases, the system will hang. In other words, during a read/write, the drive will freeze in the middle of the transaction, hanging the system. I haven't been able to recreate this situation under any particular circumstance, it just seems to happen at random. Am I using an outdated driver? (using AHDI 6.0, I think) Is there something else I'm missing? Any help would be greatly appreciated as it's really annoying.....

Anyways, once I get this thing working consistently, I hope to install Linux on it. Unfortunately I've only been able to boot the older version of the kernel, ask myself how it's better than MiNT (just kidding, of course), and then shutdown the system since I can't REALLY do anything with it! ;)

I'm anxiously awaiting 0.9pl4......Great work all. Take care.

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

6093. Re: HD diskettes don't work..why?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 05:32:47 UTC
From: jonaeson@algonet.se
Message-ID: <3a9h5v$2ss@aristotle.algonet.se>
Source record: 29146

Roger Sheppard. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: Out of the 5 or 6 STE's that I have had the cover off, 3 of them were fitted
: with HD drives, HD drives will format HD disks at DD formats....

: DD Drives don't have the high output Heads to format HD disks correctly..

: So PLEASE DON'T USE HD Disks on a DD Drive, they will fail, FACTS...

There's usually no problems at all connected with using DD-disk with
HD-drives and vice versa.
IBM stated a long time that formatting a HD-disk with DD-format would
destroy the disk, that is wrong, and they later took that statement back.
But there is a considerably risk of dataloss if you do so.
Because of the way HD-floppys work, and DD-floppys work, you can usually
without any problems reformat a HD-floppy previously formatted in
HD-format with DD-format, the other way around is also possible, but
could cause dataloss.

The difference between the two formats are that the HD-floppy writes the
tracks much 'thinner' than the DD-drive does, thus will a DD-drive easily
overwrite a previous HD-format without any risk of dataloss, while the
HD-floppy won't completely overwrite the DD-format.
The DD-format could then with a bit of bad luck influence the HD-format
in a bad way (the head picks up the DD-format together with the HD-format.).

A real cure for that isn't available, for obvious reasons, but it usually
will work just fine if you reformat the HD-disk a couple of times.

I have a lot of friends that makes HD-disk's out of their old DD-disk's by
making the extra little hole with the help of a drill. And it works perfectly
well for them, without them having to reformat the disk several times.

Regards, Tommy

6094. Re: Connecting a tape drive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 05:36:01 UTC
From: jonaeson@algonet.se
Message-ID: <3a9hc1$30d@aristotle.algonet.se>
Source record: 29147

Witmond (v892544@si.hhs.nl) wrote:
: I laid my hands on a pretty old tape unit. It has a 50 pins connector like
: a SCSI connector, but my atari cannot communicate with the thing.

: The drive itself is a normal height (1 inch). It eats standard 1/4 inch
: cartrigdes. It listens to the name Archive Corporation, Cartridge Tape Drive
: Model: 5945L-2. It's made in Singapore.

: The interface board is not that generous with it's identity. The board only
: reveals the text 'ARCHIVE CORP, copyright 1983'.
: So I'll name a few other characteristics of this board:
: next to the power connector are located 5 red LEDs, named DS1 through DS5.
: The interface connector is an edge connector, with the even numbers at the top.

: Some of the chips are: a Toshiba; TMP8155P
: a CCN8031H
: an 2764 Eprom with a sticker with the number 80182-009
: a square chip saying: ARCHIVE PT; 20461-003; 609-0371939; F823564; 8701A

: There is also a row with jumpers, named AA, BB, CC, DD, EE, FF, HH, KK, Y, ZZ.
: Shorted are: CC, Y, ZZ.

: Is there someone who can identify this tape unit for me? How can I set it's
: SCSI id? Can you send me a copy of the manual of this device?

: Thanks in advance, Guido Witmond.

It is possible that the drive isn't a real SCSI-unit, but a SASI-unit.
In that case it could be hard to make it work with your SCSI-interface.

(SASI is very much alike SCSI, SCSI derived from SASI)

Regards, Tommy

6095. Atari Video Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 05:38:48 UTC
From: cosc176t@menudo.uh.edu
Message-ID: <COSC176T.94Nov14233848@menudo.uh.edu>
Source record: 29148

Greets,

Does anyone know if the Atari ST's color video monitor port is
compatible with that of the Commodore Amiga?

Thanks,

Jason Asbahr 808 Sul Ross Suite 7
Reactive Systems / C.R.A.S.H. Houston, Texas 77006
Consulting and Development (713) 942-7937 voice
NeXT / Newton / Virtual Reality asbahr@crash.org (NeXTmail)

--
Jason Asbahr 808 Sul Ross Suite 7
Reactive Systems / C.R.A.S.H. Houston, Texas 77006
Consulting and Development (713) 942-7937 voice
NeXT / Newton / Virtual Reality asbahr@crash.org (NeXTmail)

6096. Help with resources and more.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 06:32:28 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKPGCHUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 29127
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Although I'm relaying this for someone else, any replies can be
sent to him through me (as he doesn't have any access to the internet or
usenet (no hard drive or fast modem)). Any and all help will be very
appreciated, thank you.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Thanks again for any help rendered.

Leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6097. Re: HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 08:38:50 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3a9s2q$9e8@btmplq.god.bel.alcatel.be>
Source record: 29152

In article <3a78tf$j5c@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
> Hi !

> I'm interested if someone knows how to save
> time after turning computer off.

1) Don't shower or clean your teeth, it can wait until morning.
2) Sleep with your clothes on (also saves time the next day).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

6098. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 08:44:20 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3a9sd4$29qf@sat.ipp-garching.mpg.de>
Source record: 29153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
> sanders@sci.kun.nl (Sander Stoks) writes:
> >I have a complete package of Turbo C 2.0 for sale, including all
> >manuals (in German).

> I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
> and not 2.0?

No, Turbo C was updated to Pure C (that is, Turbo C is "outdated" compared
to Pure C. Nevertheless, it's a very nice package!).

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

6099. NEO pics in HiSoft Basic? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 10:03:59 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3aa12f$s5h@bs33n.staffs.ac.uk>
Source record: 29156

I am using HiSoft Basic 2.10
I am running it on an Atari Falcon030 with 4meg memory, VGA and hard drive.

All I want to do is show a NEO/PI1 picture with the correct palette in
one of the Falcon resolutions (ie 16 colour, 80 columns, double line off).
But it doesn't want to know about it, the example source code is rather
poor and doesn't actually work on the Falcon.

I have managed to get the picture on-screen but getting the palette is
not so easy, and once I DO have the palette changing the current one to
that of the picture is a nightmare! HiSoft Basic may be good for GEM
stuff but for graphics..... yuk :(

any help would be great (source code esp.)

Richard Davey

6100. Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 10:11:22 UTC
From: avsec@westminster.ac.uk
Message-ID: <CzB0Az.K3s@westminster.ac.uk>
Source record: 29155

Has anyone actually got the latest version of Mint going ?
I just wanna compile and go.

I tried the suggestion of mint111hZ at phlem.ph.kcl.ac.uk
but that won't compile with Lattice C 5.6 .

So how do I fix this one or where can I get a compilable version ?

(..and if you can tell me where to get TOS 5... 8-))

Cheers,
Phil-s.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

6101. Huge MinixFS partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 10:14:30 UTC
From: der@discovery
Message-ID: <DER.94Nov15111431@discovery>
Source record: 29154

I've got a problem creating a really huge MinixFS partition:

System: Falcon (14Mb memory, 1.04Mb + 540Mb FS2-drives, 420Mb IDE-drive, CD-ROM and DAT-streamer) with SCSI-tools (HuSHI v6.05), MiNT v1.11h3 and MFS v0.60 PL10.

I have no problems creating a 1Gb partition with SCSI-tools, but Minit exits with an "illegal instruction" when trying to initialize it. Is it possible to have a 1Gb MFS-partition or do I need to reduce the size?

- Daniel Eriksson, der@astrakan.hgs.se

6102. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:23:52 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.76.000B662F@cam.ac.uk>
Source record: 29157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3a8180$fnu@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>>I have a complete package of Turbo C 2.0 for sale, including all
>>manuals (in German).

>I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
>and not 2.0?

I thought they started numbering at 1 again when they changed the name?

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

6103. Re: Falcon -Networking

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:29:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.77.000B7C98@cam.ac.uk>
Source record: 29159

In article <39dh4k$ib4@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>What if any standard is the Falcon Lan port?

It's an rs422 serial port. This is all a localtalk port is, and the falcon's lan port could be used for localtalk networking with the appropriate software that doesn't exist.

>Would it be possible to connect this to serial port on an XT PC and
>still get a 250k transfer rate?

Unless it's got an extra card in it there's no way the PC will keep up with that, if the serial port on the PC is the same age as the rest of it (ie when they still made XTs) it won't go anywhere near that fast.

>As I indicated in a pervious post I want to be able to:

> Open a window (term) on the PC this window can then
> be used to run text applications on the F030.
> (I would like to be able to use various term
> windows at once)

That's easy enough to do, you run the program on the falcon with it's input and output redirected to the serial port. Of course having Mint is a good idea otherwise you won't be able to do anything else with the Falcon at the time.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

6104. Re: Atari Video Ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:35:37 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.78.000B9852@cam.ac.uk>
Source record: 29160

In article <COSC176T.94Nov14233848@menudo.uh.edu> cosc176t@menudo.uh.edu (Jason Asbahr) writes:

>Does anyone know if the Atari ST's color video monitor port is
>compatible with that of the Commodore Amiga?

It's a different socket; in that they both output a TV rate signal and so use the same monitors they are compatible.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

6105. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:36:47 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.79.000B9D47@cam.ac.uk>
Source record: 29158

```
In article <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>I tried the suggestion of mint111hZ at phlem.ph.kcl.ac.uk
>but that won't compile with Lattice C 5.6 .

> ...I just want to compile and go...

It compiles under gcc2.5.8 but goes? No way.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *
```

6106. Fontier Elite II: HELP!! Please read this!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:37:08 UTC
From: bensmith@teleport.com
Message-ID: <3aa6h4$2a8@kelly.teleport.com>
Source record: 29162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been playing Elite II and I've just bought a 2000+ Ton Panther Clipper. It came with a Class 8 HyperDrive. On my ship, it has a range of 9.15 LY per Jump. Unfortunately, that's not far enough. Does anyone know where I can find a Higher Class HyperDrive than Class 8. Usually the Highest Class you can buy in most Ports is Class 7. Mine came equipped with a Class 8 Drive. The Manual for Elite II says "Although the classes are listed upto 7, higher classes exist but are ONLY OBTAINABLE FROM SPECIALISTS.". What do they mean by specialists, who are they? Where do I find the specialists? And Where do I find the nearest ones to the SOL System?

Also, now that I have a Panther Clipper, what is the Point in continuing the Game. I've been told that in some systems, their are ships not listed in the Manual for sale. Are their larger ships to move upto than the Panther Clipper? Or have I peaked in this game? What ships are their? Where are they? I'm hoping for one with at least 8 missile Pylons, the bigger the better.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6107. Re: NEO pics in HiSoft Basic? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 11:39:30 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.80.000BA8E7@cam.ac.uk>
Source record: 29161

In article <3aa12f$s5h@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>All I want to do is show a NEO/PI1 picture with the correct palette in
>one of the Falcon resolutions (ie 16 colour, 80 columns, double line off).
>But it doesn't want to know about it, the example source code is rather
>poor and doesn't actually work on the Falcon.

>I have managed to get the picture on-screen but getting the palette is
>not so easy, and once I DO have the palette changing the current one to
>that of the picture is a nightmare! HiSoft Basic may be good for GEM
>stuff but for graphics..... yuk :(

You just load it into a buffer, call vs_color for each palette entry, then set up an MFDB and blit it onto the screen. This is the same as in any other language (although the MFDB structures are easier to handle in C).

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

6108. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 13:02:10 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3aabgi$d56@cc_sysk.coventry.ac.uk>
Source record: 29163

In article <Cz1AB0.or@mv.mv.com>, Dan Coutu <coutu@mv.mv.com> wrote:
>overwritten. As it turns out stdio.h would have been overwritten! So I
>fired up g++ in verbose mode and saw that it would also search in the
>directory /gnu/g++-inc for header files. So I made that directory and
>moved the files there with the regular C header files still in /usr/include.
>
>My question to you all is this: Is this necessary? It it a good idea to
>keep them separate? Or can I drop the C++ version of stdio.h into
>/usr/include and still have my C programs build correctly? (seems unlikely)
>

Well if you use C sometimes and C++ other times you will need
to keep them seperate. And watch out if you are using a mix of
C and C++, i.e, some code is using printf and other stuff is
using the iostreams. If I remember correctly the FILE struct
is different between the two. I kept getting problems with
the library but recompiled it from the GNU sources sometime
ago and seem to fixed that problem.

>I saw that someone is working with gcc 2.6.1. Guess I'll track that down
>too since I'm using 2.5.8.

I have 2.6.0 up and running that is gcc, g++, cpp, cc1, cc1obj,
and cc1plus and libg++-2.6.1. I am currently applying the 2.6.1
patches to the compiler system and it should be ready by next
week.

Mind you I have only tested this running on a 16Mb Falcon,
using mintlibs44, it does require a Minix file partition.
Oh and the shell I am using is tcsh.

The C and C++ side seem to work 99.9% of the time I've only
had problems compiling two files from gdb-413 with
optimisation turned on - everything else I've tried has
compiled OK with or with optimisation. The Objective-C is
pretty much untested although it did compile its runtime
library (not much of a test I know).

The compilers are generating MIT syntax assembler. I don't
have anything that will assemble the MOTOROLO syntax at the
moment.

--
I'm just minding this tinderbox for someone else, honest, officer.

6109. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 15:16:31 UTC
From: hjv@phil.ruu.nl
Message-ID: <3aajcf$t8r@chico.staf.phil.ruu.nl>
Source record: 29079

A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>Does anyone know how to get Extended GEM 2.10 to compile properly without any
>errors on GNU C? I can't seem to get it to compile..

You might ask Christian himself -- he supplied an email address in the docs
that come with the package. I don't use GC, so I can't help you I'm afraid.

>And is there any plans to make the Hypertext document english?!?

I asked Christian the same this week, and the answer was 'no'. Fortunately I
can read German so I personally don't mind :-), although I *do* think it's a
shame that this package will be somewhat esoteric to non-German readers.

And (plug) it *is* absolutely the best library I've seen in this field
(flying/non-modal dialogs, popups, etc, etc, too much to name).

I've been thinking about translating the docs to English, merely as a service
to Christian because he did such a great job, but I don't really feel like
tackling such a project -- the docs is 50+ pages, and I got some regular work
to do too, so probably no English version on short notice -- unless some other
freak would like to do the job... :-)

Aside: I converterd the docs into a Pure C helpfile -- i.e. just type
'X_Form_Do', press [HELP] and voila, you got a help-screen with
cross-references, etc. I wonder if there would be enough interest for such
a version of the docs to justify distribution (oh, also in German of course,
and only useful for Pure C users).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

<catchy quote under construction>

6110. MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 16:37:28 UTC
From: avsec@westminster.ac.uk
Message-ID: <CzBI6G.L7n@westminster.ac.uk>
Source record: 29093

I am about to buy a multisync monitor for my Falcon.
I was going to get a Microvitec but I have the chance to get a monitor at
an educational discount price.

What I want is the usual extended resolution (with screenblaster) but
especially an enhanced True colour mode (something like 640x480 non-interlace
if this is possible).

I can't remeber what frequencies the monitor needs to be to acheive decent
True colour modes so could someone check that the monitor below is OK.
(it says SVGA but has some sort of extended SVGA mode).

Here's the fella....

Viglen Envy 1415 - 14/15" SVGA colour monitor (non-interlaced quadsync).
Quadsync supports four ranges of HORIZONTAL FREQUENCIES:
31.5KHz, 35-38KHz, 47-49KHz and 56-58KHz.

VERTICAL FREQUENCIES:
56Hz, 60Hz, 70Hz and 72Hz.

The brochure also says that it supports all standard VGA, SVGA and ESVGA
modes. And, it is capable of 1024x768 non-interlaced.

Thanks in advance for the advice,
Phil-s.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

6111. Help! MKS$ Format hell...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 16:50:39 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3aaosv$poc@calvin.st-and.ac.uk>
Source record: 29164

Hi!
I'm trying to write a QWK program at the moment. I'd just like to thank everyone who sent me information on the QWK packet format.

However, having puzzled it all out, I'm still a bit stuck over the .NDX files. Iam aware that possibly I don't actually need these files, but I'd like to try to make my program as compatable as possible.

The part which has confused me is the part of the NDX file which refers to the offset for the message. I know that this is a real number in Microsoft MKS$ format, but I'm unsure how to go about converting this into an actual useable number.

HiSoft Basic uses an MKS$ format too, but it appears to be the Atari Basic MKS$ format, which (I think) has a different bit format.

I've managed to shuffle the bits around a bit, and I get the right numbers out, but I can't be sure that this will work with all numbers.

Any help appreciated.

Brian

6112. DSP programming on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 17:37:22 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <CzBKyA.648@info.bris.ac.uk>
Source record: 29166

[No readable article body recovered]

6113. Re: MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 18:01:15 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3aat1b$23q@darkstar.UCSC.EDU>
Source record: 29167

In <CzBI6G.L7n@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

You won't get 640 x 480 NI in True color, but you can probably get
close. I can get a 640 x 480 I on my multisync in SVGA mode.

~Chris

p.s. this is with the BlowUp Soft, so I cannot speak exactly for SBlaster.

--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

6114. Re: How to turn off automatic HDD shutoff..???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 18:51:14 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CzBoDE.3r7@cix.compulink.co.uk>
Source record: 29019

>In-Reply-To: cm3hirjd@bs47c.staffs.ac.uk's message of 8 Nov 1994 10:46:24 GMT
>
>Now I partitioned the drive with HDDRIVER software. Perfecto. The drive works
>like a dream; it's damned fast (over 1900 kb/s with Falcon!) - BUT......+
>
>After about 30 seconds unused, the drive says "CLICK" - and shuts itself off..
>Yes; when you don't use the HDD in 30 secs, that devil thinks it isn't needed -
>and goes to sleep... Of course, it wakes up - rather quickly - when somebody
>calls it. BUT guess what this sleepiness causes when one uses virtual memory?
>Guess, what 68030's PMMU, TOS and especially OUTSIDE 3.2 virtual memory manager
>think of "sleeping memory"..? =-(Right: weird things occur. And the Falcon
>locks very often totally up.
>
>Can anyone tell me, what the heck is going on inside my Seagate/Falcon - and if
>there's anything that can be done?
>
>Thank you VERY many for any help; this is pretty awful..!

Have you checked that the Autoparker accessory isn't loaded? This turns
the IDE drive off after a preset time. (Best part of the package IMHO :-)

Cheers,
Simon

==
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/102@nest.ftn =
==

6115. VT52-Emulator source wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 20:07:39 UTC
From: msdemlei@mathi.uni-heidelberg.de
Message-ID: <3ab4eb$n3s@sun0.urz.uni-heidelberg.de>
Source record: 29165

I am looking for source code for a VT52 or even VT100 emulator. It would be great if the whole show took place in a window, but that's not all that important. Any pointers?

Demi

6116. HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 20:30:10 UTC
From: fvdakker@sterbbs.nl
Message-ID: <026478VKBAMOTUCCPTSW@sterbbs.nl>
Source record: 29024

```
np>I'm interested if someone knows how to save
np>time after turning computer off.
np>(Hardware solution, off course)
np>Through ROM modul port or something ..
np>
np> Any poniters, hints & tips would be appreciated ..

There is a ROM-modul avaliable, don't know where you can get it.
If you want to set the time in your computer on boot-up: I have
uploaded a file called PUTTIME5.ZIP to hensa. It allows you to set the
time and date on boot-up.(Don't think you can upload it yet)
Greetings,

Frits van den Akker = fvdakker@sterbbs.nl = Program@STR
JFA Software = Internet = MajorNet

* TailMail 2.1 #031 *

--
|[From]=============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

6117. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 20:32:04 UTC
From: Gary@gspencer.demon.co.uk
Message-ID: <941115Z203204.703Gary@gspencer.demon.co.uk>
Source record: 29044

In article <mnb20.79.000B9D47@cam.ac.uk> mnb20@cam.ac.uk "Mark Baker" writes:

> In article <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip
> Shore) writes:
> >I tried the suggestion of mint111hZ at phlem.ph.kcl.ac.uk
> >but that won't compile with Lattice C 5.6 .
>
> > ...I just want to compile and go...
>
> It compiles under gcc2.5.8 but goes? No way.
>
> --
> /\ /\
> / \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
> / \\/ \\ mark.baker@mettav.exnet.com (vacations)
> / \\ \\ * If at first you don't succeed, call it DOS 6.2 *
>

I got the mint111h2 source from phlem.ph.kcl.ac.uk, it compiled using GNU C 2.5.8 and runs fine. I compiled the 68030 version as I'm using it on a TT.

Gary

6118. Re: Why Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 22:29:51 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <JQGUBZKR@isys-hh.Hanse.DE>
Source record: 29168

c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

> [...]
>: IMHO it's worth it though - just get MFSFM as a file selector and keep an eye
>: out for a Minix FS compatible desktop.

Or use a good shell, there are many out there, and you won't be limited
by anything, anymore.

Rgds, Eddi

> [...]
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

6119. Re: Genlocking on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 22:48:01 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CzBzC2.7K3@cix.compulink.co.uk>
Source record: 29174

In message <39o93q$gd9@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>I understand that the Falcon has the hardware already built in.
>Is this true?

You can connect a third party Falcon genlock to the video port.

>Also is their any genlocking stuff availble for the F030?

Titan Designs in UK are working on one, also someone in Germany IIRC.

BTW, Would it be possible for you to trim your sig. ?

ATB Barry wilsontjb@cix.compulink.co.uk

6120. Re: Falcon: Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-15 22:48:04 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CzBzC4.7Kx@cix.compulink.co.uk>
Source record: 29175

In message <39r53f$4e8@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>Are their any good hand scanner for the Falcon around at the moment?

>Also what about software?

Compo are selling a Naksha scanner with bundled software, they had them
at the Atari show in Glasgow on Saturday. Where were you?

Barry wilsontjb@cix.compulink.co.uk

6121. That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 00:10:41 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <3abim1$4qa@samuel.ChamplainCollege.QC.CA>
Source record: 29187

Howdy folks! I have yet another question regarding programming the ST.

I'm using Heat & Serve C. I'm programming a CLI. Here's the problem:

The following part WORKS:

Objective: I want a directory listing.
Action : I type "DIR" and press return.
Effect : I get a directory listing. (No problem!)

The next part IS a problem:

Objective: The listing is too long. I want to interrupt it.
Action : I press ^C.
Effect : My CLI quits COMPLETELY, and returns to GEM!

Surely, you see why I'm frustrated! It seems that when there is output
going to the screen, ^C causes the OS to think I want to abort the program!

How can I fix this? Can I disable the ^C handler? Can I reroute it to a
function within my program (Like in Borland C++)?

Thanks in advance for any info...

Jon
---
lunman@ChamplainCollege.QC.CA

6122. Re: 2 serial ports on Fal

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 00:18:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzC3IC.HEu@cix.compulink.co.uk>
Source record: 29176

> Can this be done on a MegaST [no E] as well?

Well there isn't a spare ASCI/UART in the system. However it should be possible to hook up a Zilog SCC chip to the 68K bus so it was register compatible with the MSTE. Then TOS 2.06 or maybe even HSMODEM4 would be enough to bring it online.

(too compliacted for me though ;-)

:-)

Roland.

@CiX

6123. Re: HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 00:36:15 UTC
From: sanders@sci.kun.nl
Message-ID: <CzC4CG.Hn5@sci.kun.nl>
Source record: 29130

In <3a9s2q$9e8@btmplq.god.bel.alcatel.be> cgra@se.bel.alcbel.be (Chris Gray) writes:

>In article <3a78tf$j5c@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:
>> Hi !

>> I'm interested if someone knows how to save
>> time after turning computer off.

>1) Don't shower or clean your teeth, it can wait until morning.
>2) Sleep with your clothes on (also saves time the next day).

:-) !!!!

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6124. Re: ATW 800 transputer workstation

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 00:38:56 UTC
From: sanders@sci.kun.nl
Message-ID: <CzC4Gw.Hp4@sci.kun.nl>
Source record: 29131

In <molen002.5.0011C5C7@telecom.ptt.nl> molen002@telecom.ptt.nl (Ing. I.H. van der Molen) writes:

>Hello,

>Is somebody using a Atari ATW 800 Transputer Workstation?
>Is Helios the only OS for this computer?
>Where can I get Helios?

Isn't it included with it, then? :-(

>The reason I ask is I am able to buy one for little money :-)

I know where :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6125. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 00:43:35 UTC
From: sanders@sci.kun.nl
Message-ID: <CzC4on.HtK@sci.kun.nl>
Source record: 29139

In <3aajcf$t8r@chico.staf.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

>A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>>And is there any plans to make the Hypertext document english?!?

>I asked Christian the same this week, and the answer was 'no'. Fortunately I
>can read German so I personally don't mind :-), although I *do* think it's a
>shame that this package will be somewhat esoteric to non-German readers.

>And (plug) it *is* absolutely the best library I've seen in this field
>(flying/non-modal dialogs, popups, etc, etc, too much to name).

>I've been thinking about translating the docs to English, merely as a service
>to Christian because he did such a great job, but I don't really feel like
>tackling such a project -- the docs is 50+ pages, and I got some regular work
>to do too, so probably no English version on short notice -- unless some other
>freak would like to do the job... :-)

>Aside: I converterd the docs into a Pure C helpfile -- i.e. just type
>'X_Form_Do', press [HELP] and voila, you got a help-screen with
>cross-references, etc. I wonder if there would be enough interest for such
>a version of the docs to justify distribution (oh, also in German of course,
>and only useful for Pure C users).

I would probaly be interested (My Pure C is on the way). I might even
find some time to translate it - but not on a short notice either.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6126. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 01:31:01 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3abncl$5bt@amazon.cs.duke.edu>
Source record: 29094

From the Holy Book of <3abim1$4qa@samuel.ChamplainCollege.QC.CA>
as spake by lunman@ChamplainCollege.QC.CA (Jon Lunman) :

>I'm using Heat & Serve C. I'm programming a CLI. Here's the problem:

[problem elided]

>Surely, you see why I'm frustrated! It seems that when there is output
>going to the screen, ^C causes the OS to think I want to abort the program!
>
>How can I fix this? Can I disable the ^C handler? Can I reroute it to a
>function within my program (Like in Borland C++)?

What you want is the signal() library routine. I don't know if dLibs
provides it, but the HSC MiNTlibs does. ^C is mapped to the signal
SIGINT, so you would proceed as follows:

```
#include <signal.h>

void handle_control_c(sig) int sig; { /* ... */ }

/* somewhere in your setup code */
signal(SIGINT, handle_control_c);
```

Then ^C will cause control to pass to your handler function. The int
parameter will contain the code for the signal that was intercepted, in
this case SIGINT. You can also do:

```
signal(SIGINT, SIG_IGN); /* Ignore ^C */
signal(SIGINT, SIG_DFL); /* Restore default ^C behavior */
```

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

6127. falcon Demo Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 05:04:04 UTC
From: ahuyghe@madwand.bison.mb.ca
Message-ID: <HLaVVc3w165w@madwand.bison.mb.ca>
Source record: 29031

Hello to all;

I have a question concerning some Demos i've been trying to run
unsuccessfully as of late. They are the Humans Demo, Plastik, Knockout
and the
latest is the obsession pinball demo. My problem is the same for all.
When i load the demo, the screen display is all garbled. Now i realize
that
some of these demos may be RGB and will not display on my system. Most of
these
do not have any file stating the video attributes. But i became suspect
today
when i loaded the obsession demo and witnessed the same problem. Only
this time
the read.me file states it will work on either RGB or VGA. So now i'm
stumped.
Is it the Demos or The system.
My system consists of a Falcon 030, 4 meg ram, 270 mb HD and a SVGA
monitor.
i usually run warp 9 v3.81.
I would appreciate any help or feedback from people who are able to run
these
demos with a SVGA monitor.

Thanks in advance.
Al Huyghe
ahuyghe@madwand.bison.mb.ca.

6128. Re: Fontier Elite II: HELP!! Please read this!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 05:20:03 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3ac4q3$5v1@golem.wcc.govt.nz>
Source record: 29169
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Also, now that I have a Panther Clipper, what is the Point in continuing
] the Game. I've been told that in some systems, their are ships not listed
] in the Manual for sale. Are their larger ships to move upto than the Panthe
] Clipper? Or have I peaked in this game? What ships are their? Where are the
] I'm hoping for one with at least 8 missile Pylons, the bigger the better.

All there is to do in the game after getting the biggest ships, is to
fly around, and kill bad-guys & complete missions to increase your
Elite and Federal/Imperial ratings. That's it! It gets very boring,
very quickly after gaining the powerful ships!

BTW - What's this garbage about Large Plasma Accelerators being used
for planetary assault!? I can't even obliterate a space-station with
one, although those space-ships that look like chocolate fish don't
last long! :)

Down in the imperial system you can get Imperial Couriers & Traders.
These are very fast ships, good for missions etc. Not too great
for money making due to the not-all-that-huge cargo space.

The Panter Clipper is the _largest_ ship in the entire game. Apart
from its limited warp-distance, it's the best. It is possible to stick
class 7 or above Military drives into it which increase its speed
somewhat. Most of the places to find huge drives are hundreds of light
years away from Sol.

6129. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 08:56:09 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3achf9$lbj@infa.central.susx.ac.uk>
Source record: 29171

Guido (ljp@cck.coventry.ac.uk) wrote:
: In article <39c10l$430@nippur.irb.hr>,
: Neven Petrlik <npetrlik@public.srce.hr> wrote:
: > Hi !
: >
: > Does anyone know how to connect PC keyboard
: > to the Atari ST ? (i've heard it is possible).
: >

: Why would you want to do that. Horrible things those PC
: keyboards satanic even - they have the caps-lock where
: god intended the ctrl-key to go.

The PC keyboards are real neat when you attach them to a 486 DX2 66MHz
CPU, CDROM and Soundblaster card etc. Wierd things happen, like you can
play DOOM, XWing etcwith texture mapping, faultless speed and smoothness
of animation etc.....

Far fetched, I know, but it's true!!

Sincerely, an ol' Atarian.

: --
: I'm just minding this tinderbox for someone else, honest, officer.

6130. Re: Jag Joypad (C Code)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 09:29:02 UTC
From: andrew@minster.york.ac.uk
Message-ID: <784978142.26860@minster.york.ac.uk>
Source record: 29172

Andrew Hague (andrew@minster.york.ac.uk) wrote:

> while (!(c1.num_pad & (STAR | HASH))) {

To be perfectly correct, this line should read:

while (!((c1.num_pad & STAR) && (c1.num_pade & HASH))) {

but it doesn't make any difference to the important joypad reading code!
I was trying to be clever with Boolean algebra but didn't use my brain.

-Andrew

Andrew Hague -- Researching Motivation in Human-Computer Interaction
Department of Computer Science. University of York, YORK. YO1 5DD
Tel: (+44/0)904 432762 E-MAIL: andrew@minster.york.ac.uk
<Atari Falcon030, LynxII and Jaguar Owner and Prospective Developer>

6131. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 09:36:12 UTC
From: hjv@phil.ruu.nl
Message-ID: <3acjqc$m6@chico.staf.phil.ruu.nl>
Source record: 29173

sanders@sci.kun.nl (Sander Stoks) writes:
>>Aside: I converterd the docs into a Pure C helpfile -- i.e. just type
>>'X_Form_Do', press [HELP] and voila, you got a help-screen with
>>cross-references, etc. I wonder if there would be enough interest for such
>>a version of the docs to justify distribution (oh, also in German of course,
>>and only useful for Pure C users).

>I would probaly be interested (My Pure C is on the way). I might even
>find some time to translate it - but not on a short notice either.

Just drop me a note if you want me to send you the helpfile. And if there are
more Dutch (or German) folx around who are able to translate German to English
we could even split up the docs in our translation-effort.
Prerequisite is that people are able to make a real good translation (I hate
'German' English, or 'English' German, etc) without spelling errors (the
thought of having to run into the same typo each time you ask for help on
subject X... &^%$*).

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

<catchy quote under construction>

6132. Re: 1040 STFM slow 'warm-up'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 11:13:17 UTC
From: jonaeson@algonet.se
Message-ID: <3acpgd$fm4@aristotle.algonet.se>
Source record: 29177

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: do as you are not actually adding any solder or anything. Also, I think
: there is a fuse on there that you can check or just replace (they are cheap).
: Inspect it visually, looking for loose wires, signs of heat, charcoal <grin>.

Eh, I thought everyone knew that a blown fuse would make any equipment
useless... ;-)
(and his machine is still useable...)

Regards, Tommy

6133. Re: MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 11:47:57 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.84.000BCCFA@cam.ac.uk>
Source record: 29178

In article <CzBI6G.L7n@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>What I want is the usual extended resolution (with screenblaster) but
>especially an enhanced True colour mode (something like 640x480 non-interlace
>if this is possible).

640x480 TC isn't possible anyway. The best you can get is 640x400 TC
interlaced, at TV rates, and that requires a multisync that can sync down to
15.625 kHz horizontal, which the one you have been offered certainly can't.

The one you have been offered is a fixed frequency SVGA monitor, not a
multisync at all; you will find it difficult to use blowup because of this.
Whether it's worth buying depends on how much of a discount you get I suppose.

--
/\ /\
/ \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
/ \\/ \\ mark.baker@mettav.exnet.com (vacations)
/ \\ \\ * If at first you don't succeed, call it DOS 6.2 *

6134. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 13:08:41 UTC
From: dba@jet.uk
Message-ID: <1994Nov16.130841.16805@jet.uk>
Source record: 29180

In <3abim1$4qa@samuel.ChamplainCollege.QC.CA> lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:

>Howdy folks! I have yet another question regarding programming the ST.

>I'm using Heat & Serve C. I'm programming a CLI. Here's the problem:

> The following part WORKS:

> Objective: I want a directory listing.
> Action : I type "DIR" and press return.
> Effect : I get a directory listing. (No problem!)

> The next part IS a problem:

> Objective: The listing is too long. I want to interrupt it.
> Action : I press ^C.
> Effect : My CLI quits COMPLETELY, and returns to GEM!

>Surely, you see why I'm frustrated! It seems that when there is output
>going to the screen, ^C causes the OS to think I want to abort the program!
This is standard control C DOES abort your program.

>How can I fix this? Can I disable the ^C handler? Can I reroute it to a
>function within my program (Like in Borland C++)?

Use control S and control Q (XON - XOFF) to stop and start the output to
the screen from a CLI.

--

_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6135. Re: MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 13:19:14 UTC
From: gaghon@nevada.edu
Message-ID: <3ad0si$gla@news.nevada.edu>
Source record: 29179

Philip Shore (avsec@westminster.ac.uk) wrote:
: I am about to buy a multisync monitor for my Falcon.
: I was going to get a Microvitec but I have the chance to get a monitor at
: an educational discount price.

: What I want is the usual extended resolution (with screenblaster) but
: especially an enhanced True colour mode (something like 640x480 non-interlace
: if this is possible).

: I can't remeber what frequencies the monitor needs to be to acheive decent
: True colour modes so could someone check that the monitor below is OK.
: (it says SVGA but has some sort of extended SVGA mode).

: Viglen Envy 1415 - 14/15" SVGA colour monitor (non-interlaced quadsync).
: Quadsync supports four ranges of HORIZONTAL FREQUENCIES:
: 31.5KHz, 35-38KHz, 47-49KHz and 56-58KHz.

: VERTICAL FREQUENCIES:
: 56Hz, 60Hz, 70Hz and 72Hz.

Ok, you can use that monitor for TC. TC can be used by any monitor. If
you want 640x400TC then you need a monitor than can Handle RGB freq. as
well. Or you can purchase Speed Res Card, and run 640x480TC in VGA mode.

I only use the RGB mode for demos and video work. Otherwise I am in VGA
mode.

The montior above can handle VGA and several Blow-up/screenblaster
modes. But it will not handle RGB. RGB is more like a TV signal. It uses
15Khz Horizontal. Most new monitors don't handle this mode becuase the PC
does not handle this mode. (what a reason!) If you want both you will
have to find an older monitor. Like the NEC-3D or the NEC-Mulisync II, II+,
IIa... or any monitor that can handle 15khz Horizontal.

Hope this helps.

Vince

6136. Re: Linux -- where?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 13:54:08 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Nov16.135409.5131@bay.cc.kcl.ac.uk>
Source record: 29181

In article <5obvupggefm@moacs11>, walra@moacs.indiv.nl.net (Waldi Ravens) writes:
! In <srp20-121194141439@mac122.nmus.pwf.cam.ac.uk>, Steve Payne wrote:
!
! > Anyone know where I can get Atari Linux for my Falcon?
!
! tsx-11.mit.edu:/pub/linux/680x0/src (mirrored by src.doc.ic.ac.uk).
! But I'm afraid you won't be able to run 0.9.3 on a Falcon without
! at least some of the patches posted to the 680x0 linux-activists
! channel.

Also mirrored at phlem.ph.kcl.ac.uk:/pub/Linux-68k/

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

6137. HOW TO SAVE TIME AFTER TURNING OFF THE COMPUTER ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 14:03:10 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad3eu$2pp@nippur.irb.hr>
Source record: 29182

Hi !

Does anyone knows how to save time after turning
computer off ?
I've haded instructions how to do this through
the ROM modul port (but the electronic
components - especially CMOS MSM5832 has not
been abled to me (MSM5832 is a clock chip)...
If someone wants , i may send him this instructions
in a file (actually in a picture file) ..
So what's bothering me ?
I know You all have TT's , Falcon's, Mega STE's ,
but i have only an old STfm (with only one MB - sigh)
with hard disc and modem ..
I'll be very grateful if someone could tell me or
explain me how could i do this 'time saving' ?
Or, at least, give me some hints about that ...

Gratefully,

Neven

6138. How To Connect PC keyboard to Atari STFM ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 14:04:58 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad3ia$2pp@nippur.irb.hr>
Source record: 29183

Hi !

Is it possible to connect an IBM PC keyboard to
the Atari 1040 STfm ?
I know that these keyboard have a different
interfaces, but ...
Any hints, tips and pointers will
be appriciated ,
Thanx

6139. Re: MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 14:22:03 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3ad4ib$4h4@nyheter.chalmers.se>
Source record: 29184

In article <3aat1b$23q@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>close. I can get a 640 x 480 I on my multisync in SVGA mode.
>
>p.s. this is with the BlowUp Soft, so I cannot speak exactly for SBlaster.

I read in AEO that it's possible to get 640x480 NI in SVGA mode if you put
a Speed Resolution Card inside of your Falcon :-). A slovenian guy wrote this
and I believe that he's reachable over the net. Check the latest AEO!

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

6140. Jekyll 1.36 and my modem ..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 14:25:09 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad4o5$2vf@nippur.irb.hr>
Source record: 29185

Does someone know how to get Jekyll to work ?
I have BEST2400L modem ..
(2400 bauds)
I type the following:

atz
atdt629711

Jekyll then writes 'Connecting ...'
then (after a short time) write
'CONNECT 2400' and after that
(Immidiately after that !)
link falls out ...

I have Jekyll 1.36, and I've tried setting
time register S7 (i think that's the one) to
a value 90 (with ats7=90) - but the some
problem happens again ..
Maybe someone could post me his Jekyll.cfg file
(config file), or try to tell me where
is the problem ?

Thanx

6141. Rufus 1.41 & Hang Up

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 14:33:16 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ad57c$30f@nippur.irb.hr>
Source record: 29186

Hi !

Can somebody explain to me why Hang Up option
in Rufus 1.41 doesn't work ?
I have an 2400 bauds modem BEST2400L .
At my friends this hang up thing works !
(he own GVC modem 14400 bauds) ..
Is the problem in setting up the
modem registers , or is it in Rufus's
hang up ?

Thanx,
Neven

6142. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 16:33:59 UTC
From: djs@jet.uk
Message-ID: <1994Nov16.163359.6028@jet.uk>
Source record: 29189

In <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>Has anyone actually got the latest version of Mint going ?
>I just wanna compile and go.

>I tried the suggestion of mint111hZ at phlem.ph.kcl.ac.uk
>but that won't compile with Lattice C 5.6 .
I will be posting the patches for Lattice tomorrow (to the mint mailing list).
I've nearly finished the port, I'll complete it tonight.

Most of the patches are to work around bugs in Lattice. I have been trying
to persuade HiSoft to do a new release, but without success so far. They
say that they have fixed the bugs that I have reported.
--
David Stevenson, JET Joint Undertaking +44 1235 465028
Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6143. VT52-Emulator source want

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 17:05:13 UTC
From: larserik@oslonett.no
Message-ID: <3ade49$ics@hasle.oslonett.no>
Source record: 29028

In message #53, msdemlei@mathi.uni-heidel writes:

> I am looking for source code for a VT52 or even VT100 emulator. It
> would be great if the whole show took place in a window, but that's
> not all that important. Any pointers?

You could always get the source code to MiniTerm (VT100/TDV2230)if
you want it - but be warned - all the comments are in norwegian :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6144. DOES JANUS WORK WITH NON GERMAN ROMS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 17:11:25 UTC
From: SHIMRON@stpc.wi.LeidenUniv.nl
Message-ID: <SHIMRON.10.785005885@stpc.wi.LeidenUniv.nl>
Source record: 29034

The subject line is quite clear.... actually..

thanks in advance

uns

6145. Re: MultiSync monitor advice needed (Falcon).

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 17:30:05 UTC
From: pblagay@crash.cts.com
Message-ID: <CzDFA5.6D@crash.cts.com>
Source record: 29030

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <CzBI6G.L7n@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

: >What I want is the usual extended resolution (with screenblaster) but
: >especially an enhanced True colour mode (something like 640x480 non-interlace
: >if this is possible).

: 640x480 TC isn't possible anyway. The best you can get is 640x400 TC
: interlaced, at TV rates, and that requires a multisync that can sync down to
: 15.625 kHz horizontal, which the one you have been offered certainly can't.

: The one you have been offered is a fixed frequency SVGA monitor, not a
: multisync at all; you will find it difficult to use blowup because of this.
: Whether it's worth buying depends on how much of a discount you get I suppose.

: --
: /\ /\
: / \\ / \\ ark Baker mnb20@cam.ac.uk (terms)
: / \\/ \\ mark.baker@mettav.exnet.com (vacations)
: / \\ \\ * If at first you don't succeed, call it DOS 6.2 *

I have 544x416 on my NEC 5fgP. This syncs down to 26 khz and in the low
color modes, 1024x768 in 256 colors at 57hz. This is the best I have seen
on any new monitor that doesnt sync to 15.7Khz. Then again this cost
$1100, so it had better be good :). Get a speed resolution card to get at
least 640x480 in TC, from Hard & Soft in Germany.

Of course by using Blowup the 16 color modes can be pushed real high.

Paul

6146. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 17:36:21 UTC
From: bug@eskimo.com
Message-ID: <CzDFKt.FMx@eskimo.com>
Source record: 29190

lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:

>I'm using Heat & Serve C. I'm programming a CLI. Here's the problem:

> The following part WORKS:
> Objective: I want a directory listing.
> Action : I type "DIR" and press return.
> Effect : I get a directory listing. (No problem!)

> The next part IS a problem:
> Objective: The listing is too long. I want to interrupt it.
> Action : I press ^C.
> Effect : My CLI quits COMPLETELY, and returns to GEM!

>Surely, you see why I'm frustrated! It seems that when there is output
>going to the screen, ^C causes the OS to think I want to abort the program!
>How can I fix this? Can I disable the ^C handler? Can I reroute it to a
>function within my program (Like in Borland C++)?

You're probably using the gemdos Cconws() call to print strings. Try
writing your own string printing routine which calls the bios for each
character. Off the top of my head I don't remember exactly which bios
call ignores ^C, (Bconout() ?) but any good manual on the ST should
point you to the correct one.

Of course, if you were using MiNT, you could just trap the signal :)

Cheers, Steve
--
Home-page under construction:
http://www.eskimo.com/~bug/

6147. The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 18:28:56 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3adj18$9tr@delta.eng.umd.edu>
Source record: 29033

Does anyone know how MultiTOS works? Here's how I understand things to work (please correct me if I'm wrong since I have a strong feeling that I am):

In regular TOS, the GEM AES provides cooperative multitasking of 1 GEM application and 6 desk accessories. In other words, the GEM AES contains a cooperative multitasking kernal which multitasks GEM processes.

In Mint, you have a preemptive multitasking kernal. But this only multitasks TOS processes. The GEM AES is considered a TOS process and is run preemptively with other TOS processes. So, basically you have two schedulers: The lowest level you have a preemptive scheduler which multitasks TOS processes (including the GEM AES) and at the higher level you have the GEM AES which cooperatively multitasks GEM processes (consisting of 1 GEM program and up to 6 desk accessories).

With MultiTOS you have the preemptive multitasking of TOS processes with Mint but, in addition the GEM AES can now cooperatively multitask multiple GEM programs along with desk accessories.

Is my understanding correct? Does this mean that GEM programs are still cooperatively multitasked in MultiTOS?

--Gerry

6148. Re: Huge MinixFS partitio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 18:30:36 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3adj4c$ce4@ugle.unit.no>
Source record: 29032

@SUBJECT:Re: Huge MinixFS partitions N
Der@discovery,
In a message on 15 November, wrote :

de> I've got a problem creating a really huge MinixFS partition:
de>
de> System: Falcon (14Mb memory, 1.04Mb + 540Mb FS2-drives, 420Mb IDE-drive,
de> CD-ROM and DAT-streamer) with SCSI-tools (HuSHI v6.05), MiNT v1.11h3 and
de> MFS v0.60 PL10.
de>
de> I have no problems creating a 1Gb partition with SCSI-tools, but Minit
de> exits with an "illegal instruction" when trying to initialize it. Is it
de> possible to have a 1Gb MFS-partition or do I need to reduce the size?

It is theoretically possible to make a 4Gb minixpartition. However,
there were a few patches to minixfs 0.6PL10 that recently dropped into
the mint mailing list. You should be able to minit it though. Have you
tried to increase the stack size of minit.ttp ?
(printstk minit.ttp to see the current stacksize, then ie.
"fixstk 64k minit.ttp" to give it a 64k stack)

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6149. Falcon and Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 18:47:47 UTC
From: torhov@ifi.uio.no
Message-ID: <3adk4j$ge1@skuta.ifi.uio.no>
Source record: 29035

What do I need to use the additional Falcon ROM routines, like the DSP procedures, under Pure C? Do I need to upgrade my compiler, or is it possible to add on the new features?

Tor Egil

6150. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 19:18:32 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941116190525.28111A-100000@tower.york.ac.uk>
Source record: 29092

> > I'm using Heat & Serve C. I'm programming a CLI. Here's the problem:
> >
> > The following part WORKS:
> > Objective: I want a directory listing.
> > Action : I type "DIR" and press return.
> > Effect : I get a directory listing. (No problem!)
> >
> > The next part IS a problem:
> > Objective: The listing is too long. I want to interrupt it.
> > Action : I press ^C.
> > Effect : My CLI quits COMPLETELY, and returns to GEM!
> >
> > Surely, you see why I'm frustrated! It seems that when there is output
> > going to the screen, ^C causes the OS to think I want to abort the program!
> > How can I fix this? Can I disable the ^C handler? Can I reroute it to a
> > function within my program (Like in Borland C++)?
>
> You're probably using the gemdos Cconws() call to print strings. Try
> writing your own string printing routine which calls the bios for each
> character. Off the top of my head I don't remember exactly which bios
> call ignores ^C, (Bconout() ?) but any good manual on the ST should
> point you to the correct one.
>
> Of course, if you were using MiNT, you could just trap the signal :)

To get screen output which can't be interrupted by <ctrl> C you should
use Bconout(2,c), or Bconout(5,c) if you want to output characters like
CR, LF and ESC as little graphics squiggles instead of treating them
as control characters. The only way I can think of to trap <ctrl> C in
your own program (if you are not using MiNT) is to check for it yourself
each time round your loop, something like:

```
#define CTRL_C 0x002E0003L

list_directory()
{
register char *p;

while (more_files) { // work through the files
p=filename;
while (*p) { // print the filename
Bconout(2,*p);
p++;
}
Bconout(2,13); // new line
```

```
Bconout(2,10);

while (Bconstat(2)) { // while some keys have been pressed
if (Bconin(2)==CTRL_C)
return;
}
}
}
```

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

6151. looking for Suprafax v32bis modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 20:10:55 UTC
From: hallvart@ifi.uio.no
Message-ID: <3adp0f$502@baugi.ifi.uio.no>
Source record: 29091

Has anyone got a Suprafax v32bis faxmodem for sale?

Hallvard

6152. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 20:31:07 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCzDnnv.BL1@netcom.com>
Source record: 29053

In article <3adj18$9tr@delta.eng.umd.edu>,
Gerry Mon <gerrymon@Glue.umd.edu> wrote:
>In Mint, you have a preemptive multitasking kernal. But this only
>multitasks TOS processes. The GEM AES is considered a TOS process and
>is run preemptively with other TOS processes.

Yes, you're exactly right here.

>With MultiTOS you have the preemptive multitasking of TOS processes
>with Mint but, in addition the GEM AES can now cooperatively
>multitask multiple GEM programs along with desk accessories.

Not quite... with MultiTOS, GEM AES programs (and desk accessories)
become full-fledged MiNT processes, and so are multitasked pre-emptively
(just like TOS processes). The AES itself, and the screen manager,
run as separate sever processes which clients send requests to.

6153. Poolfix for 1.4 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 21:49:59 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <11161994.214959@empyr.dircon.co.uk>
Source record: 29051

Hi, Can anyone tell me what the 'Poofix' patch actually *does* in TOS 1.4 ?
More to the point, will TOS 1.4 work fine without it ?

I'm running 1.4 with poolfix (because everyone says you should), but my
friend is upgrading to 1.4 and he doesn't have a HD like me, so running
poolfix from a floppy *every time* he boots is going to be a pain
in the *%&!, possibly enough to put him off upgrading. (He uses TOS 1.0
at the moment, and for all of you who've never had the pleasure........
it's like someone came along and stole 8 of your 16 bits !).

In case it makes any difference, he has 2.5Mb of RAM (Marpet Upgrade),
a 1986 Rev C 1040STF, and mostly runs Cubase & other midi intensive stuff.

Any helpers ?

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

6154. Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-16 22:17:16 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.844.2ECA84EC@getty.onu.edu>
Source record: 29052

I have a complete system. It is an Atari Lynx, 16-bit portable gaming system. It has a color LCD screen, with an electroluminescent backlit screen, so you can play it in the dark, wherever you go. It works with 6 AA batteries, or you can run it off of a 9v ac adapter.
This system has stereo sound. It is also a 16-BIT system, not 8-bit like the Sega Game Gear. I guess you could say that it is like having a portable Genesis with a screen. There are over 70 games available for the Lynx, and more coming out. You will find favorites like Ms. Pac-Man, Joust, Quixx, Ninja Gaiden, Lemmings, and a lot of others I can't remember offhand. There are some new ones as well, like Desert Strike, from Electronic Arts. Most of these games are available for around $20 each, from Atari or other mail order places. I will give the related phone #'s to whoever buys the system. In case you are wondering why I am only selling one game with the system, it is because I now have two! (I will need the rest of the games for my Lynx II) Oh, I almost forgot - the Lynx is the only portable game system that is designed to work with either left or right handed individuals. It has a double set of controllers, and with a push of a button the screen flips upside down (or rightside up, depending on your point of view) and you can enjoy playing left handed with the 2nd set of buttons. This isn't all that important to those of use who are right-handed, but I just thought I'd let you know.

Keep in mind that a Sega Game Gear, which has a smaller screen, (and is only 8-bit) costs $89 without a game, and $119 with a game. I would like to sell this system for the highest bid I get in the next 10 days. If I get a really good bid within the next few days, I may simply end the sale right then & there, because I don't really like auctions much myself. I would also consider trading the system for about 4 OEM CD games, but you would probably have to be a dealer or at least have access to a good selection to be able to get the ones I want. If interested, e-mail me.

I am including:

The Atari Lynx 16-bit base unit
6 new alkaline batteries (batteries included, wow!)
ac wall adapter, to use when you are near a wall outlet
and a free game of your choice!
(pick one from the following list)

Gates of Zendocon (shooter) This game has over 50 different levels! You can get power ups, have side shooters, etc. My favorite is the flying eyeball that shoots fire!

Rampage (the classic "monsters smash up the city" game) This has the original 3 monsters, plus another mystery monster you can play!

Gauntlet III (explore the dungeons, get the keys, fight hordes of ghosts, giant scorpions, the undead, etc.) This one lets you be the wizard, warrior, valkyrie, punk rocker, nerd, cowboy, pirate, and several others. Each has different attributes.

6155. Minix - Demo Version

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 00:10:18 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae71a$6u9@nippur.irb.hr>
Source record: 29066

Hi !

How can i obtain a Demo version of Minix ?
I've heard that Minix Demo will be putted
on micros.hensa.ac.uk ..

Greetings,
Neven

6156. New PC software emulator ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 00:18:31 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ae7gn$74u@nippur.irb.hr>
Source record: 29067

Hi !

I've readed (in some ST magasine) that new PC software
emulator is released (as public domain).
Does someone knows something about it ?

Thanx

6157. Help! Need to format HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 01:43:42 UTC
From: hentai@eri.erinet.com
Message-ID: <3aecge$6e9@eri.erinet.com>
Source record: 29012

Help! I bought an 80meg Quantum Hard Drive. It came out of a Mac. My ICD software recognises the drive but doesn't know how many heads and tracks that it has. Does anybody out there know? Thanks for any help you can give.
Rick

6158. .lzh files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 03:13:36 UTC
From: Johnny C Lam <jlbg+@andrew.cmu.edu>
Message-ID: <limgdUK00iV08COqM9@andrew.cmu.edu>
Source record: 28994

Where do I find a decompression app that will decompress .lzh files?
I'm not sure where to look, so please be specific as you can in your
reply.

Thanks!

--Johnny

6159. Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 05:41:35 UTC
From: ypelletier@cid.aes.doe.ca
Message-ID: <CzED5C.1nG@cid.aes.doe.ca>
Source record: 29120

I own a Megafile 44 (Atari's box for a Syquest cartridge drive).
As various people have mentionned in this newsgroup already, there is
a berth and connectors for a fixed HDD alongside the Syquest. So...
the plan was: when I'd get a larger drive to replace the stock
internal HDD in my TT, I would put the old drive in the Megafile 44
housing, so as not to lose a single ounce of storage.

Well, that day came yesterday. I removed my old hard drive (a 52 Mb
Seagate drive that came with my TT) and replaced it with a new 340 Mb
Conner. That was the easy part.

Then, I installed the old Seagate drive in the Megafile 44, using the
second 50-pin connector on the host adaptor board, and the second
power supply connector. I flicked DIP switch #1 (on the underside of
the plastic casing) to enable the second drive. So far, so good. I
closed up,
re-attached the drive to the ACSI port of the TT, and powered up.
The
hard disk driver (AHDI 6.05c) readily recognized both the Syquest and
the Seagate. I could read from the Seagate; it all looked perfect. I
was quite proud of myself :).

But I soon had a nasty surprise: about 20 minutes after I powered up
the Megafile 44, there was a loud "pop", smoke, and the Megafile fell
silent. The power supply was blown, but good: I found pieces of an
exploded capacitor inside the housing during the post-mortem.

So now the obvious question is: what went wrong? I am hoping that the
collective wisdom of the Net would help me choose between the
following
alternatives (or maybe suggest new ones):

1. maybe I had a defective power supply. The defect might not have
shown up as long as there was only one drive drawing juice, but
perhaps it could not handle the second one. This theory is supported
by the fact that it is a component of the power supply that blew, as
opposed to a fuse.

2. maybe there is something wrong with the Seagate drive. But how
could a hard drive draw enough power to blow a power supply rated at
81 Watts??? Besides, the Seagate was not unusually hot after the
incident.

3. maybe the failure was due to an error during installation. Did I
need to do something about termination of the SCSI chain? And if so,
would that be enough to cause the power supply to blow???

Right now I'm leaning toward explanation #1. But before I install another power supply in there, I want to make sure that the hardware whizzes out there agree with me.

All advice will be gratefully received.

Regards

Yves
--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

6160. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 09:16:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3af70g$49h@percy.cs.bham.ac.uk>
Source record: 29045

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>>I tried the suggestion of mint111hZ at phlem.ph.kcl.ac.uk
>>but that won't compile with Lattice C 5.6 .
>
>> ...I just want to compile and go...
>
>It compiles under gcc2.5.8 but goes? No way.

I got it compiling under Lattice 5.6 after a little fiddling. Most
fixes were obvious ISO C errors, but the one major change I made was
#include'ing <mintbind.h> instead of <osbind.h> in "mint.h".

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6161. Re: Turbo C 2.0 Pro for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 09:21:30 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3af7aq$4cr@percy.cs.bham.ac.uk>
Source record: 29015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <3a8180$fnu@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>
>>>I have a complete package of Turbo C 2.0 for sale, including all
>>>manuals (in German).
>
>>I thought Turbo C was the same as Pure C, and Pure C is only at v1.1
>>and not 2.0?
>
>I thought they started numbering at 1 again when they changed the name?

Ah.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6162. Re: Falcon Speeds (ram etc)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 10:29:54 UTC
From: wilknsnk@teaching.physics.ox.ac.uk
Message-ID: <1994Nov17.103250.3597@inca.comlab.ox.ac.uk>
Source record: 29095

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Does anyone know the answers to the following questions:

: What Speed Does the RAM operate at?
: What in MIPS is the speed of the machine?

I've heard: CPU about 3.5
DSP 16.
Total about 20.

MIPS are a really pathetic speed measure though - very biased towards RISC.

Karl Wilkinson.

6163. Re: Poolfix for 1.4 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 10:35:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3afblr$ki1@golem.wcc.govt.nz>
Source record: 29097

In article <11161994.214959@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, Can anyone tell me what the 'Poofix' patch actually *does* in TOS 1.4 ?
>More to the point, will TOS 1.4 work fine without it ?
>
>I'm running 1.4 with poolfix (because everyone says you should), but my
>friend is upgrading to 1.4 and he doesn't have a HD like me, so running

Poolfix must be used with TOS 1.4, Codehead has a moded version
of PoolFix4, they state that this is the only one to use as
PoolFix92 has more bugs than fixes...

PoolFix4 was done by Claus Brod, I don't have all the facts here on the
CodeHead mod....

May be Claus Brod could clear this up for us....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6164. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 10:41:56 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3afc1k$d07@nyheter.chalmers.se>
Source record: 29096

In article <1994Nov16.163359.6028@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>In <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>Most of the patches are to work around bugs in Lattice. I have been trying
>to persuade HiSoft to do a new release, but without success so far. They
>say that they have fixed the bugs that I have reported.

Stop patching! Mint 1.12 (yes 1.12) is available as binaries at Hensa!

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

6165. Re: Bash (minix & F030)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 13:01:29 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3afk79$la4@cc_sysk.coventry.ac.uk>
Source record: 29103

In article <39p3vg$4j@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>I have installed bash on my machine. However it never seems to read
>the bash.rc file. What should I do. At presnet the file is in
>/etc
>

Try renaming the file profile - this is the usual name for
the file if it resides in /etc. If you can set the environment
variables prior to running bash (in mint.cnf or use environ.prg)
then set the environment variable HOME and but bash.rc in there.

Of course you could always use tcsh instead - the last time I
tried bash on the atari I had problems within when I ran shell
scripts.

The Unix version of bash calls the config files .bashrc and
.bash_profile - You could have a version of bash that uses
that scheme. If so then you should probably be using a
minix filesystem!

--
I'm just minding this tinderbox for someone else, honest, officer.

6166. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 13:12:03 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3afkr3$qul@cc_sysk.coventry.ac.uk>
Source record: 29104

In article <CzDFKt.FMx@eskimo.com>, Steve Woodford <bug@eskimo.com> wrote:
>You're probably using the gemdos Cconws() call to print strings. Try
>writing your own string printing routine which calls the bios for each
>character. Off the top of my head I don't remember exactly which bios
>call ignores ^C, (Bconout() ?) but any good manual on the ST should
>point you to the correct one.
>

Not neccessarily correct. It all depends on how read() has been
implemented in the compiler libraries - there are some
implementation that whenever they see ^C and isatty() is true
call exit() - Cconws is never called. This feature is totally
compiler generated. I remember having to fix that nonesense
in the LaserC libraries.

--
I'm just minding this tinderbox for someone else, honest, officer.

6167. Re: Huge MinixFS partitio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 13:26:07 UTC
From: der@discovery
Message-ID: <DER.94Nov17142609@discovery>
Source record: 29102

In article <3adj4c$ce4@ugle.unit.no> erlingh@nova.pvv.unit.no (Erling Henanger) writes:
> It is theoretically possible to make a 4Gb minixpartition. However,
> there were a few patches to minixfs 0.6PL10 that recently dropped into
> the mint mailing list. You should be able to minit it though. Have you
> tried to increase the stack size of minit.ttp ?
> (printstk minit.ttp to see the current stacksize, then ie.
> "fixstk 64k minit.ttp" to give it a 64k stack)

Unfortunately I must have missed those patches but thanks to a friendly
soul here on the net (hi Steven!) I have a patched up version anyway.
However I still have problems minit-ing a 1GB partition. It could have
something to do with me using MiNT v1.11h3 compiled with GCC v2.5.8, so
I'll try it out again later today when I have installed MiNT v1.12.

Also, I did try with a stacksize of 128k, but it still ended up with
a bus-error or illegal instruction error.

Thanks anyway.

- Daniel Eriksson, der@astrakan.hgs.se

6168. HELP! Stacy Serial Port Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 13:39:31 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <CzEz9v.AMv@news.Hawaii.Edu>
Source record: 29111

I have a Stacy with 4meg and a Quantum 540meg HD, attached to a Zoom 14,400 faxmodem. The machine is otherwise unmodified, and is running TOS 1.4.
For some reason, it is unwilling to communicate with the modem at any speed above 2400 baud (although the modem appears to connect at 14,400). Essentially, I can see that the modem is recieving data (the lights flicker); yet, it fails to respond to any commands sent at faster than 2400. This is most peculiar since I am certain that I have used this modem with Stacy before at high speeds, and the modem still works fine if I plug it into my Mega STE (which I just sold to make way for a Falcon).

Any ideas as to what could be causing the difficulties? I have tried: * Several of the serial port patches such as Serial fix, TurboCTS, and HSmodem4
* Booting from floppy rather than hard disk
* Straight Fax 2
* Bare software installation (no accs or auto programs)
* ST diagnostic serial loop plug test (appears fully functional)

I am totally out of ideas on this one... Please send E-mail.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

6169. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 14:00:58 UTC
From: t.harbaum@tu-bs.de
Message-ID: <3afnmq$2k3@ra.ibr.cs.tu-bs.de>
Source record: 29106

In article <3a2ajg$isb@ionews.io.org>, jondinga@io.org (Jon Dinga) writes:
|> On 11-04-94 npetrlik@public.srce.hr wrote to ALL...
|> n> Does anyone know how to connect PC keyboard
|> n> to the Atari ST ? (i've heard it is possible).
|> Besides the ones already mentioned, there was a unit mentioned
|> a towerizing article in a recent STFormat (?). it also had the capability
|> of useing a serial mouse.
|>
|> * (QW|{ 2.6 * EZ-Reader, eat your heart out!

That should not be a problem, i just did the similar thing with a pc keyboard and a macintosh. I used a little microcontroller (8031) to do the key translation. It should be quite simple to use the 8031s SIO to connect it to an ST and i still have one interrupt line and some io pins free to sample the STs mouse, perhaps someone wants to try this?

Ciao,
Till

t.harbaum@tu-bs.de

6170. Logitech mouse, 2 buttons

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 14:43:44 UTC
From: me@nextww.thphys.uni-heidelberg.de
Message-ID: <3afq70$80v@sun0.urz.uni-heidelberg.de>
Source record: 29105

dear readers of comp.sys.atari.st.tech
does anybody know a place from which I can still order a Logitech 2 button
mouse?
Thanks in advance
W.Wetzel

--
^^

Werner Wetzel Fax: +49 6221 569 329
Theoretische Physik Tel: +49 6221 569 419
Universitaet Heidelberg email: me@nextww.urz.uni-heidelberg.de
Philosophenweg 16
D-69120 HEIDELBERG

6171. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 16:44:47 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <3ag19v$4rn@ra.ibr.cs.tu-bs.de>
Source record: 29110

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <1994Nov16.163359.6028@jet.uk>, David Stevenson <djs@jet.uk> wrote:
: >In <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

: >Most of the patches are to work around bugs in Lattice. I have been trying
: >to persuade HiSoft to do a new release, but without success so far. They
: >say that they have fixed the bugs that I have reported.

: Stop patching! Mint 1.12 (yes 1.12) is available as binaries at Hensa!

Don't stop!
But patch 1.12 instead:-)

Looking forward to 1.13 :-)

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

6172. Re: NEO pics in HiSoft Basic? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 18:10:28 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ag6ak$8bj@bs33n.staffs.ac.uk>
Source record: 29112

Mark Baker (mnb20@cam.ac.uk) wrote:
: You just load it into a buffer, call vs_color for each palette entry, then set
: up an MFDB and blit it onto the screen. This is the same as in any other
: language (although the MFDB structures are easier to handle in C).

Easy as that huh? :-)

Richard Davey
--
email here is hit and miss!
or: requiem@armory.com

6173. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 19:24:48 UTC
From: bug@eskimo.com
Message-ID: <CzFF9K.KJL@eskimo.com>
Source record: 29117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[note cross-post & Followups-to changed]

vctec@westminster.ac.uk (Denesh Bhabuta) writes:

>MiNT 1.12 has now moved out of incoming/atari-mint. This incoming
>directory is for moderators only, and is not world readable. However,
>MiNT 1.12 is now in the main file area. :-)

>This has now been moved to micros/atari/mint/a/a050/
>WWW access is at http://micros.hensa.ac.uk/

Great news! One thing concerns me though. The readme.src file states
that "gcc 2.5.x causes problems..."

Now I'm aware of problems with 68000 code generation up to 2.5.7, but
2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
stable. So what's the deal?

Cheers,
Steve "wishing he'd subscribed to the MiNT-list sooner" Woodford
--
Home-page under construction:
http://www.eskimo.com/~bug/

6174. MiNT 1.12 sources and binaries now available

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 21:40:43 UTC
From: ersmith@netcom.com
Message-ID: <ersmithCzFLJv.M4v@netcom.com>
Source record: 29025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 1.12 of the MiNT multitasking program is now available in both source and binary forms. This release is primarily intended for programmers who are already familiar with MiNT, or for MultiTOS users who wish to upgrade their existing MultiTOS installation. The license under which MiNT 1.12 is being distributed encourages redistribution, and I hope that some more "user-friendly" packages (such as the MiNTos Unix work-alike) will soon be available. MiNT 1.12 may also be distributed with commercial products, provided that the licensing terms in the "copying" file accompanying MiNT are adhered to.

The files (available from atari.archive.umich.edu, micros.hensa.ac.uk, ftp.uni-muenster.de, and other Atari archive sites) are:

mint112b.zoo MiNT binaries
mint112s.zoo MiNT source code
mint112d.zoo MiNT programmer's documentation

--
Eric R. Smith ersmith@netcom.com

6175. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 21:54:28 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.hdBhKsNAecc@semprini.waterloo-rdp.on.ca>
Source record: 29128

In <3aabgi$d56@cc_sysk.coventry.ac.uk>, Guido writes:
> I have 2.6.0 up and running that is gcc, g++, cpp, cc1, cc1obj,
> and cc1plus and libg++-2.6.1. I am currently applying the 2.6.1
> patches to the compiler system and it should be ready by next
> week.

Ooooh. Was it Erling that was praying for an Objective-C compiler?
Somebody's been working on an Objective-C library for GEM, but I've
forgotten who!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth

6176. Sorry about the sig

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 23:05:42 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3agnk6$koo@dux.dundee.ac.uk>
Source record: 29078

I must say a hugr sorry to eveyone for the length of my last sig. I was totally unaware that there was 16 empty lines after the actual sig itself. Although I must admit perhaps the actual text was a bit long.

Once again sorry, and please no more flames, I get the message!!!

Rod

==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate of mail system hacking.
==

6177. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-17 23:29:36 UTC
From: Lexicor@world.std.com
Message-ID: <CzFqLC.74q@world.std.com>
Source record: 29116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This message was posted on comp.sys.atari.announce by Eric Smith

Cheers

Yat

----schnippeldidapdischnupp---------

Version 1.12 of the MiNT multitasking program is now available in both
source and binary forms. This release is primarily intended for
programmers who are already familiar with MiNT, or for MultiTOS users
who wish to upgrade their existing MultiTOS installation. The license
under which MiNT 1.12 is being distributed encourages redistribution,
and I hope that some more "user-friendly" packages (such as the
MiNTos Unix work-alike) will soon be available. MiNT 1.12 may also
be distributed with commercial products, provided that the licensing
terms in the "copying" file accompanying MiNT are adhered to.

The files (available from atari.archive.umich.edu, micros.hensa.ac.uk,
ftp.uni-muenster.de, and other Atari archive sites) are:

mint112b.zoo MiNT binaries
mint112s.zoo MiNT source code
mint112d.zoo MiNT documentation

--
Eric R. Smith ersmith@netcom.com

6178. HELP!!! Problem with Autocopy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 00:24:17 UTC
From: raver909@telerama.lm.com
Message-ID: <3ags7h$p93@asia.lm.com>
Source record: 29003
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am using a 4 meg 1040 STE.
Here is my situation. I use Ansiterm 1.9 and Edisk (ramdisk). I needed a program to copy XYZ.TTP to the ramdisk at boot so I put Autocopy in my auto folder and changed the AUTOCOPY.INF file to
A:\XYZ.TTP G:\XYZ.TTP

when I boot it it says file not found.
What am I doing wrong? Is there a better program to do what I ask?

If you have answers email me at raver909@telerama.lm.com (I don't get to check in here often).
Joe

--

6179. Re: Help! Need to format HD

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 05:16:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ahdb3$1fr@golem.wcc.govt.nz>
Source record: 29137

In article <3aecge$6e9@eri.erinet.com>, hentai@eri.erinet.com (Richard Blair) writes:
>Help! I bought an 80meg Quantum Hard Drive. It came out of a Mac. My ICD
>software recognises the drive but doesn't know how many heads and tracks
>that it has. Does anybody out there know? Thanks for any help you can give.
>Rick

Rick you don't need that info for SCSI drives, the software
get that info from the drive

Older MFM/RLL drive do need the drive specs...

If the ICD software (now version 6.5.5) can talk to the drive
it should get that info...

Some drives that are set up for Mac use do need changes to work
with a Atari host adapter...........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6180. Re: Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 05:24:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3ahdq1$1fr@golem.wcc.govt.nz>
Source record: 29138

In article <CzED5C.1nG@cid.aes.doe.ca>, ypelletier@cid.aes.doe.ca (Yves Pelletier) writes:
>I own a Megafile 44 (Atari's box for a Syquest cartridge drive).
>As various people have mentionned in this newsgroup already, there is
>a berth and connectors for a fixed HDD alongside the Syquest. So...
>the plan was: when I'd get a larger drive to replace the stock
>internal HDD in my TT, I would put the old drive in the Megafile 44
>housing, so as not to lose a single ounce of storage.
>But I soon had a nasty surprise: about 20 minutes after I powered up
>the Megafile 44, there was a loud "pop", smoke, and the Megafile fell
>silent. The power supply was blown, but good: I found pieces of an
>exploded capacitor inside the housing during the post-mortem.

Very very normal with a old power supply, these caps get hot and dry out, some
times they go pop..!!!...

Just replace all those Electro Caps with new ones, if you can get ones
rated for 105c, insted of the 85c....

>Yves Pelletier ypelletier@cmc.aes.doe.ca
>Section analyse et pronostic
>Centre Meteorologique Canadien Not a CMC spokesman

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6181. GhostLink backwards?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 06:04:00 UTC
From: migva@tyrell.tynet.sub.org
Message-ID: <5a4MLCRgwiB@migmail.tynet.sub.org>
Source record: 29023

Hello, I got Ghostlink and am really happy with the way it works
with my PC. I was wondering if there was and STslave.prg program instead
of the PCslave.exe file. Is there an ST emulator for the PC? (I doubt it
because of the two different CPUs but oh well.) Thanks for your help.
Miguel

- Beep, Beep, Beep, Honk, Beep, Honk, Beep, Beep hey you get of the
Highway what are ya, Beep, Beep, Honk, Beep...
- Internet Highway Exit ---> at your terminal in 15 seconds.
CrossPoint v3.02

6182. Help needed for a flowcharting program

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 06:15:56 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKSGBCUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28999

Please send email to leslieh@warpcon.ersys.edmonton.ab.ca
regarding this message. It seems to be a particularly heinous
problem that needs to be solved. Thank you for any help rendered.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Once again, thank you for any help you can give.

leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6183. Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 07:40:06 UTC
From: der@discovery
Message-ID: <DER.94Nov18084007@discovery>
Source record: 29140

HELP!!!

Ever since I received my Falcon last week I've had problems with system hang-ups (mainly while running MiNT). After having ruled out every possible software-related bug I started at the hardware.

When examining the FPU (MC68882FN33A, yes I did order a 33MHz-version since I will install SpeedRezCard ASAP) I noticed that 4 pins had been demolished and probably didn't have proper contact with the socket. I pulled the chip out and VOILA, the Falcon worked as it should.

After having performed some micro-mechanical work on the chip trying to recreate the original shape of the 4 demolished pins, I inserted the chip. To my surprise the problems reappeared. I might point out that I have no way of testing if I really have contact, but through a lupe everything looks just fine.

When running GEM Bench it reports that a LineF FPU is installed but that floating point math speed is only 14 percent of what it should be (which is the same figure you get without a FPU).

What is going on within my Falcon? Should I suspect bad contact, or is it the chip that fails on me? Running a 33MHz chip at 16MHz shouldn't be a problem, or?

Since the guy that installed the chip obviously didn't know what he was doing, is there something else apart from putting the chip in the socket that needs to be done in order to make it work (like adding a GAL on the MSTE)?

- Daniel Eriksson, der@astrakan.hgs.se

6184. Falcon&Linux -- anyone else

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 09:32:37 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-181194103237@mac121.nmus.pwf.cam.ac.uk>
Source record: 28993

Hi, I am just starting to play about with Linux on my Fuelcan and
I was wondering if I amalone in this? Anyone else out there
having a bash at it. I know it doesn't work yet (people are
saying to wait for pl4 to arrive) but I would be interested in
meeting a few other bods in the same boat...

srp

6185. Video editing with the 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 10:21:06 UTC
From: graphic@delphi.com
Message-ID: <JO810Bi.graphic@delphi.com>
Source record: 28992

If anyone knows of any video editing software/hardware that can be used on the 1040STe, please send e-mail to:graphic@Delphi.com Thanks

6186. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 11:29:02 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3ai35v$mg9@calvin.st-and.ac.uk>
Source record: 28991

Where about do I get hold of Extended Gem 2.10? Is it commercial or shareware?
What C compiler is it specifically written for, or will it work on any?

Thanks, \

Brian Duff

6187. Re: ??? ICD ADSCSI+ Questions??? PLEASE REPLY!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 11:39:06 UTC
From: rincewind@discworld.oche.de
Message-ID: <2eccdb9035ee732@discworld.oche.de>
Source record: 28997

In <39qlr8$ksu@crchh327.bnr.ca>,
Brian Grier Perpk (bjgrier@bnr.ca) wrote:

BGP>You can do this as long as you can disable parity checking on the drives.
BGP>I used to have my Quantum 425, TECMAR 525, and Chinon 431 running off an
BGP>ADSCSI+ on my ST. I moved the Chinon 431 and TECMAR 525 to the SCSI port
BGP>of my TT.

You can do this in every case - the ICD ADSCSI does generate parity,
so you do not need to turn it off on the drives.

cu
Michael
--
Michael Schwingen - Ahornstraï¿½e 36 - 52074 Aachen - Germany
Home: rincewind@discworld.oche.de Maus: Michael Schwingen@AC3 IRC: Rincewind
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for mails >100K
There was not a lot that could be done to make Morpork a worse place. A
direct hit by a meteorite, for example, would count as gentrification.
-- (Terry Pratchett, Pyramids)

6188. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 14:48:51 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aiesj$l6s@dux.dundee.ac.uk>
Source record: 28995

Gerry Mon (gerrymon@Glue.umd.edu) wrote:
: Does anyone know how MultiTOS works? Here's how I understand things
: to work (please correct me if I'm wrong since I have a strong feeling
: that I am):

: In regular TOS, the GEM AES provides cooperative multitasking of 1 GEM
: application and 6 desk accessories. In other words, the GEM AES
: contains a cooperative multitasking kernal which multitasks GEM
: processes.

: In Mint, you have a preemptive multitasking kernal. But this only
: multitasks TOS processes. The GEM AES is considered a TOS process and
: is run preemptively with other TOS processes. So, basically you have
: two schedulers: The lowest level you have a preemptive scheduler
: which multitasks TOS processes (including the GEM AES) and at the
: higher level you have the GEM AES which cooperatively multitasks GEM
: processes (consisting of 1 GEM program and up to 6 desk accessories).

: With MultiTOS you have the preemptive multitasking of TOS processes
: with Mint but, in addition the GEM AES can now cooperatively
: multitask multiple GEM programs along with desk accessories.

: Is my understanding correct? Does this mean that GEM programs are
: still cooperatively multitasked in MultiTOS?

I am not sure, but when I run stzip.prg it seems to run quite happily
in the background.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

6189. NVDI v Speedo 5 - Beezier ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 15:10:55 UTC
From: avsec@westminster.ac.uk
Message-ID: <CzGy67.B34@westminster.ac.uk>
Source record: 28996

I've seen that NVDI 3 incorporates some of the font handling that Speedo 5
does.

What about beezier curve capability. In TruePaint this requires speedo, would
NVDI be able to do this instead ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

6190. Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 15:24:33 UTC
From: vgross@softwork.gerwin.net
Message-ID: <822@softwork.gerwin.net>
Source record: 28998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys

Hi,

my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
lost the setup program.

Anyone who can help ?

All hints (and setup programs) appreciated.

Kind regards, Volkmar

Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>--->
Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>--->
=*= Error: Keyboard not connected - Press F1 to continue =*=

6191. Re: XBRA AND ARGV PROTOCOLS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 16:01:45 UTC
From: cysco@tyrell.net
Message-ID: <CzH0Ix.ExM@tyrell.net>
Source record: 29014

D.L.Hastings (cs93dlh@dcs.exeter.ac.uk) wrote:

: I need documentation on the XBRA interrupt handling protocol and the
: ARGV message protocol so that I can support them in my programs.

: Can anyone point me to some docs, or possibly even email them to me?
: Thanks,
: --
: +---------------------------------+-------------------------+
: | {{{ Dan }}} aka Scatter on IRC! | Atari Falcon030 4/65/340 |
: +---------------------------------+-------------------------+
: | Looking for a Falcon sample editor? Get SuperSam v1.08! |
: +---+

I too would like to get this information.

In English Please!!!!

Jeffrey

6192. Re: NEO pics in HiSoft Basic? How?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 16:38:49 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzH28q.MLG@cix.compulink.co.uk>
Source record: 29004

>All I want to do is show a NEO/PI1 picture with the correct palette in
>one of the Falcon resolutions (ie 16 colour, 80 columns, double line off).
>But it doesn't want to know about it, the example source code is rather
>poor and doesn't actually work on the Falcon.

I think the problem may be that NEO files are 320*200*16 colour and same
goes for PI1. The toolkit imageload routines work fine if you use them
correctly (I have only tried colour IMGs).

Ofir ogal@cix.compulink.co.uk

6193. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 16:44:44 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.86.0010BF5C@cam.ac.uk>
Source record: 29000

In article <3adj18$9tr@delta.eng.umd.edu> gerrymon@Glue.umd.edu (Gerry Mon) writes:

>In Mint, you have a preemptive multitasking kernal. But this only
>multitasks TOS processes. The GEM AES is considered a TOS process and
>is run preemptively with other TOS processes. So, basically you have
>two schedulers: The lowest level you have a preemptive scheduler
>which multitasks TOS processes (including the GEM AES) and at the
>higher level you have the GEM AES which cooperatively multitasks GEM
>processes (consisting of 1 GEM program and up to 6 desk accessories).

>With MultiTOS you have the preemptive multitasking of TOS processes
>with Mint but, in addition the GEM AES can now cooperatively
>multitask multiple GEM programs along with desk accessories.

>Is my understanding correct? Does this mean that GEM programs are
>still cooperatively multitasked in MultiTOS?

No the AES in multitos supports preemptive multitasking of GEM applications
and accessories. All GEM apps are considered separate processes by the MiNT
scheduler, even accessories which under normal TOS are counted as part of the
main app.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

6194. Re: {Q} Help-modem recommendations

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 16:53:51 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.87.0010E63D@cam.ac.uk>
Source record: 29001

In article <3agqdr$i95@gyda.ifi.uio.no> hallvart@ifi.uio.no (Hallvard Tanger&#65533;s) writes:

>I'm thinking about getting a (used) modem for my STE.
>I've been looking at the Suprafax v32bis modem, the one with
>the big green display, but I'd really like to get some advice
>as to what is good, what i should look for etc.
>I don't have too much experience in this, so I need all the info
>I can get.

14k4 bps is the slowest I would suggest you buy now, although second hand if
you can get a 9600 cheaply that might be worthwhile depending on how heavily
you will use it.

You want v42 error correction and v42bis compression; for simply sending
zipped files which is what I use my modem for they have little effect but if
you intend to use it as terminal the extra speed will be useful.

I don't know whether you want fax, but if so make sure you get class 2 as not
much software supports the older class 1 standard. The Supra 144LC is class 1
but most other new ones will be class 2 including the Suprafac v32bis.

>Also, recommendations for software.

If it's just terminal software you want, Connect is my favourite, although
it's best on a fast machine as it uses GEM. A nice non-GEM (and therefore
fast) one is Teddy-term.

>I'm going to connect up to a UNIX host, and use an offline reader if possible.
>Also, several windows (for UNIX multitasking) would be nice, so
>I could for example read mail, "talk", and have the command line
>at the same time. Is it possible?

Not really, not without writing your own software both for the atari and for
the unix system. What you really want to do is get an X server (is there sucha
thing for the atari?) which would let you multitask, and run graphical apps as
well.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

6195. Re: NVDI v Speedo 5 - Beezier ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 16:56:11 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.88.0010F03E@cam.ac.uk>
Source record: 29002

In article <CzGy67.B34@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>I've seen that NVDI 3 incorporates some of the font handling that Speedo 5
>does.

>What about beezier curve capability. In TruePaint this requires speedo, would
>NVDI be able to do this instead ?

Yes; the bezier curve facility is needed to render the vector fonts so it must
be there.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** A Smith & Wesson beats four aces **

6196. Mag!X

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 17:03:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eccdea2_Christian.Dahl@ct.se>
Source record: 28959

If I in a interupt want to turn off the preemtiv multitasking, how do I do that?

CD

6197. Re: Sorry about the sig

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 17:09:58 UTC
From: djs@jet.uk
Message-ID: <1994Nov18.170958.27970@jet.uk>
Source record: 29009

In <3agnk6$koo@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I must say a hugr sorry to eveyone for the length of my last sig. I was
For those who pay for newsfeeds, the excessive text was more of a problem
than the blank lines. Emily says:

: Q: Dear Miss Postnews: How long should my signature be? -- verbose@noisy
:
: A: Dear Verbose: Please try and make your signature as long as you
: can. It's much more important than your article, of course, so try
: to have more lines of signature than actual text.
:
: Try to include a large graphic made of ASCII characters, plus lots of
: cute quotes and slogans. People will never tire of reading these
: pearls of wisdom again and again, and you will soon become personally
: associated with the joy each reader feels at seeing yet another
: delightful repeat of your signature.
:
: Be sure as well to include a complete map of Usenet with each
: signature, to show how anybody can get mail to you from any site in
: the world. Be sure to include Internet gateways as well. Also tell
: people on your own site how to mail to you. Give independent
: addresses for Internet, UUCP, and BITNET, even if they're all the
: same.
:
: Aside from your reply address, include your full name, company and
: organization. It's just common courtesy -- after all, in some
: newsreaders people have to type an *entire* keystroke to go back to
: the top of your article to see this information in the header.
:
: By all means include your phone number and street address in every
: single article. People are always responding to Usenet articles with
: phone calls and letters. It would be silly to go to the extra trouble
: of including this information only in articles that need a response by
: conventional channels!
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6198. Mag!X

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 17:32:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ecce5a4_Christian.Dahl@ct.se>
Source record: 28960

Another question about Mag!X. How does the CPX Mag!X Timeslice work? How does
is it find the adress to the taskcontroller? Right now for me the adress there
i $DF2. If I don't want to be quick and dirty, how do I find out at which
adress the taskcontrolword is?

CD

6199. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 17:32:59 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3aiogb$nu6@whitbeck.ncl.ac.uk>
Source record: 29005

In article <mnb20.86.0010BF5C@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>No the AES in multitos supports preemptive multitasking of GEM applications
>and accessories. All GEM apps are considered separate processes by the MiNT
>scheduler, even accessories which under normal TOS are counted as part of the
>main app.

Actually, I think you'll find that ACC's aren't considored seperate processes,
although actual GEM applications are. Try ctl+alt+tab to cycle current app.
You'll cycle though all applications, and the desktop - but not the accs, even
if they are open. Also, they don't appear in the list of current processes
if you bring up the Process CPX.

The other acc problem (or feature depending on how you view it) is that
memory allocated by an acc still belongs to the GEM app running at the
time it allocated it. I believe that accs are considered part of the
GEM process by the MiNT kernal, and multitasking between them is done by
the AES, not by MiNT.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6200. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 17:47:39 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3aipbr$v7@digital.eng.umd.edu>
Source record: 29006

In article <ersmithCzDnnv.BL1@netcom.com>,
Eric R. Smith <ersmith@netcom.com> wrote:
>In article <3adj18$9tr@delta.eng.umd.edu>,
>Gerry Mon <gerrymon@Glue.umd.edu> wrote:
>>In Mint, you have a preemptive multitasking kernal. But this only
>>multitasks TOS processes. The GEM AES is considered a TOS process and
>>is run preemptively with other TOS processes.
>
>Yes, you're exactly right here.
>
>>With MultiTOS you have the preemptive multitasking of TOS processes
>>with Mint but, in addition the GEM AES can now cooperatively
>>multitask multiple GEM programs along with desk accessories.
>
>Not quite... with MultiTOS, GEM AES programs (and desk accessories)
>become full-fledged MiNT processes, and so are multitasked pre-emptively
>(just like TOS processes). The AES itself, and the screen manager,
>run as separate sever processes which clients send requests to.
>

Wow. I'm impressed. I really like the way MultiTOS is organized. It
sounds like a really elegant design. Very clean...

I would love to see someone write an operating systems textbook using
MultiTOS as one of its design cases. Reading about some of the
design decisions would be interesting. I'm sure there were some
tricky issues involved in moving TOS to a pre-emptive multitasking
environment.

By the way, I've always been curious as to why MultiTOS (and MiNT)
supports memory protection but not virtual memory. Once you have
memory protection, isn't it somewhat easy to implement virtual memory?

--Gerry

6201. Re: NVDI v Speedo 5 - Beezier ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 18:34:11 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzH7Kz.CJG@cix.compulink.co.uk>
Source record: 29007

>I've seen that NVDI 3 incorporates some of the font handling that Speedo 5
>does.
>
>What about beezier curve capability. In TruePaint this requires speedo, would
>NVDI be able to do this instead ?

NVDI 2.5 and later has Bezier support which is much faster that Speedo's.

Ofir ogal@cix.compulink.co.uk

6202. MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 19:01:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2eccfa60_Christian.Dahl@ct.se>
Source record: 28958

Is it possible to stop the preemtive multitasking in MiNT by changing a variable?

CD

6203. Re: Genlocking on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 19:28:38 UTC
From: Lexicor@world.std.com
Message-ID: <CzHA3q.A2q@world.std.com>
Source record: 29008

```
In article <39o93q$gd9@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>I understand that the Falcon has the hardware already built in.
>Is this true?
>
>Also is their any genlocking stuff availble for the F030?
>
>Rod
>

Rod, thrid party devices from Titan, Overscan and/or JRI. you can also
attach PC VGA external genlocks to the Falcon's VGA port. Works just as well :)

Cheers

Yat
```

6204. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 19:32:03 UTC
From: srobins@cix.compulink.co.uk
Message-ID: <CzHA9G.Hzz@cix.compulink.co.uk>
Source record: 29010

>A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
>
>>Does anyone know how to get Extended GEM 2.10 to compile properly without any
>>errors on GNU C? I can't seem to get it to compile..
>
>>And is there any plans to make the Hypertext document english?!?
>
>I asked Christian the same this week, and the answer was 'no'. Fortunately I
>can read German so I personally don't mind :-), although I *do* think it's a
>shame that this package will be somewhat esoteric to non-German readers.

I'm slowly (very slowly) translating the .hyp into english. Partly by
translating the hyp and partly (when things get tough) by reading the source.
Assuming Christian has no objections I'll make it available RSN.

Cheers,
Simon

==
= Internet: srobins@cix.compulink.co.uk = NeST: 90:100/102@nest.ftn =
==

6205. Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 20:09:45 UTC
From: vgross@softwork.gerwin.net
Message-ID: <825@softwork.gerwin.net>
Source record: 29013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
lost the setup program.

Anyone who can help ?

All hints (and setup programs) appreciated.

Kind regards, Volkmar

Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>--->
Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>--->
=*= Error: Keyboard not connected - Press F1 to continue =*=

6206. Re: C++ Library and heade

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-18 22:09:39 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3aj8n3$1pi@ugle.unit.no>
Source record: 29011

Cherborth@semprini.Waterl,
In a message on 17 November, wrote :

ch> In <3aabgi$d56@cc_sysk.coventry.ac.uk>, Guido writes:
ch> > I have 2.6.0 up and running that is gcc, g++, cpp, cc1, cc1obj,
ch> > and cc1plus and libg++-2.6.1. I am currently applying the 2.6.1
ch> > patches to the compiler system and it should be ready by next
ch> > week.
ch>
ch> Ooooh. Was it Erling that was praying for an Objective-C compiler?
ch> Somebody's been working on an Objective-C library for GEM, but I've
ch> forgotten who!

Nope, not me.
When I compiled gcc-2.5.8 I compiled the objective-c compiler as well
as the GNU objc library. Never used it though - could somebody
recommend a good book for learning objc. I know C and C++, but nothing
about objective c (except that it is popular on the NeXT cube).

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6207. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 00:27:23 UTC
From: howard@lloyd.com
Message-ID: <3ajgpb$dms@harry.lloyd.com>
Source record: 29016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <CzFF9K.KJL@eskimo.com>, Steve Woodford <bug@eskimo.com> wrote:
>Great news! One thing concerns me though. The readme.src file states
>that "gcc 2.5.x causes problems..."

>Now I'm aware of problems with 68000 code generation up to 2.5.7, but
>2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
>MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
>stable. So what's the deal?

There appears to be a problem compiling proc.c with gcc 2.5.8, independent of the processor type (i.e., bug exists for both 68000 and 68030 code). We haven't got too many details on the exact problem just yet. The problem also seems to only manifest when running AES 4.1 (MultiTOS). Needless to say, we're pretty eager to find what the problem is... Since it appears with both the 68000 and the 68020 code generation, it's likely to be a bug generic to GCC's m68k support, and therefore may still be present in 2.6.0 and 2.6.1, though I don't know for sure. (Haven't looked at any recent GCC ChangeLogs to see what's been fixed...)

--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

6208. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 04:17:37 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <3aju91$8ge@samuel.ChamplainCollege.QC.CA>
Source record: 29017

Well, I know that ^S and ^Q will pause and resume the listing. What I want to do is abort the listing and return to the prompt.

Unfortunately, I'm not running under MiNT mainly because I'm very unaware of what MiNT is, where to get it, and I'm quite used to my regular TOS 1.4 setup.

I'm curious though, is there ANY POSSIBLE CHANCE that the signal library from MiNTlibs would work under TOS 1.4? It seems to me that there must be SOME way to intercept this. Perhaps a low-level embedded assembler routine or something? (Just a thought...)

Jon
---
lunman@ChamplainCollege.QC.CA

6209. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 07:19:12 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3ak8tg$5fp@uss.lonestar.org>
Source record: 29018

>: Is my understanding correct? Does this mean that GEM programs are
>: still cooperatively multitasked in MultiTOS?
>
>I am not sure, but when I run stzip.prg it seems to run quite happily
>in the background.

No, this is not correct. The MultiTOS AES doesn't do any scheduling.
The MultiTOS AES is just an AES that understands multiple processes.
You can run multiple GEM apps pre-emptively under MiNT, but it will
crash very quickly :-) The reason why MultiTOS runs so slow is that
GEm normally polls the mouse and keyboard during evnt_multi() when no
other apps are running. Now, since MultiTOS is pre-emptive, it has
to poll constantly since multiple apps can run at the same time, so
even if one app is processing, and never calls evnt_multi(), the other
apps can still run, update windows, send messages, etc. The polling
will be taken care of soon, from what I've heard using MiNT devices.

Its fully pre-emptive!

6210. vortex hd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 09:40:37 UTC
From: KOENIG@ioc.unibe.ch
Message-ID: <3akh6l$bqm@aragorn.unibe.ch>
Source record: 29057

I change the size of two partitions (drive c and h) on my vortex hd with the hdplus.prg utility. Now the files on the other four partitions can't be read any more. some strange signs appear in the gem windows. Is there a chance to recover some files?

thanks in advance

[---------------------------------|--]
[|]
[Stefan Koenig | e-Mail : koenig@ubeclu.unibe.ch]
[| DECnet : 49202:: (48.50)]
[Department of Chemistry |]
[University of Bern |]
[Freiestr. 3 | Phone : +41 31 6314389]
[3012 Bern | Fax : +41 31 6314499]

6211. Re: It's a Drag (Question for TOS 4.04 Wizards)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 13:11:02 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov19.131102.1496@cathy.ijs.si>
Source record: 29058

In article <3a3t9b$rfe@crl6.crl.com>, Sam McGee <sammcgee@crl.com> wrote:
>Also, I think there are patches from CodeHead and Trace Technologies
>which fix TOS 4.04 file routines.
Any idea where these patches can be found? If they are only on Genie,
could someone put them on ftp somewhere?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

6212. Re: Why Minix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 14:34:32 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <785255672snz@bigbox.demon.co.uk>
Source record: 28986

In article <JQGUBZKR@isys-hh.Hanse.DE>
dk3uz@isys-hh.Hanse.DE "Edmund Ramm" writes:

> >: IMHO it's worth it though - just get MFSFM as a file selector and keep an
> eye
> >: out for a Minix FS compatible desktop.
>
> Or use a good shell, there are many out there, and you won't be limited
> by anything, anymore.

I already use tcsh and for a lot of stuff it's fine but for some things you
just can't beat a GUI.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6213. Re: VT52-Emulator source wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 14:57:46 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3al3pa$84k@mercury.dur.ac.uk>
Source record: 29022

Markus Demleitner (msdemlei@mathi.uni-heidelberg.de) wrote:
: I am looking for source code for a VT52 or even VT100 emulator. It
: would be great if the whole show took place in a window, but that's
: not all that important. Any pointers?

BTW, If you don't want a window, then you don't need any emulator - VT52 emulation is built in.

You might like to look at the source for TOSWIN - it's mint-based but does exactly what you're interested in, and is the closest thing I can think of with source. Source is in /Mint on a.a.u.e.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

6214. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 14:59:10 UTC
From: djs@jet.uk
Message-ID: <1994Nov19.145910.10199@jet.uk>
Source record: 29020

In <3afc1k$d07@nyheter.chalmers.se> d2cg@dtek.chalmers.se (Christer Gustavsson) writes:

>In article <1994Nov16.163359.6028@jet.uk>, David Stevenson <djs@jet.uk> wrote:
>>In <CzB0Az.K3s@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:

>>Most of the patches are to work around bugs in Lattice. I have been trying

>Stop patching! Mint 1.12 (yes 1.12) is available as binaries at Hensa!
1. I know 1.12 is out there, but it wasn't when I posted my note about 1.11
2. Even though the 1.12 binary is out there, we still need to be able to
compile it in order to add fixes.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6215. Re: Latest Mint - patched and compiling ? WHERE!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 15:00:54 UTC
From: djs@jet.uk
Message-ID: <1994Nov19.150054.10339@jet.uk>
Source record: 29021

In <3ag19v$4rn@ra.ibr.cs.tu-bs.de> c0031098@ws.rz.tu-bs.de (Kielhorn) writes:

>Don't stop!
>But patch 1.12 instead:-)
Indeed, I have scheduled tomorrow (Sunday) for produces any necessary patches
for compiling 1.12 with Lattice. As Eric incorporated my 1.11 patches, it
should be fairly easy.

If people put prototypes in their code, it would be even easier.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6216. Re: atari cable needed!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 16:54:40 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <32c_9411192252@satlink.oau.org>
Source record: 29026

From: adrian.gruber%239@satlink.oau.org (Adrian Gruber)
NewsGroup: Comp.sys.atari
Subject: FoRem Source code
Date: 11/19/94 Time:16:56:00 EST

Brian, I just picked up a message from you concerning someone here in the
Usenet wanting the source for FoRem, as far as I know the code reverted
back to Bill Turner in Conn. after him and the sysop at Mile High had
problems, I'm interested in who ever is wanting to get the code and make
it falcon comp. I tried running it on a 030 but there are problems in
forems modem routines that won't let bink shell from Modem2 to modem1
within the routine hard coded into Forem, also there were severe problems
running the Forem Mailer, I licked the first problem, but when it came
time to run the mailer it would work up to a point of dialing a node but
it would not see the carrier come back to it. It definitly was one of the
most powerful bbs packages I've seen. Let me know if you find out who is
looking. I would like to talk to that person.
P.S. Try Bill Scull, you can reach him at 51:1/0 @Atarinet....
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

6217. Re: {Q} Help-modem recommendations

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-19 22:34:40 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <CzJDDs.F3x@cix.compulink.co.uk>
Source record: 29043

> In article <3agqdr$i95@gyda.ifi.uio.no> hallvart@ifi.uio.no (Hallvard
> Tanger&#65533;s) writes:
>
> > I'm thinking about getting a (used) modem for my STE. I've been
> > looking at the Suprafax v32bis modem, the one with the big green
> > display, but I'd really like to get some advice as to what is good,
> > what i should look for etc.
> > I don't have too much experience in this, so I need all the info
> > I can get.
>
> > I'm going to connect up to a UNIX host, and use an offline reader
> > if possible. Also, several windows (for UNIX multitasking) would
> > be nice, so I could for example read mail, "talk", and have the
> > command line at the same time. Is it possible?

I have the US Robotics Sportster 14.4. This is available at a good price
at present, round about 150 pounds. There are some cheaper modems, but this
is good and widely used.

I subscribe to Cix, which has good information and an Internet gateway.
What I/m doing with mail at present - I *think* it saves time is the
following clunky method. Log in to my Uniz host, save mail to a file,
logoff. Then use Cix (ftp from the Unix host to Cix, and download from Cix
to my home machine) to get this mail file on my own machine to read it at
leisure.
Daniel Cohen

6218. Re: Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 06:40:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzJzvF.FEA@cix.compulink.co.uk>
Source record: 29027

In message <DER.94Nov18084007@discovery>, der@discovery said:

>When running GEM Bench it reports that a LineF FPU is installed but
>that floating point math speed is only 14 percent of what it
>should be (which is the same figure you get without a FPU).

GEMBench simply uses the cookie jar to check for the FPU as far as the
display goes. When actually executing the test code it uses the Lattice C
built-in auto detector.

Ofir ogal@cix.compulink.co.uk

6219. Re: Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 07:36:55 UTC
From: miff@apanix.apana.org.au
Message-ID: <miff.785317015@apanix.apana.org.au>
Source record: 28872

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>In article <CzED5C.1nG@cid.aes.doe.ca>, ypelletier@cid.aes.doe.ca (Yves Pelletier)
writes:
>>I own a Megafile 44 (Atari's box for a Syquest cartridge drive).
>>As various people have mentionned in this newsgroup already, there is
>>a berth and connectors for a fixed HDD alongside the Syquest. So...
>>the plan was: when I'd get a larger drive to replace the stock
>>internal HDD in my TT, I would put the old drive in the Megafile 44
>>housing, so as not to lose a single ounce of storage.
>>But I soon had a nasty surprise: about 20 minutes after I powered up
>>the Megafile 44, there was a loud "pop", smoke, and the Megafile fell
>>silent. The power supply was blown, but good: I found pieces of an
>>exploded capacitor inside the housing during the post-mortem.

>Very very normal with a old power supply, these caps get hot and dry out, some
>times they go pop..!!!...

But, as usual, you fail to pay attention to what's going on.

Yves, the PSU in the megafile isn't rated to 85W, that's the total
worst-case power disspiation of the whole unit. Given the (in)efficiency
of those power supplies, it implies that it might be good for about 40W
or so, depending on the current draw for each rail. Syquests are pretty
power-hungry, and the ST251 in the TT isn't a lot better.

Basically, the power supply in the megafile isn't up to handling those
two drives. You may be able to hack it to deal with them, or you can
go looking for a better power supply, or if the new drive is lighter
on the juice, put it in there and leave the 251 in the TT.

>Just replace all those Electro Caps with new ones, if you can get ones
>rated for 105c, insted of the 85c....

Indeed - rebuilding the old supply with larger caps is a good way to
up its capacity by 15-30% without too much trouble.

>>Yves Pelletier ypelletier@cmc.aes.doe.ca
--
mike smith : miff@apanix.apana.org.au - Silicon grease monkey
"The question 'why are the fundamental laws of nature mathematical'
then invites the trivial response 'because we define as fundamental
those laws which are mathematical'". Paul Davies, _The_Mind_of_God_.

6220. Re: Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 10:57:28 UTC
From: der@discovery
Message-ID: <DER.94Nov20115729@discovery>
Source record: 29029

In article <CzJzvF.FEA@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>> When running GEM Bench it reports that a LineF FPU is installed but
>> that floating point math speed is only 14 percent of what it
>> should be (which is the same figure you get without a FPU).
>
> GEMBench simply uses the cookie jar to check for the FPU as far as the
> display goes. When actually executing the test code it uses the Lattice C
> built-in auto detector.

This means that TOS detects my FPU and adds it to the cookie-jar, but
the auto-detect code in Lattice does not detect it. Strange!

Does anyone know if my FPU-problems could come from the fact that I've
got a 33Mhz chip running at 16Mhz?

- Daniel Eriksson, der@astrakan.hgs.se

6221. Re: Extended Gem 2.10

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 13:35:50 UTC
From: hjv@phil.ruu.nl
Message-ID: <3anjbm$48t@chico.staf.phil.ruu.nl>
Source record: 29036

bd@st-andrews.ac.uk (Brian Duff) writes:

>Where about do I get hold of Extended Gem 2.10? Is it commercial or shareware?
>What C compiler is it specifically written for, or will it work on any?

It's freeware, and by far the best libary for window-dials, flying-dials and related stuff. Comes as source only, compilable by GNU-C, Lattice-C and Pure-C. Available from various ftp-sites. I think Hensa has a copy by now, and I got my copy from some German ftp-site (tu-berlin?). Just look around or do an 'archie' for EGEM.

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)

<catchy quote under construction>

6222. MiNT 1.12 Problems!!! (was That darn '^C'...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 14:11:08 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <3anlds$7sa@samuel.ChamplainCollege.QC.CA>
Source record: 29037

Well, since everyone on this newsgroup keeps raving about MiNT, I decided to try it out for myself. So I downloaded MiNT v1.12 from umich.edu, I installed it, read the documentation, etc... I can see why it's so popular. It seems quite powerful.

BUT... Now, it seems that any program created under HSC doesn't work properly! Mainly, the text screen operations are all confused. I get inversed text out of nowhere, the text prints - NOT where the cursor is - but just a bit further to the right!!! MiNT seems to cause some weird confusion with the text screen.

I just can't figure out why it would do that! Any other GEM program works just fine.

Has anyone had this problem, or something similar? Is there a patch available? Would an older version of MiNT perhaps not cause this confusion? (So many questions, so little time...)

I tried changing a few parameters in the MINT.CFG but it had no effect.

Seems like an awful lot of trouble just to intercept ^C, no? 8-}

Jon
---
lunman@ChamplainCollege.QC.CA

P.s. Thanks to all those who replied!

6223. Falcon: Screen Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 14:50:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3annns$bh8@dux.dundee.ac.uk>
Source record: 29038

I have noticed over the last few months that running certain programs causes the screen ti get corrupted. Ie all the colours of the background, windows and icons change. Sometimes it gets so bad you cannot read what is on the dialog buttons.

Is their anyway round this?

My system is Falcon (TOS 4.01, MiNT 1.12) with 4mb ram, FPU and internal HD.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate of mail system hacking.
==========

6224. Re: Genlocking on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 14:51:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3annps$bh8@dux.dundee.ac.uk>
Source record: 29039

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: In article <39o93q$gd9@dux.dundee.ac.uk>,
: Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
: >I understand that the Falcon has the hardware already built in.
: >Is this true?
: >
: >Also is their any genlocking stuff availble for the F030?
: >
: >Rod
: >
:
: Rod, thrid party devices from Titan, Overscan and/or JRI. you can also
: attach PC VGA external genlocks to the Falcon's VGA port. Works just as well :)

What about the software though. Surely you will still need to spend
a fortune on that if you use PC genlocks.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

6225. Re: Falcon Speeds (ram etc)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 15:51:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3anra3$cnp@dux.dundee.ac.uk>
Source record: 29041

Karl S Wilkinson (wilknsnk@teaching.physics.ox.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : Does anyone know the answers to the following questions:

: : What Speed Does the RAM operate at?
: : What in MIPS is the speed of the machine?

: I've heard: CPU about 3.5
: DSP 16.
: Total about 20.

: MIPS are a really pathetic speed measure though - very biased towards RISC.

I doubt the system actually runs at 20 MIPS though, as most software fails
to make use of the DSP and CPU at the same time. Sure some stuff is fast
displaying JPGs with the DSP decoder takes a matter of seconds, but
very little software makes use of it.

I was thinking the other day, why not write (or port) a WP to use DSP
as well. For example the DSP could handle the import/export of graphics
(in full colour e.g JPG etc). It could also handle the screen re-draws and
spell checking in the program. This would speed things up no end.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

6226. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 17:07:24 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._MJveaYT3TM@semprini.waterloo-rdp.on.ca>
Source record: 29042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <CzFF9K.KJL@eskimo.com>, Steve Woodford writes:
>Great news! One thing concerns me though. The readme.src file states
>that "gcc 2.5.x causes problems..."

It looks like gcc 2.5.8 (2.5.x, x<8 wouldn't work at all on 68000)
messes up slightly on _one_ source file in the MiNT distribution, which
makes MiNT not work properly with the MultiTOS AES. That appears to be
the only problem.

>Now I'm aware of problems with 68000 code generation up to 2.5.7, but
>2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
>MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
>stable. So what's the deal?

It looks like a bogus optimization; that reminds me, I'm supposed to
send some code to Howard so he can go over it with a fine-toothed
diff...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

6227. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 18:01:50 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.x7xrLNKs3z6@semprini.waterloo-rdp.on.ca>
Source record: 28956

In <3achf9$lbj@infa.central.susx.ac.uk>, Steven Constantine writes:
>The PC keyboards are real neat when you attach them to a 486 DX2 66MHz
>CPU, CDROM and Soundblaster card etc. Wierd things happen, like you can
>play DOOM, XWing etcwith texture mapping, faultless speed and smoothness
>of animation etc.....
>
>Far fetched, I know, but it's true!!

Hey, you can play DOOM on a Jaguar with _better_ texture mapping (65k
colours vs the 256 colours most PC games use) for just a bit more than
the price of a good PC keyboard!

Not that far-fetched, but it's true!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

6228. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 19:58:37 UTC
From: gathings@cs.utk.edu
Message-ID: <3ao9pdINNfke@duncan.cs.utk.edu>
Source record: 29050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
F O R S A L E

Item Desc Asking Price

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $10

2400 baud
external modem $10
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $20

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando
```

6229. ATARI FTP LIST/ **IMPORTANT INFO**!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 20:05:30 UTC
From: hallvart@ifi.uio.no
Message-ID: <3aoa6a$b3c@baugi.ifi.uio.no>
Source record: 29047

```
******************************************************************************
IMPORTANT NOTICE!!!!!!! IMPORTANT NOTICE!!!!!! READ THIS!!!!!!!!
------------------------------------------------------------------
```

As I will lose free Internet access soon (in about a month's time) and will no longer be able to search and test endlessly all FTP sites any more, like I have done so far, I will now hand this list over to Mark Smith in the UK, so that it can be further updated and posted. I might be back on the net later, and take over again (or do it in co-operation with Mark), but as of now Mark Smith (msh@dl.ac.uk) will handle everything concerning this list. So, write to him if you have any updates or new sites etc, and not me.
See ya!

Hallvard, Oslo, Norway

PS. Thanks to all for your encouragement and support!!
Good luck Mark!

```
******************************************************************************
******************************************************************************
```

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech, comp.sys.atari.announce

```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
```

Last edit: 20-November-1994
Additions/changes since last list: 4

- phlem.ph.kcl.ac.uk (new site)
- ftp.uni-paderborn.de (change of IP address)
- nic.switch.ch (mirror site of 'Atari.archive.umich.edu'-closed down)
- barnone.citi.umich.edu (mirror site of 'Atari.archive.umich.edu')

```
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
```

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/

```
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de..........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server...........archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
```

7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- - - - - - - - - - - - - - - - - - - -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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6230. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 22:24:15 UTC
From: bousch@topo
Message-ID: <3aoiaf$plk@upsn2.u-psud.fr>
Source record: 29046

Jon Lunman (lunman@ChamplainCollege.QC.CA) wrote:

: Action : I press ^C.
: Effect : My CLI quits COMPLETELY, and returns to GEM!
: How can I fix this? Can I disable the ^C handler? Can I reroute it to a
: function within my program (Like in Borland C++)?

The usual way to avoid this problem under plain TOS is to use BIOS calls for input and output instead of their GEMDOS equivalents. This trick is used by many shells, for instance Gulam. But there is another possibility, which consists in trapping the 0x408 vector (etv_term). Indeed, when you press ^C, this vector will be called with -32 on the stack; this usually causes the program to terminate with exitcode -32, but you could program etv_term so that it leads you back to some point of your code, using setjmp() and longjmp(). It seems that some debuggers used this technique... Obviously, it's extremely dirty; under MiNT, you'd only need to catch the SIGINT signal.

Thierry.

6231. Re: 1040 STFM slow 'warm-up'

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-20 22:36:32 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3aoj1g$ogc@mailer.fsu.edu>
Source record: 28955

Tommy Jonaeson (jonaeson@algonet.se) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
> : do as you are not actually adding any solder or anything. Also, I think
> : there is a fuse on there that you can check or just replace (they are cheap).
> : Inspect it visually, looking for loose wires, signs of heat, charcoal <grin>.

> Eh, I thought everyone knew that a blown fuse would make any equipment
> useless... ;-)
> (and his machine is still useable...)

You have obviously never encountered a "flaky" fuse. On several occasions,
I have found fuses that still passed current, but not reliably (on/off, or
acting as a resistor). Also, the points at which the fuse screws/clips into
the device can accumulate corrosion. In the case of clips, if the fuse has
ever been replaced or dinked with, the clips might not have enough tension to
make good contact with the fuse, which often causes a carbon spot. Thus,
when I am trying to fix a fused device, I pop the fuse out, check it with a
multimeter, and clean/adjust the contacts before putting it back in. If it
looks even a little bit funny, I just replace it.

Boy, so this is the thanks I get for giving away one of my voodoo repair
secrets :-). Just for that, I won't describe my Fonz-style monitor whacking
technique.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6232. Re: Falcon Speeds (ram etc)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 00:28:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzLDAy.1pL@cix.compulink.co.uk>
Source record: 29048

> I doubt the system actually runs at 20 MIPS though, as most software
> fails to make use of the DSP and CPU at the same time. Sure some stuff

I think is one of the biggest failings of the Falcon. It lacks raw 'guts'. Sure the DSP is a very powerful chip, but not immeadiately useful to many types of program. The TT was a much better design IMO, at least as CPU power went.

Had the Falcon been a cheap TT with a DSP, then things might be very different.

Roland.

@CiX

6233. File Search Util..#2..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 01:42:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3aotut$f9b@golem.wcc.govt.nz>
Source record: 29049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well so fare only one reply to this request....

FSEARCH 7.4, where does one file this Program...??

I need a file search util that will find all files say with the string
dog in them, like medog.prg or dogme.prg...

With just entering the name dog and it will search all partitions
or selected partitions, must be fast and not a ACC or TTP....

Is their such a thing, I have used such a thing on a Atari BBS..!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6234. Re: Falcon: Screen Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 03:07:44 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKVABFBOUp@warpcon.ersys.edmonton.ab.ca>
Source record: 29085

In <3annns$bh8@dux.dundee.ac.uk> Rod McCall wrote :

>I have noticed over the last few months that running certain programs
>causes the screen ti get corrupted. Ie all the colours of the background,
>windows and icons change. Sometimes it gets so bad you cannot read what
>is on the dialog buttons.
>
>Is their anyway round this?
>
>My system is Falcon (TOS 4.01, MiNT 1.12) with 4mb ram, FPU and internal HD.
>
>Rod
>
>
>--
>--
>==
>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.
>
>'Ohh I'll scratch your eyes out dear', system administrator after a spate
> of mail system hacking.
>==
>
>
Which programs? I may have encountered one program that, since
it used up 256 colours and didn't seem to restore the palette,
uglified the screen, icons, and dialogs. NeoDesk 4 seems to as
well, but thankfully includes a keyboard shortcut to restore the
color palette. (All those 256 color .BMP backgrounds!)

Leslie
--

-- --
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6235. Re: Falcon&Linux -- anyone else

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 03:55:03 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <52x18j-.jmillar@delphi.com>
Source record: 28977

Steve Payne <srp20@cam.ac.uk> writes:

>Hi, I am just starting to play about with Linux on my Fuelcan and
>I was wondering if I amalone in this? Anyone else out there
>having a bash at it. I know it doesn't work yet (people are
>saying to wait for pl4 to arrive) but I would be interested in
>meeting a few other bods in the same boat...

I'm having a go at it myself with the old Falc. I'm anxiously awaiting
the new release also.....does anyone know when pl4 is going to come out?

In any case, it's entertaining to boot the kernel and see UNIX on an Atari
but until we can actually use HDs reliably I'm afraid it's not very
useful! It'd be nice to have more than 3.95 BogoMIPS too!

Take it easy.

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

6236. Re: NVDI v Speedo 5 - Beezier ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 08:47:57 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3apmrt$5tf@percy.cs.bham.ac.uk>
Source record: 29054

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <CzGy67.B34@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>
>>I've seen that NVDI 3 incorporates some of the font handling that Speedo 5
>>does.
>
>>What about beezier curve capability. In TruePaint this requires speedo, would
>>NVDI be able to do this instead ?
>
>Yes; the bezier curve facility is needed to render the vector fonts so
>it must be there.

Actually bezier curves have been in NVDI since version 2.11 ish, which
is pre-Speedo. FontGDOS was the first GDOS to have bezier curves.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6237. Anybody ever seen this...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 08:59:46 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-211194085946@ngalm099.gal.nt.com>
Source record: 29055

Last weekend I needed to use my SFTM's serial port for the first time in years, but I got no output. Receiving was o.k though.

After checking the cable setup, I moved on to the drivers & found that there was no + 12 /-12 output from the TL497A which provides power for the drivers.

As my STFM is now tower cased, I took the lazy option & jumpered supplies from the tower PSU, cut two traces & got it working.

I've never seen reports of this device failing, is this usual?

On my motherboard, there seems to be a lot of modification done around this circuit, there are a few mid air connections & extra components.
Was there a design problem with this in early STFM's?
--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

6238. File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 09:57:02 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3apqte$itu@golem.wcc.govt.nz>
Source record: 29056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well I managed to find FSEARCH 7.4, I could not get it to do
what I wanted, but I found it far to slow, one of the slowest..

Also it looks like inteded for Mono use as I could
not read some of the dialog text....

I dnloaded 8 Find/Search utils from GEnie, one that looks
ok is Jet Find, its fast and worked they way I thought
it should, problem is the Doc's are in German but the program
is in English...

Are thier any otheres...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6239. Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 10:26:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <09ee6806@ct.se>
Source record: 28957

Well, I ask again (due to some mailingproblem):

There is a variable in Mag!X that tells it if the multitasking should be on or off (and if on, priority and timeslice), you can adjust it with a CPX. Now, I wonder how I can find it in a legal way (right now the variable is located at $DF2)?

And another problem (BIG!):

Has anyone managed to have a long timer A interupt (for creating music), and not having trouble with the keyboardinterupt. Note that I have to lower the keyboardinterupt to $2500, so that the timer A interupt is stabile and not "jumping" around. If I dont lower the keyboardinterupt everything works, but I HAVE TO lower it. Right now I have a piece of code looking like this:

```
keyboard:
move.w #$2700,sr ; Not neccecery but it wont hurt
bclr.b #6,$fffffa15.w ; Makes sure that no other
keyboardinterupt occurs during a keyboardinterupt. This has to be done, else
there is a possibility that another keyboardinterupt occurs before the first
one is handled.
move.b #%10111111,$fffffa11.w ; Release interupt, makes it
possible for a new MFPinterupt to occur
pea return
move.w sr,-(sp) ; Make sure that we returns to our interupt
after systemkeyboard interupt
move.w #$2500,sr ; Interupts possible to 68k
oldkeyboard:
jmp $12345678 ; Jump to systemkeyboardinterupt
return: bset.b #6,$fffffa15.w ; Waiting in keyboardinterupts may now occur
rte
```

```
musik_interupt: ; Interupt for Timer A
move.w #$2700,sr
tst.w busy ; Ingen overload!
bne.s nooverload
bclr.b #5,$fffffa0f.w
tst.w MiNT
beq.s ingenMiNTladdad1
bclr.b #5,$fffffa09.w ; L�s timer C
ingenMiNTladdad1:
move.w #1,busy
movem.l d0-d7/a0-a6,-(sp)
tst.w MagX
beq.s inteladdatMagX1
```

```
move.l $df2.w,pausMagX ; Quick and dirty pause the
move.l #-1,$df2.w ; Mag!X taskcontroller!
inteladdatMagX1:
move.b $ffff8a3c.w,blitter ; Blitterstatus
clr.b $ffff8a3c.w ; Pausa blittern ifall den arbetar
tst.w colorbars
beq.s intevisaf�rger1
sub.w #$111,$ffff8240.w
move.w #$EEE,$ffff8240.w
intevisaf�rger1:
move.w #$FFF,$ffff8240.w
```

```
Well, up here there is some stuff done, and down here in the
callUMP-routine we have this two lines among others:
move.w #$2300,sr
move.b #%11011111,$fffffa0f.w
This two lines make it possible for a new interupt to occur on the 68k from the
MFP. And it does occur in my own timer A routine, but STILL the keyboard messes
up (trashes under normal TOS, under Mag!X the cursor jumps around)! Whats
wrong?

bsr callUMP ; Skapa musiken

CD
```

6240. Re: File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 10:29:15 UTC
From: epdouden@cs.vu.nl
Message-ID: <CzM54t.Awv@cs.vu.nl>
Source record: 29061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:
: Are thier any others...??

At the moment I'm making one. I don't know when it will be ready, but you're the first to have it!

Greetz, Ewout

epdouden@cs.vu.nl

6241. Re: Falcon Speeds (ram etc)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 10:33:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3apt11$qu@dux.dundee.ac.uk>
Source record: 29059

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > I doubt the system actually runs at 20 MIPS though, as most software
: > fails to make use of the DSP and CPU at the same time. Sure some stuff

: I think is one of the biggest failings of the Falcon. It lacks raw 'guts'.
: Sure the DSP is a very powerful chip, but not immeadiately useful to many
: types of program. The TT was a much better design IMO, at least as CPU
: power went.

: Had the Falcon been a cheap TT with a DSP, then things might be very
: different.

You have to balance the situation off, the Falcon is/was a consumer
machine, ie nice graphics sound and the inclusion of DSP and SCSI make
it a powerful competitor to the likes of mid-range PCs and Amigas. If
developer made use of the DSP to handle certain tasks in applications
either by coding it themselves or allowing the inclusion of additional
drivers (e.g brainstorm JPG) then we'd see a HUGE jump in the quality
of Falcon APPS. Especially in the case of the later where the developer
would be able to avoid actually having to do the stuff himself.

To be honest a Falcon with a medium set up like mine (e.g 4mb RAM,
65MB HD and FPU) is easily as fast as any 486 PC I have used so far.
Whats more if you use MiNT 1.12 (which I installed the other day)
as opposed to 1.04 then you get a very nice truely pre-emptive OS.

Rod

--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==

6242. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 10:39:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aptci$qu@dux.dundee.ac.uk>
Source record: 29060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Herborth (cherborth@semprini.waterloo-rdp.on.ca) wrote:
: In <CzFF9K.KJL@eskimo.com>, Steve Woodford writes:
: >Great news! One thing concerns me though. The readme.src file states
: >that "gcc 2.5.x causes problems..."

: It looks like gcc 2.5.8 (2.5.x, x<8 wouldn't work at all on 68000)
: messes up slightly on _one_ source file in the MiNT distribution, which
: makes MiNT not work properly with the MultiTOS AES. That appears to be
: the only problem.

: >Now I'm aware of problems with 68000 code generation up to 2.5.7, but
: >2.5.8 is _supposed_ to be ok in this respect. Indeed, I compiled
: >MiNT1.11h2 (no MultiTOS) using 2.5.8 and have found it to be very
: >stable. So what's the deal?

: It looks like a bogus optimization; that reminds me, I'm supposed to
: send some code to Howard so he can go over it with a fine-toothed
: diff...

Is it my imagination or does MiNT 1.12 actually run faster than
1.11?

Also are the binaries set up for 68030 or just plain old 68000 code?

Rod
--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

6243. Re: Falcon and Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 11:13:23 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.93.000B396A@cam.ac.uk>
Source record: 29062

In article <3adk4j$ge1@skuta.ifi.uio.no> torhov@ifi.uio.no (Tor Egil Hovland) writes:

>What do I need to use the additional Falcon ROM routines, like
>the DSP procedures, under Pure C? Do I need to upgrade my
>compiler, or is it possible to add on the new features?

It's only the libraries that need updating. As xbios routines are mostly
implemented as macros or inlines they can be added just by editing the header
file.
/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

6244. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 11:25:04 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.96.000B6B4A@cam.ac.uk>
Source record: 29063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3aptci$qu@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Also are the binaries set up for 68030 or just plain old 68000 code?

68000 - they work on my ST, If you've got a Falcon you could probably get it
slightly faster still by compiling for '020.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Windows. From the company that brought you edlin **

6245. What is this Jaguar!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 12:16:59 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3aq33r$714@btmplq.god.bel.alcatel.be>
Source record: 29064

Hello,

Can anyone give me some details on the Jaguar. I read somewhere,
that it is a 64-bit machine. It made me a bit curious.

Regards, Peter

6246. Power Supply Board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 12:46:13 UTC
From: mu@pax.eunet.ch
Message-ID: <CzMBH1.6A2@eunet.ch>
Source record: 29068

As I have already had three times the power supply broken on different ST's which costs about 100.- to 150.- SFr. I am asking myself, if there is a possibility to fix this part myself.

My questions are now (manufacturer of the boards is Mitsumi):
- Are there any parts which are known to break?
- There are some Hitachi-parts on the board which I can't buy here. Are there any known replacements for these?

Thanks for any help.

Kurt

--
Kurt Mueller mu@fwe-tf.ch Eidg. Flugzeugwerk CH-6032 Emmen
Kurt Mueller mu@pax.eunet.ch Alpenstrasse 13 CH-6023 Rothenburg

6247. Audio-Master DAT interface for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 12:47:32 UTC
From: dsevee@CAM.ORG
Message-ID: <3aq4t4$t7m@ocean.CAM.ORG>
Source record: 29071
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Denis Sevee

6248. Re: What is this Jaguar!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 12:52:22 UTC
From: chainxor@kom.auc.dk
Message-ID: <3aq566$4k8@news.iesd.auc.dk>
Source record: 29065

In article 714@btmplq.god.bel.alcatel.be, hofman@nltv00.uni-paderborn.de () writes:
>
> Hello,
>
> Can anyone give me some details on the Jaguar. I read somewhere,
> that it is a 64-bit machine. It made me a bit curious.
>
> Regards, Peter
>

It`s a 64-bit games console from Atari. It`s got some pretty impressive games like Alien VS Predator, TEMPEST 2000, CYBERMORPH etc. etc.

The Jaguar has amazing processing power, definitly the most powerful games-console on the market at the moment.

Keep Cool and Flying...

ChainXOR...

6249. Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 12:53:13 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3aq57p$sfa@calvin.st-and.ac.uk>
Source record: 29070

I've ran into a little problem when reading the .NDX files on QWK packets.
The message offsets are stored in these files in a special format called
Microsoft Basic MKS$. I have compared this to the MKS$ formats of Atari
BASICs, and they don't match...
I'm looking for a way to convert these numbers into numbers I can actually
use.

I'd greatly appreciate any help...

Brian

6250. Re: What is this Jaguar!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 13:22:26 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3aq6ui$5t8@matrix.fwi.uva.nl>
Source record: 29069

chainxor@kom.auc.dk wrote:

:In article 714@btmplq.god.bel.alcatel.be, hofman@nltv00.uni-paderborn.de () writes:
:>
:> Hello,
:>
:> Can anyone give me some details on the Jaguar. I read somewhere,
:> that it is a 64-bit machine. It made me a bit curious.
:>
:> Regards, Peter
:>
:
:
:It`s a 64-bit games console from Atari. It`s got some pretty impressive games like Alien
VS Predator, TEMPEST 2000, CYBERMORPH etc. etc.
^^^^^^^^^

optimist! :-)

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

6251. NVDI Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 15:01:58 UTC
From: se2ap@dmu.ac.uk
Message-ID: <1994Nov21.150158.10327@dmu.ac.uk>
Source record: 29073

Just a quick question, I have NVDI 2.5 and was wondering what font format is used. I presume they are standard bitmapped GDOS fonts, if this is true can someone tell me an FTP address where there is a variety of diffent fonts in this format. Thanks.

Alan.

6252. Re: File Search Util..#2..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 15:30:49 UTC
From: haegar@uni-paderborn.de
Message-ID: <3aqef9$na5@news.uni-paderborn.de>
Source record: 29072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>FSEARCH 7.4, where does one file this Program...??

I just grabbed it from micros.hensa.ac.uk:/micros/atari/tos/o/o177/fsearch7.lzh

Now it is also at ftp.uni-paderborn.de:/pub/atari/tools/util/fsearch74.lzh

Have fun
Thorsten
--
Internet : Thorsten_Boehm @ uni-paderborn.de
Mausnet : Thorsten Boehm @ pb.maus.de

6253. 2nd CFV: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 16:11:43 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-CFV2@uunet.uu.net>
Source record: 29074
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

LAST CALL FOR VOTES (of 2)
unmoderated group comp.sys.atari.programmer

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

Votes must be received by 23:59:59 UTC, 28 November 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing lists lexicor-list, gem-list mailing list, gem-magazine.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.programmer
I vote NO on comp.sys.atari.programmer

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

6254. Re: Falcon&Linux -- anyone else

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 16:50:36 UTC
From: hkjdv93@hermes.hv.se=
Message-ID: <3aqj4s$ejm@liberator.et.tudelft.nl>
Source record: 29075

Yes srp,
I was fooling around with Linux for awhile ago but I never really succeded in installing it right. And since I don't really have much use for it, and there's no X around to it yet, I packed it up for future use. But I'm waiting for pl4... :-)

I would be glad if you sent me an e-mail on how you did when you installed it. I never got to read from my atari partitions.

/------------------------------\
| Henrik Kjellsson |
| E-mail:hkjdv93@hermes.hv.se |
| Tel: +46-372-14560 |
| May the schwartz be with you |
\------------------------------/

6255. Re: .lzh files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 18:34:59 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3aqp8j$qsj@infa.central.susx.ac.uk>
Source record: 29089

Johnny C Lam (jlbg+@andrew.cmu.edu) wrote:
: Where do I find a decompression app that will decompress .lzh files?
: I'm not sure where to look, so please be specific as you can in your
: reply.

: Thanks!

: --Johnny

.lzh is used by the lharc file compressor to indicate its compressed format.
You can get an lharc file compressor/decompressor at any good ftp site.

Try atari archive if you are in america; atari.archive.umich.edu in
a directory called Archivers. You should be able to get hold of an
uncompressed version (ie with a .ttp extension) if you do not already have
any file decompressors (zoo,arc,lharc,zip,gzip).

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6256. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 18:56:15 UTC
From: dsb@amazon.cs.duke.edu
Message-ID: <3aqqgf$aig@amazon.cs.duke.edu>
Source record: 29077

From the Holy Book of <3aju91$8ge@samuel.ChamplainCollege.QC.CA>
as spake by lunman@ChamplainCollege.QC.CA (Jon Lunman) :
> I'm curious though, is there ANY POSSIBLE CHANCE that the signal library
>from MiNTlibs would work under TOS 1.4?

There's every possible chance. Programs compiled with the MiNTlibs run
just fine under plain TOS; the library code auto-detects the presence or
absence of MiNT and does the right thing.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1994 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
| Darn Good Reason(tm).

6257. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 19:13:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3aqrg1$gkt@dux.dundee.ac.uk>
Source record: 29076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark Baker (mnb20@cam.ac.uk) wrote:
: In article <3aptci$qu@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >Also are the binaries set up for 68030 or just plain old 68000 code?

: 68000 - they work on my ST, If you've got a Falcon you could probably get it
: slightly faster still by compiling for '020.

Do I need GCC to do this or can I use something else?

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

'Ohh I'll scratch your eyes out dear', system administrator after a spate
of mail system hacking.
==========

6258. Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 19:25:02 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3aqs6e$rg9@infa.central.susx.ac.uk>
Source record: 28943

The other day I picked up a GIF file of a circuit to back up data on a video recorder. I got it from ftp.ee.ualberta.ca uder the directory, I think, /pub/cookbook/video.

What I want to know is, has anyone tried this circuit out for the Atari? Does it work if they have? And what kind of software would you need to use it? ie, would a standard backup program work fine?

Thanks for any help you can give me.

Andy.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

6259. SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 22:20:04 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ar6ek$kf8@nippur.irb.hr>
Source record: 29083

Hi !

I've heard about the new unreleased PC software emulator
called SoftPC. He's available on some Atari BBS's
(which ones - i don't know).
Can anybody download him from BBS and put it
on some ftp site ?

Thanx

6260. Re: Power Supply Board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 22:29:53 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ar711$pq4@golem.wcc.govt.nz>
Source record: 28962

In article <CzMBH1.6A2@eunet.ch>, mu@pax.eunet.ch (Kurt Mueller) writes:
>As I have already had three times the power supply broken on different
>ST's which costs about 100.- to 150.- SFr. I am asking myself, if
>there is a possibility to fix this part myself.
>
>My questions are now (manufacturer of the boards is Mitsumi):
>- Are there any parts which are known to break?
>- There are some Hitachi-parts on the board which I can't buy here.
> Are there any known replacements for these?

They should be easy to fixed, I have fixed some 3-4 Atari PSU, but if its not
your trade leave well alown..

>Kurt Mueller mu@fwe-tf.ch Eidg. Flugzeugwerk CH-6032 Emmen
>Kurt Mueller mu@pax.eunet.ch Alpenstrasse 13 CH-6023 Rothenburg

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6261. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-21 22:35:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ar7bu$pq4@golem.wcc.govt.nz>
Source record: 28961

In article <3aqs6e$rg9@infa.central.susx.ac.uk>, andrewc@cogs.susx.ac.uk (Andrew Collington) writes:
>The other day I picked up a GIF file of a circuit to back up data on a video
>recorder. I got it from ftp.ee.ualberta.ca uder the directory, I think,
>/pub/cookbook/video.

There used to be a Commercial version for the Atari, the Big problem with this meathod is their is No Data Checking at all, so if you use a Video tape with a small scratch, your data will be lost ...!!!

No I would never trust it.....

>Andy.

>Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6262. Re: MiNT 1.12 Problems!!! (was That darn '^C'...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 09:30:21 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3asdnd$1g0@mercury.dur.ac.uk>
Source record: 29080

Jon Lunman (lunman@ChamplainCollege.QC.CA) wrote:

: Well, since everyone on this newsgroup keeps raving about MiNT, I decided
: to try it out for myself. So I downloaded MiNT v1.12 from umich.edu, I
: installed it, read the documentation, etc... I can see why it's so
: popular. It seems quite powerful.

It certainly is.

: BUT... Now, it seems that any program created under HSC doesn't work
: properly! Mainly, the text screen operations are all confused. I get
: inversed text out of nowhere, the text prints - NOT where the cursor is -
: but just a bit further to the right!!! MiNT seems to cause some weird
: confusion with the text screen.

Are you using TOSWIN to run this (presumable TOS, as it's using text
output - you shouldn't mix text and GEM) program?

Also, try getting hold of the HSC version of the mintlibs (they've got
them at a.a.u.e IIRC).

: Has anyone had this problem, or something similar? Is there a patch
: available? Would an older version of MiNT perhaps not cause this
: confusion? (So many questions, so little time...)

Probably not, I'm afraid.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

6263. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 11:48:57 UTC
From: lacoutur@ifhamy.insa-lyon.fr
Message-ID: <3aslr9$ob2@cismsun.univ-lyon1.fr>
Source record: 29082

In article <3aqs6e$rg9@infa.central.susx.ac.uk>,
Andrew Collington <andrewc@cogs.susx.ac.uk> wrote:
>The other day I picked up a GIF file of a circuit to back up data on a video
>recorder. I got it from ftp.ee.ualberta.ca uder the directory, I think,
>/pub/cookbook/video.
>
>What I want to know is, has anyone tried this circuit out for the Atari? Does
>it work if they have? And what kind of software would you need to use it? ie,
>would a standard backup program work fine?
>

I didn't, but I heard about it from someone who bought it. He said it worked.
But it was not user friendly at all, slow, not very secure...
He just stopped using it very soon...

Patrice

6264. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 12:16:03 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3asne3$ekg@dux.dundee.ac.uk>
Source record: 29081

```
: Hi !

: I've heard about the new unreleased PC software emulator
: called SoftPC. He's available on some Atari BBS's
: (which ones - i don't know).
: Can anybody download him from BBS and put it
: on some ftp site ?

I think Soft PC is a commercial product!!

Rod

--
--
==========================================================================
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========================================================================
```

6265. Re: Falcon: Scanners - Print Technik

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 12:21:34 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3asnoe$obv@cc_sysk.coventry.ac.uk>
Source record: 29087

In article <CzBzC4.7Kx@cix.compulink.co.uk>,
BARRY WILSON <wilsontjb@cix.compulink.co.uk> wrote:
>In message <39r53f$4e8@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>
>>Are their any good hand scanner for the Falcon around at the moment?
>
>>Also what about software?
>

I have an A4 flatbed scanner based on the silver-reed personal
photocopier. A number of companies converted these to scanners
and the one I have was by Print Technik.

The problem I have is that the falcon is too fast for the
software. I can get something from scanner if I switch to
8Mz and turn of both the instruction and data caches, but
the output is streaky. This doesn't occur when I use the
scanner on a STFM.

Does any one know how to contact Print Technik? Everything
I've tried has been without success. Do they still exist?

--
I'm just minding this tinderbox for someone else, honest, officer.

6266. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 12:27:21 UTC
From: graham@insignia.co.uk
Message-ID: <Czo59L.C8u@isltd.insignia.com>
Source record: 29084

In article kf8@nippur.irb.hr, npetrlik@public.srce.hr (Neven Petrlik) writes:
>
>
> Hi !
>
> I've heard about the new unreleased PC software emulator
> called SoftPC. He's available on some Atari BBS's
> (which ones - i don't know).
> Can anybody download him from BBS and put it
> on some ftp site ?
>
> Thanx
>

SoftPC is a commercial product from Insignia. It was never officially released and the version you are
refering to is a pirate copy.

6267. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 12:56:44 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3aspqc$6jd@cc_sysk.coventry.ac.uk>
Source record: 29088

In article <H.eg.hdBhKsNAecc@semprini.waterloo-rdp.on.ca>,
Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>In <3aabgi$d56@cc_sysk.coventry.ac.uk>, Guido writes:
>> I have 2.6.0 up and running that is gcc, g++, cpp, cc1, cc1obj,
>> and cc1plus and libg++-2.6.1. I am currently applying the 2.6.1
>> patches to the compiler system and it should be ready by next
>> week.
>
>Ooooh. Was it Erling that was praying for an Objective-C compiler?
>Somebody's been working on an Objective-C library for GEM, but I've
>forgotten who!
>

Well I've finally got 2.6.1 up and running. Now the problem
is how to distribute it to a.a.u.e. Any one got any
suggestions? Here at cov.ac.uk we don't have direct ftp
access and hhcp won't recognise none uk sites. I can
guestftp to nsf.sun, using spad however.

The distribution contains 3 zoo files gcc161[abc].zoo would
you believe. And contains gcc, g++, cc1, cc1plus, and cc1obj,
along with the g++ library, the Objcective-C runtime library
and the Objective-C container class library.

--
I'm just minding this tinderbox for someone else, honest, officer.

6268. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 12:58:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3asptt$d4a@percy.cs.bham.ac.uk>
Source record: 29086

dsb@amazon.cs.duke.edu (Scott Bigham) writes:
>From the Holy Book of <3aju91$8ge@samuel.ChamplainCollege.QC.CA>
> as spake by lunman@ChamplainCollege.QC.CA (Jon Lunman) :
>> I'm curious though, is there ANY POSSIBLE CHANCE that the signal library
>>from MiNTlibs would work under TOS 1.4?
>
>There's every possible chance. Programs compiled with the MiNTlibs run
>just fine under plain TOS; the library code auto-detects the presence or
>absence of MiNT and does the right thing.

Not in this case I fear. While you can set up signal handlers using
the Mintlibs under TOS and Mint, the only time they will get called
under TOS is when you explicitly call raise() or kill(). Under Mint,
they get called by the OS as well. Both behaviours are ISO C and POSIX
conformant.

Looks like you'd be better off hacking into the etv_term vector when
in TOS!

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6269. Flex Connector Keyboard Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 14:55:07 UTC
From: lippo@dasd.honeywell.com
Message-ID: <1994Nov22.075507.1@dasd.honeywell.com>
Source record: 28954

Help!

My STacy keyboard is dying. Some keys have stopped operating and others are intermittent. Using a X30 scope I've found the problem, the flex cable that runs from the keyboard to the main board has stress fractures on a majority of the signal lines and some traces have broken completly.

Questions: Where can I get a replacement keyboard or new mylar flex circuit? How does one repare said damage without making it worse? What good is a STacy w/o a keyboard?

Reply here or to lippo@dasd.honeywell.com

6270. Atari ST does not work...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 15:25:12 UTC
From: jns0978@is.nyu.edu
Message-ID: <3at2go$rli@cmcl2.NYU.EDU>
Source record: 28847

My Atari 520 ST that was upgraded to a 1040 a few years ago does not boot at all. The monitor is on but has no picture. My disk drive is on but does not send or receive anything from the computer. Can someone help me out? Thanks!

6271. [HELP] Mouse-clicks fall through alerts! What do I do?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 15:44:42 UTC
From: jhh@cwi.nl
Message-ID: <jhh.785519082@news.cwi.nl>
Source record: 28941

Hi,

I recently wrote a little event test program, which would wait for an
event and then display it using form_alert. I ran it on my Falcon 4Mb/65Mb.
However, if I, after the first alert appears, click its close button,
I immediately get another alert informing
me of a mouse button event (which is apparently the mouse click I used to
close the previous alert). My question: what happens, and what can I do
about it? Apparently form_alert doesn't remove the mouse button event that
caused it to exit. Is it safe to always add an extra call to evnt_button after
form_alert to catch this spurious mouse event? Or is there a patch somewhere?

Any help would be appreciated; please use Email if possible.

Thanx,

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

6272. Linking with GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 15:49:12 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ed21211@m15.herts.ac.uk>
Source record: 29090

With minor modification I got the Enhanced GEM libraries to work (whether it has made the code wrong I don't know) under GNU C 2.5.8.

I made the library e_gem.olb from the make command, but I can't seem to link the test files with the new library.

It just says it can't resolve some of the entries in the library.

I have tried placing the e_gem.H file in the same directory and the standard include directories

With the object library - I placed that also in the LIBRARY directory (with the other GNU C libraries) as well as placing it into the source file directory.

The test file was one given away with Enhanced GEM - hello.c

Can anyone help?

Alex Nicholls

6273. Re: Falcon: Screen Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-22 16:17:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3at5it$t3u@dux.dundee.ac.uk>
Source record: 28942

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: In <3annns$bh8@dux.dundee.ac.uk> Rod McCall wrote :
: >
: Which programs? I may have encountered one program that, since
: it used up 256 colours and didn't seem to restore the palette,
: uglified the screen, icons, and dialogs. NeoDesk 4 seems to as
: well, but thankfully includes a keyboard shortcut to restore the
: color palette. (All those 256 color .BMP backgrounds!)

: Leslie

I have had problems with Calamus SL (demo), some ACC JPEG viewers,
and a few others I cant remember off hand.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

6274. Help needed for this problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 00:17:50 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EKXABEUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28948

Anyone who can help with this problem will be forever revered.
Thank you.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6275. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 04:38:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3auh0c$sp5@uqcspe.cs.uq.oz.au>
Source record: 28884

sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>There used to be a Commercial version for the Atari, the Big problem with this
>meathod is their is No Data Checking at all, so if you use a Video tape with
>a small scratch, your data will be lost ...!!!

You would be amazed at what error-correcting algorithms can do. For example,
I can [supposedly] cut and resplice my DAT tape and it will overcome the
error at that point.

[supposedly = I've heard it... maybe urban legend?]

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

6276. Re: PC Keyboard on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 05:40:31 UTC
From: jondinga@io.org
Message-ID: <3aukkf$n18@ionews.io.org>
Source record: 28875

On 11-17-94 t.harbaum@tu-bs.de wrote to ALL...
t> In article <3a2ajg$isb@ionews.io.org>, jondinga@io.org (Jon Dinga) writes:
t> |> On 11-04-94 npetrlik@public.srce.hr wrote to ALL...
t> |> n> Does anyone know how to connect PC keyboard
t> |> n> to the Atari ST ? (i've heard it is possible).
t> |> Besides the ones already mentioned, there was a unit
t> mentioned |> a towerizing article in a recent STFormat (?). it also had
t> the capability |> of useing a serial mouse.
t> |>
t> |> * (QW|{ 2.6 * EZ-Reader, eat your heart out!
t>
t> That should not be a problem, i just did the similar thing with a pc
t> keyboard and a macintosh. I used a little microcontroller (8031) to do
t> the key translation. It should be quite simple to use the 8031s SIO to
t> connect it to an ST and i still have one interrupt line and some io pins
t> free to sample the STs mouse, perhaps someone wants to try this?
t>
t> Ciao,
t> Till t.harbaum@tu-bs.de
t>
I am a no nothing when it comes to electronic components, so I heve
to ask: will this controller translate info from a PC _SERIAL_ 3 button
mouse to a form useable by the mouse input port of a TOS box?
Or do you know of a chip that will. Going from a DOS -> MAC is not the
same as from DOS -> TOS ?!
Jon

* (QW|{ 2.6 * Find an impersonator who CAN'T do Robin Leech.

6277. Re: [HELP] Mouse-clicks fall through alerts! What do I do?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 09:18:24 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3av1d0$62r@snlsu1>
Source record: 28944

jhh@cwi.nl (Jaap Henk Hoepman) wrote:
>
> Hi,
>
> I recently wrote a little event test program, which would wait for an
> event and then display it using form_alert. I ran it on my Falcon 4Mb/65Mb.
> However, if I, after the first alert appears, click its close button,
> I immediately get another alert informing
> me of a mouse button event (which is apparently the mouse click I used to
> close the previous alert). My question: what happens, and what can I do
> about it?

You could try calling

wind_update(BEG_MCTRL)

before putting up the alert, and

wind_update(END_MCTRL)

afterwards. This usually fixes a similar problem with dialog boxes.

Regards,

Mat

6278. recovering from minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 09:33:36 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-231194103336@mac123.nmus.pwf.cam.ac.uk>
Source record: 28945

Is it possible to painlessly recover a minix partition? I only have HDX 5.1 and this requires me do completely re-initialise the disk which I am somewhat loathed to do. I haven't actually taken the plunge with minix yet but...

I am on a F030 btw.

srp

6279. Re: Linking with GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 09:54:42 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <3av3h2INNaqm@tarsky.uni-muenster.de>
Source record: 28903

In article <42332ed21211@m15.herts.ac.uk>, A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:
|> With minor modification I got the Enhanced GEM libraries to work (whether it
|> has made the code wrong I don't know) under GNU C 2.5.8.
|>
|> I made the library e_gem.olb from the make command, but I can't seem
|> to link the test files with the new library.
|>
|> It just says it can't resolve some of the entries in the library.
|>
Hmm, I may be a problem of the order of the object files in the lib. You might want to try the -s option of gnu-ar, which lets it make a symbol-table at the beginning of the lib file.

|> I have tried placing the e_gem.H file in the same directory and the
|> standard include directories
|>
That does not affect the linker, only the compiler. You must specify the library via the -l option, you also should try to specify a path where the linker should search for lib files with the -L option.

Hope that helps,
Ulrich

6280. Re: That darn '^C' keypress...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 10:25:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ed31967_Christian.Dahl@ct.se>
Source record: 28963

> Well, I know that ^S and ^Q will pause and resume the listing. What
> I want to do is abort the listing and return to the prompt.
>
> Unfortunately, I'm not running under MiNT mainly because I'm very
> unaware of what MiNT is, where to get it, and I'm quite used to my
> regular TOS 1.4 setup.
>
> I'm curious though, is there ANY POSSIBLE CHANCE that the signal
> library from MiNTlibs would work under TOS 1.4? It seems to me that
> there must be SOME way to intercept this. Perhaps a low-level embedded
> assembler routine or something? (Just a thought...)

If you use a ANSI-C compiler, then the Signals is built in. If not, there is a vector (0x102, note *4 to get the adress) that will be called when the program is terminated. You could intercept this and make a jump from here to a appropiate routine. Note that you have to be in Supervisormode to change that variable!

CD

6281. Re: Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 10:51:56 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.106.000ADDED@cam.ac.uk>
Source record: 28946

In article <3aq57p$sfa@calvin.st-and.ac.uk> bd@st-andrews.ac.uk (Brian Duff) writes:

>I've ran into a little problem when reading the .NDX files on QWK packets.
>The message offsets are stored in these files in a special format called
>Microsoft Basic MKS$. I have compared this to the MKS$ formats of Atari
>BASICs, and they don't match...
>I'm looking for a way to convert these numbers into numbers I can actually
>use.

The obvious solution is to completely ignore the index file, a lot of QWK readers do. In almost all cases it is just the numbers 1,2,3, etc in order. Why they use a float format at all beats me.

Do you know the format of them? If not, find someone that's got MS basic (eg gw-basic or basica on a PC) and look in the manual. Actually doing the conversion isn't that difficult. They're six byte aren't they?, which makes it a bit difficult as it doesn't all fit into a long, but even so it shouldn't be too bad, just a lot of bit shifts and stuff.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

6282. Re: recovering from minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 10:59:41 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.107.000AFF05@cam.ac.uk>
Source record: 28947

In article <srp20-231194103336@mac123.nmus.pwf.cam.ac.uk> srp20@cam.ac.uk (Steve Payne) writes:

>Is it possible to painlessly recover a minix partition? I only have
>HDX 5.1 and this requires me do completely re-initialise the disk
>which I am somewhat loathed to do. I haven't actually taken the plunge
>with minix yet but...

It depends how badly damaged it is. the fsck supplied with minixfs can fix minor faults of the type you probably didn't know you had, more serious faults I think you would still have to lose everything. You don't have to lose other partitions though, just run minit again, but you don't really have to lose other tos partitions anyway if you have the right software.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Synonyms govern, adequately **

6283. Gemini with long filenames?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 11:10:08 UTC
From: ethami@duna.ericsson.se
Message-ID: <9411231110.AA05875@duna.ericsson.se>
Source record: 28880

Hi,

I just began to use Gemini2 and I have read somewhere
that it can handle long filenames. Do I have to use MINT,
or get another file system driver to use long names?
Do the progs work well with it?
Should anyone has any experience with it, please contact
me on e-mail (ethami@duna.ericsson.se).

/Attila

6284. stacy lcd video

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 11:10:17 UTC
From: nnoiseux@tiac.net
Message-ID: <nnoiseux.14.000B2C3A@tiac.net>
Source record: 28877

i would like to know how the lcd display is interfaced to the stacy.
possible answers are like:
- there is a special area of the motherboard for the lcd, this area is not present on (say) a 1040.
- there is a special circuit which converts the monochrome video signal output for the use with the lcd.
i believe the stacy can also drive an atari monitor?
thanks!

6285. NVDI Fonts

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 11:30:49 UTC
From: ardoino@musical.fdn.org
Message-ID: <CzpxBD.CC6@musical.fdn.org>
Source record: 28891

se2ap@dmu.ac.uk writes :

s > Just a quick question, I have NVDI 2.5 and was wondering what
s > font format is used. I presume they are standard bitmapped
s > GDOS fonts, if this is true can someone tell me an FTP address
s > where there is a variety of diffent fonts in this format.
s > Thanks.
s > Alan.

There are only few bitmapped GDOS fonts. I think you have better to update
your NVDI to NVDI 3.
NVDI 3 uses SpeedoGdos fonts, so you'll access to the Bitstream Fonts and the
True Type fonts.
Only the Postscript type 1 fonts which are supported by SPEEDOGDOS 5 are not
supported by NVDI 3.
But with Bitstream and True Type fonts, you'll have thousands of good vector
fonts, and it's quick to use !

J.Jacques Ardoino (France)
ardoino@musical.fdn.org

... Command: SUBSCRIBE rec.music.celtic
___ Mountain Reader II - #01234567

6286. Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 11:50:48 UTC
From: steve-j@teleport.com
Message-ID: <3avaao$rg5@sandra.teleport.com>
Source record: 28951

Okay, we covered VIDEO recorder backups, so how about this:

What's the fastest possible rate that you could do backups on
an AUDIO tape (standard audio minicassette)? Assuming one had
a Falcon030 with stereo inputs and outputs, what's the fastest,
most compact method of saving/loading backups to/from audio
cassettes (in bytes/second)? In other words, would such a
utility be worth the effort?

--
Steve Johnson	"People will always be tempted to wipe
Email: steve-j@teleport.com	their feet on anything with 'Welcome'
or steve-j@genie.geis.com	written on it." -- Andy Partridge

6287. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 11:53:39 UTC
From: sanders@sci.kun.nl
Message-ID: <CzpyDG.Fyy@sci.kun.nl>
Source record: 28863

In <3auh0c$sp5@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>sheppard_r@ix.wcc.govt.nz (Roger Sheppard.) writes:

>>There used to be a Commercial version for the Atari, the Big problem with this
>>meathod is their is No Data Checking at all, so if you use a Video tape with
>>a small scratch, your data will be lost ...!!!

>You would be amazed at what error-correcting algorithms can do. For example,
>I can [supposedly] cut and resplice my DAT tape and it will overcome the
>error at that point.

Yes, but that's with *sound* data. An `ordinary' CD player has
error-correcting too. But if you have a stream of more or less
`random' data (like a backup of some program text) there's no way you
can easily repair data failures.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6288. Atari Web Pages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 12:15:25 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3avbot$gbj@mserv1.dl.ac.uk>
Source record: 28873

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/11/92
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these
pages may be found the latest news, reviews, software for downloading, and
various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as
intuitive as possible but there is still a lot of work to be done yet.

================================================================================

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~
```

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.
~~~~~

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
~~~~~~~~~

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- FOG issue 6 diskmagazine for Falcon
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.
~~~

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

- Lynx FAQ

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

****

Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar. Although empty at the moment expect this to fill up very soon (lots to come).

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~

Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's, I hope to include AEO soon also.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

6289. Re: Pc Emulator for F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 13:41:54 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avgr2$6p3@bs33n.staffs.ac.uk>
Source record: 28868

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <39ir56$spv@dux.dundee.ac.uk>,
: Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
: >I believe that a 386 Emulator Card for the Falcon is/was due out.
: >Has it arrived yet?
: 386? I know there's a 286 card out and there are a few 486 emulators planned
: but I haven't heard of any 386.

Compo were *supposed* to be developing the 386 cards. This doesn't mean
they arn't, it just means they arn't _yet_! You could do worse than ring
them up and ask, if they start getting bombarded with requests they are
more than likely to want to developing it.

Compo - 0480 891819

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

6290. SIMM speeds on the Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 13:45:07 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avh13$6p3@bs33n.staffs.ac.uk>
Source record: 28870

Does anyone know if you can use the new SIMM's on the Falcon.
I believe they were developed for the Mac and are 30mhz, or maybe 70mhz,
sorry I can't be more specific - but I'm sure that anyone who does know
what I am ranting on about can help! :-)

Richard Davey

6291. Re: Genlocking on F030

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 13:47:19 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avh57$6p3@bs33n.staffs.ac.uk>
Source record: 28869

ysiu@lexicor.com (Lexicor@world.std.com) wrote:
: Rod, thrid party devices from Titan, Overscan and/or JRI. you can also
: attach PC VGA external genlocks to the Falcon's VGA port. Works just as well :)

: Cheers

Weren't Titan working on that Twylyte Genlock? I remember seeing
pictures, press releases, etc. But I guess they are putting it all into
Apex at the moment (seen the press ads for it? WOW!)

Richard Davey
Falcon Owners Group (UK)

6292. Re: Falcon: Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 13:48:46 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avh7u$6p3@bs33n.staffs.ac.uk>
Source record: 28866

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Are their any good hand scanner for the Falcon around at the moment?
: Also what about software?
: Rod

Hmmm we covered this in issue 3 of my magazine quite a bit.
I will dig up a back issue from home and see what I can scan for you ;)

Richard Davey
Falcon Owners Group (UK)

6293. Re: Falcon: Question?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 13:54:01 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3avhhp$6p3@bs33n.staffs.ac.uk>
Source record: 28867

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I believe that there is a seperate box and keyboard for the falcon.
: But is there a bus adaptor which allows two cards e.g a PC and 040 card
: at the same time?

The Systems Solutions Tower Case for the Falcon does pretty much what you want, but as for the bus adaptor, I don't think so. They also do the DeskTopper Case which IMHO looks a bit naff but certainly makes your Falcon set-up a little more expandable.

As for the 040 and PC board at the same time, go search out your DIY manuals I think :)

(hey get a shorter SIG file please!)

Richard Davey
Falcon Owners Group (UK)
--
email here is hit and miss!
or: requiem@armory.com

6294. Atari ST does not work...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 16:34:00 UTC
From: jns0978@is.nyu.edu
Message-ID: <3avqto$g7u@cmcl2.NYU.EDU>
Source record: 28848

My Atari ST upgraded to 1 meg a few years ago does not boot up at all.
My monitor and disk drive are both on but does not work. Does any one
know what might be the problem?

6295. Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 17:05:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3avsog$mv0@dux.dundee.ac.uk>
Source record: 28949

I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always seems to exit MiNT on boot up.

I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:

FOLDER256.PRG
FPATCH2.PRG
SPEEDO.PRG (I think thats what its called)
NVDI.PRG
FS.PRG
MINT.PRG
--

Rod
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

6296. rz/sz for MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 22:31:54 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <785629914snz@bigbox.demon.co.uk>
Source record: 28889

Does anyone know where I can get a MiNT compatable set of rz/sz (XYZ modem down a terminal line) binaries?

Thanks

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6297. Re: Power Supply Board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 22:54:58 UTC
From: mu@pax.eunet.ch
Message-ID: <Czqszn.9Dr@eunet.ch>
Source record: 28983

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <CzMBH1.6A2@eunet.ch>, mu@pax.eunet.ch (Kurt Mueller) writes:
: >As I have already had three times the power supply broken on different
: >ST's which costs about 100.- to 150.- SFr. I am asking myself, if
: >there is a possibility to fix this part myself.
: >
: >My questions are now (manufacturer of the boards is Mitsumi):
: >- Are there any parts which are known to break?
: >- There are some Hitachi-parts on the board which I can't buy here.
: > Are there any known replacements for these?

: They should be easy to fixed, I have fixed some 3-4 Atari PSU,
: but if its not your trade leave well alown..

The problem is, I cannot buy here theese Hitachi Semiconductors for
the PSU. But I am able to do the repair. The question is, do you
know any replacement types for the Hitachi Semiconductors.
The types are:
C2979 W9 B5 (probably a triac)
C2060 QQ
HRW34 9C 5
HA17 431P 9A

There has been other types of PSU with the classic transformer-
rectifier-condenser-threePinRegulator. But the Mitsumi type I
have in my ST is not one of these. It is a chopper PSU.
Sorry for my english.

Many Thanks for any help.

Kurt Mueller mu@fwe-tf.ch Eidg. Flugzeugwerk CH-6032 Emmen
Kurt Mueller mu@pax.eunet.ch Alpenstrasse 13 CH-6023 Rothenburg

6298. HARDWARE solution for TIME SAVING

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 23:58:15 UTC
From: npetrlik@public.srce.hr
Message-ID: <3b0kun$7po@nippur.irb.hr>
Source record: 28901

Hi !

Does anyone knows how to save time after turning
computer off ?
I've haded instructions how to do this through
the ROM modul port (but the electronic
components - especially CMOS MSM5832 has not
been abled to me (MSM5832 is a clock chip)...
If someone wants , i may send him this instructions
in a file (actually in a picture file) ..
So what's bothering me ?
I know You all have TT's , Falcon's, Mega STE's ,
but i have only an old STfm (with only one MB - sigh)
with hard disc and modem ..
I'll be very grateful if someone could tell me or
explain me how could i do this 'time saving' ?
Or, at least, give me some hints about that ...

Gratefully,

Neven

P.S. I'm seeking for HARDWARE SOLUTIONS ONLY

6299. MFM/RLL or IDE HDD's to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-23 23:58:38 UTC
From: hayden@ee.ualberta.ca
Message-ID: <3b0kve$fk0@quartz.ucs.ualberta.ca>
Source record: 28953

In the process of upgrading some PC-clone machines, I have acquired some smallish hard drives that no longer have a computer to call home. Since it is difficult to find someone interested in buying these drives (40 and 60MB 5 1/4" MFM/RLL-type) I was wondering if one of them could be put to good use with my 520STfm. It would certainly breathe new life into it without spending a thick wad of cash. Is there a relatively inexpensive adapter to allow me to hook one of these beasts up to the DMA HDD port on my ST? I could also obtain a small IDE drive at a low cost, so I would be happy with either an MFM/RLL-to-ST DMA adapter or an IDE-to-DMA adapter. Sometimes I prefer to use my little ST over my 486, and it would be even nicer if I had the extra megabytes of storage available. . .

/\/\|--|ayden

6300. Connecting PC Keyb. to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 00:00:06 UTC
From: npetrlik@public.srce.hr
Message-ID: <3b0l26$7po@nippur.irb.hr>
Source record: 28915

Hi !

Is it possible to connect an IBM PC keyboard to
the Atari 1040 STfm ?
I know that these keyboard have a different
interfaces, but ...
Any hints, tips and pointers will
be appriciated ,
Thanx

P.S. If someone have a scheme for this,
i'll be grateful to send me email
with it

6301. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 00:13:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzqwLu.36v@cix.compulink.co.uk>
Source record: 28984

> > There used to be a Commercial version for the Atari, the Big problem
> > with this meathod is their is No Data Checking at all, so if you
> > use a Video tape with a small scratch, your data will be lost ...!!!
> >
>
> You would be amazed at what error-correcting algorithms can do. For
> example, I can [supposedly] cut and resplice my DAT tape and it will
> overcome the error at that point.

Also when BYTE magazine did a review of these units for the PC a few years ago (1987ish maybe), error correction was not considered a big problem.

Basically everything gets written at least *4* times to the tape. The theory is that one of these blocks will read correctly.

When I enquired a couple of years ago about building such a device, the consesus was 'don't bother' but for different reasons. Its *slow* (apparently). I forgets the maths, but it was something like 1meg evey 3 minutes.

At work the other day we tried to back up 4Gb over a network. We got a respectable 3.75Mb a minute - but it was still going to take far too long. In the end we went out and bought a local tape unit ;-)

:-)

Roland.

@CiX

6302. Re: recovering from minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 00:13:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <CzqwLw.37H@cix.compulink.co.uk>
Source record: 28985

In message <srp20-231194103336@mac123.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk
said:
> Is it possible to painlessly recover a minix partition? I only have
> HDX 5.1 and this requires me do completely re-initialise the disk
> which I am somewhat loathed to do. I haven't actually taken the plunge
> with minix yet but...

It is with the ICD utilites - but I can't remeber exactly what I did.

:-(

Roland.

@CiX

6303. WWW & MOSAIC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 00:24:58 UTC
From: npetrlik@public.srce.hr
Message-ID: <3b0mgq$82i@nippur.irb.hr>
Source record: 28982

Hi !

Is there any software (program) support for ST
that i can use all the goodies of the Internet ?
I have an acess to Internet via my local host
and on the host there is a unix programs like
Mosaic, WWW, ... etc
When i try to start for expl. mosaic
unix says 'cannot open display' or something
like that.
Does exist some support for ST that i
should normally use the programs on my host
(i mean programs like Mosaic, WWW, Usenet, irc ..) ?

Thanx

6304. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 02:24:18 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b0tgi$pno@golem.wcc.govt.nz>
Source record: 28950

In article <3avsog$mv0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always
>seems to exit MiNT on boot up.
>
>I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:
>
>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
>FPATCH2.PRG
>SPEEDO.PRG (I think thats what its called)
>NVDI.PRG
>FS.PRG
>MINT.PRG

>Rod

>Roderick McCall
>Dept Maths & Science Fiction, University of Dundee, Saturn
>President, Lip Theatre Co, Dundee University.

You Don't need the Folder Fix program, its mainly for people that have TOS
1.0-1.2...

And with a small hard drive I don't think you would ever get 40 Folders deep,
or have 40 Folder open at the same time......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6305. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 03:45:47 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3b129b$col@uqcspe.cs.uq.oz.au>
Source record: 28952

sanders@sci.kun.nl (Sander Stoks) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>You would be amazed at what error-correcting algorithms can do. For example,
>>I can [supposedly] cut and resplice my DAT tape and it will overcome the
>>error at that point.

>Yes, but that's with *sound* data. An `ordinary' CD player has
>error-correcting too. But if you have a stream of more or less
>`random' data (like a backup of some program text) there's no way you
>can easily repair data failures.

Find out about it. Error-correcting-code is a science. When I said "DAT",
I meant my DAT *tape backup unit*, not an audo DAT player. Error correcting
code works by cleverly interleaving redundant information into the data
stream. It is quite remarkable stuff, one of the few gems I enjoyed
finding in my undergraduate education. I don't even pretend to understand
the algorithm used by DAT tapes, but I am saying that techniques other
than read-after-write can ensure data integrity.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

6306. Re: recovering from minix

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 09:11:53 UTC
From: srp20@cam.ac.uk
Message-ID: <srp20-241194101153@mac121.nmus.pwf.cam.ac.uk>
Source record: 28964

In article <srp20-231194103336@mac123.nmus.pwf.cam.ac.uk>, srp20@cam.ac.uk (Steve Payne) wrote:

> Is it possible to painlessly recover a minix partition? I only have
> HDX 5.1 and this requires me do completely re-initialise the disk
> which I am somewhat loathed to do. I haven't actually taken the plunge
> with minix yet but...
>
> I am on a F030 btw.

I have had a look at minit and seems that you can quite happily reclaim a minix partition with minit -t. Doesn't work on floppies though :-)

srp

6307. Re: HARDWARE solution for TIME SAVING

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 09:48:34 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-241194094834@ngalm099.gal.nt.com>
Source record: 28965

In article <3b0kun$7po@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) wrote:

> Does anyone knows how to save time after turning
> computer off ?
> I've haded instructions how to do this through
> the ROM modul port (but the electronic
> components - especially CMOS MSM5832 has not
> been abled to me (MSM5832 is a clock chip)...

I was thinking about this recently, as the clock in my supra adapter does not work anymore. I was going to build a clock based on the Motorola MC146818.
This part seems easier to get, & is pin compatible to the Dallas 1287 part.
(The dallas part is superior, has a battery, but is more expensive.)

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

6308. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 11:33:23 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b1tm3$n9l@whitbeck.ncl.ac.uk>
Source record: 28966

In article <ftn_2.203.611.4_2eccfa60_Christian.Dahl@ct.se>,
christian.dahl@p4.f611.n203.z2.ct.se (Christian Dahl) writes:
>Is it possible to stop the preemtive multitasking in MiNT by changing a
>variable?
>

No - the whole point of MiNT IS the preemptive multitasking.......

Craig.

6309. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 11:53:52 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b1usg$nlj@whitbeck.ncl.ac.uk>
Source record: 28967

In article <3avaao$rg5@sandra.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>
>Okay, we covered VIDEO recorder backups, so how about this:
>
>
>What's the fastest possible rate that you could do backups on
>an AUDIO tape (standard audio minicassette)? Assuming one had
>a Falcon030 with stereo inputs and outputs, what's the fastest,
>most compact method of saving/loading backups to/from audio
>cassettes (in bytes/second)? In other words, would such a
>utility be worth the effort?
>

This isn't as daft as it sounds - look at the old C64 turbo load games.
They got a really fast data rate from plain audio tape.

The DSP can do a deal of signal processing not available to the older
machines, so it should allow better usage of the bandwidth available
on a tape (20KHz or so?).

I would guess that some method involving the overlaying of 8 frequencies
onto one signal (one for each of the 8 bits in a byte) for simultaneous
storage would be the most effiecint. You could probably use lzh compression
on the data first (I believe the source for that is PD). To recover this
you would need to run an 8 point FFT on the DSP, but that would be no problem.
It should also remove some of the problems with reliability, as the frequencies
could still be picked up if the volume of the tape was changed.

Don't mail me for details, I'm waffling off the top of my head and have no
intention of actually trying any of this.....

Craig.

Craig Graham. /\ E-mail:Craig.Graham@newcastle.ac.uk
BAe Space Systems || Phone : (UK) 091 4105928
Stevenage,England.|| Snail-mail: 12 Ashvale Avenue, Kibblesworth, Gateshead,
|| Tyne & Wear, NE11 0XT, England.
----------------/__\--
SPACE the final^^^^frontier. Seen it,done it,read the book,got the T-shirt....

6310. Re: HARDWARE solution for TIME SAVING

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 12:10:17 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3b1vr9$16e@golem.wcc.govt.nz>
Source record: 28968

In article <gigxr01-241194094834@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke)
writes:
>In article <3b0kun$7po@nippur.irb.hr>, npetrlik@public.srce.hr (Neven
>Petrlik) wrote:
>
>
>I was thinking about this recently, as the clock in my supra adapter does
>not work anymore. I was going to build a clock based on the Motorola
>MC146818.
>This part seems easier to get, & is pin compatible to the Dallas 1287 part.
>(The dallas part is superior, has a battery, but is more expensive.)

Supra took out the MC146818 from memory and replaced it with the Dallas
chip, I did the same for my Supra Board..

The MC146818 draws to much power in stand by, that is why Supra removed them,
the Dallas does not, the Dallas, clock chip with the built in battery last
for 10 years and is a very acurate clock....

There is also a Dallas Clock chip that does not have the internal clock
or battery....

>Gerry O'Rourke
>Northern Telecom (IRL) Ltd
>E-mail gigxr01@nt.com

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6311. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 12:56:34 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3b22i2$dkj@percy.cs.bham.ac.uk>
Source record: 28969

sheppard_r@kosmos.wcc.govt.nz writes:
>In article <3avsog$mv0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>>I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always
>>seems to exit MiNT on boot up.
>>
>>I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:
>>
>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
>>FPATCH2.PRG
>>SPEEDO.PRG (I think thats what its called)
>>NVDI.PRG
>>FS.PRG
>>MINT.PRG
>You Don't need the Folder Fix program, its mainly for people that have TOS
>1.0-1.2...
>
>And with a small hard drive I don't think you would ever get 40 Folders deep,
>or have 40 Folder open at the same time......

Try running Mint without memory protection - MP 'loses' you quite a
lot IIRC by requiring that all memory blocks end on 8K boundaries.

What's FS.PRG?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6312. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 12:57:56 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3b22kk$bt@infa.central.susx.ac.uk>
Source record: 28974

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always
: seems to exit MiNT on boot up.

: I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:

: FOLDER256.PRG
: FPATCH2.PRG
: SPEEDO.PRG (I think thats what its called)
: NVDI.PRG <<< NVDI should be before Speedo I believe
: FS.PRG
: MINT.PRG
: --

: Rod
: --
: ===
: Roderick McCall
: Dept Maths & Science Fiction, University of Dundee, Saturn
: President, Lip Theatre Co, Dundee University.

: ===

--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6313. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 13:07:38 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3b236q$g9@infa.central.susx.ac.uk>
Source record: 28973

I myself have always wondered why MultiTOS/MiNT never supported Virtual Memory,
it would be a big plus point for it.

--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6314. Atari Web Description

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 13:22:34 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3b242q$qas@mserv1.dl.ac.uk>
Source record: 28970

Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/11/92
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

==========

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document will describe the Atari Web pages as provided by Mark Stephen Smith and will inlcude a list of the latest updates for the month. Each month I hope to update this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but they are still at an early stage and developing all the time. As such any feedback and support you may have for these pages is more than welcome, it is infact encouraged. The more input I get from its users the better, as then I will know what is good and bad about these pages and can change them approproately in the hope of increasing their value to their readers.

Now on with the show.

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

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How do I access them and what is the Web?
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First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

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Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.
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What you will find in the Web pages every month.
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From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

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Atari Related links, Documents, FAQ's and Newsletters
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First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
~~~~~~~~~

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.

Newsletters
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Although there may be more to come the following newsletters are updated promptly as I receive them:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

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Updates and Information on these Web Pages
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All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

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Falcon Page
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This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- FOG issue 6 diskmagazine for Falcon
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).

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Atari ST/STE/TT/Mega STE Page
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This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
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In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.
~~~

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

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Lynx Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

- Lynx FAQ

New Software Anouncement
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Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

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Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar. Although empty at the moment expect this to fill up very soon (lots to come).

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

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8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

****

What to expect in the future
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Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's, I hope to include AEO soon also.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

6315. IDE Harddisk and TT, possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 13:51:19 UTC
From: vongunten@eicn.etna.ch
Message-ID: <1994Nov24.135119.858@neli00>
Source record: 28975
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

A friend of mine wants to know if it is (easily) possible to connect an IDE harddisk into a TT. He got a drive (120MB) from a PC where this size was becoming too small...

(I believe there's an SCSI port, but no IDE inside the TT?)

Reply by E-mail preferred, please... Thanks

--
|Ralf von Gunten | Ralf.vonGunten@eicn.etna.ch |
| | VONGUNTENR@ezinfo.vmsmail.ethz.ch |
| Happiness is the only belonging which multiplies when you share it... |

6316. /\/\/\/\ JPEG Viewer /\/\/\/\/\

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 14:00:02 UTC
From: ee92mar@brunel.ac.uk
Message-ID: <3b2692$2a2@ccws-15.brunel.ac.uk>
Source record: 28971

Dose anybody know of a program to display Jpeg files.
I have a 2.5M STE and want to be able to view the pictures in as many
colours as posiable, typical in greater numbers than 256. I know that
PhotoChrome will display in lots of colours for GIF and such but dose the
latist version do JPEG.

If you can mail me or to this group with details on were
to find this program it would be much appersiated...

Thanks.....

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6317. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 14:03:38 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <Czrz23.954@exeter.ac.uk>
Source record: 28972

In article <3b0tgi$pno@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****

> You Don't need the Folder Fix program, its mainly for people that have TOS
> 1.0-1.2...

Yes you do, at least under TOS 4.01.
Running IOSMAIL always results in "out of internal memory - use folderxxx to get more, System halted" messages unless FOLDERnnn is run.
--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

6318. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 14:58:45 UTC
From: dba@jet.uk
Message-ID: <1994Nov24.145845.5777@jet.uk>
Source record: 28978

In <3b1usg$nlj@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>In article <3avaao$rg5@sandra.teleport.com>, steve-j@teleport.com (Steve Johnson) writes:
>>
>>Okay, we covered VIDEO recorder backups, so how about this:
>>
>>
>>What's the fastest possible rate that you could do backups on
>>an AUDIO tape (standard audio minicassette)? Assuming one had
>>a Falcon030 with stereo inputs and outputs, what's the fastest,
>>most compact method of saving/loading backups to/from audio
>>cassettes (in bytes/second)? In other words, would such a
>>utility be worth the effort?
>>

>This isn't as daft as it sounds - look at the old C64 turbo load games.
>They got a really fast data rate from plain audio tape.

>The DSP can do a deal of signal processing not available to the older
>machines, so it should allow better usage of the bandwidth available
>on a tape (20KHz or so?).

>I would guess that some method involving the overlaying of 8 frequencies
>onto one signal (one for each of the 8 bits in a byte) for simultaneous
>storage would be the most effiecint. You could probably use lzh compression
>on the data first (I believe the source for that is PD). To recover this
>you would need to run an 8 point FFT on the DSP, but that would be no problem.
>It should also remove some of the problems with reliability, as the frequencies
>could still be picked up if the volume of the tape was changed.

>Don't mail me for details, I'm waffling off the top of my head and have no
>intention of actually trying any of this.....

>Craig.

You may already have one of the best analog to digital converters, your
MODEM. Try recording the analog signal from the phone line. replay the
audio back into your MODEM when restoring the data.
I did this when testing a viewdata TV system (1200/75 Baud).
The old CP/M systems had a KANSAS CITY interface, which was 300 Baud and
worked very reliably.

Dennis
--
_. .________________________. ._____________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus

| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

6319. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 15:22:47 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3b2b47$36i@m1.cs.man.ac.uk>
Source record: 28976

In article <Czrz23.954@exeter.ac.uk>, cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:
|> In article <3b0tgi$pno@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
|>
|> >>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
|>
|> > You Don't need the Folder Fix program, its mainly for people that have TOS
|> > 1.0-1.2...
|>
|> Yes you do, at least under TOS 4.01.
|> Running IOSMAIL always results in "out of internal memory - use folderxxx to
|> get more, System halted" messages unless FOLDERnnn is run.
|> --

I have been told that I also need it to stop memory problems with adding extra colour icons under TOS 4.04. Is this true?

If so, where can I get FOLDERnnn - I haven't seen it on any of the FTP sites....

Anthony Jacques

6320. Re: Falcon: Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 17:16:03 UTC
From: djs@jet.uk
Message-ID: <1994Nov24.171603.18441@jet.uk>
Source record: 28918

>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: Are their any good hand scanner for the Falcon around at the moment?
>: Also what about software?
>: Rod

Compo do a True Colour hand scanner for the Falcon. It's quite expensive,
though, at 299 quid.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6321. Re: Mag!X

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 17:44:19 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.785699059@acp5>
Source record: 28987

christian.dahl@p4.f611.n203.z2.ct.se (Christian Dahl) writes:

>If I in a interupt want to turn off the preemtiv multitasking, how do I do
>that?

Why do you want to do that? I don`t think you should.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

6322. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 18:13:01 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <EJQUBRRI@isys-hh.Hanse.DE>
Source record: 28980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

howard@lloyd.com (Howard Chu) writes:

> [...]
>There appears to be a problem compiling proc.c with gcc 2.5.8, independent
>of the processor type (i.e., bug exists for both 68000 and 68030 code). We
>haven't got too many details on the exact problem just yet. The problem also
>seems to only manifest when running AES 4.1 (MultiTOS). Needless to say,
>we're pretty eager to find what the problem is... Since it appears with both
>the 68000 and the 68020 code generation, it's likely to be a bug generic to
>GCC's m68k support, and therefore may still be present in 2.6.0 and 2.6.1,
>though I don't know for sure. (Haven't looked at any recent GCC ChangeLogs
>to see what's been fixed...)

And I also get scores of 'empty if-statement' warnings, stemming, AFAICS,
from DEBUG, TRACE and yet another macro defined in mint.h. And there are
numerous 'xxx may be uninitialized' warnings, too. This is the first time I
have problems compiling MiNT :-(

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

6323. Re: Atari Web Pages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 19:01:24 UTC
From: paul@xciv.demon.co.uk
Message-ID: <785703684snz@xciv.demon.co.uk>
Source record: 28990

In article <3avbot$gbj@mserv1.dl.ac.uk> msh@mserv1.dl.ac.uk "M.S. Smith" writes:

> Atari Web Pages Latest News
> ~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Mark, when you crosspost try doing it the proper way, it then means I only have to download and read it once, just add the newsgroups to the newsgroups line, ie.

Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,some.other.group

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC I can't stop the dance, maybe this is our last chance? */
/* Owner "Beware of Trojans, they're complete smegheads!" - RD5 */

6324. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 19:51:51 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3b2qsn$34c@whitbeck.ncl.ac.uk>
Source record: 28979

In article <1994Nov24.145845.5777@jet.uk>, dba@jet.uk (Dennis Armstrong) writes:
>You may already have one of the best analog to digital converters, your
>MODEM. Try recording the analog signal from the phone line. replay the
>audio back into your MODEM when restoring the data.
>I did this when testing a viewdata TV system (1200/75 Baud).
>The old CP/M systems had a KANSAS CITY interface, which was 300 Baud and
>worked very reliably.
>
>Dennis

I would rather hope to get a bit more storage than this would give me -
check the figures for a 2400 Baud modem:

2400bps == 300 bytes per second.

300 * 60 == 18000 bytes per minute.

18000 * 90 == 1620000 bytes on a standard C90 tape.
== 1582Kbytes
== 1.5Meg on a C90, and would take 1.5 hours to record.

Nice idea though....perhaps with one of those V.Fast modems it would become
practical (quick bit of maths)

28800/2400=12
12 * 1.5Meg give 18.5 Meg on a C90 tape - so things are still looking bleak.

==========BUT
as my friend has just pointed out, audio tape players are stereo, so you
can record on both channels, and also on both sides of the tape so....

If you have infinite patience & a V.Fast modem, you can get 74 Meg
onto a C90 audio tape - but it will take you 6 hours to do it.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6325. Re: Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 20:05:35 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <CzsFtB.6AH@cix.compulink.co.uk>
Source record: 28981

In message <DER.94Nov20115729@discovery>, der@discovery said:

>Does anyone know if my FPU-problems could come from the fact that I've
>got a 33Mhz chip running at 16Mhz?

I wouln't expect this to be a problem, even though according to
the data sheet the min. clock for a 68882-33 is 16.7 MHz.

Mail me if you would like to swop for a 68882-25 :-)

Barry wilsontjb@cix.compulink.co.uk

6326. PTC1426 on a Mac?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-24 23:02:04 UTC
From: W_Ens@UManitoba.CA
Message-ID: <W_Ens-2411941702040001@tof2.physics.umanitoba.ca>
Source record: 28988

Has anyone used an Atari PTC1426 monitor with a Mac? I tried to connect one (set to VGA) to my powerbook 520c with an NEC cable adapter but got no response at all on the screen. Any suggestions appreciated.

Werner Ens
ens@cc.umanitoba.ca

6327. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 00:28:19 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czsrz7.7LF@cix.compulink.co.uk>
Source record: 28989

> What's the fastest possible rate that you could do backups on an AUDIO
> tape (standard audio minicassette)? Assuming one had a Falcon030
> with stereo inputs and outputs, what's the fastest, most compact
> method of saving/loading backups to/from audio cassettes (in
> bytes/second)? In other words, would such a utility be worth the
> effort?

I think you can get at least 2400 baud on a tape, though I've not tried anything in this area myself.

The main problem is that a C90 is not going to hold all that much data.

Eg at 2400 baud, assuming 10 bits a character = 240 bytes a second.

1 side of a C90 is 45mins = 2700 seconds

So 240 x 2700 = 648000 bytes or just over .6Mbs.

Of course thats almost optional. With any decent error correction, the amount would drop to about half a Mb.

So if you were lucky you might be able to back up .5Mbs per *hour*.

If a higher data rate could be used - then maybe worthwhile results might be achieved.

:-|

Roland.

@CiX

Disclaimer - these figures I worked out on the spot (in the early hours of the morning - so I might have got it badly wrong. OTOH I've always been interested in the possibility of using audio tapes for data backup - and whenever I do this calculation I get low results.

6328. Re: stacy lcd video

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 02:25:41 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3hv5$7j8@mailer.fsu.edu>
Source record: 28841

Nicolas Noiseux (nnoiseux@tiac.net) wrote:
> i would like to know how the lcd display is interfaced to the stacy.
> possible answers are like:
> - there is a special area of the motherboard for the lcd, this area is not
> present on (say) a 1040.
> - there is a special circuit which converts the
> monochrome video signal output for the use with the lcd.
> i believe the stacy can also drive an atari monitor?

I'm not sure about your first question (though I'd suspect number two is the answer), but the STacy can definitely drive Atari monitors. It has a standard external monitor port, and can support color or monochrome ST monitors.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

6329. Re: /\/\/\/\/\ JPEG Viewer /\/\/\/\/\/\

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 02:47:09 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <hg031ul.mindbomb_bbs@delphi.com>
Source record: 28845

Mark A Randle <ee92mar@brunel.ac.uk> writes:

>colours as posiable, typical in greater numbers than 256. I know that
>PhotoChrome will display in lots of colours for GIF and such but dose the
>latist version do JPEG.

Yep - Speed of Light v3.x will let you veiw jpgs in an extended color pal.
(as well as gif's etc.)...

Later, Andy

6330. Spectre 3.0 dedication page

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 03:26:05 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3b3lgd$d34@mailer.fsu.edu>
Source record: 28846
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Quick question: How does one invoke the "secret dedication page" in Spectre 3.0? I have read about the thing (past versions played some sort of sample), but I have never figured out how to do it with 3.0. Just curious...

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

6331. Re: HD diskettes don't wo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 03:30:11 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010109EURSQXPJBVPMJW@sterbbs.nl>
Source record: 28842

In message #-26836, jonaeson@algonet.se writes:
> Roger Sheppard.(sheppard_r@kosmos.wcc.govt.nz) wrote:
> : DD Drives don't have the high output Heads to format HD disks
> : correctly..
>
> : So PLEASE DON'T USE HD Disks on a DD Drive, they will fail, FACTS...

I fully agree.
From experience with a lot of customers, who often lost their data; I am quite capable of repairing a disk with a corrupt filesystem, even a corrupt FAT, but if the magnetism on the layer is too weak to get a reliable signal, it is really beyond repair. :-(

> There's usually no problems at all connected with using DD-disk with
> HD-drives and vice versa.

IMO there is no problem using DD-disks with HD-drives, provided the disk is of a fairly good quality, however, _not_ vice versa; you run a _serious_ risk using HD-disks in DD-drives.
That is due to the higher bias-current needed to format HD-disks.
(Which has been said already by Roger and others here on the net)

> IBM stated a long time that formatting a HD-disk with DD-format would
> destroy the disk, that is wrong, and they later took that statement back.
> But there is a considerably risk of dataloss if you do so.
> Because of the way HD-floppys work, and DD-floppys work, you can usually
> without any problems reformat a HD-floppy previously formatted in
> HD-format with DD-format,

In a HD-drive, yes. _Not_ in a DD-drive ! (see above)

> the other way around is also possible, but
> could cause dataloss.

Since HD-floppys are nowadays cheaper (!) than DD-disks, why would you bother :-)

> The difference between the two formats are that the HD-floppy writes the
> tracks much 'thinner' than the DD-drive does, thus will a DD-drive easily
> overwrite a previous HD-format without any risk of dataloss, while the
> HD-floppy won't completely overwrite the DD-format.
> The DD-format could then with a bit of bad luck influence the HD-format
> in a bad way (the head picks up the DD-format together with the
> HD-format.).

I heard this story numerous times but I don't believe it, here's why :
There is _no_ technical reason why the heads or tracks written by a 3.5"

HD-drive should be thinner. There are not more tracks on a HD-disk, but
more *sectors* per track, 18 instead of 9. That also explains why the
magnetic layer is better and the bias needed is higher.
But both drives still format 80 tracks, and not more. So I can't figure
out why manufacturers would make the heads smaller / thinner, there's just
no reason at all to do this. Maybe someone involved in manufacturing can
post his opinion on this. BTW, with 5.25" drives the heads are _indeed_
thinner : 40 tracks / 9 sectors p. track (low density) vs.
80 tracks / 15 sectors p. track.

> A real cure for that isn't available, for obvious reasons, but it usually
> will work just fine if you reformat the HD-disk a couple of times.
> I have a lot of friends that makes HD-disk's out of their old DD-disk's
> by making the extra little hole with the help of a drill. And it works
> perfectly well for them, without them having to reformat the disk
> several times.
>
> Regards, Tommy

Greetings, Maarten

Maarten van den Berg
email: marfix@dds.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

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E-mail replies to this user should have the following on the first line
of message text: TO: Maarten van den Berg
==

6332. Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 03:30:11 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010102EURSQXPJBVPMJW@sterbbs.nl>
Source record: 28843

In message #-439, INTERNET: der@discovery writes:

[stuff deleted]
>
> What is going on within my Falcon? Should I suspect bad contact, or
> is it the chip that fails on me? Running a 33MHz chip at 16MHz
> shouldn't be a problem, or?
>
> Since the guy that installed the chip obviously didn't know what he
> was doing, is there something else apart from putting the chip in
> the socket that needs to be done in order to make it work (like adding
> a GAL on the MSTE)?
>
> - Daniel Eriksson, der@astrakan.hgs.se
>
You don't have to modify anything, just plug in the FPU and it should work
fine. So I think the chip is defective. :-(Running at 16 MHz couldn't be
the problem, AFAIK.

Greetings, Maarten

Maarten van den Berg
email: marfix@dds.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

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==

6333. MultiSync monitor advice

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 03:30:12 UTC
From: Maarten_van_den_Berg@sterbbs.nl
Message-ID: <010108HMDFDRJBXYEJKC@sterbbs.nl>
Source record: 28844

In message #-21869, avsec@westminster.ac.uk writes:

> I am about to buy a multisync monitor for my Falcon.
> I was going to get a Microvitec but I have the chance to get a monitor at
> an educational discount price.

[stuff deleted]

> Here's the fella....
>
> Viglen Envy 1415 - 14/15" SVGA colour monitor (non-interlaced quadsync).
> Quadsync supports four ranges of HORIZONTAL FREQUENCIES:
> 31.5KHz, 35-38KHz, 47-49KHz and 56-58KHz.
> VERTICAL FREQUENCIES:
> 56Hz, 60Hz, 70Hz and 72Hz.
> The brochure also says that it supports all standard VGA, SVGA and ESVGA
> modes. And, it is capable of 1024x768 non-interlaced.
>
> Thanks in advance for the advice,
> Phil-s.
> --
> /*-------------------------------------
> ----------------------------------*/
> Phil Shore - email: avsec@wmin.ac.uk
>
> Atari Falcon030 4mb/120HD/FPU

I don't know what you have to pay for this, but I would go for a _real_
multiscan, typical 50-90 Hz / 31.5-65 Khz. Otherwise, a resolution with,
for instance, 53 Khz _could_ damage your monitor. A real multiscan
monitor is more flexible. They sell here at about 600-700 dutch guilders.
(dunno what that is in Pounds, sorry)

Greetings, maarten

Maarten van den Berg
email: marfix@dds.nl

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

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of message text: TO: Maarten van den Berg

==========

6334. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 06:39:16 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <Czt95G.7LC@hpbbrd.bbn.hp.com>
Source record: 28908

Steve Johnson (steve-j@teleport.com) wrote:
> What's the fastest possible rate that you could do backups on
> an AUDIO tape (standard audio minicassette)? Assuming one had
> a Falcon030 with stereo inputs and outputs, what's the fastest,
> most compact method of saving/loading backups to/from audio
> cassettes (in bytes/second)? In other words, would such a
> utility be worth the effort?

Well, let's assume that each of the stereo channels has approximately
a bandwidth in the range of the telephone system. Current high-speed
modems are up to 28800 bps. The audio quality of a good tape
recorder is a little better than what you get from the phone
system, so let's assume you could achieve 30000 bps per channel
and 60000 bps for both channels, i.e. 7500 Bytes/s. On a C90
cassette, you could then store about 38 MB of raw data, but you'd
need 90 minutes for that. How much faster are those consumer
"high-speed" tape recorders which are used to copy tapes?

I guess that to secure the data against motor speed variations
and tape wear, you'd have to encode a significant amount of
error correcting data into the data stream, so the real data
which could be stored would be significantly less than those
38 MB, maybe only half of that.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

6335. Help me with my Atari!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 07:43:18 UTC
From: kamalH@ix.netcom.com
Message-ID: <3b44im$ohn@ixnews1.ix.netcom.com>
Source record: 28849

Greetings,

I've had my Atari Mega 4 ST for about 6 years, and I've been using it with an ADAP system with a 1.2Gigabyte hard disk for editing DAT tapes. My system just stopped working because the ST doesn't recognize my hard disk any more. I have the following questions:

a) I'm out of touch with Atari software that's out there so I don't know where to go to get the latest ICD drivers, hard disk utilities, etc.

b) Do you know of an ftp site or BBS where I can get some Atari ST software from.

c) Is there anyone out there with an ADAP system who can help me with the software ? The company (Hybrid Arts) is out of business I believe.

Thanks,

-Kamal Hyder (San Jose, CA, USA)
kamalh@ix.netcom.com
kamal@pixtran.com

6336. Re: MFM/RLL or IDE HDD's to ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 08:59:12 UTC
From: rb@dasc.nl
Message-ID: <rb.785753952@bambam>
Source record: 28851

hayden@ee.ualberta.ca (Hayden Mark Shane) writes:

>In the process of upgrading some PC-clone machines, I have acquired some
>smallish hard drives that no longer have a computer to call home. Since
>it is difficult to find someone interested in buying these drives (40
>and 60MB 5 1/4" MFM/RLL-type) I was wondering if one of them could be
>put to good use with my 520STfm.
Yes. I had a 44MB Rodime 205E MFM drive and a Xebec S1410 SCSI-to-MFM
controller. What I did is get an ACSI (Atari HD interface) to SCSI host
adapter (ICD and others sell them). Connect the Xebec to the host adapter
and the disk to the Xebec. Then used ICD utilities to format the disk.

This setup has worked for 6 or so years now without any problems. Well,
that is... The speed is impressive: almost as slow as a floppy because
the Xebec won't handle interleave factors below 5 (not joking) and the
disk is 65 (or 85?) ms seek average (again not joking).

Other (faster) controllers exist. I think Adaptec 4000 or so is a
better choice.

Remco

#include <stddisclaimer.h> This might not be the view of my employer.

6337. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 10:21:38 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.109.000A5C9A@cam.ac.uk>
Source record: 28850

In article <3b2qsn$34c@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>I would rather hope to get a bit more storage than this would give me -
>check the figures for a 2400 Baud modem:

>2400bps == 300 bytes per second.
...
> == 1.5Meg on a C90, and would take 1.5 hours to record.

>Nice idea though....perhaps with one of those V.Fast modems it would become
>practical (quick bit of maths)

The problem is that fast data rates are more susceptible to noise. With a
modem that doesn't matter, as the error correction either in the modem or the
transfer protocol just asks the remote system to re-send a block. Of course
with a tape recording you can't do that. With a good quality tape recorder
errors are less likely to happen, but they'll still cause serious errors when
they do.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

6338. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 10:23:29 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.110.000A648B@cam.ac.uk>
Source record: 28852

In article <Czrz23.954@exeter.ac.uk> cs93dlh@dcs.exeter.ac.uk (D.L.Hastings) writes:

>>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****

>> You Don't need the Folder Fix program, its mainly for people that have TOS
>> 1.0-1.2...

>Yes you do, at least under TOS 4.01.
>Running IOSMAIL always results in "out of internal memory - use folderxxx to
>get more, System halted" messages unless FOLDERnnn is run.

It's never done that to me and I don't use foldernnn, although I do use TOS
4.04 - is this significant.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

6339. Re: MiNT 1.12 now available at...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 10:33:36 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.111.000A8FB5@cam.ac.uk>
Source record: 28853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3aqrg1$gkt@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>: >Also are the binaries set up for 68030 or just plain old 68000 code?

>: 68000 - they work on my ST, If you've got a Falcon you could probably get it
>: slightly faster still by compiling for '020.

>Do I need GCC to do this or can I use something else?

It's probably easiest with gcc but it should be possible to compile them with
Lattice or Pure C.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

6340. Re: Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 11:52:40 UTC
From: der@discovery
Message-ID: <DER.94Nov25125241@discovery>
Source record: 28854

In article <CzsFtB.6AH@cix.compulink.co.uk> wilsontjb@cix.compulink.co.uk ("BARRY WILSON") writes:

> >Does anyone know if my FPU-problems could come from the fact that I've
> >got a 33Mhz chip running at 16Mhz?
>
> I wouln't expect this to be a problem, even though according to
> the data sheet the min. clock for a 68882-33 is 16.7 MHz.

After SHOUTING at the dealer I managed to get him to send me a 16MHz chip. Unfortunately it made no difference. My conclusion is that I'm probably stuck with a broken motherboard. After SHOUTING some more at my dealer I managed to convince him to send me a new motherboard. Considering how long it took for him to mail me the computer, I have no illusions about getting it before X-mas... ;-(

Well, I can at least run my computer when I disconnect the FPU.

- Daniel Eriksson, der@astrakan.hgs.se

6341. Re: Falcon + FPU problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 11:58:07 UTC
From: der@discovery
Message-ID: <DER.94Nov25125807@discovery>
Source record: 28855

In article <010102EURSQXPJBVPMJW@sterbbs.nl> Maarten_van_den_Berg@sterbbs.nl writes:

> You don't have to modify anything, just plug in the FPU and it should work
> fine. So I think the chip is defective. :-(Running at 16 MHz couldn't be
> the problem, AFAIK.

I managed to get a 16MHz chip from my dealer the other day. Unfortunately
my problem remained. It's probably the motherboard that is malfunctioning.

- Daniel Eriksson, der@astrakan.hgs.se

6342. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 12:08:18 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b4k3i$8jj@dux.dundee.ac.uk>
Source record: 28856

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
: sheppard_r@kosmos.wcc.govt.nz writes:
: >In article <3avsog$mv0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
: >>I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always
: >>seems to exit MiNT on boot up.
: >>
: >>I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:
: >>
: >>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
: >>FPATCH2.PRG
: >>SPEEDO.PRG (I think thats what its called)
: >>NVDI.PRG
: >>FS.PRG
: >>MINT.PRG
: >You Don't need the Folder Fix program, its mainly for people that have TOS
: >1.0-1.2...
: >
: >And with a small hard drive I don't think you would ever get 40 Folders deep,
: >or have 40 Folder open at the same time......

: Try running Mint without memory protection - MP 'loses' you quite a
: lot IIRC by requiring that all memory blocks end on 8K boundaries.

I am running it with MP turned off, sorry I forgot to mention this.

: What's FS.PRG?

FS is a screen enhancement which allows higher resolutions. For example my
system is currently on 704 * 560 (I think).

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

6343. Re: Back up hard drive on video recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 12:19:13 UTC
From: sanders@sci.kun.nl
Message-ID: <Cztow1.Dw4@sci.kun.nl>
Source record: 28857

In <3b129b$col@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>sanders@sci.kun.nl (Sander Stoks) writes:
>>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>>You would be amazed at what error-correcting algorithms can do. For example,
>>>I can [supposedly] cut and resplice my DAT tape and it will overcome the
>>>error at that point.

>>Yes, but that's with *sound* data. An `ordinary' CD player has
>>error-correcting too. But if you have a stream of more or less
>>`random' data (like a backup of some program text) there's no way you
>>can easily repair data failures.

>Find out about it. Error-correcting-code is a science. When I said "DAT",
>I meant my DAT *tape backup unit*, not an audo DAT player. Error correcting
>code works by cleverly interleaving redundant information into the data
>stream. It is quite remarkable stuff, one of the few gems I enjoyed
>finding in my undergraduate education. I don't even pretend to understand
>the algorithm used by DAT tapes, but I am saying that techniques other
>than read-after-write can ensure data integrity.

OK, OK. You got me. As a matter of fact, half an hour ago I was
attending a class about these things (Hamming codes and such). I
thought you meant just writing it to an audio DAT. Audio codes are
much easier to correct of course. If you have a dedicated data backup
unit, you can indeed achieve amazing error correcting rates.

Sorry. Didn't mean to be stupid, or to make you look stupid.

BTW, I get bus errors using Elvis 1.7 nowadays (since I put it on my
Falcon. MiNT 1.12 (also with MultiTOS version), TOS 4.02). Any
hints? I'm glad I kept 1.6 :-) (Sorry, off-topic, but you ported it,
didn't you? Or was that Juergen Lock?)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6344. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 12:26:19 UTC
From: sanders@sci.kun.nl
Message-ID: <Cztp7v.E3v@sci.kun.nl>
Source record: 28858

In <mnb20.109.000A5C9A@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:

>In article <3b2qsn$34c@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>>I would rather hope to get a bit more storage than this would give me -
>>check the figures for a 2400 Baud modem:

>>2400bps == 300 bytes per second.
>...
>> == 1.5Meg on a C90, and would take 1.5 hours to record.

>>Nice idea though....perhaps with one of those V.Fast modems it would become
>>practical (quick bit of maths)

>The problem is that fast data rates are more susceptible to noise. With a
>modem that doesn't matter, as the error correction either in the modem or the
>transfer protocol just asks the remote system to re-send a block. Of course
>with a tape recording you can't do that. With a good quality tape recorder
>errors are less likely to happen, but they'll still cause serious errors when
>they do.

There's another positive point: The max. frequency on tape is *much*
higher than over a telephone line. No need to restrict to telephone
line baud rates! (I saw 20 kHz quoted, but unless you have a
Nakamichi Dragon and use TDK MA-X tapes, I wouldn't trust that :-)
16-18 kHz on CrO2 tapes on any reasonable deck would do, though.)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6345. What Multisync Moniters?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 13:01:33 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <CztquM.H1J@festival.ed.ac.uk>
Source record: 28860

What multisync moniters work with my STe?
I'm seriously considering buying one and would like to know
the opinionsof others.
BTW we're looking at below 500 pound mark.

Cheers, Alan.

6346. Re: Help ! ATARI PC 286 setup program lost

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 13:05:46 UTC
From: csc4p3s@leeds.ac.uk
Message-ID: <csc4p3s.7.000D198D@leeds.ac.uk>
Source record: 28861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.hardware,maus.sys

In article <822@softwork.gerwin.net> vgross@softwork.gerwin.net (Volkmar Gross) writes:
>From: vgross@softwork.gerwin.net (Volkmar Gross)
>Date: Fri, 18 Nov 1994 15:24:33 GMT
>Subject: Help ! ATARI PC 286 setup program lost

>Hi,

>my girlfriend's son's PC has lost its extended CMOS-RAM settings and we have
>lost the setup program.

>Anyone who can help ?

>All hints (and setup programs) appreciated.

>Kind regards, Volkmar

>Volkmar Gross, Alexanderstr.18, Bremen, Germany (Fone&Phax: +49 421 74434)
>>>>-->
> Das Plank'sche Wirkungsquantum ist der Heizwert eines Baud (Max Demon)
>>>>-->
> =*= Error: Keyboard not connected - Press F1 to continue =*=

Am I right in thinking you mean the NEAT.EXE program? (I too, have an Atari
286. Any offers of a free Falcon or 486 would be appreciated :-)

'Once you have their money, | Peter Stanton School Of Computer Studies,
you never give it back.' - | University Of Leeds, England
The Ferengi First Rule | isxpns@scs.leeds.ac.uk
Of Acquisition | csc4p3s@lucs-03.novell.leeds.ac.uk

6347. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 13:19:33 UTC
From: dba@jet.uk
Message-ID: <1994Nov25.131933.27803@jet.uk>
Source record: 28859

In <mnb20.109.000A5C9A@cam.ac.uk> mnb20@cam.ac.uk (Mark Baker) writes:

>The problem is that fast data rates are more susceptible to noise. With a
>modem that doesn't matter, as the error correction either in the modem or the
>transfer protocol just asks the remote system to re-send a block. Of course
>with a tape recording you can't do that. With a good quality tape recorder
>errors are less likely to happen, but they'll still cause serious errors when
>they do.
Which is why any software writen to perform this function would include
some form of error correction (hamming coding) or redundancy of information
(double block sending). The limit of course is the quality of the analog
electronics/storage medium. You can improve this by using data certified
tapes which some manufacturers used to make.
Dennis
--

```
_. .________________________. .__________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6348. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 13:42:58 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3b4pl2$fh4@percy.cs.bham.ac.uk>
Source record: 28862

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>: sheppard_r@kosmos.wcc.govt.nz writes:
>: >In article <3avsog$mv0@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall)
writes:
>: >>I cannot get MiNT and Papyrus (with Speedo 4) to run together. It always
>: >>seems to exit MiNT on boot up.
>: >>
>: >>I am using a Falcon (65mb HD, 4mb RAM). Also my Auto folder contains:
>: >>
>: >>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
>: >>FPATCH2.PRG
>: >>SPEEDO.PRG (I think thats what its called)
>: >>NVDI.PRG
>: >>FS.PRG
>: >>MINT.PRG
>: >You Don't need the Folder Fix program, its mainly for people that have TOS
>: >1.0-1.2...
>: >
>: >And with a small hard drive I don't think you would ever get 40 Folders deep,
>: >or have 40 Folder open at the same time......
>
>: Try running Mint without memory protection - MP 'loses' you quite a
>: lot IIRC by requiring that all memory blocks end on 8K boundaries.
>
>
>I am running it with MP turned off, sorry I forgot to mention this.
>
>: What's FS.PRG?
>
>
>FS is a screen enhancement which allows higher resolutions. For example my
>system is currently on 704 * 560 (I think).

In that case, you're running out of memory. Try reducing the Speedo
caches, or any disk caches that you have running.

Theres a little program called 'memwatch' that is available at hensa
that continuously shows you how little memory you've got left, in a
window.

Alternatively, maybe NVDI 3 will prove to be smaller than having NVDI
2 + Speedo 4 installed at once. System Solutions got their stocks of
NVDI 3 yesterday.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6349. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 15:02:04 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3b4u9c$g24@sndsu1.sinet.slb.com>
Source record: 28864

michrm@central.susx.ac.uk (Michael May) wrote:
>
> I myself have always wondered why MultiTOS/MiNT never supported Virtual Memory,
> it would be a big plus point for it.

Well, it's not exactly a trivial thing to implement, and is has quite
wide-ranging effects on the rest of the OS in areas such as memory
management, file I/O etc. etc.

I also think (and this is conjecture) another reason is that there
just wasn't a standard Atari platform with an MMU when MiNT was first
desgined. Not sure how long the TT had been around...

Mathew

6350. MiNT 1.12 - problems with AUX device

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 15:08:01 UTC
From: jensk@hpbbn.bbn.hp.com
Message-ID: <JENSK.94Nov25080801@hpbbrn.bbn.hp.com>
Source record: 28907

After installing MiNT 1.12 on my ST (I was running 1.09 previously), I can no longer receive characters from the serial interface (/dev/aux). Sending seems to work (my modem responds to commands, but its answers don't arrive). Does anybody know what could be causing this (and how to fix it, of course)?

Thanks in advance,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com | Phone: (0|+49)7031-14-4785 (TELNET 778-4785)
MausNet: Jens Kilian @ BB | Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6351. Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 16:25:32 UTC
From: atari@monet.name
Message-ID: <1994Nov25.162532.8289@imada.ou.dk>
Source record: 28865

Regarding Multitos and multitasking/threading, i have run into the following "problem". In my Othello game Stello, i have the interface and the "brain" (ab-minmax searching algorithm) running as two tasks. The interface is waiting in a Eventmulti for messages while the "brain" is computing the answer. The problem now is, how can i wake my interface from the Eventmulti. I my previous version, and in the next version (2.0 coming in next week) i have started the "brain" as a Gem program, and when it had finished it's calculations it sent a message with appl_write to the interface. All this works OK, but i would rather start the minmax alg. as a tos task so that the name of the task doesn't appear in the menu. My question now is, is it possible to start the brain as a Tos program, and then (when it has finished calculating) send a TOS! message to the interface to wake it from the Eventmulti call. What i mean are there any support in the multitos Eventmulti for signal's or other Mint calls.

Respond via Email (atari@imada.ou.dk) or in this group.

Thanks

6352. Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 18:30:15 UTC
From: marclaan@sterbbs.nl
Message-ID: <021634AAIACACDNYHYXX@sterbbs.nl>
Source record: 28871

>Yves Pelletier tried to connect a second device into the Megafile 44:
poof!

Yves, what kind of driversoftware did you use? We tried to connect an
Apple CD ROM tot the second SCSI-port of the Mega44, but the system
rrefuses tot recognize the CDROM. We used the Atar CDAR-driver.
gr. Marc Laan-Amsterdam-Holland

******

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6353. Re: Floptical Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 20:35:36 UTC
From: edunmore@cix.compulink.co.uk
Message-ID: <CzuBvC.Mxq@cix.compulink.co.uk>
Source record: 28874

Help! Has anyone any experience of attaching Insite Floptical drives to pc (gulp - sorry)? It was connected to a 4MB Atari STe, behind a 105MB HDD and ICD Link as scsi id3. I want to connect it to 8MB pc via scsi(2) behind an Epson scanner, same id.

The suppliers suggested that parity-checking was disabled for Atari working and told me which contacts to re-short. I have tried every possible combination of three shorting sleeves on the four contact pairs available (including 0, 1 and 2 sleeve arrangements) and nothing changes.

The symptoms are that I can just about partition a disk under DOS, showscsi indicates a valid drive: fdisk says that the device isn't up to speed or set to read-only (Format under Windows produces a similar excuse for sitting on its hands).

Has anyone any suggestions? (Trashing the pc is ruled out, by the way). TIA for any constructive suggestions.

morris on!
eddie_d

6354. MINT.PRG vs MINTNP.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 22:38:38 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3b5p1e$697@m.ehd.hwc.ca>
Source record: 28876

What is the difference between the two and for 1.12 on an early STe (1.06),
which should I be running?

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

6355. Fax/Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-25 22:48:01 UTC
From: peterg@nucleus.com
Message-ID: <CzuI03.BH7@nucleus.com>
Source record: 28885

Does anyone know if there is a PD or Shareware program for the AtariST which will allow me to use the Fax capabilities of my modem? The modem is a USRobotics 14,400 modem which supports Fax. I'd really like to be able to use it.
peterg@nucleus.com

6356. Re: What Multisync Moniters?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 00:57:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czuo02.LBp@cix.compulink.co.uk>
Source record: 28878

In message <CztquM.H1J@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk said:
> What multisync moniters work with my STe?
> I'm seriously considering buying one and would like to know the
> opinionsof others.
> BTW we're looking at below 500 pound mark.

Well the Microvitec (1438(?)) works fine with my STM. It also works fine
with my TT and PC (sure cut down on the number of monitors I need :-). Costs
about 300ukp. A mono/colour switcher box is about 30ukp extra. I got mine from
System Solutions (ssolutions@cix.compulink.co.uk).

:-)

Roland.

@CiX

6357. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 00:57:41 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Czuo05.LCB@cix.compulink.co.uk>
Source record: 28879

> I also think (and this is conjecture) another reason is that there
> just wasn't a standard Atari platform with an MMU when MiNT was first
> desgined. Not sure how long the TT had been around...

I think this is the right reason. MiNT predates the TT by a year or 2. Also ISTR that Atari (US) had to give (supply/loan?) Eric R Smith (the author of MiNT) a TT so that he could carry on developement with a 68030 version.

Roland.

@CiX

6358. Re: Atari Web Pages

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 04:02:06 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.785822526@txfs1.hfb.se>
Source record: 28881

In <785703684snz@xciv.demon.co.uk> paul@xciv.demon.co.uk (Paul Civati) writes:

>In article <3avbot$gbj@mserv1.dl.ac.uk> msh@mserv1.dl.ac.uk "M.S. Smith" writes:

>> Atari Web Pages Latest News
>> ~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

>Mark, when you crosspost try doing it the proper way, it then means I only
>have to download and read it once, just add the newsgroups to the newsgroups
>line, ie.

>Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech,some.other.group

Why even bother to crosspost. We read _All_ our Atari groups :^D

And that message was a perfekt thing to post to comp.sys.atari.announce!!!
IMNSHO!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

6359. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 04:12:23 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czux0n.7A6@cix.compulink.co.uk>
Source record: 28882

>You Don't need the Folder Fix program, its mainly for people that have TOS
>1.0-1.2...
>
>And with a small hard drive I don't think you would ever get 40 Folders deep,
>or have 40 Folder open at the same time......

The folder patch is required with ALL versions of TOS except MiNT/MTOS and
MagiC. It has nothing to do with depth of 40 folders or the number you
have open at any one time.

Ofir ogal@cix.compulink.co.uk

6360. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 04:12:27 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <Czux0r.7Ay@cix.compulink.co.uk>
Source record: 28883

>It's never done that to me and I don't use foldernnn, although I do use TOS
>4.04 - is this significant.

No, you're just lucky or you may have a hard disk driver that installs the
patch (like ICD or HD Driver).

Ofir ogal@cix.compulink.co.uk

6361. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 07:41:46 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3b6orr$ppp@uss.lonestar.org>
Source record: 28887

In article <Czrz23.954@exeter.ac.uk>,
D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
>In article <3b0tgi$pno@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.)
writes:
>
>>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
>
>> You Don't need the Folder Fix program, its mainly for people that have TOS
>> 1.0-1.2...
>
>Yes you do, at least under TOS 4.01.

None of the folderix, poolfix, or other memory management patches are
useful when MiNT is installed. MiNT fixes all that stuff and uses a
completely different memory management algorythm. Don't bother with it
when using MiNT.

6362. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 07:51:20 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3b6pdo$ps8@uss.lonestar.org>
Source record: 28888

In article <1994Nov25.162532.8289@imada.ou.dk>,
Claus J. Pedersen <atari@imada.ou.dk> wrote:
>computing the answer. The problem now is, how can i wake my interface from
>the Eventmulti. I my previous version, and in the next version (2.0 coming
>in next week) i have started the "brain" as a Gem program, and when it had
>finished it's calculations it sent a message with appl_write to the
>interface. All this works OK, but i would rather start the minmax alg. as
>a tos task so that the name of the task doesn't appear in the menu. My
>question now is, is it possible to start the brain as a Tos program, and
>then (when it has finished calculating) send a TOS! message to the
>interface to wake it from the Eventmulti call. What i mean are there any
>support in the multitos Eventmulti for signal's or other Mint calls.

I know what you are trying to do, and I've been trying to push for th
for this for quite some time, to no avail. To answer your question, no,
it isn't possible. You might want to try doing 1 of the following .

1 Make both tasks GEM processes, but call menu_register
the second task with a NULL name, maybe that will suppress the name?
2 Make the second task a GEM one, but don't call
appl_init(). Instead use the global array from the parent when making
the appl_write() call.

Both are likely to cause problems, but see if it works.

6363. Re: Fax/Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 09:43:42 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b700e$oj2@golem.wcc.govt.nz>
Source record: 28886

In article <CzuI03.BH7@nucleus.com>, peterg@nucleus.com (Peter Gueckel) writes:
>Does anyone know if there is a PD or Shareware program for the AtariST
>which will allow me to use the Fax capabilities of my modem? The modem is
>a USRobotics 14,400 modem which supports Fax. I'd really like to be able
>to use it.
>peterg@nucleus.com
>

Well there is only one and its German, well most of it is...

Its called COMA 250, and its cripleware, let you send 50 lines,
but after many many promises no English Doc's...

On Most German FTP sites.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6364. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 10:39:00 UTC
From: christian.dahl@p4.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.4_2ed7109b_Christian.Dahl@ct.se>
Source record: 28897

> From: Craig Graham <Craig.Graham@ncl.ac.uk>
>
>> Is it possible to stop the preemtive multitasking in MiNT by changing
>> a variable?
>
> No - the whole point of MiNT IS the preemptive multitasking.......

Well, not if I add a long interupt, and dont won't that interupt to be
contextswitched away.

CD

6365. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 11:11:00 UTC
From: christian.andersson@p5.f611.n203.z2.ct.se
Message-ID: <ftn_2.203.611.5_2ed7185c_Christian.Andersson@ct.se>
Source record: 28896

> Yes you do, at least under TOS 4.01.
> Running IOSMAIL always results in "out of internal memory - use
> folderxxx to get more, System halted" messages unless FOLDERnnn is
> run. --

I use IOS every day, and I have Never needed the FOLDRnnn program, I have never either seen that error message!
Not on Tos 40.1 OR Tos 4.04.
I have never used FOLDERnnn, And I have managed quite well!

Chris.

6366. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 11:54:10 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <trfnckrfasy@moacs11>
Source record: 28904

In <3b6pdo$ps8@uss.lonestar.org>, Evan Langlois wrote:

> In article <1994Nov25.162532.8289@imada.ou.dk>,
> Claus J. Pedersen <atari@imada.ou.dk> wrote:
> > My question now is, is it possible to start the brain as a Tos program,
> > and then (when it has finished calculating) send a TOS! message to the
> > interface to wake it from the Eventmulti call.
>
> 1 Make both tasks GEM processes, but call menu_register
> the second task with a NULL name, maybe that will suppress the name?
> 2 Make the second task a GEM one, but don't call
> appl_init(). Instead use the global array from the parent when making
> the appl_write() call.

3 The brain-process sends a signal (e.g. SIGUSR1) to the event-process,
which sends an AES message to itself from within the signal-handler.

I know, looks like asking for trouble, and I certainly didn't try it. ;)

Waldi

6367. Re: Floptical Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 13:36:51 UTC
From: trek@intgp4.ih.att.com
Message-ID: <Czvn5F.1H@ssbunews.ih.att.com>
Source record: 28890

In article <CzuBvC.Mxq@cix.compulink.co.uk>,
Eddie Dunmore <edunmore@cix.compulink.co.uk> wrote:
>Help! Has anyone any experience of attaching Insite Floptical drives to
>pc (gulp - sorry)? It was connected to a 4MB Atari STe, behind a 105MB
>HDD and ICD Link as scsi id3. I want to connect it to 8MB pc via scsi(2)
>behind an Epson scanner, same id.
>
>The suppliers suggested that parity-checking was disabled for Atari
......
>Has anyone any suggestions? (Trashing the pc is ruled out, by the way).
>TIA for any constructive suggestions.
>
>morris on!
>eddie_d

Have you checked to see that the scanner does not have terminating
resistors? That could frustrate your efforts. Wayne

6368. Re: MiNT 1.12 Problems!!! (was That darn '^C'...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 14:21:46 UTC
From: lunman@ChamplainCollege.QC.CA
Message-ID: <3b7g9q$jdp@samuel.ChamplainCollege.QC.CA>
Source record: 28906

Well, it IS a GEM program that uses a lot of text operations. The reason is that it's a CLI which has a few GEM features added to allow access to Desk Accessories, the file selector, etc... I don't have any problems with it under normal TOS. Everything works fine!

What's TOSWIN anyways?

Jon
---
lunman@ChamplainCollege.QC.CA

6369. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 15:01:49 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7ikt$lbh@dux.dundee.ac.uk>
Source record: 28920

Evan Langlois (evanlang@uss.lonestar.org) wrote:
: In article <Czrz23.954@exeter.ac.uk>,
: D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
: >In article <3b0tgi$pno@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
: >
: >>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
: >
: >> You Don't need the Folder Fix program, its mainly for people that have TOS
: >> 1.0-1.2...
: >
: >Yes you do, at least under TOS 4.01.

: None of the folderix, poolfix, or other memory management patches are
: useful when MiNT is installed. MiNT fixes all that stuff and uses a
: completely different memory management algorythm. Don't bother with it
: when using MiNT.

I have now managed to get it to run, however it ran correctly for two days
then the non-modal dialogs disappeared and become modal. Well atleast
the one which says what the printer is doing. What has happened or
what have I done?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

6370. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 15:06:33 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7itp$lbh@dux.dundee.ac.uk>
Source record: 28919

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Evan Langlois (evanlang@uss.lonestar.org) wrote:
: : In article <Czrz23.954@exeter.ac.uk>,
: : D.L.Hastings <cs93dlh@dcs.exeter.ac.uk> wrote:
: : >In article <3b0tgi$pno@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:
: : >
: : >>>FOLDER256.PRG <<<< *** THIS IS NOT NEEADED ****
: : >
: : >> You Don't need the Folder Fix program, its mainly for people that have TOS
: : >> 1.0-1.2...
: : >
: : >Yes you do, at least under TOS 4.01.

: : None of the folderix, poolfix, or other memory management patches are
: : useful when MiNT is installed. MiNT fixes all that stuff and uses a
: : completely different memory management algorythm. Don't bother with it
: : when using MiNT.

: I have now managed to get it to run, however it ran correctly for two days
: then the non-modal dialogs disappeared and become modal. Well atleast
: the one which says what the printer is doing. What has happened or
: what have I done?

Before I forget. I found out what the original problem was, it was VERY
strange. GEM actually loaded up twice. When I looked at the running tasks
I had one verison of GEM on wait and another running. Very bizaare.

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

6371. Papyrus to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 15:34:12 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b7khk$lbh@dux.dundee.ac.uk>
Source record: 28892

Is their a way to convery papyrus files to postscipt to that I can output
them on a nice HP Deskjet here at the uni?

Also is there any side effects?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==

6372. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 15:46:00 UTC
From: slabbi@sunshine.gun.de
Message-ID: <2ed73cbd@sunshine.gun.de>
Source record: 28902

Hi Graham,

GB> SoftPC is a commercial product from Insignia. It was never
officially
GB> released and the version you are refering to is a pirate copy.

And why does Insignia not put its product (with source) into the
public domain when it not longer supported?

Bye, Stephan.

~~~~~~
~~
email: FidoNet 2:2448/2020.6 Stephan
Slabihoud
FidoClassic 2:2447/124.6
AtariNet 51:601/7.6
NeST 90:400/404.6
Internet slabbi@sunshine.gun.de
Internet slabih00@marvin.informatik.uni-dortmund.de
~~~~~~
~~

6373. Atari ST does not work...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 16:40:28 UTC
From: jns0978@is.nyu.edu
Message-ID: <3b7ods$h4h@cmcl2.NYU.EDU>
Source record: 28900

The problem on my Atari 520ST upgraded to one meg first began when I booted up, all I got was an empty window displaying 0 files read. So I would try a few times more and it would finally read my disk. Then everything would be fine.

Other times the Atari would begin reading the disk only to either freeze or show the four bombs. Then I would have to re-boot and hope that the software would load into the Atari. Now the Atari does not read anything. The disk drive light does not go on when I insert the disk. I know the computer is on, as well as the monitor and the disk drive.

If this is enough info, please help me out. Thanks.

6374. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 16:51:06 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <Czvw57.4Fz@cix.compulink.co.uk>
Source record: 28894

>You Don't need the Folder Fix program, its mainly for people that have TOS
>1.0-1.2...
Untrue. All TOSes will benefit from FOLDXXX.PRG. It is a must for TOS 1.0 and
1.2 but all TOSes are capable of running out of buffers if you have deeply
nested folders and use disk intensive programs, such as many comms OLRs and
mailers.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

6375. GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 16:58:09 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3b7pf1$8pd@netnews.upenn.edu>
Source record: 28893

To Whomever:

I just received a Belgian program called GHOSTLINK, which is supposed to allow an ST/STe/MSTe/Falcon to access a PC's hardrive partitions from the Atari TOS desktop over a null modem cable. I was hoping to use it with my Omnibook 300. The fastest I could get reliable directory readings was 4800 BPS over the null modem cable (with STalker/Procomm I've transferred files at 19,200), and I could NOT transfer larger files--the program would seem to hang up, or be working at a much slower rate than 4800 BPS. The program looked so promising... And it does allow TOS access to a disk, as long as you don't want to do anything, or so in my case. I have the HSMODEM drivers installed, and tried this on both my Modem 2 and Serial 2 ports on the Mega 4 STE. Input of any sort much appreciated.

Rob S. Rice
rrice@ccat.sas.upenn.edu

6376. power supply problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 18:37:12 UTC
From: luis@planck.dee.uc.pt
Message-ID: <3b7v8o$3eb@gnu.mat.uc.pt>
Source record: 28895

Hi everyone !!
I have an ATARI 1040 Stfm, but it don't work !
The power supply just wissles,
and the +5V is just 1.8V
and the +12V is just 6V. What is the problem?
Can anyone tell me where i can get the schematic
of the power supply (MITSUMI model SR98).

You can send the repply directly to my e-mail !

Thanks and bye

---

luis@planck.dee.uc.pt (Luis Marques)
Laborat rio de ptica do I. T.
Departamento de Engenharia Electrot cnica
Largo Marques de Pombal
3000 COIMBRA
Portugal

6377. Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 21:35:34 UTC
From: peterg@nucleus.com
Message-ID: <Czw9BB.JDA@nucleus.com>
Source record: 28898

[No readable article body recovered]

6378. Re: power supply problems

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-26 22:58:03 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b8ehr$2c5@golem.wcc.govt.nz>
Source record: 28899

In article <3b7v8o$3eb@gnu.mat.uc.pt>, luis@planck.dee.uc.pt writes:
>Hi everyone !!
>I have an ATARI 1040 Stfm, but it don't work !
>The power supply just wissles,
>and the +5V is just 1.8V
>and the +12V is just 6V. What is the problem?
>Can anyone tell me where i can get the schematic
>of the power supply (MITSUMI model SR98).

First try unpluging the DC connector, their could be a short in the ST side
of things...

>luis@planck.dee.uc.pt (Luis Marques)
>Laborat'rio de 'ptica do I. T.
>Departamento de Engenharia Electrot'cnica
>Largo Marques de Pombal
>3000 COIMBRA
>Portugal

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6379. Testing the Blitter...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 05:21:48 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3b951c$599@golem.wcc.govt.nz>
Source record: 28905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How can I test my Blitter...??

Their is Gembench and Gemtest, but do they test the Blitter...??

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6380. Re: Back up hard drive on AUDIO recorder

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 06:05:18 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3b97iu$rhp@uss.lonestar.org>
Source record: 28817

In article <Cztp7v.E3v@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:

>There's another positive point: The max. frequency on tape is *much*
>higher than over a telephone line. No need to restrict to telephone
>line baud rates! (I saw 20 kHz quoted, but unless you have a
>Nakamichi Dragon and use TDK MA-X tapes, I wouldn't trust that :-)
>16-18 kHz on CrO2 tapes on any reasonable deck would do, though.)

Actually, I've got a great JVC deck (Dolby B C, Dolby HX Pro, DDRP, etc).
It gives the freq response for Metal, CrO2, and Normal tapes at normal
and -20dB. Try 30-16Khz for Metal tape! Now, if you want to make this
work on all decks, limit things to 50-12Khz tops, and then play all the
modem tricks (recording multiple bits at once with multiple modulating
carriers, and in and out of phase signals, etc). You might be able to
do 12 bits per channel * 2 channels * 10Khz = 30K/s. If your real tricky
and max it all out, you could do 50K/s safely. Not bad. That's 3MB/min.
Or 180MB/hour. I doubt you'll get that high though. 30K/s is likely
more accurate or 100MB/hour. A 1 hour tape is 30 mins/side, and you don't
want to keep data at the begin or end of the tape, so figure that you get
50mins out of it, or 90MB per 60 min. tape (90 min formats are not as
reliable, and 120 min formats are not even useable for audio needs!).

So .. that is my theory.

>
>Regards,
>--
>/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL
%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
>int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6
+k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */

6381. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 09:25:03 UTC
From: krasel@alf.biochem.mpg.de
Message-ID: <3b9j9f$24h5@sat.ipp-garching.mpg.de>
Source record: 28921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
> How can I test my Blitter...??

> Their is Gembench and Gemtest, but do they test the Blitter...??

Gembench and Gemtest will use the blitter if it is switched on since both
of these programs do only make AES and VDI calls (AFAIK) to produce their
graphics output. You should easily see a difference between running Gembench
or Gemtest with blitter on or blitter off.

--Cornelius.

--
/* Cornelius Krasel, Abt. Lohse, Genzentrum, D-82152 Martinsried, Germany */
/* email: krasel@alf.biochem.mpg.de fax: +49 89 8578 3795 */
/* "Science is the game you play with God to find out what His rules are." */

6382. Help with C programming

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 09:45:10 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <EK2JDDURUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28913

Please reply to me, as the fellow doesn't have an internet
account.

I'm building a flowcharting program using an object tree as a page
of the flowchart. The symbols are icons with children that are strings.
The lines are user-defined objects with no children. The parameter passed
to the routine to handle the user-defined object consists of a list of
objects to connect.

The first object is the orgin object. The rest of the list
contains the objects the first object is connected to. It also contains a
string that is the label for some of the lines (such as labeling a yes and
no branch in a decision).

The things that I need to know are:

- How to insert an object or objects into an object tree,
maintaining the rules for a GEM object tree (such as the
root object has to be the size of all the children,etc).
- The best way to delete an object in a tree.
- How to print an object tree keeping it compatible with
the majority of Ataris.
- How to save an object tree so that rsrc_load can
understand that it is a tree.
- Perhaps some fast drawing routines for symbols instead
of using icons for symbol representation.

Thanks in advance for anything you can give me,

Blaine Brysh

Thanks.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6383. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 11:58:45 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <CzxD9y.JJy@cix.compulink.co.uk>
Source record: 28924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>How can I test my Blitter...??
>
>Their is Gembench and Gemtest, but do they test the Blitter...??

GEMBench tests the Blitter indirectly - all graphics tests are affected by
the Blitter but most significantly the Blitting and VDI Scroll tests.

Ofir ogal@cix.compulink.co.uk

6384. GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 15:34:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <0a936c50@ct.se>
Source record: 28916

I wonder 2 things about ACCs;

1) How do I find out if the program has been started as an ACC or as a application.

2) How do I manage to make the OS own memory that an ACC has allocated? I know there is a way, but I dont remember how!

CD

6385. Subject: MegaSTE <<=====>> Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 16:22:53 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3babot$81g@taiwan.informatik.uni-rostock.de>
Source record: 28909

Hi,

I am looking for a cable/interface to connect my ST to my Portfolio to
exchange files between them. Is there someone outside who could help me
or could tell me his experience to this topic? It would be very kind of you.

Thanx
Holger Janz
hjanz@informatik.uni-rostock.de

6386. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 18:52:02 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <CzxwEq.5Dq@cix.compulink.co.uk>
Source record: 28911

> And why does Insignia not put its product (with source) into the public
> domain when it not longer supported?
yBecause Atari own the rights as they asked for it to be ported. Until such time as Atari give their consent to a PD release, it stays otherwise.

I have been going between Insignia and Atari on this but people at Atari either ignore my enquiries or say 'There's no cash for us so we wonbt look at it'. To be honest, I'm close to giving up.

Iain

6387. Re: .lzh files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 18:57:11 UTC
From: hallvart@ifi.uio.no
Message-ID: <3bakq7$e3b@holmenkollen.ifi.uio.no>
Source record: 28910

Johnny C Lam (jlbg+@andrew.cmu.edu) wrote:
: Where do I find a decompression app that will decompress .lzh files?
: I'm not sure where to look, so please be specific as you can in your
: reply.

: Thanks!

: --Johnny

try DC-extract, I think that'll do the trick and decompress other
types of compression standards too!
There's a newer version out now, version 2.0 (I think).
Can't remember where I found it, but I guess just about every atari
ftp site has it.

Hallvard

6388. Atari STuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 19:38:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.17.2ED8E018@magnus.acs.ohio-state.edu>
Source record: 28912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ATARI CHRISTMAS SALE

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $700

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $100

Black Lamp (game)
* $1.00

Atari TrakBall
* $3.00

Bulk 3.5" DS/DD disks
* Approx. 26 new, 137 used
* $25.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **

6389. Subject: MegaSTE <<=====>>

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-27 21:16:22 UTC
From: larserik@oslonett.no
Message-ID: <3basv6$bnr@hasle.oslonett.no>
Source record: 28914

> I am looking for a cabel/interface to connect my ST to my Portfolio to
> exchange files. Please, could someone give me a e-mail who has
experience
> to this subject?

I've made software for the ST that can use the build-in paralell-port
transfer system in the portfolio. It's very fast. To use it all you
need is to buy it (and to make a small change to the paralell-cable)

The other option is RS-232, but then you need to get a comm-prg for
your portfolio, and you need a way to get it on to the portfolio :-)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

PortLink ST File transfer between Atari ST/STE/TT and Portfolio
""""""""""" """

PortLink ST is a small easy-to-use GEM-based program that uses the
parallel-port on your ST/STE/TT, a patched parallel-cable, and
the Portfolio's parallel-port and build-in file transfer system.

To use PortLink ST you need a parallel-port and cable for your
Portfolio. Then you need to buy the ST-software I have written,
and you need to patch the cable (that's included in the price).

BTW: The transfer speed is much faster than with the PC-version !

PortLoad VT-100 communication software for Atari Portfolio
"""""""" """

This is a fully-working demo-version of a communication program
for the Portfolio developed by a employee at Atari in Norway.
The program supports 80x25 screen emulation and file transfers.

6390. Re: File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 01:10:28 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bbam4$ocs@gumby.cc.wmich.edu>
Source record: 28917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3apqte$itu@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
> I dnloaded 8 Find/Search utils from GEnie, one that looks
> ok is Jet Find, its fast and worked they way I thought...
>
> Are thier any otheres...??

Have you tried STree (1.04)? It's the only other one I know of that can search for files that contain a substring anywhere within their names.

It's got a decent interface, and the docs are in English.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

6391. Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 01:51:51 UTC
From: peterg@nucleus.com
Message-ID: <CzyFuF.DpD@nucleus.com>
Source record: 28922

It happened again: my message got posted as a blank. So here goes again.

Could someone tell me what mint is? I have seen so much discussion and programs at ftp-sites that I am wondering if it might be something for my ST.

peterg@nucleus.com (pGueckel)

6392. Re: Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 04:39:03 UTC
From: afsfpel@cidsv07.cid.aes.doe.ca
Message-ID: <CzynL7.90D@cid.aes.doe.ca>
Source record: 28923

In article <021634AAIACACDNYHYXX@sterbbs.nl>
marclaan@sterbbs.nl wrote:

|> Yves, what kind of driversoftware did you use? We tried to connect
|> an
|> Apple CD ROM tot the second SCSI-port of the Mega44, but the
|> system
|> rrefuses tot recognize the CDROM. We used the Atar CDAR-driver.
|> gr. Marc Laan-Amsterdam-Holland
|>

I don't think this problem is related to the driver software.

Look under the Megafile. You will see a set of three dip-switches.
Switches #2 and #3 are used to set the ACSI device number. No need
to touch those. Switch #1 is a hardware setting that controls the
second SCSI connector inside the Megafile. The "off" position disables
the secondary drive.
I bet that if you flick dip switch #1 to the "on" position, your
CD-ROM will be recognized. Good luck!

Yves
--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

--

Yves Pelletier ypelletier@cmc.aes.doe.ca
Section analyse et pronostic
Centre Meteorologique Canadien Not a CMC spokesman
****

6393. Re: File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 05:51:40 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bbr5c$i6a@golem.wcc.govt.nz>
Source record: 28925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bbam4$ocs@gumby.cc.wmich.edu>, obryan@gumby.cc.wmich.edu (Joan O'Bryan) writes:
>In article <3apqte$itu@golem.wcc.govt.nz>,
>Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>>
>> I dnloaded 8 Find/Search utils from GEnie, one that looks
>> ok is Jet Find, its fast and worked they way I thought...
>>
>> Are thier any otheres...??
>
>Have you tried STree (1.04)? It's the only other one I know of that
>can search for files that contain a substring anywhere within their
>names.

I think I have, its a ACC from memory...

Well the way it runs on my 16mhz Mega ST, I thought I had forgot to turn the Computer on...

Its like running a Program on a 500khz machine, far to slow, may be OK for those with small 30meg hard drives..

Just wait untill Danny places Jetfind on Hensa, it will blow you away....

Danny are you there....???

>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
>Western Michigan University
>Kalamazoo, MI 49008

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6394. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 06:10:58 UTC
From: ekl@sdf.saomai.org
Message-ID: <Czyrun.1JA@sdf.saomai.org>
Source record: 28795

In article <3aspqc$6jd@cc_sysk.coventry.ac.uk> ljp@cck.coventry.ac.uk (Guido) writes:
>In article <H.eg.hdBhKsNAecc@semprini.waterloo-rdp.on.ca>,
>Chris Herborth <cherborth@semprini.waterloo-rdp.on.ca> wrote:
>>In <3aabgi$d56@cc_sysk.coventry.ac.uk>, Guido writes:

>>Ooooh. Was it Erling that was praying for an Objective-C compiler?
>>Somebody's been working on an Objective-C library for GEM, but I've
>>forgotten who!

It's me! It's me everyone! ME ME ME ME!!

> Well I've finally got 2.6.1 up and running. Now the problem
> is how to distribute it to a.a.u.e. Any one got any
> suggestions? Here at cov.ac.uk we don't have direct ftp
> access and hhcp won't recognise none uk sites. I can
> guestftp to nsf.sun, using spad however.
>

One easy method of distribution is to uuencode the files and email them
to me about 2 days apart (so I have a chance to download them). I'll then
ftp them to a.a.u.e for you :-) Oh .. I'll even sanity check them to
be sure the archives are good (drool drool) yeah! test them .. that's
it! (sinister laugh!)

Could it be? Objective C? Real run-time type information and OOP in a
compiled C language? WOW!

> The distribution contains 3 zoo files gcc161[abc].zoo would
> you believe. And contains gcc, g++, cc1, cc1plus, and cc1obj,
> along with the g++ library, the Objcective-C runtime library
> and the Objective-C container class library.

The container class lib too? Jeez, your breakin' my heart :-)

Thanks,
Evan Langlois

ekl@sdf.saomai.org

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

6395. Re: File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 08:39:46 UTC
From: vctec@westminster.ac.uk
Message-ID: <CzyyqB.6HF@westminster.ac.uk>
Source record: 28926
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: Just wait untill Danny places Jetfind on Hensa, it will blow you away....
: Danny are you there....???

Yup, I am here. :-)

JetFind will be on HENSA later today....

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

6396. Re: .lzh files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 09:44:05 UTC
From: vctec@westminster.ac.uk
Message-ID: <Czz1pH.8y5@westminster.ac.uk>
Source record: 28927

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: try DC-extract, I think that'll do the trick and decompress other
: types of compression standards too!
: There's a newer version out now, version 2.0 (I think).
: Can't remember where I found it, but I guess just about every atari
: ftp site has it.

DC Xtract v 2.20 is available at HENSA. Was pulled off Genie a while
ago....

It is available in the directory

micros/atari/tos/o/o111/

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

6397. Re: MINT.PRG vs MINTNP.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 10:48:05 UTC
From: kuehn@jacquard.math.uni-muenster.de
Message-ID: <KUEHN.94Nov28114805@jacquard.math.uni-muenster.de>
Source record: 28929

In article <3b5p1e$697@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:

What is the difference between the two and for 1.12 on an early STe (1.06),
which should I be running?

Well, the mintnp shuts off memory protection, where the normal mint
shuts it off only on machines that do not have a pmmu. So they are
basicly the same on an ste...

Regards,
Ulrich
--
--
+---------------+----------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+----------------------------+-----------------------+

6398. Re: MINT.PRG vs MINTNP.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:17:25 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.5.000B4AAC@cam.ac.uk>
Source record: 28930

In article <3b5p1e$697@m.ehd.hwc.ca> bdean@hpb.hwc.ca (BLAIR DEAN) writes:

>What is the difference between the two and for 1.12 on an early STe (1.06),
>which should I be running?

There is no difference at all, the two files are identical. When you boot the
kernel searches for a file called '/auto/mintnp.prg'. If it exists then it
doesn't try to do memory protection, so renaming the file turns memory protect
on and off.

As your STe can't do memory protection anyway (you need an '030 or better) it
doesn't make any difference to you.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6399. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:21:07 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.6.000B5A70@cam.ac.uk>
Source record: 28931

In article <ftn_2.203.611.4_2ed7109b_Christian.Dahl@ct.se>
christian.dahl@p4.f611.n203.z2.ct.se (Christian Dahl) writes:
> >> Is it possible to stop the preemtive multitasking in MiNT by changing
> >> a variable?
> >
> > No - the whole point of MiNT IS the preemptive multitasking.......

>Well, not if I add a long interupt, and dont won't that interupt to be
>contextswitched away.

Interrupts are normally run in supervisor mode (main processor ones are
anyway, not sure about MFP ones etc, I don't know whether the MFP interrupt
despatch code switches back to user mode first) and MiNT won't context switch
supervisor mode programs.

This is done deliberately so interrupt code is reliable, but has the
unfortunate side effect that disc access holds up the whole system.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6400. Re: MiNT 1.12 Problems!!! (was That darn '^C'...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:22:30 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.7.000B6060@cam.ac.uk>
Source record: 28932

In article <3b7g9q$jdp@samuel.ChamplainCollege.QC.CA> lunman@ChamplainCollege.QC.CA (Jon Lunman) writes:

>Well, it IS a GEM program that uses a lot of text operations. The reason
>is that it's a CLI which has a few GEM features added to allow access to
>Desk Accessories, the file selector, etc... I don't have any problems
>with it under normal TOS. Everything works fine!

You should either stick to text based stuff, and call the program .tos or .ttp so that toswin/miniwin is used; or make it a proper GEM program that runs in a window. Programs that mix gem and text-mode output are definitely out.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6401. Re: Papyrus to Postscript

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:23:35 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.8.000B6503@cam.ac.uk>
Source record: 28933

In article <3b7khk$lbh@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Is their a way to convery papyrus files to postscipt to that I can output
>them on a nice HP Deskjet here at the uni?

I don't know of one, but I assume you have ms-word or something? Which will
load rtf files.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6402. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:29:18 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.9.000B7D65@cam.ac.uk>
Source record: 28934

In article <0a936c50@ct.se> christian.dahl@tnogobl.ct.se (Christian Dahl) writes:

>1) How do I find out if the program has been started as an ACC or as a
>application.

Apart from using lattice C that has the relevant code already in the startup
code I don't know.

>2) How do I manage to make the OS own memory that an ACC has allocated? I know
>there is a way, but I dont remember how!

I don't think there is a way; not a legal one anyway. Generally accs shouldn't
allocate memory. If you're using Lattice C, and probably others, you can set
it to malloc from a static memory block in the bss.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6403. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:33:35 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.10.000B8FAA@cam.ac.uk>
Source record: 28935

In article <CzyFuF.DpD@nucleus.com> peterg@nucleus.com (Peter Gueckel) writes:

>Could someone tell me what mint is? I have seen so much discussion and
>programs at ftp-sites that I am wondering if it might be something for
>my ST.

MiNT is a fast pre-emptive multitasking kernel for the ST with support for loadable filesystems, loadable device drivers, signals, pipes, shared memory, sockets (with Mint-net) etc. You can only run one gem program at once as the aes in the roms doesn't support multitasking. It is the kernel of MultiTOS, a multitasking gem environment.

MiNT is freeware, MultiTOS is a commecial program and, in the released version, unusably slow.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** If at first you don't succeed, call it DOS 6.2 **

6404. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 11:56:03 UTC
From: avg@cwi.nl
Message-ID: <avg.786023763@news.cwi.nl>
Source record: 28936

walra@moacs.indiv.nl.net (Waldi Ravens) writes:

>In <3b6pdo$ps8@uss.lonestar.org>, Evan Langlois wrote:

>3 The brain-process sends a signal (e.g. SIGUSR1) to the event-process,
> which sends an AES message to itself from within the signal-handler.

>I know, looks like asking for trouble, and I certainly didn't try it. ;)

That looks like a re-entrace of the AES to me. I am pretty sure this
will hang MTOS completely (so much for error recovery under MTOS...)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

6405. atari 1040ste jumpers

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 12:34:53 UTC
From: nnoiseux@tiac.net
Message-ID: <nnoiseux.15.000C953B@tiac.net>
Source record: 28796

could someone tell me what the jumpers are on the 1040ste motherboard?
i am interested in upgrading to tos 2.07, but i need to change
jumpers....

6406. MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 13:15:42 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.15.000D4368@cam.ac.uk>
Source record: 28937

I might be an idea to have a list of possible new features for MiNT-

- key to switch between applications - (like Alt-Tab in Windoze)

- key to refresh screen for when applications crash or don't work properly

- fix so that the last two clusters on a disk can be used (it would probably be safer to have it built-in reather than relying on an external program - also who wants a folder full of fixes - speaking of which what fixes do you need with MiNT, and which ones don't you need (Ste 1.6) poolfix4,shelfix,aespath,copyfix?

- ability to alter window names by clicking on them - this would be a fast way to change path if you were looking at a directory tree or even if you were using a word processor.

Finally has anyone got fasttext to work - I cannot see any speed improvement using Gembench no matter how hard I try (with HARDSCROLL=25, setenv HARDSCROLL=25, CON=U:\dev\fasttext absoloutly everywhere - HARDSCROLL=25 in MINT.CFG gives an error - I am sure this is what it says to do).

Finally again, where should MINTNP, GEM.PRG (or should I use INIT = G:\mint\gem.sys), NVDI, XAES, WINX go in the Auto folder - and does anyone think installing PowerDOS is worth it?

6407. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 13:36:56 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <CzzCHM.GBs@news.gu.se>
Source record: 28939

BRIDGETT A.P. (apb25@cam.ac.uk) wrote:
> I might be an idea to have a list of possible new features for MiNT-

> - key to switch between applications - (like Alt-Tab in Windoze)

Have you tried ALT+CTRL+TAB??

Stefan

6408. GCC 2.6.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 13:41:28 UTC
From: ljp@cck.coventry.ac.uk
Message-ID: <3bcmm8$3ul@cc_sysk.coventry.ac.uk>
Source record: 28791

A port of GNU GCC 2.6.1 is ready for uploading. I have placed
the files in Simon Gornall's incoming area, and hopefully he
will be able to upload the files to umich in the near future.
Actually I hope he is reading this because domain name of his
return address is unknown to my mailer. I've posted a message
to postmaster@kcl.ac.uk in the hope of resolving that but
don't hold your breath.

Some Notes on the PORT

This is complete port of GNU GCC version 2.6.1 it includes the
C, Objective-C, and C++ compilers, along with the libg++ library
and the Objective-C library, the man documentation and the online
texinfo manuals for emacs.

The compilers appear to be pretty stable I've only found two C files
that caused any problems (and that was with optimization turned on
and compilation of a couple of large functions from the gdb-413
distribution). No problems have been found with the C++ compiler
and the ObjectiveC compiler has compiled its class library and
passed the supplied checks (except for the socket and server tests
as I haven't got MintNet running yet.)

In C++ the CursesW class is unimplemented because I don't have a
cplusplus aware curses.h file. The source is included in gcc161a.zoo.

Testing has only been done under MiNT1.10 and you will need to be
using a minix filesystem, or something that allows proper filenames.

This distribution is contained in 3 zoo files:

gcc261a.zoo - contains the documentation files, gcc.ttp
g++.ttp, cpp.ttp, the header files, the
pseudo-prototype libraries and some additional
support code for the gnu.olb library.

gen/* -- psuedo prototype files
g++-include/* -- g++ specific header files
man/* -- nroff manual files
cat/* -- nroff formated manual files
bin/* -- compiler interface programs
info/* -- emacs online info files
include/objc/* -- objectiveC runtime header files
genclass.sh -- shell script for /bin/sh
genclass.tcsh -- shell script for tcsh
gcc-lib/cpp.ttp -- preprocessor program

```
gcc_lib/op_vnew.c -- new support functions

Disk requirements 3215425

gcc261b.zoo - contains the C and C++ compilers.

gcc-lib/cc1.ttp -- C compiler proper.
gcc-lib/cc1plus.ttp -- C++ compiler proper

Disk requirements 2595304

gcc261c.zoo - contains the Objective-C compiler and libraries.

objects/* -- ObjectiveC class header files
gcc-lib/cc1obj.ttp -- ObjectiveC compiler
gcc-lib/objc.olb -- ObjectiveC runtime library
gcc-lib/objects.olb -- ObjectiveC class library
gcc-lib/g++.olb -- C++ class library

Disk requirements 2581090

Setting Things Up
-----------------
The control programs gcc.ttp and g++.ttp can go anywhere in your
PATH, the compilers cc1.ttp, cc1obj.ttp, and cc1plus.ttp like to
be in /usr/local/lib/gcc-lib, but you can use GCC_EXEC_PREFIX to
change that. The cplusplus header files like to live in
/usr/local/lib/g++-include, your C header files in
/usr/local/lib/gcc-lib/include, the Objective-C runtime headers
in /usr/local/lib/gcc-lib/include/objc, and the Objective-C in
/usr/local/lib/gcc-lib/include/objects. Actually the preprocessor
will look in a range of places for the headers (use the -v option
to discover exactly where and the order of search). In addition you
can still use the GNUINC and GXXINC environment variables, however
the preferred environment variables are C_INCLUDE_PATH, CPLUS_INCLUDE_PATH,
OBJC_INCLUDE_PATH, and OBJCPLUS_INCLUDE_PATH, for headers that can be used
by either Objective-C or C++. Use the Unix type path seperator ':' the
atari seperators ';' and ',' will probably still work though.

Notes on this port.
-------------------

I've changed the way in which the linker is called, it is no longer
necessary to specify -lgem, as this is parameter is always passed to
the linker, as the penultimate parameter before -lgnu, with g++ you
get -lg++ -lgem -lgnu. I've done this because I tend to use gem.olb
most of the time and normally forget to specify it when compiling
directly from the command line.

The g++ library has been compiled to use its own form of stdio.h which
should be kept seperate from the stdio.h that comes with mintlibs. You
should, however, be able to intermix C++ stream output with stdio output
without trouble.
```

GCC 2.6 uses two new builtin functions for allocating and deleting arrays
these two functions are in op_vnew.c, which should be compiled and added
to gnu.olb or mint.olb. You will find this file in gcc261a.zoo

Queries to ljp@cov.ac.uk

--
I'm just minding this tinderbox for someone else, honest, officer.

6409. 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 13:46:43 UTC
From: shill@jet.NoSubdomain.NoDomain
Message-ID: <3bcn04$75h@pheidippides.axion.bt.co.uk>
Source record: 28938
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I wonder if anyone can help. I am looking for a guide that tells me the speed of instructions on the 68000. In particular, I am trying to find out how many memory-to-memory ADDs can be done per second. Also, does the addressing mode affect the speed.

eg, is ADD.W (A0),(A1)+
faster than ADD.W (A0)+,(A1)+ ?

The reason why is that I am helping to write an FFT program in DEVPAC, and I need to find the fastest instructions.

TIA,
Steve

P.S. Email replies preferred, but posted replies OK.

--

```
_____________________________________________________________________
| Steve Hill - Stephen.Hill@axion.bt.co.uk | DDSTed, 68K, YSFC#2(VP) |
| I do not speak for my employers, I only (just) work for them |
|-------------------------------------------------------------------|
| <Jay is trying to organise a poker session> |
| HD : Well, I'll play poker. |
| J : Oh - I didn't know you liked poker Heddy? |
| HD : Oh, what's not to like? You cheat and bluff and take money |
| from men. It's just like dating. |
|___________________________________________________________________|
```

6410. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 14:12:30 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <CzzE4v.H4E@news.gu.se>
Source record: 28793
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Hill (shill@jet.NoSubdomain.NoDomain) wrote:
> Hi,
> I wonder if anyone can help. I am looking for a guide that tells
> me the speed of instructions on the 68000. In particular, I am
> trying to find out how many memory-to-memory ADDs can be done per
> second. Also, does the addressing mode affect the speed.

> eg, is ADD.W (A0),(A1)+
> faster than ADD.W (A0)+,(A1)+ ?

I don't really think this will work!!?? Will it??
As far as I know the syntax for 'add' is:

add.x Dn,<ea>
add.x <ea>,Dn

That makes it about 0 add's/sec.
Usually (An) and (An)+ uses the same amount of CPU-cycles!!

Stefan

6411. Re: .lzh files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 14:13:13 UTC
From: s9205525@otto
Message-ID: <3bcohp$7ta@aggedor.rmit.EDU.AU>
Source record: 28792

Hallvard Tanger&#65533;s (hallvart@ifi.uio.no) wrote:
: Johnny C Lam (jlbg+@andrew.cmu.edu) wrote:
: : Where do I find a decompression app that will decompress .lzh files?
: : I'm not sure where to look, so please be specific as you can in your
: : reply.

```
You can find the latest version of Lharc (V3.1) at umich, it runs
as a shell program just like zip, so it is very very east to use
if you dont know about CLI arguments.

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

s9205525@otto.bf.rmit.edu.au
```

6412. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 14:13:57 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Nov28151357@issan.informatik.uni-dortmund.de>
Source record: 28940

In article <apb25.15.000D4368@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) writes:

|> Finally has anyone got fasttext to work - I cannot see any speed improvement
|> using Gembench no matter how hard I try (with HARDSCROLL=25, setenv
|> HARDSCROLL=25, CON=U:\dev\fasttext absoloutly everywhere - HARDSCROLL=25 in
|> MINT.CFG gives an error - I am sure this is what it says to do).

Have you compiled MiNT with -DFASTTEXT? It's not enabled by default,
i think.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

6413. Faster MIDI-ports

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 14:47:53 UTC
From: der@discovery
Message-ID: <DER.94Nov28154753@discovery>
Source record: 28794

I`m running a small network between a MSTE and a Falcon using MiNTNet over the MIDI-ports. Everything works alright, but at 31250bps it`s a bit too slow for my needs (FYI all other interfaces are occupied).

After having looked through some hardware documents I noticed that it looks possible to feed the MIDI-ACIA with a higher frequency (or a lower and disable the divider). Have anyone had any experience with this kind of modification? How fast would it be possible to go? Would the optocouplers be able to keep up with anything higher than 31250?

Please note that the From-field in the header is incorrect.

- Daniel Eriksson, der@astrakan.hgs.se

6414. WANTED:_Good_ST_Technical_References

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 16:25:09 UTC
From: dennisr@melb.arc.cpr.itg.telecom.com.au
Message-ID: <9411281004.AA07090@dinah.melb.arc>
Source record: 28928

Hi All,

I'm looking for ISBN numbers of detailed technical manuals, books and/or references for the (I have a 1040FM) ST. I'm particularly interested in addressing information for the cartridge port and parallel port, but would like such guides in general.

I understand there is one called the ST Compendium, but I have no publisher information. If there is a FAQ listing of references maintained somewhere, can it please be forwarded to me via email.

Otherwise, if you have a good technical ST book, can you post me the details.

Hey, if you're selling, I've got the $$$;-)

All answers appreciated...

Regards
Dennis R

P.S Note the return address below. The From: field on this message may be invalid.

Dennis Remmer
Transmission Communications - Brisbane Queensland Australia
dennis@transcom.brisnet.org.au

Electronic Music Label, Production, Innovation

6415. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 16:45:22 UTC
From: shill@jet.NoSubdomain.NoDomain
Message-ID: <3bd1f2$a57@pheidippides.axion.bt.co.uk>
Source record: 28797
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
|> > eg, is ADD.W (A0),(A1)+
|> > faster than ADD.W (A0)+,(A1)+ ?
|>
|> I don't really think this will work!!?? Will it??

Shit! I hope so! I'd rather not have to use 2 instructions...

|> That makes it about 0 add's/sec.

Not very fast then... :)

Okay then, how about:

|> Usually (An) and (An)+ uses the same amount of CPU-cycles!!

That sounds good!

Steve

--
_____________________________________________________________________
| Steve Hill - Stephen.Hill@axion.bt.co.uk | DDSTed, 68K, YSFC#2(VP) |
| I do not speak for my employers, I only (just) work for them |
|---------------------------------------------------------------------|
| <Jay is trying to organise a poker session> |
| HD : Well, I'll play poker. |
| J : Oh - I didn't know you liked poker Heddy? |
| HD : Oh, what's not to like? You cheat and bluff and take money |
| from men. It's just like dating. |
|_____________________________________________________________________|
```

6416. Re: WWW & MOSAIC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 16:49:02 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3bd1lu$dp@btmplq.god.bel.alcatel.be>
Source record: 28798

In article <3b0mgq$82i@nippur.irb.hr>, npetrlik@public.srce.hr (Neven Petrlik) writes:

Hi !

Is there any software (program) support for ST
that i can use all the goodies of the Internet ?
I have an acess to Internet via my local host
and on the host there is a unix programs like
Mosaic, WWW, ... etc
When i try to start for expl. mosaic
unix says 'cannot open display' or something
like that.
Does exist some support for ST that i
should normally use the programs on my host
(i mean programs like Mosaic, WWW, Usenet, irc ..) ?

Thanx

Mosaic is trying to open a window on an X terminal somewhere.
Unfortunately your ST is presumably emulating a character-based
terminal (VT52 or VT100), so no go.

You should be able to run lynx, if that's available at your site,
but this will give you a text-only interface. To successfully run
mosaic on your host you would need to have both TCP/IP and an X
server running on your ST; the former exists as a part of KA9Q,
but the latter currently only exists as expensive payware.

In the new year things will improve: Linux 68k will be released, a
free X port will probably follow, and someone is working on a WWW
browser for the ST. So there is help on the way (although you may
need to enhance your hardware along the way).

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

6417. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 17:10:11 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bd2tj$pn4@percy.cs.bham.ac.uk>
Source record: 28799

mnb20@cam.ac.uk (Mark Baker) writes:
>In article <0a936c50@ct.se> christian.dahl@tnogobl.ct.se (Christian Dahl) writes:
>>2) How do I manage to make the OS own memory that an ACC has allocated? I know
>>there is a way, but I dont remember how!
>

I think you have to fiddle around in your basepage, replacing the
pointer to your basepage with the pointer to your parent's, or
something like that, whenever you do a Malloc(). Replace the value
afterwards, of course. This has the effect of fooling GEMDOS into
thinking the AES has Malloc'ed the memory, not your DA, and thus
memory you allocate hangs around.

I don't know if this technique is required or even possible under
MultiTOS.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6418. Any repair people out there?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 17:38:45 UTC
From: jfu@riker.neoucom.edu
Message-ID: <CzznoL.IHL@riker.neoucom.edu>
Source record: 28800

I'm a new poster to this group, but I have a problem.

Is there anybody in NE Ohio that can fix an Atari 520 ST? It would make my mother real happy if I could get it fixed. (She plays solitarie on it.)

Reply by E-mail please.

John Fu
jfu@neoucom.edu

6419. Atari ST Hardware For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 17:48:33 UTC
From: "David A. Olanyk" <david@archimedes.chinalake.navy.mil>
Message-ID: <Czzo4y.BAr@avalon.chinalake.navy.mil>
Source record: 28809

A friend has two Atari systems for sale.

1) 1040 ST, monochrome monitor, 1Mb RAM, external box with ICD interface board
for 60 Mb HD & DSDD floppy has detached IBM style keyboard. Make offer.

2) 1040 ST, monochrom & color monitor, switchable 8/16 MHz CPU, external box
with ICD interface board for 45 Mb HD (ST-141) & space for a 3.5" floppy drive.
Make offer.

Please reply by E-Mail : ctmsw@owens.ridgecrest.ca.us
or david.olanyk@vislab.navy.mil

6420. PAK 68/3 views ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 18:08:26 UTC
From: bericd@bri.hp.com
Message-ID: <Czzp23.1vK@bri.hp.com>
Source record: 28801

Hi all,

Has anyone tried the PAK 68/3 accelerator board on an STFM ?

If so what is the performance/compatibility like? I know a 68030 clocking 33 MHz is going to be fast - but what will be the effect of having to slow down to access the rest of the chips ?

My current hardware is an 520STFM upgraded to 4MB, with Magic O/S, SCSI Hard Disk - so the only real way to upgrade is a) get an accelerator like PAK 68/3 or plump for a Falcon or TT. As I am not bothered about 2 squillion colours on screen or brilliant sound this would hint at a TT. Hence is it worth spending the extra 500 quid or so on the TT or get PAK 68/3 or similar?

Any views would be appreciated.

Beric Dunn.. bericd@hpcpbla.bri.hp.com

6421. Weird Operating systems. (And GNUplot.)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 18:55:01 UTC
From: G.R.Greenway@physics.salford.ac.uk
Message-ID: <199411281854.MAA11162@mail.cs.utexas.edu>
Source record: 28802

Hello, does anyone out there make use of things like SMS2 or Omen ?
Also, I've seen an ST version of GNUplot mentioned in the PC/UNIX manual. Does anyone know where I might find such a thing ?
Thanks,
Giles.

6422. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 18:59:12 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bd9a0$rsv@infa.central.susx.ac.uk>
Source record: 28803

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: > I also think (and this is conjecture) another reason is that there
: > just wasn't a standard Atari platform with an MMU when MiNT was first
: > desgined. Not sure how long the TT had been around...

: I think this is the right reason. MiNT predates the TT by a year or 2. Also
: ISTR that Atari (US) had to give (supply/loan?) Eric R Smith (the author
: of MiNT) a TT so that he could carry on developement with a 68030 version.

: Roland.

: @CiX

If someone could add VM to MiNT (with selective compilation) it would be a
big boost in my opinion.

6423. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 19:03:27 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bd9hv$rti@infa.central.susx.ac.uk>
Source record: 28804

Claus J. Pedersen (atari@monet.nameimada.ou.dk) wrote:
: Regarding Multitos and multitasking/threading, i have run into the
: following "problem". In my Othello game Stello, i have the interface and
: the "brain" (ab-minmax searching algorithm) running as two tasks. The
: interface is waiting in a Eventmulti for messages while the "brain" is
: computing the answer. The problem now is, how can i wake my interface from
: the Eventmulti. I my previous version, and in the next version (2.0 coming
: in next week) i have started the "brain" as a Gem program, and when it had
: finished it's calculations it sent a message with appl_write to the
: interface. All this works OK, but i would rather start the minmax alg. as
: a tos task so that the name of the task doesn't appear in the menu. My
: question now is, is it possible to start the brain as a Tos program, and
: then (when it has finished calculating) send a TOS! message to the
: interface to wake it from the Eventmulti call. What i mean are there any
: support in the multitos Eventmulti for signal's or other Mint calls.

: Respond via Email (atari@imada.ou.dk) or in this group.

: Thanks

MiNT provides several ways of doing Inter-Process Communication: pipes,
signals, or shared memory segments. All will allow tos/gem comms, for
example, TOSWIN is a GEM program but uses a TOS program called RUNTOS which
communicates with TOSWIN via a pipe to tell it to run/setup TOS programs in
a window.

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6424. GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 19:32:44 UTC
From: larserik@oslonett.no
Message-ID: <3bdb8s$12e@hasle.oslonett.no>
Source record: 28805

> 1) How do I find out if the program has been started as an ACC or as a
> application.

appl_id is 0 for programs and >0 for ACC's (<0 if GEM not initzialised)

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6425. Re: Fax/Modem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 20:23:01 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bde75$idu@mailer.fsu.edu>
Source record: 28806

Peter Gueckel (peterg@nucleus.com) wrote:
> Does anyone know if there is a PD or Shareware program for the AtariST
> which will allow me to use the Fax capabilities of my modem? The modem is
> a USRobotics 14,400 modem which supports Fax. I'd really like to be able
> to use it.

Straight FAX from Toad computers (1-800-448-TOAD) is supposed to be the
cream of the crop for Atari FAX software. I have heard nothing but good
things about it. There is a test program on atari.archive.umich.edu which
will tell you if Straight FAX will work with your modem (plus lots of other
things about your system). I believe it is called sysinfo, but there are
several sysinfos on there :-). Look in the index to find the correct one.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

6426. Re: WANTED:_Good_ST_Technical_References

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 20:29:38 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3bdeji$idu@mailer.fsu.edu>
Source record: 28807

error@hell wrote:
> I'm looking for ISBN numbers of detailed technical manuals, books and/or
> references for the (I have a 1040FM) ST. I'm particularly interested
> in addressing information for the cartridge port and parallel port,
> but would like such guides in general.
>
> I understand there is one called the ST Compendium, but I have no
> publisher information. If there is a FAQ listing of references
> maintained somewhere, can it please be forwarded to me via email.

I think the Compendium deals mostly with programmatic interface issues, but I could easily be wrong. I seem to remember that the table of contents was posted at some point, so perhaps someone could dig it up and repost it.

> Otherwise, if you have a good technical ST book, can you post me the
> details.

There is a lot of hardware info in Tacklebox ST, a huge 4" thick 3-ring binder of information designed for use with Personal Pascal. It is a bit old, but since you have a 1040STFM, all of this info should be pertinent. There is some very low level stuff in there, including some Motorola manuals. A majority of the manual deals with Personal Pascal stuff, but I'd say a good inch of it is hardware info. It has answered every hardware question I have ever had about my older STs.

> Hey, if you're selling, I've got the $$$;-)

Hmmm, let me ponder this. I have only used it about three times in 5 years, but those three times were kinda important :-). I'll see if I can find an ISBN on it in any case. Oh, it comes with some disks as well, again intended for use with Personal Pascal.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

6427. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 22:16:50 UTC
From: howard@lloyd.com
Message-ID: <3bdksi$648@harry.lloyd.com>
Source record: 28808

In article <trfnckrfasy@moacs11>,
Waldi Ravens <walra@moacs.indiv.nl.net> wrote:
>In <3b6pdo$ps8@uss.lonestar.org>, Evan Langlois wrote:
>> In article <1994Nov25.162532.8289@imada.ou.dk>,
>> Claus J. Pedersen <atari@imada.ou.dk> wrote:
>> > My question now is, is it possible to start the brain as a Tos program,
>> > and then (when it has finished calculating) send a TOS! message to the
>> > interface to wake it from the Eventmulti call.

>> 1 Make both tasks GEM processes, but call menu_register
>> the second task with a NULL name, maybe that will suppress the name?

I've never tried that...

>> 2 Make the second task a GEM one, but don't call
>> appl_init(). Instead use the global array from the parent when making
>> the appl_write() call.

I've tried this. It won't work, because the AES context is also kept on
a per-process basis.
>
>3 The brain-process sends a signal (e.g. SIGUSR1) to the event-process,
> which sends an AES message to itself from within the signal-handler.

>I know, looks like asking for trouble, and I certainly didn't try it. ;)

This also fails, I've tried it as well. The only solution is to make both
tasks GEM processes. Maybe the NULL trick will work in menu_register, I
dunno, but it's worth a try. Otherwise, you just have to live with two
menu bar entries...

(3 fails because the AES cannot be called from a signal handler. The only
way I found to generate an AES event from within a signal handler was to
write a message down a pipe in the signal handler, with a child process
doing a select on the pipe. The child process then sends an AES message
back to the parent. It's really gross and disgusting, but it works.)

Originally Eric Smith wanted to implement AES messages thru MiNT pipes,
which would have made everything wonderful, but I guess that area of code
had already been declared frozen, and couldn't be changed. Unfortunate.
Perhaps one could write a new AES handler that operated this way, anyway,
and ignore the built-in code...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

6428. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 23:14:20 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <l27jw4ze5ge@moacs11>
Source record: 28814

In <3bcn04$75h@pheidippides.axion.bt.co.uk>, Steve Hill wrote:

> I wonder if anyone can help. I am looking for a guide that tells
> me the speed of instructions on the 68000.

68000 reference guide
Richard Woolcock, Anthony Burkitt
Melbourne House Publishers
ISBN 0-86161-166-7

68000 assembly language programming
Gerry Kane, Doug Hawkins, Lance Leventhal
Osborne/McGraw-Hill
ISBN 0-931988-62-4

I would prefer the first, YMMV.

> In particular, I am
> trying to find out how many memory-to-memory ADDs can be done per
> second. Also, does the addressing mode affect the speed.

Yes, different addressing modes have different execution times. But the
overhead for address register indirect is the same as for address register
indirect with postincrement (predecrement takes an extra 2 clock cycles).

> eg, is ADD.W (A0),(A1)+
> faster than ADD.W (A0)+,(A1)+ ?

The add instruction handles only <ea>,Dn or Dn,<ea>. You would need two
instructions:

```
move (a0)+,d0 ; 8(2/0)
add d0,(a1)+ ; 13(2/1)
```

Regards,
Waldi

6429. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-28 23:55:56 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <bdstlvaadbk@moacs11>
Source record: 28816

In <SCHWAB.94Nov28151357@issan.informatik.uni-dortmund.de>, Andreas Schwab wrote:

> In article <apb25.15.000D4368@cam.ac.uk>, apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>
> |> Finally has anyone got fasttext to work - I cannot see any speed improvement
> |> using Gembench no matter how hard I try (with HARDSCROLL=25, setenv
> |> HARDSCROLL=25, CON=U:\dev\fasttext absoloutly everywhere - HARDSCROLL=25 in
> |> MINT.CFG gives an error - I am sure this is what it says to do).

Gembench is a GEM application! The fasttext device is not a VDI accelerator,
use NVDI instead. The fasttext device is usefull if you run your system
in textmode (ie. without the cpu/memory hog, called AES ;)

> Have you compiled MiNT with -DFASTTEXT? It's not enabled by default,
> i think.

If MiNT was compiled with -DMULTITOS the fasttext device used to be _not_
included, otherwise it was. I assume this remained the same with 1.12(?).

Regards,
Waldi

6430. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 00:07:16 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <pwwom7_aasw@moacs11>
Source record: 28815

In <avg.786023763@news.cwi.nl>, Annius Groenink wrotes:

> walra@moacs.indiv.nl.net (Waldi Ravens) writes:
>
> >3 The brain-process sends a signal (e.g. SIGUSR1) to the event-process,
> > which sends an AES message to itself from within the signal-handler.
>
> >I know, looks like asking for trouble, and I certainly didn't try it. ;)
>
> That looks like a re-entrace of the AES to me.

It is. ;)

> I am pretty sure this will hang MTOS completely

In that case the only solution is to have both processes call appl_init().

> (so much for error recovery under MTOS...)

That's what Atari meant when they mentioned TOS compatibility. :-)

Regards,
Waldi

6431. Re: PAK 68/3 views ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 00:22:45 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D006Dx.BH@cix.compulink.co.uk>
Source record: 28810

In message <Czzp23.1vK@bri.hp.com>, bericd@bri.hp.com said:

> My current hardware is an 520STFM upgraded to 4MB, with Magic O/S,
> SCSI Hard Disk - so the only real way to upgrade is a) get an
> accelerator like PAK 68/3 or plump for a Falcon or TT. As I am not
> bothered about 2 squillion colours on screen or brilliant sound this
> would hint at a TT. Hence is it worth spending the extra 500 quid or
> so on the TT or get PAK 68/3 or similar?
>
> Any views would be appreciated.

I was in a similar situation. I wanted to do more C programming but was finding memory and CPU constraints.

I looked *very* hard at the PAK/3, even to the extent of going to a show in London to see it.

However in the long run I plumped for a second hand TT. The cost difference between upgrading my MSTE with a PAK/3 and buying a second hand TT was not all that much. Taking into account what I got for selling my MSTE, the difference was very marginal.

The TT though has many extra features. TT-Hi (1280x960 paperwhite screen) and more memory expansion (mine came with 8Mb). In your case you would also get a VME bus and a fast serial port extra (among other things).

True - the PAK/3 is faster, especially if you have a 40 or 50Mhz version. OTOH untill they sort out TT Fast RAM for it, a genuine TT with TT Fast RAM actually out performs it in the tests I done (dhyrstone).

Roland.

@CiX

6432. Re: The architecture of MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 00:22:47 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D006Dz.C8@cix.compulink.co.uk>
Source record: 28811

In message <3bd9a0$rsv@infa.central.susx.ac.uk>, michrm@central.susx.ac.uk said:

> If someone could add VM to MiNT (with selective compilation) it would
> be a big boost in my opinion.

It sure would. However judging by the comments on the MiNT-list, it seems unlikely.

:-(

Roland.

@CiX

6433. Re: What Multisync Moniters?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 00:58:08 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786070688snz@xciv.demon.co.uk>
Source record: 28812

In article <CztquM.H1J@festival.ed.ac.uk>
emdu02@castle.ed.ac.uk "Alan Swasnson" writes:

> What multisync moniters work with my STe?
> I'm seriously considering buying one and would like to know
> the opinionsof others.

Both the NEC 3D and NEC MutliSync II do, although both are no longer made so
you'll have to find them 2nd hand.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase rhymes with "clucking bell" - Blackadder */

6434. Re: C++ Library and header files

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 01:38:42 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3FfhOIma&b2@semprini.waterloo-rdp.on.ca>
Source record: 28825

In <3aspqc$6jd@cc_sysk.coventry.ac.uk>, Guido writes:
> Well I've finally got 2.6.1 up and running. Now the problem

Whoohoo!!!! Is it built with MiNTlibs?

> is how to distribute it to a.a.u.e. Any one got any
> suggestions? Here at cov.ac.uk we don't have direct ftp
> access and hhcp won't recognise none uk sites. I can
> guestftp to nsf.sun, using spad however.

Hmm, I'd offer to upload it, but I can never get on
atari.archive.umich.edu, and it's pretty gross to send something that
huge through the email.

You should probably try contacting Simon Gornall or someone else in the
UK with decent FTP access to help you... You could also ask someone
from the atari.archive team to help out. I've still got a nice
MiNT-only (AFAIK) port of GNU make 3.71 sitting around to upload
somewhere; so far I've only managed to get it on ftp.germany.eu.net...

> The distribution contains 3 zoo files gcc161[abc].zoo would
> you believe. And contains gcc, g++, cc1, cc1plus, and cc1obj,
> along with the g++ library, the Objcective-C runtime library
> and the Objective-C container class library.

Wonderful! Sounds very complete!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

6435. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 02:13:00 UTC
From: rrice@netnews.upenn.edu
Message-ID: <3be2nc$70s@netnews.upenn.edu>
Source record: 28813

Many more thanks to all who have responded about my problems in getting the Omnibook 300 to link to my Mega 4 STE with GHOSTLINK.

I have tried all three serial ports, and gotten the same results, and I have disabled every auto program (including the HS serial driver patches and gotten the same results, which are--

1)A bad link (directory with SLAVE ERRORS) at 9,600 BPS, and no file transfers from the Omnibook. I get (TOS commands echoed)

Open File [File Name] Return 1
Find First [File Name] Return 0
Read 4096 Bytes [1] pos: 0 Return: 0

And then freeze city.

2)At 2400 bps or lower I get the same but then the rest of the file in increments until I get (at length) the whole thing.

I'd say it's the Omnibook, but I can't be sure there, either. Obviously there's a 4k buffer involved, but what appears to be happening are nasty protocol errors--on a null modem cable? With PROCOMM/STALKER I get 19,200 BPS with no errors.

Is there one so great of brain that he can solve two computer problems at one time?! No use looking here... I don't have another DOS machine on which to experiment, sadly.

Rob S. Rice
rrice@ccat.sas.upenn.edu

6436. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 08:57:22 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3beqdi$bna@percy.cs.bham.ac.uk>
Source record: 28818

larserik@oslonett.no (Lars-Erik Oesterud) writes:
>> 1) How do I find out if the program has been started as an ACC or as a
>> application.
>
>appl_id is 0 for programs and >0 for ACC's (<0 if GEM not initzialised)

No, appl_init returns >= 0 for programs (esp under MTOS!)

I think that DAs are called with an address register set to zero,
possibly a0, but I can't remember precisely because it is all handled
by startup code...

If you are using the Mintlibs, there is a global variable called _app
which will tell you if you are a DA or a program. If you are using
Lattice, check the documentation for _XMODE.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6437. Re: LatticeC structs (and silly people)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 09:27:53 UTC
From: jpb3@ukc.ac.uk
Message-ID: <10398@falcon.ukc.ac.uk>
Source record: 28553

I wrote (jpb3@ukc.ac.uk) wrote:

: Well, for the past week or so I've been cursing anyone who reads this group
[snip!]

```
: struct bintree
: {
: int num;
: char *string;
: struct bintree *left, *right;
: }; /* Binary tree struture */
```

: How can I implememnt this in LatticeC, if the above structure is supposedly
: "invalid"?

As much as I hate following up to my own pieces, I thought I had to for this,
as the piece of code I posted works perfectly :-(

The code I had tried in LatticeC was:

```
struct bintree
{
int num;
char *string;
struct bintree *left, right;
}; /* Binary tree struture */
```

Anyone notice the small difference? It seems I won't need any help now....:-)

--
John Beranek \
Second Year /
Computer Systems Engineer \
University of Kent /

6438. MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 09:44:57 UTC
From: plord@novell.co.uk
Message-ID: <3bet6p$3ve@bird.summit.novell.com>
Source record: 28819

I've been trying to get cron working on my ST - I suspect that modern versions of MiNT cause a bus error when trying to start off a daemon.

My code looks something like this (from memory - but you get the idea) :-

```
switch (fork())
{
case -1: error;
break;
case 0: /* child */
do_routine;
break;
default: /* parent */
exit (0);
}
```

Using this, however, the parent doesn't die (just sits around waiting). The child appears to be working.

If, in the child case, I try to kill off the parent using kill(getppid, SIGKILL) I get the bus error.

So, is there any way to start off a daemon using MiNT which doesn't result in a bus error.

Thanks,

Pete

6439. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 10:12:59 UTC
From: hoshi@sra.co.jp
Message-ID: <HOSHI.94Nov29191259@ext221.sra.co.jp>
Source record: 28820
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <CzzE4v.H4E@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:

> add.x Dn,<ea>

cycles for .b cycles for .w cycles for .l

add.x Dn, (An) 12 12 20
add.x Dn, (An)+ 12 12 20
add.x Dn, -(An) 14 14 20

> add.x <ea>,Dn

add.x Dn, Dn 4 4 8
add.x (An), Dn 8 8 14
add.x (An)+, Dn 8 8 14
add.x +(An), Dn 10 10 16

> Usually (An) and (An)+ uses the same amount of CPU-cycles!!

seems true...

hoshi

6440. Re: Power Supply Board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 10:42:44 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.elD.X3W&NV0XRJCw2@lumumba.sh.sub.de>
Source record: 28742

In <CzMBH1.6A2@eunet.ch>, mu@pax.eunet.ch (Kurt Mueller) writes:
> As I have already had three times the power supply broken on different
> ST's which costs about 100.- to 150.- SFr. I am asking myself, if
> there is a possibility to fix this part myself.
>
> My questions are now (manufacturer of the boards is Mitsumi):
> - Are there any parts which are known to break?

In most cases it's only the rectifier who has one shortened diode.

Stefan

6441. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 12:05:33 UTC
From: cs93dlh@dcs.exeter.ac.uk
Message-ID: <D012x9.LJG@exeter.ac.uk>
Source record: 28821

In article <ftn_2.203.611.5_2ed7185c_Christian.Andersson@ct.se>
christian.andersson@p5.f611.n203.z2.ct.se (Christian Andersson) writes:

> > Running IOSMAIL always results in "out of internal memory - use
> > folderxxx to get more, System halted" messages unless FOLDERnnn is

> I use IOS every day, and I have Never needed the FOLDRnnn program, I have
> never either seen that error message!

I guess you are using a hard disk driber that automatically fixes it then...
:)

--
+-------------+---+
| {{{ Dan }}} | Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI |
+-------------+---+
| Looking for a Falcon sample editor? Get SuperSam v1.08! |
+---+

6442. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 12:26:33 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bf6lp$dvt@infa.central.susx.ac.uk>
Source record: 28822

BRIDGETT A.P. (apb25@cam.ac.uk) wrote:
: I might be an idea to have a list of possible new features for MiNT-

: - key to switch between applications - (like Alt-Tab in Windoze)

Try CTR-ALT-TAB!

: - key to refresh screen for when applications crash or don't work properly

I have written a small acc which will do this...I can post it if anyone would
like it. Its around 2K I think.

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6443. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 13:26:47 UTC
From: djs@jet.uk
Message-ID: <1994Nov29.132647.19472@jet.uk>
Source record: 28823

In <3bd9hv$rti@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May) writes:

>MiNT provides several ways of doing Inter-Process Communication: pipes,
>signals, or shared memory segments. All will allow tos/gem comms, for
>example, TOSWIN is a GEM program but uses a TOS program called RUNTOS which
>communicates with TOSWIN via a pipe to tell it to run/setup TOS programs in
>a window.

But how does the process that's in evnt_multi know that i/o is possible on
a pipe? Will a SIGIO get you out of evnt_multi?
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6444. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 13:55:22 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3bfbsa$9b8@sndsu1.sinet.slb.com>
Source record: 28828

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) wrote:
> No, appl_init returns >= 0 for programs (esp under MTOS!)
>
> I think that DAs are called with an address register set to zero,
> possibly a0, but I can't remember precisely because it is all handled
> by startup code...

Yup, this is correct. If you look at the code for my screen blanker,
ST-Blank, this is how it can tell if it's been started as an ACC or
stand-alone. You can get the code from the Atari Archive at the
U.Mich. FTP site.

Lattice uses the same technique.

Mathew

6445. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 14:00:44 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3bfc6c$bq6@sndsu1.sinet.slb.com>
Source record: 28827

plord@novell.co.uk (Peter Lord) wrote:
> switch (fork())
> {
> case -1: error;
> break;
> case 0: /* child */
> do_routine;
> break;
> default: /* parent */
> exit (0);
> }
>
> Using this, however, the parent doesn't die (just sits around waiting). The
> child appears to be working.

This is because of the lack of virtual memory support under MiNT.
When you fork(), the parent is blocked until the child terminates.
What's wrong with just letting the cron program run in the background
without a controlling terminal? Do you need to use fork()?

Mathew

| Mathew Lodge, Software Engineer, Schlumberger Technologies (ATE division), |
| Ferndown, Dorset, UK, BH21 7PP | Email: lodge@ferndown.ate.slb.com |
| Phone: (+44) (0)202 893535 x404 | Fax: (+44) (0)202 897097 |

6446. Re: Weird Operating systems. (And GNUplot.)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 14:01:14 UTC
From: vctec@westminster.ac.uk
Message-ID: <D018A2.7pK@westminster.ac.uk>
Source record: 28824

G.R.Greenway@physics.salford.ac.uk wrote:
: Hello, does anyone out there make use of things like SMS2 or Omen ?
: Also, I've seen an ST version of GNUplot mentioned in the PC/UNIX manual. Does
: anyone know where I might find such a thing ?

Look in HENSA...you will find the ST version of GnuPlot there. This is
version 3...in package o083 (if using the web or gopher, then just do a
WAIS search for the string plot). version 3.5 will be appearing here
soon, too.

Recent ssue of ST Applications had a review of GnuPlot...very
interesting it was, too. :-)

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

6447. BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 15:05:19 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bffvf$4rm@percy.cs.bham.ac.uk>
Source record: 28826

Whilst both Linux and BSD are free operating systems, it seems to me that people want to install Linux and not BSD. Why is this? From what I understand, Linux is a bit of a hack, whereas BSD is quite a well-proven piece of software, and hence more robust than Linux.

How difficult would it be to port BSD 4.4 onto an Atari platform? I see (from comp.unix.bsd) that it has already been ported to 680x0 (where x > 3 probably) and is available on Amigas and Macintoshes.

Does anyone else think that a BSD 4.4 port would be a nice thing to have on our Ataris?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6448. Re: GhostLink backwards?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 15:12:50 UTC
From: ace@ars.ath.forthnet.gr
Message-ID: <18553SJTTTXHTWXLBAR@ars.ath.forthnet.gr>
Source record: 28835

```
Im> Hello, I got Ghostlink and am really happy with the way it
Im> works with my PC. I was wondering if there was and STslave.prg
Im> program instead of the PCslave.exe file. Is there an ST emulator for
Im> the PC? (I doubt it because of the two different CPUs but oh well.)
Im> Thanks for your help. Miguel

Try out Gemulator....It is a PC Card, and needs at least 386 or 486 as far as
i remember..Ask for more details..
* CQWK 2.2 * I saw the light! It hurt my eyes.

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
```

6449. UNIXMODE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 15:39:18 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332edb4b72@sirius.herts.ac.uk>
Source record: 28830

Can anyone help me... I have heard of a program (or standard function)
that enables the user to have bigger filenames...

Where can I get documentation on how to implement this feature and
if there are programs where to get them from..

Thanks

Alex Nicholls

6450. Re: Linking with GNU C

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 15:42:37 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332edb4c3a@sirius.herts.ac.uk>
Source record: 28831

Ulrich Kuehn (kuehn@math.uni-muenster.de) wrote:

: In article <42332ed21211@m15.herts.ac.uk>, A.I.Nicholls@herts.ac.uk (Alex Nicholls)
writes:
: |> With minor modification I got the Enhanced GEM libraries to work (whether it
: |> has made the code wrong I don't know) under GNU C 2.5.8.
: |>
: |> I made the library e_gem.olb from the make command, but I can't seem
: |> to link the test files with the new library.
: |>
: |> It just says it can't resolve some of the entries in the library.
: |>
: Hmm, I may be a problem of the order of the object files in the lib. You
: might want to try the -s option of gnu-ar, which lets it make a symbol-table
: at the beginning of the lib file.

: |> I have tried placing the e_gem.H file in the same directory and the
: |> standard include directories
: |>
: That does not affect the linker, only the compiler. You must specify the
: library via the -l option, you also should try to specify a path where
: the linker should search for lib files with the -L option.

: Hope that helps,
: Ulrich

Unfortuantely, I tried that and it still says the functions are not there :(

Any other suggestions?

Alex

6451. I'm looking for a program that will...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 15:49:38 UTC
From: andrewc@cogs.susx.ac.uk
Message-ID: <3bfiii$h62@infa.central.susx.ac.uk>
Source record: 28829
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a program that will convert pictures, especially scanned clip art, into ASCII pictures. I know there are some about but don't know where.

Can anyone point me in the right direction?

Thanks.

Andy.

--
Andrew Collington | andrewc@cogs.susx.ac.uk | andrewc@central.susx.ac.uk
---
I _DO_ have reason why I do what I do - I just can't remember them
---

6452. Packers and UNIXMODE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 16:41:26 UTC
From: t150315@proffa.cc.tut.fi
Message-ID: <t150315.786126402@proffa>
Source record: 28832

Some of the packers (lharc, stzip) seem to understand UNIXMODE enviroment variable setting ru (convert '/' to mean u: drives root) wrong. If I have that in my UNIXMODE variable (as some 'former' unix programs like Lynx need it) lha doesn't find files unless they are accessed through u: drive. For example: I'm in c:\source\c\ and try to pack using
lha a -r m:\test.lzh a.c b.c

It doesn't work. If I remove the 'ru' from the UNIXMODE or try the same in u:\c\source\c\, everything works just right...

Comments?

Btw. Lynx needs 2MB to parse a 100k of HTML. Another thing is that when trying to run an external viewer, Lynx copies the current file (eg. gif) into temp as a .html file. Not good. And if the ST lynx has the same bugs that our Unix Lynx has too... :-(

- Eero -

6453. Toad Holiday Fest '94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 16:57:38 UTC
From: toad@charm.net
Message-ID: <3bfmi2$6dp@sowebo.charm.net>
Source record: 28833

The following is a hucksterish plug for Toad Computers Holiday Festival '94 which will take place this coming weekend at Toad Computers in Severna Park, Maryland. If you are unable to attend or are not interested in reading about the show, please feel free to skip this article. Thanks -- from the folks at Toad Computers.

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94! -- DEC 3 & 4, 1994
==========

== THE SHOW IS APPROACHING FAST! ==

IF YOU'RE LOOKING FOR ATARI EXCITEMENT, DON'T MISS
TOAD COMPUTERS HOLIDAY FESTIVAL 1994!

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis (eat the great local seafood!).

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Wizztronics (Falcon enhancements & more)
- Bob Luneski, Oregon Research
- Jim Fouch, Fouch Software (Mailing Manager ST)
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

ATARI ST / TT / Falcon, Jaguar, Lynx, Portfolio and 8-Bit!!
Come SEE IT ALL at the nation's premier ATARI Outlet!

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

LOTS OF FOLKS KNOW ABOUT THE SHOW:

- 5000 Postcards Mailed in mid-November
- Featured on the back of our latest catalog
- Advertised in Current Notes & ST Informer
- Advertised Electronically (Internet et al)
- Highway Signage

SPECIAL ICD PROMOTION:

ICD is offering a special promotion at the show. Buy an
AdSpeed ST/STE for $159 _INSTALLED_. The board will be
installed & your computer shipped back to you FREE or,
time permitting, the board can be installed at the show --
ABSOLUTELY FREE!

This is a great opportunity to get your ST going faster
and save a little CASH! Bring your machine to the show
to take advantage of this great deal!

A SAMPLING OF WHAT WE'LL HAVE FOR THE SHOW:

- Falcon030's (LOW!) - Hard Drives
- TT030's - Hand Scanners
- 1040STE's - 450 Mice
- Stacy's - 125 Trackballs
- Mega STE's - Joysticks
- Laser Printers - ALL NEW SOFTWARE
- CD ROM Drives - STraight FAX! (Show Special)
- Monitors - Disks
- Power Strips - Mousepads
- Books - 8-Bit Hardware
- ST Hardware - Games
- DTP Software - Printers
- Multimedia Speakers - Internet Demos
- Lynx / Lynx Games - Jaguar
- NEW JAGUAR TITLES! - Codehead Stuff
- Printer Ribbons - FAX Modems

- Great deals on all hardware and software
- Full selection of Atari hardware & software
- Atari Falcon030 Computer Systems at Special Discount Prices

- Super Low Clearance Prices on a wide range of items
including discontinued hardware and software, store demo
equipment, and much more!
- Our Toadally Cool Dog, Zoe

- Free Hot Apple Cider (and cookies if you're good!)
- Special "Kid Korral" with fun stuff, like crayons
- Dave Small's Own "Live Rust" Neil Young Album,
The One To Which Spectre was Programmed!
- Demos of hardware and software!
- NETWORKED JAGUARS!

=== MUCH, MUCH, MORE! ===

OTHER COOL STUFF WHICH IS ON ITS WAY TO US (As We Speak):

- Over 14,000 ST Games
- ImageCopy 3.5CD (Supports Photo CD Pictures)
- NVDI 3.0 (New Version)
- MagiC (Newest Version)
- Desktopper (Falcon Case)

STUFF WE'RE GIVING AWAY:

- Jaguar System (Raffle to Benefit Habitat for Humanity)
- Jaguar T-Shirts, Mugs & Bumper Stickers
- Codehead T-Shirts
- Free Toad T-Shirts to First 25 Attendees
- Games
- Lots more!

How much would you pay to be a part of a celebration like this? $3.98?
$14.59? $75.00 Non Refundable? Well, no need! Admission to TOAD
COMPUTERS HOLIDAY FESTIVAL '94 is ABSOLUTELY FREE!

In the immediate area is historic and scenic Annapolis! Annapolis had
been the capitol of the thirteen colonies under the Articles of the
Confederation. Its historic state house is the oldest in use in this
country and its white dome was built without the use of nails.
Annapolis has a truly quirky personality that is a combination of
southern hospitality, northern charm and historic clout. For you
military buffs, Annapolis is the home of the United States Naval
Academy. It is open to the public and features several museums,
exhibits, and historical buildings. Annapolis is also home to some of
the best seafood in the world, straight from the Chesapeake Bay.

Toad Computers is TEN MINUTES away from downtown Annapolis.

Also nearby is Baltimore, home of the recently renovated and world
famous Inner Harbor -- a huge shopping and eating fiasco that's
just minutes from some of the city's most historic sites. In the
inner harbor area, you can visit the National Aquarium (home to
thousands of species of marine life) which also features a working

rainforest in its pyramid shaped dome. Visit the Maryland Science Center, home to a huge I-MAX theater and also packed with hundreds of constantly changing exhibits that relate to science, computers, and more. Visit the home of Babe Ruth, Betsy Ross, or Edgar Allan Poe. See the new stadium for the Baltimore Orioles -- Oriole Park at Camden Yards. You might also want to visit Fort McHenry -- the rampart that still stood after a night of bombardment in 1812 that led Francis Scott Key to write our national anthem to the tune of an old drinking song. Find out why this happened! Visit the B&O Railroad Museum where you can learn about the story of the rise and fall of the greatest form of transportation this country has ever known.

Toad Computers is THIRTY MINUTES away from downtown Baltimore.

Lastly, you may want to make a stop in Washington DC -- murder capital of the world and Capitol of the United States. Where else can the mayor of a city smoke crack and get RE-ELECTED? Come see the White House -- maybe you can visit Bill Clinton at home and give him your ideas for healthcare reform (yeah, like we're gonna see that anytime soon). Visit the Smithsonian Institute, National Art Gallery, countless memorials (Iwo Jima, Viet Nam, Jefferson, Lincoln, Washington Monument), and more. There is more to do in Washington than I could ever begin to list here with any justice. If you do want to go to Washington, check with AAA to make sure that you're not missing anything. It is truly a city with something for everyone.

Toad Computers is FORTY FIVE MINUTES away from downtown Washington.

HOTEL ACCOMODATIONS

If you plan to visit the Annapolis area from out of state, there are several hotels in the area that we may recommend:

Sheraton At BWI Airport 15 Minutes Away
(410) 859-3300 On Airport Grounds

Loews Annapolis Hotel 15 Minutes Away
126 West Street Downtown
Annapolis, MD 21401 AAA 4 Diamond Rating
(410) 263-7777 Somewhat Expensive

Days Inn 10 Minutes Away
1542 Whitehall Road Next to Outlet Mall
Annapolis, MD 21401 on U.S. Route 50
(410) 974-4440 Near Bay Bridge

** Holiday Inn 15 Minutes Away
** 6600 Ritchie Highway On Ritchie Highway
** Glen Burnie, MD 21061 (MD Route 2)
** (410) 761-8300 SPECIAL $59 RATE!

Historic Inns of Annapolis For you lovebirds who
(There are several) are just dying to
Church Circle have a romantic time
Annapolis, MD 21401 in the "ancient city."
(410) 263-2641 15 Minutes Away

For more information, please call Toad Computers at
(410) 544-6943.

==========

OK! So you're coming! TERRIFIC! Here's everything you need to know:

When: Saturday, December 3rd 1994 10:00am - 7:00pm
Sunday, December 4th 1994 10:00am - 5:00pm

Where: Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146

So come see the Jaguar, see Falcons in flight, see Toad Computers (America's Atari Source and the only Atari Superstore), see the local attractions and have fun. And help us ring in the holiday season! We look forward to seeing you!

HOW TO GET HERE:

For a map to Toad Computers and the immediate area, see GEnie ST Roundtable file #25969 (PostScript) or #25970 (Img Format). Or just call and we'll FAX or mail it to you. (This is also available on TOADFAX!, our FAX-on-demand service.)

Come Visit! We're Expecting You!

From Annapolis: Cross Severn River using US 50 bridge (east).
Take MD 2 north (first exit across bridge).
Turn left at sixth traffic light (McKinsey
Road). Turn right immediately into Park Plaza
shopping center.

From Baltimore: Take I-695 (Baltimore Beltway) south to MD
route 10 (to Severna Park). MD 10 will
intersect with MD route 2 south. Take route 2
about 3 miles further. Turn right at sixth
traffic light, onto McKinsey Road, then
immediately right into Park Plaza shopping
center.

From Washington: Take US 50 (begins as New York Avenue) east to
Annapolis. Follow directions from Annapolis.

From Columbia: Take MD 32 east to I-97 north (to Baltimore).
Exit onto Benfield Boulevard towards Severna
Park. Follow Benfield Road to Robinson Road to

MD 2. Turn right onto MD 2; second light on
right is McKinsey Road. Then turn right
immediately into Park Plaza shopping center.

Once Inside
Park Plaza: Locate and face Jo-Ann Fabrics. Turn left and
proceed about 200 feet. We are on your left,
across from the Signet Bank drive-through
island.

The street address is 570 Ritchie Highway. If you need any further
assistance, please feel free to call us at (410) 544-6943!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season is a really wonderful time to get
together with Atari folks and it adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/28/94 =====

--
David Troy
Toad Computers, Inc. America's Atari Source
-- toad@charm.net Toad Computers

6454. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 18:10:46 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bfqr6$b10@whitbeck.ncl.ac.uk>
Source record: 28834

In article <3bffvf$4rm@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>Whilst both Linux and BSD are free operating systems, it seems to me
>that people want to install Linux and not BSD. Why is this? From what
>I understand, Linux is a bit of a hack, whereas BSD is quite a
>well-proven piece of software, and hence more robust than Linux.

The justification for porting Linux as opposed to BSD is that Linux
is the de-facto standard for PC free Unix. That isn't to say it's the
best, it's just the most widely used. This means that there is a shit
load of new stuff coming every week for linuxPC, and most of it has
source distributions. 68K linux will give access to this large software
base.

>Does anyone else think that a BSD 4.4 port would be a nice thing to
>have on our Ataris?

Perhaps it would, but there aren't enough capable hands out there to carry
two Unix ports to the atari (there may not be enough for just the one...).

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------- o ---------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6455. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 20:06:44 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <k4vs3n&f6tc@moacs11>
Source record: 28837

In <3bet6p$3ve@bird.summit.novell.com>, Peter Lord wrote:

> Using this, however, the parent doesn't die (just sits around waiting). The
> child appears to be working.

That's because MiNT only has a blocking Pfork(). Try working around it
using tfork() instead of fork().

Waldi

6456. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 20:15:06 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <&sgryz_trmm@moacs11>
Source record: 28838

In <3bfc6c$bq6@sndsu1.sinet.slb.com>, Mathew Lodge wrote:

> What's wrong with just letting the cron program run in the background
> without a controlling terminal? Do you need to use fork()?

How does a program put itself in the background without creating a
child and exiting the parent? (under MiNT tfork() can be used instead
of the blocking fork()).

Waldi

6457. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 20:40:33 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786141633snz@xciv.demon.co.uk>
Source record: 28840

In article <0a936c50@ct.se> christian.dahl@tnogobl.ct.se "Christian Dahl" writes:

> 1) How do I find out if the program has been started as an ACC or as a
> application.

You have to check a0 on program entry, checking the return value of
appl_init() was the old method IIRC, anyway a0 will be 0 for an application
or an accessory, I can't remember which way round it is though.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase rhymes with "clucking bell" - Blackadder */

6458. Re: File Finder #3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 20:53:02 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3bg4be$sst@gumby.cc.wmich.edu>
Source record: 28836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bbr5c$i6a@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
> In article <3bbam4$ocs@gumby.cc.wmich.edu>,
> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
> >
> >Have you tried STree (1.04)? It's the only other one I know of that
> >can search for files that contain a substring anywhere within their
> >names.
>
> I think I have, its a ACC from memory...

Yes, that's the one.

> Well the way it runs on my 16mhz Mega ST, I thought I had forgot to turn
> the Computer on...

I think this is exaggerating, just a _little_ bit!

> Its like running a Program on a 500khz machine, far to slow, may be OK for
> those with small 30meg hard drives..

Well, I use it to scan about 600 megs of hard disk space, from time to
time, and find it reasonably fast (as long as you're not scanning for
text _inside_ the files). Even when I'm using my 8 MHz system.

> Just wait untill Danny places Jetfind on Hensa, it will blow you away....

Actually, I have seen JetFind, and it didn't blow me away. Unlike
STree, with JetFind you can't _do_ anything with the files you've
found. No copy/move/delete/rename/view/print. So it's less useful
for me. YMMV. JetFind is also not _that_ much faster than STree,
either. About 30%, if I recall my benchmarks correctly. This was
version 1.3 something IIRC, so it may have improved.

Note that I'm not knocking JetFind. It's well done (although limited
in a number of respects), and very fast. It's been a while since I
was playing with my batch of file finders, but as I recall, JetFind
was about the fastest of the bunch (approaching the theoretical limit
of how fast the directory tree could be searched). I think the only
one I found that was faster was a prototype I developed in-house at
Paradigm (roughly twice as fast as JetFind).

A deficiency that both share (hopefully Ewout's will be better) is
that once you start a search, you're locked out, with very little
useful feedback. Neither shows you how many matches have been
found, or a list of the matches, until they finish. And you can't

stop them part way through if you realize you've specified a wider
(or incorrect) search than you'd prefer. File finders on the Mac
are _way_ better in this regard.

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

6459. Re: Things that go "poof!" (Megafile 44)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-29 23:53:06 UTC
From: marclaan@sterbbs.nl
Message-ID: <15650VTXCDFWKDQQAKS@sterbbs.nl>
Source record: 28839

```
AF>In article <021634AAIACACDNYHYXX@sterbbs.nl>
AF>marclaan@sterbbs.nl wrote:

AF>|> Yves, what kind of driversoftware did you use? We tried to connect
AF>|> an
AF>|> Apple CD ROM tot the second SCSI-port of the Mega44, but the
AF>|> system
AF>|> rrefuses tot recognize the CDROM. We used the Atar CDAR-driver.
AF>|> gr. Marc Laan-Amsterdam-Holland
AF>|>

AF>I don't think this problem is related to the driver software.

AF>Look under the Megafile. You will see a set of three dip-switches.
AF>Switches #2 and #3 are used to set the ACSI device number. No need
AF>to touch those. Switch #1 is a hardware setting that controls the
AF>second SCSI connector inside the Megafile. The "off" position disables
AF>the secondary drive.
AF>I bet that if you flick dip switch #1 to the "on" position, your
AF>CD-ROM will be recognized. Good luck!

AF>Yves
AF>--
AF>---------------------------------------------------------------------
AF>Yves Pelletier ypelletier@cmc.aes.doe.ca
AF>Section analyse et pronostic
AF>Centre Meteorologique Canadien Not a CMC spokesman
AF>*********************************************************************

AF>--
AF>---------------------------------------------------------------------
AF>Yves Pelletier ypelletier@cmc.aes.doe.ca
AF>Section analyse et pronostic
AF>Centre Meteorologique Canadien Not a CMC spokesman
AF>*********************************************************************

Yves,
I flipped the dipswitch #1 down, and on booting up the AHDI
(version3.01) answers: ''ASCI-DEVICE UNIT #1: IDENTIFICATION
UNAVAILABLE''.
For me, that means (I guess): the system has indeed recocnized SOMETHING
on that DMA-channel; only the device-name is not found (i.g Apple CD
ROM-idebtification). But apparently our driversoftware isn't capable of
speaking tot the connected device. We used the offial
Atari-CDROM-drivers and used MetaDOS 2.40 to run them.
```

regards,
Marc Laan

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6460. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 00:18:12 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D020uC.L5u@cix.compulink.co.uk>
Source record: 28741

In message <3bffvf$4rm@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
> Whilst both Linux and BSD are free operating systems, it seems to me
> that people want to install Linux and not BSD. Why is this? From what
> I understand, Linux is a bit of a hack, whereas BSD is quite a
> well-proven piece of software, and hence more robust than Linux.

I quite agree. However the PC Unix world is Linux mad AFAICT. Who knows
why?

> How difficult would it be to port BSD 4.4 onto an Atari platform? I
> see (from comp.unix.bsd) that it has already been ported to 680x0
> (where x > 3 probably) and is available on Amigas and Macintoshes.

Its a question of writing the drivers. The main 680x0 based kernal should
compile onto the TT or Falcon with little difficulty.

It might be possible to canabalise some of the Atari Linux/68K drivers for
Atari BSD/68K (there - I've named it out loud! Bound to start a rumour).

Quite beyond me though.

Roland.

@CiX

6461. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 10:53:35 UTC
From: kuehn@jacquard.math.uni-muenster.de
Message-ID: <KUEHN.94Nov30115335@jacquard.math.uni-muenster.de>
Source record: 28751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <9411300855.AA04578@duna.ericsson.se> ethami@duna.ericsson.se (Mezei Attila) writes:

Has anyone got the docs for AV protocol in any language
or do you know any ftp sites where I can get it from?

This document is part of the gemini distribution, which is on
ftp.uni-muenster.de /pub/atari/Gemini/gmn1999a.tos
But the Docs are in german, so better learn that first :)

Ciao,
Ulrich
--
--

+---------------+---------------------------+----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+---------------------------+----------------------+

6462. Cursor keys in TOSWIN, tcsh and Elvis 1.7

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 12:26:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D02yJD.Gp8@sci.kun.nl>
Source record: 28743

(This is a repost -- my nn died under my hands while sending this article. I couldn't see if it was really posted, so if this is duplicate, here are my apologies)

Hi,

Could anybody give me any information about my cursor keys malfunctioning (as in *not* functioning) in a TOSWIN window under MiNT 1.12 and MultiTOS? They won't work in Elvis, nor in tcsh itself. I have set term to tw52, and tried et52 and even st52. I can remember having had this problem long ago on my ST, but since it was solved I forgot how, and now I'm trying to set up my Falcon and I stumbled upon these same problems.

Now what I remember is that I had to do something with termcap. I still have my old one in /etc, but TOSWIN makes a $TERMCAP environment variable containing the whole lot -- except for the modifications. I can't remember whether I had to switch this off in TOSWIN. To be short -- I haven't got a clue and I'm getting pretty frustrated.

Same thing in MINIWIN, btw, so I doubt it's TOSWIN that's the problem.

Thanks *a lot* for any hints,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6463. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 13:34:02 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3bhv0a$rpk@sndsu1.sinet.slb.com>
Source record: 28744

walra@moacs.indiv.nl.net (Waldi Ravens) wrote:
> How does a program put itself in the background without creating a
> child and exiting the parent? (under MiNT tfork() can be used instead
> of the blocking fork()).

The program doesn't put *itself* in the background. It lets the shell,
or whatever is starting it, worry about what "background" means and
how to achieve it.

Mathew

6464. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 13:50:55 UTC
From: atari@monet.name
Message-ID: <1994Nov30.135055.15689@imada.ou.dk>
Source record: 28745

In article <3bd9hv$rti@infa.central.susx.ac.uk> michrm@central.susx.ac.uk (Michael May) writes:
>MiNT provides several ways of doing Inter-Process Communication: pipes,
>signals, or shared memory segments. All will allow tos/gem comms, for
>example, TOSWIN is a GEM program but uses a TOS program called RUNTOS
>which communicates with TOSWIN via a pipe to tell it to run/setup TOS
>programs in a window.

The question was if there was any support in the "multi_evnt" handler in multitos for this. Can you wake the process doing a multi_evnt by sending a signal, using a pipe etc. It appears not to be so.

> Michael May
> University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D
>

Claus J. Pedersen. Email: atari@imada.ou.dk

6465. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 14:07:21 UTC
From: atari@monet.name
Message-ID: <1994Nov30.140721.16093@imada.ou.dk>
Source record: 28746

In article <3bdksi$648@harry.lloyd.com> howard@lloyd.com (Howard Chu)
writes:
> In article <trfnckrfasy@moacs11>,
> Waldi Ravens <walra@moacs.indiv.nl.net> wrote:
> >In <3b6pdo$ps8@uss.lonestar.org>, Evan Langlois wrote:
> >> In article <1994Nov25.162532.8289@imada.ou.dk>,
> >> Claus J. Pedersen <atari@imada.ou.dk> wrote:
> >> > My question now is, is it possible to start the brain as a Tos
program,
> >> > and then (when it has finished calculating) send a TOS! message to
the
> >> > interface to wake it from the Eventmulti call.
>
> >> 1 Make both tasks GEM processes, but call menu_register
> >> the second task with a NULL name, maybe that will suppress the name?
>
> I've never tried that...
>

Just did this weekend. You will get a empty slot in the menu

> >> 2 Make the second task a GEM one, but don't call
> >> appl_init(). Instead use the global array from the parent when
making
> >> the appl_write() call.
>
> I've tried this. It won't work, because the AES context is also kept on
> a per-process basis.

> >
> >3 The brain-process sends a signal (e.g. SIGUSR1) to the
event-process,
> > which sends an AES message to itself from within the signal-handler.
>
> >I know, looks like asking for trouble, and I certainly didn't try it.
;)
>
> This also fails, I've tried it as well. The only solution is to make
both
> tasks GEM processes. Maybe the NULL trick will work in menu_register, I
> dunno, but it's worth a try. Otherwise, you just have to live with two
> menu bar entries...
>
> (3 fails because the AES cannot be called from a signal handler. The
only

> way I found to generate an AES event from within a signal handler was to
> write a message down a pipe in the signal handler, with a child process
> doing a select on the pipe. The child process then sends an AES message
> back to the parent. It's really gross and disgusting, but it works.)
>
> Originally Eric Smith wanted to implement AES messages thru MiNT pipes,
> which would have made everything wonderful, but I guess that area of
code
> had already been declared frozen, and couldn't be changed. Unfortunate.
> Perhaps one could write a new AES handler that operated this way,
anyway,
> and ignore the built-in code...

It seems that we have a multitasking AES that doesn't support tos programs/processes. One solution to the problem would be to make the multi_event call with a small timer value, and constantly check if there was any messages, (pipes, signals updating a global variable etc), but this of course would not be a solution to the original question.

We will just have to wait for a new version of multitos and hope that it will implement AES messages thru MiNT pipes. Thanks for all the replys.

> --
> Howard Chu, Sr. Systems Engineer Lloyd Internetworking
> howard@lloyd.com 3031 Alhambra Drive
> (916) 676-1147 - voice Suite 102
> (916) 676-3442 - fax Cameron Park, CA 95682

Claus J. Pedersen Email: atari@imada.ou.dk

6466. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 14:24:20 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.13.000E6846@cam.ac.uk>
Source record: 28747

In article <apb25.15.000D4368@cam.ac.uk> apb25@cam.ac.uk (BRIDGETT A.P.) writes:

>I might be an idea to have a list of possible new features for MiNT-

>- key to refresh screen for when applications crash or don't work properly

That would be an aes feature not one of MiNT, but yes it would be useful. I wrote a program to redraw the screen and turn on the mouse pointer which I then installed on a function key from the desktop.

>- fix so that the last two clusters on a disk can be used (it would probably
>be safer to have it built-in reather than relying on an external program -
>also who wants a folder full of fixes

The problem is that this is filesystem specific, and so shouldn't be included in the kernel. If and when someone writes a tos xfs driver for MiNT so we don't have to rely on the rom code this will be fixed (isn't it fixed anyway on the falcon?)

- speaking of which what fixes do you
>need with MiNT, and which ones don't you need (Ste 1.6)
>poolfix4,shelfix,aespath,copyfix?

You don't need poolfix4, you don't need copyfix - and nor do you without mint as you have a new enough tos version. aespath is not needed with MultiTOS but isn't affected by just the mint kernel. I can't remember what shelfix does, I don't think you need it though.

>- ability to alter window names by clicking on them - this would be a fast way
>to change path if you were looking at a directory tree or even if you were
>using a word processor.

Again this is an AES thing; I can see the point in this, but it would need applications to know about it.

>Finally again, where should MINTNP, GEM.PRG (or should I use INIT =
>G:\mint\gem.sys),

I would use GEM=g:\mint\gem.sys

>NVDI, XAES, WINX go in the Auto folder

I don't think it matters, probably mint ought to go first, although it works fine if it isn't (just that anything run first isn't recognised as a process).

> - and does anyone think installing PowerDOS is worth it?

Not as well as mint, it's an inferior system offering some of the facilities of mint. Also, isn't it by a Hollis? Having read some of their postings on the

gem-list I wouldn't trust any program by them.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

6467. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 14:32:24 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.14.000E8AB3@cam.ac.uk>
Source record: 28748

In article <3bdb8s$12e@hasle.oslonett.no> larserik@oslonett.no (Lars-Erik Oesterud) writes:

>> 1) How do I find out if the program has been started as an ACC or as a
>> application.

>appl_id is 0 for programs and >0 for ACC's (<0 if GEM not initzialised)

Really? So all the GEM applications run under multitos, magic or geneva have sn apid of 0? That must be very confusing :)

Of course, under MultiTOS no user programs will have 0 apid (I think the desktop does, but I'm not sure, it may be screen). So that method doesn't work.

/\ /\ mnb20@cam.ac.uk (terms)
/ \\ / \\ ark Baker mark.baker@mettav.exnet.com (vacations)
/ \\/ \\
/ \\ \\ ** Runer spools, OK **

6468. MegaSTE Sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 14:49:57 UTC
From: howe@mik.uky.edu
Message-ID: <howe.786206997@mik.uky.edu>
Source record: 28749

MegaSTE system in fine shape with 4 Meg's of 70ns SIMMS and a 50 Meg SCSI hard drive.
Color (JVC) Monitor
Monochrome Monitor
Monitor Master unit
Spectre GCR 3.0
SuperCharger IBM emulator (1Meg RAM/FPU) Dos 4.0 and Lotusworks for Dos
SCSI Shoebox with ICD Board and Quantum 105S hard drive
Lot's of Commercial Software with Doc's

Price: $900.00

Leave e-mail at Howe@ukpr.uky.edu or here at Howe@mik.uky.edu

Thanks!

6469. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 15:28:11 UTC
From: matija@sirius.ijs.si
Message-ID: <1994Nov30.152812.1550@cathy.ijs.si>
Source record: 28754

In article <CzyFuF.DpD@nucleus.com>, Peter Gueckel <peterg@nucleus.com> wrote:
>It happened again: my message got posted as a blank. So here goes again.
>
>Could someone tell me what mint is? I have seen so much discussion and
>programs at ftp-sites that I am wondering if it might be something for
>my ST.

It is a multi-tasking extension for your Atari. In the PD form it allows you
to run one GEM program at the same time as any number of TOS programs.

In the commerical form it allows you to run any number (limited by memory) of
GEM programs at the same time.

It also allows some other extensions, like loadable file systems, SLIP
communication, and even X windows.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

6470. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 15:36:24 UTC
From: rousseau@cnam.fr
Message-ID: <3bi65o$l6r@sheckley.cnam.fr>
Source record: 28750

In article <mnb20.13.000E6846@cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:
>In article <apb25.15.000D4368@cam.ac.uk> apb25@cam.ac.uk (BRIDGETT A.P.) writes:
>
>>I might be an idea to have a list of possible new features for MiNT-
>
>>- key to refresh screen for when applications crash or don't work properly
>

The Clear/Home key does that already.

>>- fix so that the last two clusters on a disk can be used (it would probably
>>be safer to have it built-in reather than relying on an external program -
>>also who wants a folder full of fixes
>
>The problem is that this is filesystem specific, and so shouldn't be included
>in the kernel. If and when someone writes a tos xfs driver for MiNT so we
>don't have to rely on the rom code this will be fixed (isn't it fixed anyway
>on the falcon?)

Not fixed in TOS 4.02 of my Falcon :-(

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

6471. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 16:41:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2edcabc2_Christian.Dahl@ct.se>
Source record: 28773

```
>> 2) How do I manage to make the OS own memory that an ACC has
>> allocated? I
> know
>> there is a way, but I dont remember how!
>
> I don't think there is a way; not a legal one anyway. Generally accs
> shouldn't
> allocate memory. If you're using Lattice C, and probably others, you
> can set
> it to malloc from a static memory block in the bss.

There is a way, at least I saw a solution for about a 1/2 year ago in this area
(assembersource), but I was stupid enough to not save the letter... :-(

CD
```

6472. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 18:24:58 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <3caabn6jpbe@moacs11>
Source record: 28775

In <3bhv0a$rpk@sndsu1.sinet.slb.com>, Mathew Lodge wrote:

> The program doesn't put *itself* in the background. It lets the shell,
> or whatever is starting it, worry about what "background" means and
> how to achieve it.

And how does the shell know or guess that the program is not a normal
application but a daemon, which should be dropped to the background?

Waldi

6473. Re: UNIXMODE...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 18:36:48 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bigo0$c1c@infa.central.susx.ac.uk>
Source record: 28752

Alex Nicholls (A.I.Nicholls@herts.ac.uk) wrote:
: Can anyone help me... I have heard of a program (or standard function)
: that enables the user to have bigger filenames...

: Where can I get documentation on how to implement this feature and
: if there are programs where to get them from..

: Thanks

: Alex Nicholls

You need to use the Minix FileSystem under MiNT to do this without changing
operating system to Linux or Minix. Its quite easy to install, but is not
much use without a harddrive. You can have names upto 128 characters long.
Its generally faster than the standard DOS system.

The Minix FS and MiNT can be found at all good FTP sites. This is a big step
just to have longer filenames though, as it requires reformatting the partition you want o
have longer filenames on and you must use MiNT to access that
partition. Also, the boot partition must be a GEM partition.

Michael
--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6474. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 18:39:52 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bigto$c1e@infa.central.susx.ac.uk>
Source record: 28753

I think a BSD port would be pretty cool, Linux is defacto, but thats just because of the PC trend...if we all followed the PC trend we would all have PC's running Windoze. Its worth looking into IMHO, although I do not have the know how to supply any help.

Michael

--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6475. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 20:17:56 UTC
From: larserik@oslonett.no
Message-ID: <3bimlk$iil@hasle.oslonett.no>
Source record: 28756

> Does that mean that if you do an appl_init caal at boot-up you get a
> value <0 ?

I don't know... Normally you should NOT get a negative value.
A negative value means that something went wrong, and that your
GEM-program should be terminated....

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6476. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 20:30:22 UTC
From: fvdakker@sterbbs.nl
Message-ID: <24350SDVQTUUAQLLTXQ@sterbbs.nl>
Source record: 28755

C.>larserik@oslonett.no (Lars-Erik Oesterud) writes:
C.>>> 1) How do I find out if the program has been started as an ACC
C.>or as a >> application.
C.>>
C.>>appl_id is 0 for programs and >0 for ACC's (<0 if GEM not
C.>initzialised)
C.>
C.>No, appl_init returns >= 0 for programs (esp under MTOS!)

Does that mean that if you do an appl_init caal at boot-up you get a
value <0 ?
Can I recognise this way that my program is running from the
AUTO-folder?
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6477. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 20:53:15 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94334.155315STIRRE31@MAINE.MAINE.EDU>
Source record: 28760

It is too bad to hear Atari's poor attitude. Perhaps a few e-mails
from the Atari net community would help? Mr. Brodie and Mr. Townsend
have been seen on the Net.... perhaps they could pull some strings
for us ;-)? I would love to see Soft PC for my Falcon. What do others
think?
-scott tirrell

6478. Re: Falcon: Scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 21:04:14 UTC
From: bob@goldleaf.com
Message-ID: <3bipce$kmc@nntp.crl.com>
Source record: 28757

In article <3avh7u$6p3@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : Are their any good hand scanner for the Falcon around at the moment?
> : Also what about software?
> : Rod
>
>
> Hmmm we covered this in issue 3 of my magazine quite a bit.
> I will dig up a back issue from home and see what I can scan for you ;)
>
>
> Richard Davey
> Falcon Owners Group (UK)

Migraph here in the US makes a very nice scanner product for the Falcon. It works very well in the true color mode as well. I'm not sure who is handling their software in the UK though.

regards,

Bob Brodie

6479. Re: stacy lcd video

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 21:31:24 UTC
From: bob@goldleaf.com
Message-ID: <3biqvc$mc8@nntp.crl.com>
Source record: 28758

In article <nnoiseux.14.000B2C3A@tiac.net> nnoiseux@tiac.net (Nicolas Noiseux) writes:
> i would like to know how the lcd display is interfaced to the stacy.
> possible answers are like:
> - there is a special area of the motherboard for the lcd, this area is not
> present on (say) a 1040.
> - there is a special circuit which converts the
> monochrome video signal output for the use with the lcd.

There's a spot where the LCD connector plugs in, but it's treated just like a standard Atari Mono Monitor.

> i believe the stacy can also drive an atari monitor?

There is a monitor port on the back of the Stacy. If you plug in a mono monitor, then the Stacy will drive both the LCD and the mono monitor. If you plug in a color monitor, then the LCD will blank out and just the color monitor will function.

regards,

Bob Brodie

6480. DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 21:34:09 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <D03nwy.E2F@info.bris.ac.uk>
Source record: 28759

Can anyone tell me where to find out more about DSP programming on the Falcon than what is supplied in the Atari Compendium or the DSP 56001 Owner's Handbook?

TIA

Ellis Breen

6481. Re: HAYLP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 21:37:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3birai$s1f@golem.wcc.govt.nz>
Source record: 28761
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3bhjk3$j6g@erinews.ericsson.se>, etlprcr@etlxdmx.ericsson.se (Zargwog) writes:
>
>Hmm! Don't normally look around in here...
>
>Okay Guys, I'm after some knowledge. Friend of mine has given me his broken 520 STFM to look at
>and I'm running out of thoughts. When you switch the critter on is doesn't do very much. The
>goes black (so the tv modulators working). It makes no attempt to read from the disk and there is
>no sign of life from the software side. I checked out the power and it seems reasonable and gets
>
>Thanks for your help, Zargwog...

Most Ataries suffer from Dirty Contacts with the IC sockets, so just remove and re-insert all pluggable IC's..

The Larger PLC had problems with the sockets, they would crack, it was not untill the last batch of STE's that Atari changed the Brand of Socket..

Atari did fit clips first to stop the IC's getting loose, then added a clamp to stop the sockets from cracking...

If you don't have a PLC puller use a very small screw driver, and carfully lift out PLC IC...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6482. Re: PAK 68/3 views ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 21:46:27 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D03oHG.MzH@cix.compulink.co.uk>
Source record: 28769

In message <D006Dx.BH@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk said:

>True - the PAK/3 is faster, especially if you have a 40 or 50Mhz version.
>OTOH untill they sort out TT Fast RAM for it, a genuine TT with TT Fast
>RAM actually out performs it in the tests I done (dhyrstone).

The fastram card, 'Frak030', was launched last week.

Barry wilsontjb@cix.compulink.co.uk

6483. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 22:47:47 UTC
From: jornm@oslonett.no
Message-ID: <3bivej$29q@hasle.oslonett.no>
Source record: 28762

In message #129, rgivan@cix.compulink.co.u writes:

> In message <3bffvf$4rm@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
> > Whilst both Linux and BSD are free operating systems, it seems to me
> > that people want to install Linux and not BSD. Why is this? From what
> > I understand, Linux is a bit of a hack, whereas BSD is quite a
> > well-proven piece of software, and hence more robust than Linux.
>
> I quite agree. However the PC Unix world is Linux mad AFAICT. Who knows
> why?

Is that surprising to you? Is the PC community wel known for selecting
good OS's, or even applications, as 'standard'?! Do I have to mention
Windows, DOS, Word Perfect.....

Just couldn't resist this:-)

Joern Moe (email: jornm@oslonett.no)

6484. Thanks for the uucp help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-11-30 22:49:26 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELBLDEUUUp@stingray.manawatu.gen.nz>
Source record: 28763
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks to all the people that helped me out with getting my uucp e-mail/news working.

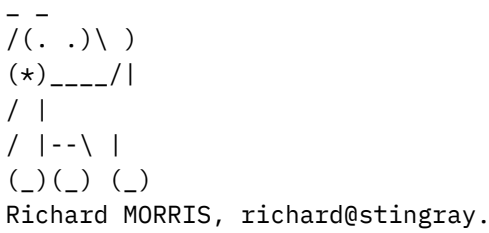
And especially thanks to Stefan Brusch for writing the upoint program.

It's great!

I appreciate all of your help and it's nice to know I'm not the only person who uses his Atari for things other than games.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6485. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 00:04:33 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3bj3uh$4he@uqcspe.cs.uq.oz.au>
Source record: 28764

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>The justification for porting Linux as opposed to BSD is that Linux is
>the de-facto standard for PC free Unix. That isn't to say it's the
>best, it's just the most widely used. This means that there is a shit
>load of new stuff coming every week for linuxPC, and most of it has
>source distributions. 68K linux will give access to this large
>software base.

Name *ONE* program that will run under Linux/x86 and Lines/68k, but not
under ANY other Unix. That's the whole POINT of Linux: to be a free Unix
clone.

The only reason I use Linux is that I like its politics better than the
politics of Free BSD. (Linux is a completely open development, while
BSD is a closed development)

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

6486. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 00:05:24 UTC
From: paul@xciv.demon.co.uk
Message-ID: <786240324snz@xciv.demon.co.uk>
Source record: 28765

In article <3bf6lp$dvt@infa.central.susx.ac.uk>
michrm@central.susx.ac.uk "Michael May" writes:

> : - key to refresh screen for when applications crash or don't work properly
>
> I have written a small acc which will do this...I can post it if anyone would
> like it. Its around 2K I think.

Clear-home?

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC Like a thief in the night, see the world by candlelight */
/* Owner I think the phrase rhymes with "clucking bell" - Blackadder */

6487. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 00:33:53 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D03w8H.IBE@cix.compulink.co.uk>
Source record: 28770

In message <3bigto$c1e@infa.central.susx.ac.uk>, michrm@central.susx.ac.uk
said:
> I think a BSD port would be pretty cool, Linux is defacto, but thats
> just because of the PC trend...if we all followed the PC trend we
> would all have PC's running Windoze. Its worth looking into IMHO,
> although I do not have the know how to supply any help.

I was never much of a fan of the PC, but its unfair IMO to criticise Linux
because it runs on the PC. I'm not much of a Linux fan either - but there
has to be a lot said for piggybacking Unix development for the Atari on
the back of a more active userbase (PC owners). Let them do the work and
we'll reap the rewards!

It will benefit BSD (if we every get it) and MiNT as well, as much of the
code will be easily portable to these OS also.

Roland.

@CiX

6488. Re: PAK 68/3 views ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 00:33:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D03w8J.IBz@cix.compulink.co.uk>
Source record: 28771

In message <D03oHG.MzH@cix.compulink.co.uk>, wilsontjb@cix.compulink.co.uk
said:
> In message <D006Dx.BH@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> said:
>
> > True - the PAK/3 is faster, especially if you have a 40 or 50Mhz
> > version. OTOH untill they sort out TT Fast RAM for it, a genuine
> > TT with TT Fast RAM actually out performs it in the tests I done
> > (dhyrstone).
>
> The fastram card, 'Frak030', was launched last week.

Anybody fancy doing a dhrystone test for it? I can email the dhrystone prog
that was used for the 20 or so Atari configurations people have already tested
for me.

:-)

Thanks

Roland.

@CiX

PS If anybody wants a copy of the results then I am happy to email or post
them here. I just don't know how many people are actually *interested* in
them?

6489. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 07:48:10 UTC
From: plord@novell.co.uk
Message-ID: <D04GCA.u6@novell.co.uk>
Source record: 28767

Mathew Lodge (lodge@ferndown.ate.slb.com) wrote:

: This is because of the lack of virtual memory support under MiNT.
: When you fork(), the parent is blocked until the child terminates.
: What's wrong with just letting the cron program run in the background
: without a controlling terminal? Do you need to use fork()?

Great! Thanks for the tip.

However, I still get a bus error. I've norrowed the problem down into
a small prog :-

```
-----------------
/* fork problem demo */

/* it seems that if the parent goes away before the child, we get a
bus error. Using just fork doesn't demo this problem because the
mint fork blocks. */

/* I'm using mint 1.12, gcc 2.5.8 - can't find the version no of the libs,
but I'm sure it is up-to-date */

#include <stdio.h>

main()
{

switch (tfork())
{
case -1: printf("Fork Failed\n");
break;
case 0: printf("Child\n");
sleep(100);
break;
default: printf("Parent\n");
break;
}
}
-----------------
```

(I compiled is with simply gcc -o a a.c)

I don't see that I'm doing anything wrong here... Interestingly, if I stick
with fork and get 2 process running (the parent is waiting and the child
is sleeping) - from the command line I can kill off the parent without
any ill effects.

Also, I had a binary crond on my system for some time which was working okay.
At one point I upgraded MiNT and I got these bus errors.

So I think that MiNT itself has this bug where the parent cannot die before
the child ....

Any ideas? Can anyone compile up the above prog to confirm this?

Many thanks,

Pete

6490. R: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 07:48:56 UTC
From: plord@novell.co.uk
Message-ID: <3bjv58$kmi@bird.summit.novell.com>
Source record: 28766

Mathew Lodge (lodge@ferndown.ate.slb.com) wrote:

: This is because of the lack of virtual memory support under MiNT.
: When you fork(), the parent is blocked until the child terminates.
: What's wrong with just letting the cron program run in the background
: without a controlling terminal? Do you need to use fork()?

Great! Thanks for the tip.

However, I still get a bus error. I've norrowed the problem down into
a small prog :-

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/* it seems that if the parent goes away before the child, we get a
bus error. Using just fork doesn't demo this problem because the
mint fork blocks. */

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but I'm sure it is up-to-date */

#include <stdio.h>

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case -1: printf("Fork Failed\n");
break;
case 0: printf("Child\n");
sleep(100);
break;
default: printf("Parent\n");
break;
}
}
-----------------
```

(I compiled is with simply gcc -o a a.c)

I don't see that I'm doing anything wrong here... Interestingly, if I stick
with fork and get 2 process running (the parent is waiting and the child
is sleeping) - from the command line I can kill off the parent without
any ill effects.

Also, I had a binary crond on my system for some time which was working okay.
At one point I upgraded MiNT and I got these bus errors.

So I think that MiNT itself has this bug where the parent cannot die before
the child ....

Any ideas? Can anyone compile up the above prog to confirm this?

Many thanks,

Pete

6491. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 09:16:56 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bk4a8$q37@percy.cs.bham.ac.uk>
Source record: 28768

fvdakker@sterbbs.nl writes:
>
>C.>larserik@oslonett.no (Lars-Erik Oesterud) writes:
>C.>>> 1) How do I find out if the program has been started as an ACC
>C.>or as a >> application.
>C.>>
>C.>>appl_id is 0 for programs and >0 for ACC's (<0 if GEM not
>C.>initzialised)
>C.>
>C.>No, appl_init returns >= 0 for programs (esp under MTOS!)
>
>Does that mean that if you do an appl_init caal at boot-up you get a
>value <0 ?
>Can I recognise this way that my program is running from the
>AUTO-folder?

Yep.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6492. PC keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 10:12:03 UTC
From: npetrlik@public.srce.hr
Message-ID: <3bk7hj$9vu@nippur.irb.hr>
Source record: 28774

Hi !

Is it possible to connect an IBM PC keyboard to
the Atari 1040 STfm ?
I know that these keyboard have a different
interfaces, but ...
Any hints, tips and pointers will
be appriciated ,
Thanx

6493. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 10:24:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2edda55a_Christian.Dahl@ct.se>
Source record: 28784

> larserik@oslonett.no (Lars-Erik Oesterud) writes:
>>> 1) How do I find out if the program has been started as an ACC or as
>>> a application.
>>
>> appl_id is 0 for programs and >0 for ACC's (<0 if GEM not
>> initzialised)
>
> No, appl_init returns >= 0 for programs (esp under MTOS!)
>
> I think that DAs are called with an address register set to zero,
> possibly a0, but I can't remember precisely because it is all handled
> by startup code...

Found out that sp (a7) is zero during ACC.... Also found out how to allocate
memory throug Malloc and OWN the memoryblock too...

CD

6494. Hardware Modul For Time Saving

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 10:30:05 UTC
From: npetrlik@public.srce.hr
Message-ID: <3bk8jd$a44@nippur.irb.hr>
Source record: 28772

Hi !

Does anyone knows how to save time after turning
computer off (hardware solution) ?
I've haded instructions how to do this through
the ROM modul port (but the electronic
components - especially CMOS MSM5832 has not
been abled to me (MSM5832 is a clock chip)...
If someone wants , i may send him this instructions
in a file (actually in a picture file) ..
So what's bothering me ?
I'll be very grateful if someone could tell me or
explain me how could i do this 'time saving' ?
I'm calling all the good guys who made the
circuit scheme for this by himselves, if
they could e-mail me the schemes (i know i'm asking
much ...)
Or, at least, give me some hints about that ...

Gratefully,

Neven

P.S. I'm seeking ONLY hardware solutions and possible
circuit schemes ...

6495. Corrupt downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 13:29:28 UTC
From: julian@loose.apana.org.au
Message-ID: <3bkj3o$bh6@loose.apana.org.au>
Source record: 28777

I am having an intermittent but frequent problem with downloading a file and getting more bytes in it than there should be. Usually about 100 or 200 more.

I have tried different modems, different protocols eg: z y or x modem, sometimes when one stuffs it up, the other works.

I am using an STE with 4meg of ram, FreezeDriedTerminal, 9600 or 14.4 modems.

I did have 2 meg of ram but 6 months ago I got 2 extra meg from a friend who was going to throw them out as they were sometimes playin up in his DX66 PC. I have had no trouble with them.

Could faulty ram cause this? Obviously I can remove them and try it but I would prefer not to.

Any ideas? Thanks, Julian.

--
julian@loose.apana.org.au

6496. HELP! PC drive in ST!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 13:47:40 UTC
From: life@kuai.se
Message-ID: <3bkk5s$loc@nic.tip.net>
Source record: 28776

Hello!
I have an Atari 1040 STFM with a faulty drive. Now, i must replace drive
and i'm wondering of i can put in a IBM-PC drive into it. 1.44Mb?

How do i do??

/ Jonathan

6497. Re: Atari ST does not work...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 14:40:59 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.45.0009AF2A@cfcsc.dnd.ca>
Source record: 28790

>My Atari ST upgraded to 1 meg a few years ago does not boot up at all.
>My monitor and disk drive are both on but does not work. Does any one
>know what might be the problem?

When you say your disk drive works, I assume the light comes on, if so, can you hear the floppy being accessed? I had a problem when I installed my 4Meg RAM in my STe. The RAM chips were not in quite right, and so my STe would not do anything. Perhaps your RAM chips have worked loose. I would suggest opening up your ST and reseating or pressing down on all your chips(not just the RAMchip upgrade) to make sure they are all seated correctly. BTW how was your upgrade down, soldering RAM on top of existing RAM, or a RAM board? This is similar to lifting and dropping the ST to reseat chips.
Anybody out there have anything to add, or correct?
Merci.thanks
-ken

6498. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 14:50:22 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.46.0009D731@cfcsc.dnd.ca>
Source record: 28691

>I have been told that I also need it to stop memory problems with adding extra
>colour icons
>under TOS 4.04. Is this true?

>If so, where can I get FOLDERnnn - I haven't seen it on any of the FTP sites....

>Anthony Jacques

If you use ICD, you can increase the number of folders you reserve for using
HDUTIL where you set up the ICDBOOT.SYS boot file. If you don't use ICD boot
look for a file called "FIX..." or "PACKAGE3..." or "PATCH..." at ftp sites.
Package3 I know contains just about every fix you could imagine, most of which
you won't need, and includes the Foldernnn.prg. Bonne Chance
Thanks/Merci
-ken

6499. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 15:10:19 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bkp0r$i5t@whitbeck.ncl.ac.uk>
Source record: 28778

In article <3bj3uh$4he@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
>Craig Graham <Craig.Graham@ncl.ac.uk> writes:
>
>>The justification for porting Linux as opposed to BSD is that Linux is
>>the de-facto standard for PC free Unix. That isn't to say it's the
>>best, it's just the most widely used. This means that there is a shit
>>load of new stuff coming every week for linuxPC, and most of it has
>>source distributions. 68K linux will give access to this large
>>software base.
>
>Name *ONE* program that will run under Linux/x86 and Lines/68k, but not
>under ANY other Unix. That's the whole POINT of Linux: to be a free Unix
>clone.

On a PC platform, there are several - I'll point to the ones I have used.

Alliance - a real heavy weight ASIC design system. The only PC unix supported
is Linux.

VXP - a clone of visual basic, but for developing OSF Motif applications in C.
Available in binary form only, and the only PC binary is for linux.

Many others exist, and the Linux dev newsgroups are always humming. I'm
not saying BSD isn't good (it is) but as I said in my original post, Linus
is happy to integrate patches from the 68K linux port into the main source
tree, which can only be a good thing as it means that once the port is
up & fairly stable, Atari & Amiga users will be able to influence to a
certain extent the progress of the rest of linux (any groovy patches can
be shared with PC users as well) - and possibly become official. There is
no way the BSD folks would accept patches from our motley crew is there?

Besides, why should we want BSD if we have Linux anyway. If we have a standard
portable free unix on the Atari, then rather than divide up the already thin
user base into BSD & Linux heads, we should stick to the one system (all
freinds together). And that one system should be Linux simply because it's
already been done whereas BSD is just a topic of conjecture (there is no
Atari BSD, and no-one is doing a port).

>The only reason I use Linux is that I like its politics better than the
>politics of Free BSD. (Linux is a completely open development, while
>BSD is a closed development)

Well, thats one reason. Another is that (at least here in the UK) there
is much more support for Linux. Case in point - here at Newcastle Uni,
I wanted to get a SLIP connection into the internet via MiNT NET. The
college couldn't help beyond giving me the line as they only provide support

to Windows or Linux users.

Many of my friends have installed Linux simply because it does such a good job. It's stable enough to use on an everyday basis. In fact, at work (Matra Marconi Space Systems (UK)) several departments have started installing Linux simple to provide extra X terminals to access our Sparc20's, as Linux is free & X server software costs $$$ on a PC (and actually isn't as effective as running Linux anyway).

Oh yeah, thanks for the mail /Hendr!K/, I quote you now:

>>It was announced on the Linux68K mailing list that a stable X server for
>>Atari Linux is now running real well in mono, and colour is being performance
>>tweeked at the moment. We are told to expect the first general release in

>X11R6 ran on a TT in TT-High and it looked nice. Bjoern and the guys have the
>ACSI-drivers ready and now they're working on an installation-programme.

So, not just an X11R5 server for Atari Linux, but a Dog's Genitalia X11R6 server. Fun Fun Fun......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6500. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 15:52:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3bkrgd$8q3@percy.cs.bham.ac.uk>
Source record: 28779

smiller@farad.elee.calpoly.edu (Sepulturiad Soldier) writes:
>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) stated:
>>Whilst both Linux and BSD are free operating systems, it seems to me
>>that people want to install Linux and not BSD. Why is this? From what
>>I understand, Linux is a bit of a hack, whereas BSD is quite a
>>well-proven piece of software, and hence more robust than Linux.
>
>I think you'll find that some will take offense at saying Linux is a
>hack. One of the reasons it is doing so well is that there are god knows
>how many people helping out with quirks and modifications. A friend of

OK, sorry. Linux is a lot of separate hacks made by lots of people in
a more or less uncontrolled way :-)

How many versions of Linux are available?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6501. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 16:36:00 UTC
From: czwersch@aixterm8.urz.uni-heidelberg.de
Message-ID: <3bku1g$sdk@sun0.urz.uni-heidelberg.de>
Source record: 28703
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Mezei Attila (ethami@duna.ericsson.se) wrote:
: Has anyone got the docs for AV protocol in any language
: or do you know any ftp sites where I can get it from?

They are included in the Docs for Gemini (look for a
*.H file in the \doc folder).

-Christoph-

6502. Re: MINT.PRG vs MINTNP.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 17:47:40 UTC
From: dk3uz@isys-hh.Hanse.DE
Message-ID: <OAYUB67F@isys-hh.Hanse.DE>
Source record: 28715

bdean@hpb.hwc.ca (BLAIR DEAN) writes:

>What is the difference between the two and for 1.12 on an early STe (1.06),
>which should I be running?

Doesn't matter on a cpu <68030, as these have no PMMU. Otherwise the 'np'
will disable memory protection on TTs, Falcons and PAK68/3s running the
original AES in ROM, which is not re-entrant.

Rgds, Eddi
--
| AMPRNET: dk3uz@db0hht.ampr.org | GUI: A means of wasting cpu power
| INTERNET: dk3uz@iSYS-hh.isys.net | rodent pushing icon clickers
| AX.25: DK3UZ@DB0HHT.#HH.GER.EU | don't need.

6503. Re: R: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 18:43:21 UTC
From: ersmith@netcom.com
Message-ID: <ersmithD05Ao9.70t@netcom.com>
Source record: 28780

In article <3bjv58$kmi@bird.summit.novell.com>,
Peter Lord <plord@novell.co.uk> wrote:
[in regard to difficulties in getting a background process running]

> switch (tfork())

Here's your problem: the syntax for tfork() is
long tfork(int (*func)(long), long arg)

The first parameter to tfork() is a function which will be executed in
the background; the second parameter is a long argument for the function.

In other words: tfork() is not fork().

(See the file "thread.c" in the MiNT library source for more details.)
--
Eric R. Smith ersmith@netcom.com

6504. RESULT: comp.sys.atari.programmer passes 193:35

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 20:12:06 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.programmer-RESULT@uunet.uu.net>
Source record: 28781
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech

RESULT
unmoderated group comp.sys.atari.programmer passes 193:35

There were 193 YES votes and 35 NO votes, for a total of 228 valid votes.
There was 1 abstain and 1 invalid ballot.

For group passage, YES votes must be at least 2/3 of all valid (YES and NO)
votes. There also must be at least 100 more YES votes than NO votes.

There is a five day discussion period after these results are posted. If no
serious allegations of voting irregularities are raised, the moderator of
news.announce.newgroups will create the group shortly thereafter.

Newsgroups line:
comp.sys.atari.programmer Programming on the Atari computer.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Siu <ysiu@lexicor.com>

CHARTER

Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

comp.sys.atari.programmer Final Vote Ack

Voted Yes

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Abstained
---
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Votes in error
---
tekpagan@io.org Antony Balcerzak
! No vote statement in message

6505. MagiC and ICD FAST hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 20:29:13 UTC
From: W K Hon <zd381@city.ac.uk>
Message-ID: <Pine.SOL.3.91.941201201440.1921F-100000@burngullow>
Source record: 28783

(Please forgive me if this posts twice, I'm completely new to all this
and something went very wrong the first time I tried to post this)

I have a problem which I am told is due to my hard disk driver being out
of date. Has anyone come across similar problem in this context, is it true
and if so please, please could you tell me how I can get an up to date driver?
The supplier of my hard disk, First Choice Computers in Leeds, England,
have been pretty unhelpful to say the least, and they are not willing
to sell me a new driver even though they must have the latest version
with the FAST drives they are continuing to sell!

In January I bought FAST hard drive for my Atari STFM (4Meg, TOS 2.06
upgraded). The driver is ICDBOOT v 6.2.4 (1993)

I recently got the multitasking program MagiC v 2.01. Had trouble
getting it to work - wouldn't work at all, finally deleted the MAGX.INF
file out of desperation and got something to happen (although it
recognised some - not all - partitions as RAMdisks rather than hard drive
partitions!); managed to multitask a few programs, seemed to work OK.
Saved new INF file, tried to edit it insert some of missing lines from
the default INF file, MagiC wouldn't load at all using the edited
version. Back to new unedited version, it worked (but won't of
course allow me access to many features of MagiC because of missing lines
in the INF file!).

Contacted my MagiC supplier, Atari Workshop/System Solutions. They said
it was a coincidence/luck that I managed to get anything to happen by
trying to load it without any INF file at all, but particularly as some
partitions treated as RAMdisks, it must be due to out of date driver.
They also said it was risky to continue to try to use MagiC in the
circumstances I mentioned. Having had no luck with my hard drive
supplier, I'm uncertain what to do next. I don't want to pay 50 pounds
for ICD Professional Utilities just to get the new driver (which might not
even do the trick at that, I just don't know). I'm more than happy to
pay for just the driver, if anyone will sell me it. Does anyone have any
thoughts on whether it really is the driver which is the problem, if not
any possible solutions?

Can anyone please help me or suggest someone who could? I'm rather at my
wit's end now in relation to this, and I'd really appreciate an answer
in the next 2 weeks if possible as I only have
access to this Internet account through a course, which finishes in 2
weeks! My Email address is zd381@city.ac.uk.

Many thanks

Kuan Hon

6506. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 20:30:14 UTC
From: fvdakker@sterbbs.nl
Message-ID: <020330DAVGBOQVWBPJNY@sterbbs.nl>
Source record: 28782

```
la>> Does that mean that if you do an appl_init caal at boot-up you
la>get a > value <0 ?
la>
la>I don't know... Normally you should NOT get a negative value.
la>A negative value means that something went wrong, and that your
la>GEM-program should be terminated....

Is there another way to recognise this?
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

6507. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 21:08:31 UTC
From: jornm@oslonett.no
Message-ID: <3ble0f$39t@hasle.oslonett.no>
Source record: 28787

In message #129, rgivan@cix.compulink.co.u writes:

> In message <3bffvf$4rm@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk said:
> > Whilst both Linux and BSD are free operating systems, it seems to me
> > that people want to install Linux and not BSD. Why is this? From what
> > I understand, Linux is a bit of a hack, whereas BSD is quite a
> > well-proven piece of software, and hence more robust than Linux.
>
> I quite agree. However the PC Unix world is Linux mad AFAICT. Who knows
> why?

Is that surprising to you? Is the PC community wel known for selecting
good OS's, or even applications, as 'standard'?! Do I have to mention
Windows, DOS, Word Perfect.....

Just couldn't resist this:-)

Joern Moe (email: jornm@oslonett.no)

6508. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 21:56:32 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <atp&qpim6wk@moacs11>
Source record: 28788

In <D04GCA.u6@novell.co.uk>, Peter Lord wrote:

```
> #include <stdio.h>
>
> main()
> {
>
> switch (tfork())
> {
> case -1: printf("Fork Failed\n");
> break;
> case 0: printf("Child\n");
> sleep(100);
> break;
> default: printf("Parent\n");
> break;
> }
> }
```

tfork() takes two arguments, a pointer to a function and an argument to
that function. But be carefull, the newly started thread gets only some
very small stack by default (4 or 8 KB, IIRC).

```
/*
* unistd.h is merely a guess, tfork() might
* well be declared elsewhere (support.h?)
*/
#include <unistd.h>
#include <stdio.h>

int foo (long);

void
main ()
{
tfork(foo, 123);
printf("thread1\n");
_exit(0);
}

int
foo (long arg)
{
printf("thread2: argument=%ld\n", arg);
sleep(5); /* thread1 exits before thread2 */
exit(0);
```

```
}
```

Waldi

6509. Re: SoftPC - PC emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 21:59:25 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D05Jr1.1Go@cix.compulink.co.uk>
Source record: 28785

> It is too bad to hear Atari's poor attitude. Perhaps a few e-mails
> from the Atari net community would help? Mr. Brodie and Mr. Townsend
> have been seen on the Net.... perhaps they could pull some strings
> for us ;-)? I would love to see Soft PC for my Falcon. What do
> others think?
Bob Brodie has already been very helpfull to me in this respect. remember,
he's ex-Atari and can only do so much. If Atari don't answer their faxes
and email, what can I do?

Iain

6510. HD floppy/TT/Spectre questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-01 23:23:32 UTC
From: paul@vega.ame.arizona.edu
Message-ID: <3blltk$rnm@news.CCIT.Arizona.EDU>
Source record: 28786

I'm thinking of getting a high-density floopy for my TT. I'm running TOS 3.05, which can handle HDs, and even format them (though not standard, I understand). I have heard, I think, that some TT's could be upgraded without putting in the 'AJAX' chip (I got my TT just before they came with HD drives). Is this true? I guess I could just put one in and try it.

Also, what is the AJAX? Does it has an 'official' number or something? Can I get it at a local electronics place, or would I have to order it? Is it a pain to put in (soldering), or does it just plug in?

As I recall, to get Spectre GCR to work with a HD drive, there needs to be come chip replaced in it. Could someone tell me about that (I really doubt I'd be able to get any information out of Dave Small).

Finally (though I know the whole thing is just a dream), does any one know if the supposed Spectre 3.1 can handle high-density disks?

-Paul Harris @ @
paul@vega.ame.arizona.edu ___/

6511. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 03:22:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <3bm3sq$g4h@uqcspe.cs.uq.oz.au>
Source record: 28789

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>OK, sorry. Linux is a lot of separate hacks made by lots of people in
>a more or less uncontrolled way :-)

>How many versions of Linux are available?

Is this an urban legend or what?

The current version of Linux is 1.1.64 (actually, 65 or 66 may be out by
now - new versions are available every week or so, for those who want the
bleeding edge).

Personally, I started with 1.1.19, then moved to 1.1.54 because I wanted
soundcard support (I simply recompiled the whole thing - it was easier
than grabbing binaries!).

As for `uncontrolled', this is bogus too. Linux development is all
centred around Linus Torvalds. Even patch effectively comes from him,
from his system. It is `uncontrolled' in that you don't need any special
license of permission of NDA to work on the OS, but when it comes down
to actually changing anything, `hacks' have to be channelled through
a system that is much more discerning than, say, the MiNT patch process.

Anyone who really wants to know about Linux can go find out - it's no
secret society. Telling tall stories just shows how little you know.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / Microsoft is not the answer.
/ * <-- Computer Science Department, / Microsoft is the question.
_.-._/ University of Queensland, /
v Brisbane, Australia. / NO is the answer.

6512. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 06:55:04 UTC
From: evanlang@uss.lonestar.org
Message-ID: <3bmgc8$7rr@uss.lonestar.org>
Source record: 28708

In article <bdstlvaadbk@moacs11>,
Waldi Ravens <walra@moacs.indiv.nl.net> wrote:
>In <SCHWAB.94Nov28151357@issan.informatik.uni-dortmund.de>, Andreas Schwab wrote:
>
>use NVDI instead. The fasttext device is usefull if you run your system
>in textmode (ie. without the cpu/memory hog, called AES ;)
>

To see FASTTEXT in action (if its in the binaries - nope, doesn't seem to
be - recompile or just get vconsoles - its better anyway!) use QINDEX.
Usually, you can't get the text scroll benchmark past 100% since it tests
text-based GEMDOS text scrolling. It goes to well over 1200% on my
machin e(haven't tested recently)..

6513. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 08:57:30 UTC
From: plord@novell.co.uk
Message-ID: <D06E7u.M04@novell.co.uk>
Source record: 28692

Mathew Lodge (lodge@ferndown.ate.slb.com) wrote:

: The program doesn't put *itself* in the background. It lets the shell,
: or whatever is starting it, worry about what "background" means and
: how to achieve it.

: Mathew

Eh ... well actually, my problem is connected with running crond on
recent MiNT versions - I need to run this from mint.cnf. So the
program needs to put itself in the background (no shell in sight ...).
This is the "normal" UNIX way of running a daemon.

Using fork used to work fine ... until I updated MiNT (I think 0.95 used
to work as expected).

Pete

6514. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 12:30:31 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3bn417$11b@mercury.dur.ac.uk>
Source record: 28694

Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:

: Does anyone else think that a BSD 4.4 port would be a nice thing to
: have on our Ataris?

I reckon the time might be better spent integrating VM into MiNT. After all, MiNT is fast, requires less hardware and currently does a very good job of being BSD-like. VM and the non-blocking fork are the only major differences, really, and MiNT also runs TOS programs. This kind of "advanced MiNT" MiNT would also allow 68000 users to at least run the programs, albeit without VM and memory protection. Why duplicate work?

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

6515. Cheap HD for a 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 12:31:10 UTC
From: matt@plab.dmll.cornell.edu
Message-ID: <3bn42e$7q6@newsstand.cit.cornell.edu>
Source record: 28693

I just stumbled upon a (basically) freebie 520ST, and I'm trying to rebuild it into a semi-useful machine. I've read the FAQ and had some luck digging for hardware hacking info, but I haven't found out much about the DMA port yet, other than the pinout given in the manual.

What sort of hard drives were originally offered by Atari? I'd assume MFM, given the date and price point. I have an old 20MB ISA (pc) Hardcard, which has and MFM drive. The pinout of the DMA connector suggests that it wouldn't be too hard to get an 8-bit ISA MFM controller functioning w. it. Does anybody know about such a possibility?

While I'm on the topic, the floppy drive I got is of the SSDD variety. The drive mechanism appears similar to a PC's 3.5" floppy, so I'm wondering if I couldn't use one to get DSDD working. Eh?

-mgk

--
73 de kb8uox . VIN: WVWGA0167GW304013
Matt Kangas, mgk3@cornell.edu . R.I.P. 11/85 - 11/94
aka matt@plab.dmll.cornell.edu . So long, baby...
[PGP key available] .

6516. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 13:01:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2edf1aca_Christian.Andersson@ct.se>
Source record: 28720

```
>> Running IOSMAIL always results in "out of internal memory - use
>> folderxxx to get more, System halted" messages unless FOLDERnnn is
>
>> I use IOS every day, and I have Never needed the FOLDRnnn program, I
>> have never either seen that error message!
>
> I guess you are using a hard disk driber that automatically fixes it
> then... :)

AHDI 6.061 is the one I use both now and with TOS4.01!!!

Chris.
```

6517. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 13:23:26 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3bn74e$1ih@snlsu1>
Source record: 28701

walra@moacs.indiv.nl.net (Waldi Ravens) wrote:
> And how does the shell know or guess that the program is not a normal
> application but a daemon, which should be dropped to the background?

The shell doesn't have to "know" or "guess". You tell it. I tell my
shell to do it by adding "&" to the end of the command. So, to start
the cron daemon in the background, I would type

crond &

Mathew

6518. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 14:54:50 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3bncfq$eha@turing.fwi.uva.nl>
Source record: 28695

M J Maisey <M.J.Maisey@durham.ac.uk> wrote:

:Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
:
:: Does anyone else think that a BSD 4.4 port would be a nice thing to
:: have on our Ataris?
:
:I reckon the time might be better spent integrating VM into MiNT. After
:all, MiNT is fast, requires less hardware and currently does a very good
:job of being BSD-like. VM and the non-blocking fork are the only major
:differences, really, and MiNT also runs TOS programs. This kind of
:"advanced MiNT" MiNT would also allow 68000 users to at least run the
:programs, albeit without VM and memory protection. Why duplicate work?
^^^^^^^^^^^^^^^^^^^

funny to hear you say that. Don't forget that the whole MiNT project is
nothing but a huge effort to duplicate UNIX and let it run on an Atari.

--
Martijn Dekker | PFF - software: coding for Atari and X machines
University of Amsterdam| Mail for info about Ishido
Math department |
mail: mdekker@fwi.uva.nl, 2:280/706.14@fidonet.org, 90:500/104.14@nest.ftn

6519. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 15:37:05 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bnev1$8lg@whitbeck.ncl.ac.uk>
Source record: 28696

In article <1994Nov30.152812.1550@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar) writes:
>In the commerical form it allows you to run any number (limited by memory) of
>GEM programs at the same time.

Limited by patience is more like it :)

>It also allows some other extensions, like loadable file systems, SLIP
>communication, and even X windows.
^^^^^^^^^

Since when has MiNT had an X-Server? Mgr - yes, it's got that, but X ? No,
I don't think so......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6520. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 16:23:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3bnhl4$2f2@nyheter.chalmers.se>
Source record: 28697

```
In article <3bnev1$8lg@whitbeck.ncl.ac.uk>,
Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>In article <1994Nov30.152812.1550@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar)
writes:
>>It also allows some other extensions, like loadable file systems, SLIP
>>communication, and even X windows.
> ^^^^^^^^^
>
>Since when has MiNT had an X-Server? Mgr - yes, it's got that, but X ? No,
>I don't think so......
>
Check phlem.ph.kcl.ac.uk! They have the X-server for MiNT! It will only run
in monochrome resolutions, but it works...

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

6521. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 16:38:31 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bnii7$4s7@ugle.unit.no>
Source record: 28698

Christian.Dahl@p4.F611.N2,
In a message on 26 November, wrote :

ch> > From: Craig Graham <Craig.Graham@ncl.ac.uk>
ch> >
ch> >> Is it possible to stop the preemtive multitasking in MiNT by changing
ch> >> a variable?
ch> >
ch> > No - the whole point of MiNT IS the preemptive multitasking.......
ch>
ch> Well, not if I add a long interupt, and dont won't that interupt to be
ch> contextswitched away.

Mint will not do any contextswitches if you are in supervisor mode.
So, in an interrupt you won't be thrown out. At least not in the
current version of mint.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6522. Re: MiNT ideas

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 16:38:37 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bniid$4sa@ugle.unit.no>
Source record: 28699

Apb25@cam.Ac.Uk,
In a message on 28 November, wrote :

ap> I might be an idea to have a list of possible new features for MiNT-
ap>
ap> - key to switch between applications - (like Alt-Tab in Windoze)

Try Ctl-Alt-Tab in MTOS...

ap> - key to refresh screen for when applications crash or don't work properl

Try Clr/Home in MTOS...

ap> Finally has anyone got fasttext to work - I cannot see any speed improvem
ap> using Gembench no matter how hard I try (with HARDSCROLL=25, setenv
ap> HARDSCROLL=25, CON=U:\dev\fasttext absoloutly everywhere - HARDSCROLL=25
ap> MINT.CFG gives an error - I am sure this is what it says to do).

Do you have the u:\dev\fasttext device then ?
(Try opening a directory on u:\dev)
If not, you have to add -DFASTTEXT in CFLAGS in the makefile and recompile.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6523. Re: GEM-stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 16:38:44 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bniik$4se@ugle.unit.no>
Source record: 28700

```
Larserik@oslonett.No,
In a message on 28 November, wrote :

la> > 1) How do I find out if the program has been started as an ACC or as a
la> > application.
la>
la> appl_id is 0 for programs and >0 for ACC's (<0 if GEM not initzialised)

Wrong.

ACC's are called with a pointer to the basepage in register a0.
Programs are called with a blanked out a0. Additionally, an acc's
PARENT basepage must be 0.

This test even works in the auto-folder, and is the one to use.
(Used in the startup code in the mint-library, have a look at
crt0.cpp, crtinit.c).
```

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

6524. Ethernet for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 17:18:46 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <AirpPqO00iV344_Ec8@andrew.cmu.edu>
Source record: 28702

Is there an easy way to put ethernet on a TT, with hardware/software
available in the U.S.? I have information on hardware/software from
Europe, but that sounds like more of a hassle then it's worth.

David
Carnegie Mellon University

6525. Finding upoint

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 23:12:22 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELDLFGUUUp@stingray.manawatu.gen.nz>
Source record: 28704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

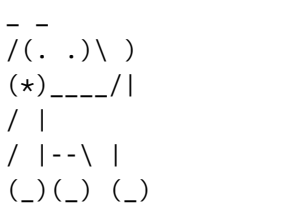
Can anyone please tell me where I can get the August 13 version of upoint_l.lzh (upoint uucp proggie). I have tried several places but to no avail. I can't use ftp easily (I have to ask a friend, who asks a friend...) and so if I could locate the correct version, then I could just get it from a mail-server.

I have tried tu-berlin, tu-clausthal, but they only have the July 26 version.

I'd _really_ appreciate some1 telling me I could get it from please

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6526. Re: MagiC and ICD FAST hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-02 23:47:34 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3bobmm$173@golem.wcc.govt.nz>
Source record: 28705

In article <Pine.SOL.3.91.941201201440.1921F-100000@burngullow>, W K Hon
<zd381@city.ac.uk> writes:
>(Please forgive me if this posts twice, I'm completely new to all this
>and something went very wrong the first time I tried to post this)
>
>I have a problem which I am told is due to my hard disk driver being out
>of date. Has anyone come across similar problem in this context, is it true
>and if so please, please could you tell me how I can get an up to date driver?
>The supplier of my hard disk, First Choice Computers in Leeds, England,
>have been pretty unhelpful to say the least, and they are not willing
>to sell me a new driver even though they must have the latest version
>with the FAST drives they are continuing to sell!
>weeks! My Email address is zd381@city.ac.uk.

Simple just mail you disk to ICD with $10us to cover costs etc, or log onto
GEnie and dnload it from there......

I don't know how the ICD agent is in UK, but they should help...

>Kuan Hon

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6527. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 01:02:54 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3bog3u$mso@brachio.zrz.TU-Berlin.DE>
Source record: 28707

In article <3b7ikt$lbh@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> I have now managed to get it to run, however it ran correctly for two days
> then the non-modal dialogs disappeared and become modal. Well atleast
> the one which says what the printer is doing. What has happened or
> what have I done?

You may by accident have changed the switch "parallel port access" from
"directly (background)" to "via TOS". When printing via TOS the print
dialog is modal because this can't be done in background.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

6528. Re: Cheap HD for a 520ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 03:54:07 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3boq4v$30t@golem.wcc.govt.nz>
Source record: 28706

In article <3bn42e$7q6@newsstand.cit.cornell.edu>, matt@plab.dmll.cornell.edu (System Bartender) writes:
>I just stumbled upon a (basically) freebie 520ST, and I'm trying to
>rebuild it into a semi-useful machine. I've read the FAQ and had some
>luck digging for hardware hacking info, but I haven't found out much
>about the DMA port yet, other than the pinout given in the manual.

Ataries DMS port was developed around the pre SCSI standard SASI
from memory, so the best way is to get a SCSI host adapter, their
are IDE one but they are German and have very bad support...

Atari use MFM/RLL drives with SCSI to MFM/RLL adapters..

>While I'm on the topic, the floppy drive I got is of the SSDD variety.
>The drive mechanism appears similar to a PC's 3.5" floppy, so I'm
>wondering if I couldn't use one to get DSDD working. Eh?

Their can be problems with a lot of OEM disk drives, Teac seems to be the
prefered brand here, the problem is with media change, Atari uses the Write
protect to indicate a disk change, but this does no allways work with some
brand of drives...

Some Atari machines and external drives have adapter boards fitted to
SSDD drives, some you can just remove this board and some you can't, also the
leads can be to short, this can be a BIG problem if you don't know what you are
doing....

> -mgk
>73 de kb8uox . VIN: WVWGA0167GW304013
>Matt Kangas, mgk3@cornell.edu . R.I.P. 11/85 - 11/94
>aka matt@plab.dmll.cornell.edu . So long, baby...
> [PGP key available] .

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6529. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 11:47:58 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <786455278snz@bigbox.demon.co.uk>
Source record: 28726

In article <3bnev1$8lg@whitbeck.ncl.ac.uk>
Craig.Graham@ncl.ac.uk "Craig Graham" writes:

> >It also allows some other extensions, like loadable file systems, SLIP
> >communication, and even X windows.
> ^^^^^^^^^
>
> Since when has MiNT had an X-Server? Mgr - yes, it's got that, but X ? No,
> I don't think so......

Well someone out there has done an X port. I can't remember the address off hand, but it needs MiNT, MiNTnet, and 4 Megs (at least). Unfortunately it is huge, and IIRC on a 4 Meg ST you only get 600K free... time to find a nice 8 Meg board I think!

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6530. Archive file formats..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 14:04:53 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332ee07b51@sirius.herts.ac.uk>
Source record: 28712

Does anyone know anywhere I can get information or source programs to
enable me to obtain directory information entries out of an archive.
(such as .ZIP, .ZOO and/or .lZH)

Many thanks...

Alex

6531. [Q] Volker Soehnitz?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 15:28:01 UTC
From: dietz@lirmm.fr
Message-ID: <3bq2q1$13r@lirmm.lirmm.fr>
Source record: 28709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallo!

Could anybody please give me a hint, how I might contact Volker Soehnitz, the author of a virus detector on the Atari ST? I tried "normal" mail and email using the following address:

volker_soehnitz@ac.maus.de

I think that my mail has reached its destination, because I did not get it back, but I never managed to get an answer.

Thanks in advance.

Andreas

6532. FPUs in Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 15:33:38 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D08r82.n25@ssbunews.ih.att.com>
Source record: 28710

Kommentar zu A9976@AC3 in der Gruppe CS.ATARI

>>I've seen every single release of the Falcon030 board, and they all
>>have PLCC sockets for their 68882. Old rev. TTs have PGA 68882,
>>while newer ones have them nailed to the floor ..erm.. surface mounted.
>
>Well you haven't seen all boards then. Its definitely PGA (Pin Grid

How can I say such wrong things???. I apologize - I'm shocked that my memory is just getting too crowded with facts for me to completely trust it. The Falcon's aren't PGA, they are PLCC (the wrap-around-the-sides pins - Plastic leaded chip carrier)

>Array - the bed of nails out the bottom of the chip.) I've seen two
>falcons with that chip carrier. Wayne

Well I was right about there being two falcons anyway - just wrong about them having PGAs - they both had PLCCs for the FPU. I'll double check those facts next time I respond.

My apologies to Peter for sounding so rigtheous - and doubting him in the first place. His information has always been spot on before. I did think I knew what I was talking about since it had only been a couple of weeks earlier that I had opened half a dozen machines to see what FPUs they needed. My Mega SST needed PGA - not the Falcons. (Sure glad this all happened before I went out and bought more PGA FPUs - or there would be one heck of a fire sale going on right about now.) Humbly spitting out black feathers, Wayne

6533. Re: GCC 2.6.1

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 15:59:12 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.DXvRwHkUAAo@semprini.waterloo-rdp.on.ca>
Source record: 28716

In <3bcmm8$3ul@cc_sysk.coventry.ac.uk>, Guido writes:
>
>A port of GNU GCC 2.6.1 is ready for uploading. I have placed
>the files in Simon Gornall's incoming area, and hopefully he
>will be able to upload the files to umich in the near future.

I put my MiNT port of GNU make 3.71 on Simon's incoming area yesterday
(and downloaded gcc 2.6.1, too).

>In C++ the CursesW class is unimplemented because I don't have a
>cplusplus aware curses.h file. The source is included in gcc161a.zoo.

Funny, the curses.h I've got has extern "C" { } wrappers around it, or
do you mean something else?

>GCC 2.6 uses two new builtin functions for allocating and deleting arrays
>these two functions are in op_vnew.c, which should be compiled and added
>to gnu.olb or mint.olb. You will find this file in gcc261a.zoo

Hopefully entropy will add something that works-alike to the next
MiNTlibs (since AFAIK MiNTlibs is trying to be GNU-free internally).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Canter and Siegel had nothing to do with this. I don't need a Green Card.

6534. Oops, Fried ST Power Supply !

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 18:36:32 UTC
From: Steve@camber.demon.co.uk
Message-ID: <786479792snz@camber.demon.co.uk>
Source record: 28711

Stupid, I know, leaving the power on while poking around inside.
Anyway, the damage is done, and my power supply instantly shorts its
fuse when switched on.
Nothing is visibly damaged, which makes things more frustrating
when it comes to trying to fix it.

Does anybody have any ideas of how to repair it ?

If not, can anybody recommend a cheap source for a replacement
(short of buying a complete ST) ?

Thanks for any help,

Steve.

Steve Camber Steve@camber.demon.co.uk

6535. Re: PAK 68/3 views ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 20:22:48 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.elD.AIuqGMJpgGq5I@lumumba.sh.sub.de>
Source record: 28717

In <Czzp23.1vK@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
> Hi all,
>
> Has anyone tried the PAK 68/3 accelerator board on an STFM ?

It wouldn't fit into the case. You'll have to change to a tower-case.

> If so what is the performance/compatibility like?

There are no compatibility problems with software, which is written
processor-independent. It's the same as with a TT. For games, of course,
the speed itself is a compatibility problem.

> I know a 68030
> clocking 33 MHz is going to be fast - but what will be the effect of
> having to slow down to access the rest of the chips ?

Here's the GEMBench-result of my PAK-68/3 at 48 MHz. It runs in a
Mega 2 (4MB):

```
GEM Bench v3.40 ï¿½ Ofir Gal 14.1.94
==========================================
ST TOS 3.06, MiNT not present
Blitter not present, NVDI not present
Video Mode = 640 * 400 * 2 Colours
FPU cookie value=$60000
Run and Malloc from STRAM
Ref = ST, No Blitter, ST High
PAK-68/3 at 48 MHz w/68882
no AUTO-Prg's, no ACC's! Note: NO NVDI!!
==========================================
GEM Dialog Box: 0.965 875%
VDI Text: 2.680 500%
VDI Text Effects: 4.505 521%
VDI Small Text: 2.345 424%
VDI Graphics: 3.690 701%
GEM Window: 0.760 515%
Integer Division: 1.025 1755%
Float Math: 0.180 6294%
RAM Access: 0.505 1249%
ROM Access: 0.610 1034%
Blitting: 1.400 836%
VDI Scroll: 2.365 557%
Justified Text: 2.635 521%
VDI Enquire: 0.840 316%
New Dialogs: 1.195 784%
```

==========
Graphics: 595%
CPU: 2583%
Average: 1125%

> My current hardware is an 520STFM upgraded to 4MB, with Magic O/S,
> SCSI Hard Disk - so the only real way to upgrade is a) get an
> accelerator like PAK 68/3 or plump for a Falcon or TT. As I am not
> bothered about 2 squillion colours on screen or brilliant sound this
> would hint at a TT. Hence is it worth spending the extra 500 quid or
> so on the TT or get PAK 68/3 or similar?
>
> Any views would be appreciated.

I'm very happy with my PAK.

Stefan

6536. Hooking a serial MS-type mouse to a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 22:59:18 UTC
From: bdaniels@mercury.interpath.net
Message-ID: <3bqt86$8ph@mercury.interpath.net>
Source record: 28713

A friend of mine has a 1040ST that he would like to hook a Microsoft Serial mouse to. Is this a simple case of rewiring a plug, or would the signals have to be converted. If it's just a rewire, does anyone have a pointer to the connections required?

Many thanks in advance,
Brian

--
Brian Daniels "Man's relationship with cars can be seen in
bdaniels@mercury.interpath.net the names given to the vehicle's components:
My opinions, not Interpath's clutch, choke, throttle."
------------------Public Keys Available by E-Mail Request-------------------

6537. Need testers for ST mouse switches

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-03 23:12:42 UTC
From: rkim@mars.uucp
Message-ID: <3bqu1a$cq@nic-nac.CSU.net>
Source record: 28714

I need a few people to test out some switches that I've acquired. These switches are practically an exact match for those found in the ST mouse. The only difference from the original is that these switches have a slightly softer feel.

If you're interested, send email. If you're selected, the only charge would be shipping. Right now, I need opinions and suggestions.

Also, advice on how to advertise this (properly) on the net would be most appreciated.

Thanks in advance,

Rich K.

email> rkim@calstatela.edu

6538. The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 09:14:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELEVEIUSUp@stingray.manawatu.gen.nz>
Source record: 28718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK here goes...

Imagine we as members of comp.sys.atari.st[.tech] are designing the new Atari range.

What would you want in it??? (No going "interstellar" in your ideas here - let's just see what we could come up with ok?)

First of all... _No_ 2 1/2" internal drive as these don't give as much room or speed as 3 1/2" ones.

A decent resolution - 1024X768 in _colour_ would be fine. And continuing to have screen memory _anywhere_ in memory and not just on a graphics board like those _other_ computers we Atarians love to hate =8-]

I think we should have _pull down_ menus as those "crash-down" ones are somewhat annoying (doesn't everyone agree???)

An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
A DSP to do all the "extra-work", and of course decent sound - stereo, with good A-D/D-A converters with decent s/n ratios.

1.44 internal drive, and HDD as standard (say 540M or so?)

A _separate_ keyboard - with keys that don't feel like a sponge (like my 1040STfm)

The ability to have scroll registers so that hardware scrolling can be done without having to resort to time-consuming software implementations - remember the old 8-bit atari and how easy it was to scroll the screen???

Decent horizontal blank interrupts (like the 8 bit atari!!!) that let you swap palettes... (although a large palette to start with would be nice).

Multi-tasking doesn't seem to be too way out these days and it would be nice if we could get rid of the 8+3 filenaming convention - lets have longer filenames - and perhaps add a bit to remain compatible with previous disks...

Well that for a start seems ok - what do _you_ all think???

Maybe if we suggest a few decent (and not too wayout) ideas, someone might listen that can do something about it???

Who knows?

I love Atari, and really don't want to have to buy a PC - but without some1 prepared to make a _new_ atari, what's the point???

In hoping that this will start a thread...
Richard =8-]

PS. (For Roger Sheppard) This is just a bunch of ideas, so please don't go decrying a really nice idea ok?

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6539. ***** 1040 and 8-bit Stuff For Sale *******

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 10:27:08 UTC
From: gathings@cs.utk.edu
Message-ID: <3bs5hsINNro3@duncan.cs.utk.edu>
Source record: 28719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

F O R S A L E

Item Desc Asking Price

Atari 400 with
extra keyboard
works fine I'm
tired of playing
pac man on it $10

2400 baud
external modem $10
works

>>> For Parts ONLY <<<<

Atari 1027 Printer $10

Atari 1050 Disk drive $20

Note: All prices Negotiable.
I would like to sell system as a system and not break up.
If not sold within the week, I will junk.

Golando

6540. Re: BSD 4.4 or Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 16:08:46 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.Z5vdcQsymzg@semprini.waterloo-rdp.on.ca>
Source record: 28722

In <3bj3uh$4he@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>Name *ONE* program that will run under Linux/x86 and Lines/68k, but not
>under ANY other Unix. That's the whole POINT of Linux: to be a free Unix
>clone.

The UW server. It uses networking calls that weren't implemented in
Linux. FYI, UW is a way of getting multiple windows off of one terminal
connection to a UNIX box... works great under BSD UNIX and a bunch of
others, and has a GUI client for the ST. Drawbacks are that it
implements an adm31 terminal (ICK!) and xmodem and kermit for downloads.

True, a SLIP connection would be more effective and flexible, but UW is
very, very simple to set up.

>The only reason I use Linux is that I like its politics better than the
>politics of Free BSD. (Linux is a completely open development, while
>BSD is a closed development)

That's true. Drivers seem to appear quicker for Linux than _any_ other
operating system (even DOS!), too.
--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6541. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 16:15:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.3uDYP1J8D0k@semprini.waterloo-rdp.on.ca>
Source record: 28723

In <3caabn6jpbe@moacs11>, Waldi Ravens writes:
>In <3bhv0a$rpk@sndsu1.sinet.slb.com>, Mathew Lodge wrote:
>
>> The program doesn't put *itself* in the background. It lets the shell,
>> or whatever is starting it, worry about what "background" means and
>> how to achieve it.
>
>And how does the shell know or guess that the program is not a normal
>application but a daemon, which should be dropped to the background?

chris@semprini[43]: bozod &
[65]
chris@semprini[44]: _

Granted, most of the stuff in /etc/rc.* just starts and puts itself in
the background. Grab the source for Stephen Usher's MiNTos and see how
he deals with it.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6542. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 16:17:34 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._0PBH0TsK8o@semprini.waterloo-rdp.on.ca>
Source record: 28724

In <3bnhl4$2f2@nyheter.chalmers.se>, Christer Gustavsson writes:
>In article <3bnev1$8lg@whitbeck.ncl.ac.uk>,
>Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
>>In article <1994Nov30.152812.1550@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar)
writes:
>>>It also allows some other extensions, like loadable file systems, SLIP
>>>communication, and even X windows.
>> ^^^^^^^^^
>>
>>Since when has MiNT had an X-Server? Mgr - yes, it's got that, but X ? No,
>>I don't think so......
>>
>Check phlem.ph.kcl.ac.uk! They have the X-server for MiNT! It will only run
>in monochrome resolutions, but it works...

Uh, I'm pretty sure that's for Linux, not MiNT. Simon was telling me
how cool it was to run X on his Falcon under Linux (though he could only
fit a few things into his 4M of RAM; still pretty good, X won't run too
well in 4M on a PC under Linux).

--
------------------===------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6543. Replacing the MultiTOS shell?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 16:53:22 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <786560002snz@bigbox.demon.co.uk>
Source record: 28727

Can anyone help me out with some questions on the MultiTOS shell? I know that you can set the name of a program to be used as the MultiTOS desktop using the shell command in the gem.cnf file. This program is the program who's desktop appears by default when using an application that doesn't install its own. But if I want to have a login program to run first and then run a desktop named in the user's preference file then the login program's desktop (empty) is treated as default. Is there anyway of telling MultiTOS to change the default desktop?

Thanks,

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6544. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 17:06:48 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3bssv8$77h@cxc1.cl.msu.edu>
Source record: 28721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>Imagine we as members of comp.sys.atari.st[.tech] are designing the new
>Atari range.
>What would you want in it??? (No going "interstellar" in your ideas here -
>let's just see what we could come up with ok?)

Will you compile your replies and post them at an appropriate date? This
is an interesting subject.

>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
>A DSP to do all the "extra-work", and of course decent sound - stereo, with
>good A-D/D-A converters with decent s/n ratios.

Let's have QUALITY audio in/out ports WITHOUT bass boost. (If I wanted the
bass boosted, I'd adjust it on my amplifier, thank you very much.) How
about more than just left/right stereo? Maybe 4 or 8 or even 16 ins/outs
(optional, perhaps?) for those with a musical interest?

>1.44 internal drive, and HDD as standard (say 540M or so?)

TWO internal 1.44 drives, PLEASE!

>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)

And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

Also, lets finally SEE (and not just hear about) a notebook version. ANd
let's stop talking about products that won't be out for 18 months and then
are discontinued along the way because they're old news when they're finally
made available. In other words, the manufacturer should shit or get off
the pot.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

6545. Straight FAX ".J??" file format?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 18:29:33 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11286@gos.ukc.ac.uk>
Source record: 28554

Can anyone tell me what the format of a Straight FAX ".J??" file is? I want to be able to convert them into standard Group 3 FAX files. My guess is that they may already be G3 files with Straight FAX's own header stuck on the front, but I haven't been able to get g3topbm to accept any part of one of these files yet...

Can anyone help?

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

6546. How to tar to tape using MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 20:42:40 UTC
From: coutu@mv.mv.com
Message-ID: <D0B075.MGw@mv.mv.com>
Source record: 28728

Well, I've got a spiffy ExaByte 8200 (2Gb capacity) tape drive plugged into my Link2 and was drooling over the ability to exchange tar tapes with people using other Unices. I say 'was' because I seem to be missing something fundamental here. I have no device /dev/rmt0? for tar to read/write from! I've poked around and see now obvious clues about how to properly setup the device files with approriate major/minor numbers and for that matter don't know if I need a special tape driver!

Any clues out there?

Thanks!

--

Dan Coutu
coutu@mv.mv.com "'...he who will not risk, cannot win.'
- John Paul Jones"

6547. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 20:46:20 UTC
From: der@discovery
Message-ID: <DER.94Dec4214621@discovery>
Source record: 28725

In article <H.eg._0PBH0TsK8o@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>> Check phlem.ph.kcl.ac.uk! They have the X-server for MiNT! It will only run
>> in monochrome resolutions, but it works...
>
> Uh, I'm pretty sure that's for Linux, not MiNT. Simon was telling me
> how cool it was to run X on his Falcon under Linux (though he could only
> fit a few things into his 4M of RAM; still pretty good, X won't run too
> well in 4M on a PC under Linux).

I`m happy to say that you`re wrong! There really IS a port of X11R5 for
MiNT available. To use it you need a basic setup with MiNT and MiNTNet.
Lots of memory is probably also a Good Thing(tm). According to the
accompanying README-file there are a couple of known bugs, but for an
unexperienced X-user they don`t seem too awful.

I`ll try it out on my Falcon 14/2000 later. :-)

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6548. Re: HD floppy/TT/Spectre questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 21:20:06 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0B1xJ.M2D@cix.compulink.co.uk>
Source record: 28729

In message <3blltk$rnm@news.CCIT.Arizona.EDU>, paul@vega.ame.arizona.edu said:

>...

>Also, what is the AJAX? Does it has an 'official' number or something?
>Can I get it at a local electronics place, or would I have to order it?
>Is it a pain to put in (soldering), or does it just plug in?

Ajax is a DIL IC which replaces the WD1772 floppy drive controller. The
Ajax in my Falcon is marked C302096-001A.

You can get one from Best Electronics, in San Jose, phone, 0408 243 6950.

_If_ the WD1772 is in a socket, you can just take it out and plug Ajax in.

IIRC you also have to set one of the DIL switches (#7?) on for HD operation.
Apart from installing the HD drive, I'm not sure if any other mods are
required on the TT.

Some of the older STs require additional electronics to switch a 16MHz
clock to Ajax.

BTW, _some_ WD1772-02-02 work OK with HD drives.

Barry wilsontjb@cix.compulink.co.uk

6549. Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 22:04:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELFLABUQUp@stingray.manawatu.gen.nz>
Source record: 28730
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Forwarded from R_Tim_Coslet:

From: R_Tim_Coslet@cup.portal.com
To: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: Re: The dream atari...

>What would you want in it??? (No going "interstellar" in your ideas here -
>let's just see what we could come up with ok?)
A PowerPC processor (602 or 603).

>
>A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
>have screen memory _anywhere_ in memory and not just on a graphics board like
>those _other_ computers we Atarians love to hate =8-]
Well, this can be a problem. Its REALLY hard to get very high resolution
video from a screen memory common to the computer's main RAM. It makes
the use of dual-ported VRAM impossible, which results in MUCH higher bus
loading for video traffic, limiting the available bandwidth for the
main CPU.

It certainly is CONVIENENT to the programmer to be able to allocate
screen memory anywhere in RAM, but will severely limit the possible
standard video resolutions or the CPU's throughput in higher resolution
modes.

>
>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
A PowerPC processor.

>
>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)
Yes, this is the MAJOR reason I never bought a Falcon.

>
>The ability to have scroll registers so that hardware scrolling can be done
>without having to resort to time-consuming software implementations -
>remember the old 8-bit atari and how easy it was to scroll the screen???
Well, it was also trivial to scroll bands of the screen... in completely
DIFFERENT directions. But this seriously complicates using a "standard"
bit mapped graphics system like the AES/VDI that just does not include
the concept of discontigious displays and scrolling outside of windows.
A good hardware Blitter in the video/graphics system that could handle
not only quick scrolling (by moving data) in windows and over the whole
screen, as well as general graphics data movement/operations would be

much more useful (in my opinion) than just hardware scrolling registers.

>
>Multi-tasking doesn't seem to be too way out these days and it would be nice
>if we could get rid of the 8+3 filenaming convention - lets have longer
>filenames - and perhaps add a bit to remain compatible with previous disks...
Multitasking and filenames are completely unrelated issues.

I've done multitasking on 8080 and Z80 based embedded systems that
didn't even HAVE a filesystem of any kind, but ran only preloaded
ROM based software.

>
>I love Atari, and really don't want to have to buy a PC - but without some1
>prepared to make a _new_ atari, what's the point???

Well... I'll probably be switching anyway to something PowerPC based.
Although I'd really like to see someone OTHER than Apple selling
them, before I have to commit my money.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6550. File selector "message"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 22:07:08 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELFLABUSUp@stingray.manawatu.gen.nz>
Source record: 28731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone please tell me how to add a message to the file selector (e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have several proggies that use it, but have no idea how it is done.

If it's any help - I program in C, assembler, GFA Basic - so I should be able to configure any answer I get to suit one (or more) of the above.

Thanx,
Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6551. Re: How to tar to tape using MiNT?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 22:45:18 UTC
From: der@discovery
Message-ID: <DER.94Dec4234519@discovery>
Source record: 28732

In article <D0B075.MGw@mv.mv.com> coutu@mv.mv.com (Dan Coutu) writes:

> Well, I've got a spiffy ExaByte 8200 (2Gb capacity) tape drive plugged into
> my Link2 and was drooling over the ability to exchange tar tapes with
> people using other Unices.

I don`t know if you will be able to exchange tapes, but my GUESS is
that it will work. Better ask Erling Henanger (he`s on the net).

> I say 'was' because I seem to be missing
> something fundamental here. I have no device /dev/rmt0? for tar to
> read/write from!

I guess you are running MiNT? There`s no built-in support for tape-drives
in MiNT. As far as I know there are only two ways of accessing tape-drives
with an Atari. Either you use GEMAR, which is a GEM-version of tar with
built-in drivers that should be able to handle your drive. I don`t know how
well GEMAR works with MiNT/MTOS.

The other way, which I use myself with my Wangtek unit, is to grab the
scsi-drivers that Erling Henanger have written. They are probably available
as ehscsi04.tgz (or was it ehscsi05.tgz?) from atari.archive. Included is
a driver that gives you /dev/tape and a small program to control your
tape-unit (mount, unmount, rewind etc.). Works VERY well together with
GNU tar v1.11.2. If you want compression then just pipe the output through
GNU zip (tar -czf /dev/tape any-drive-that-needs-backup &).

> I've poked around and see now obvious clues about how to
> properly setup the device files with approriate major/minor numbers and
> for that matter don't know if I need a special tape driver!

The current version of Erling`s scsi-drivers is source-only, so you`ll
have to compile it yourself. Also, /dev/tape is hardcoded to SCSI ID#6.
The only real problem that I`ve had is when trying to skip a tar-archive
on the tape to get to the next. The skip-command doesn`t seem to work.
This can of course be circumvented by reading the whole tar-archive
(with f.e. tar -tzf /dev/tape). Apart from that it`s quite user-friendly!

Included in the package is also a CD-ROM driver that gives you raw
access to the disc. Haven`t tested it myself though since CD-tools works
very well for me.

GEMAR is ShareWare (quite expensive). Erling`s drivers are FreeWare IIRC.

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6552. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-04 23:17:54 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3btin2$19e@darkstar.UCSC.EDU>
Source record: 28733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELEVEIUSUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>OK here goes...

>Imagine we as members of comp.sys.atari.st[.tech] are designing the new
>Atari range.

>First of all... _No_ 2 1/2" internal drive as these don't give as much room
>or speed as 3 1/2" ones.

For the Falcon, it works, but since you are describing a desktop model,
of course a 3.5" SCSIII drive would be mandatory. :)

>A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
>have screen memory _anywhere_ in memory and not just on a graphics board like
>those _other_ computers we Atarians love to hate =8-]

Would require more and more main memory the higher the rez you go. I wouldn't
mind some sort of compromise.

>I think we should have _pull down_ menus as those "crash-down" ones are
>somewhat annoying (doesn't everyone agree???)

No. I prefer drop-downs over pop-down (Windows) and especially over those
finger-ruining mac strain-down :) menus.

>An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
>A DSP to do all the "extra-work", and of course decent sound - stereo, with
>good A-D/D-A converters with decent s/n ratios.

Goes withotu saying.

>1.44 internal drive, and HDD as standard (say 540M or so?)

We've got those now...

>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>1040STfm)

My falcon doesn't feel like a sponge. $10 for the TT touch and about an hour's
work and it's great!

>The ability to have scroll registers so that hardware scrolling can be done
>without having to resort to time-consuming software implementations -
>remember the old 8-bit atari and how easy it was to scroll the screen???

This is really only needed for games or ugly-Amiga-like "screens" junk. :)

>Decent horizontal blank interrupts (like the 8 bit atari!!!) that let you
>swap palettes... (although a large palette to start with would be nice).

With a true-color mode, you don't need this. this would only be a hack
useful for games and full-screen slideshow programs. I'd prefer software
to become more standard, running in a window, etc. If you want this hack,
get an Amiga and play with HAM. :)

>Multi-tasking doesn't seem to be too way out these days and it would be nice
>if we could get rid of the 8+3 filenaming convention - lets have longer
>filenames - and perhaps add a bit to remain compatible with previous disks...

MultiTOS works. 8 + 3 I have never had a complaint about, but if we switch,
make it UNIX-compatable. jsut say NO to mac filenames with spaces et all.

>Well that for a start seems ok - what do _you_ all think???

it's a pipe dream, and basically what most people want. :)

>Maybe if we suggest a few decent (and not too wayout) ideas, someone might
>listen that can do something about it???

>Who knows?

>I love Atari, and really don't want to have to buy a PC - but without some1
>prepared to make a _new_ atari, what's the point???

>In hoping that this will start a thread...
>Richard =8-]

~Chris
>PS. (For Roger Sheppard) This is just a bunch of ideas, so please don't go
>decrying a really nice idea ok?

>--
> _ _
> /(. .)\ )
> (*)____/|
> / |
> / |--\ |
> (_)(_) (_)
> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

6553. Re: MiNT 1.12 & bus error ....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 00:15:02 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <e1ruiymw97s@moacs11>
Source record: 28676

In <3bn74e$1ih@snlsu1>, Mathew Lodge wrote:

> The shell doesn't have to "know" or "guess". You tell it. I tell my
> shell to do it by adding "&" to the end of the command. So, to start
> the cron daemon in the background, I would type
>
> crond &

But cron is off course started from /etc/rc. Having a line `/sbin/crond &'
(or similar) in /etc/rc sure looks like an ugly kludge to me.

Waldi

6554. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 01:49:05 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.786592145@txfs1.hfb.se>
Source record: 28734

In <DER.94Dec4214621@discovery> der@discovery (Daniel Eriksson) writes:

>In article <H.eg._0PBH0TsK8o@semprini.waterloo-rdp.on.ca>
cherborth@semprini.waterloo-rdp.on.ca (Chris Herborth) writes:

>>> Check phlem.ph.kcl.ac.uk! They have the X-server for MiNT! It will only run
>>> in monochrome resolutions, but it works...
>>
>> Uh, I'm pretty sure that's for Linux, not MiNT. Simon was telling me
>> how cool it was to run X on his Falcon under Linux (though he could only
>> fit a few things into his 4M of RAM; still pretty good, X won't run too
>> well in 4M on a PC under Linux).

>I`m happy to say that you`re wrong! There really IS a port of X11R5 for
>MiNT available. To use it you need a basic setup with MiNT and MiNTNet.
>Lots of memory is probably also a Good Thing(tm). According to the
>accompanying README-file there are a couple of known bugs, but for an
>unexperienced X-user they don`t seem too awful.

It work's quite nice on a TT with 20Meg... NOT on my FALC with 4MEG ;^(
(Actually after installing Vconsoles, I cant login any more ;^/)

And it didn't look all to nice, SThigh and bare X... Would be nice with
some MOTIF support ;^D

>I`ll try it out on my Falcon 14/2000 later. :-)

AArghhhh.. I need more RAM!

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

6555. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 02:38:54 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3btufu$mmt@csugrad.cs.vt.edu>
Source record: 28735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:

: TWO internal 1.44 drives, PLEASE!

A better idea would be 2.88MB drives. Although I haven't used any
2.88MB disks, these drives are noticeably faster even with 1.44MB and 720KB
disks.

: And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

It's not so much the mouse that annoys me, but rather where you
plug the mouse in on the ST keyboard models (520ST, 1040ST, etc). You lift
up the keyboard and then spend forever trying to plug that thing in! I
now use a Mega STe and find it much nicer to work with.

As for the hardware innards themselves:

1) If I were going the RISC route, I'd choose a chip made by either
MIPS (Say an R8000), or a PowerPC. My only reservation about this is that
you would need a large hard drive (preferably SCSI) to keep all the
binaries. I tend to equate RISC with fatter binaries!

2) 24-bit graphics would be plus.

3) DSP!!! Improvements anyone?

As for software and GUI, I recommend taking a look at NeXTstep. From what
I've seen it looks impressive! Better still, I hear NeXT is working on a
GUI called OpenStep which is supposed to be pretty revolutionary. Atari
should take a look into that (if they were willing to put the time and
resources into a project of this magnitude).

: Also, lets finally SEE (and not just hear about) a notebook version.

That'd be impressive!

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

6556. Connecting HD 1040STe (Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 06:03:50 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D0Bq6F.EyE@freenet.buffalo.edu>
Source record: 28736

Hello,

I am looking to connecting a Hard Drive to my 1040STe. I have the ICD Advantage Plus ST Adaptor connected into the DMA port. I plan to purchase a Adaptac SCSI HD Controller and then a SCSI HD. Is there anything I'm missing here, or anything else I need (minus a decent case to house everything with a fan)? Are there special HD's I must use, or can I use just about any SCSI HD? Thanks for any help,

Theron

6557. Re: Connecting HD 1040STe (Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 09:03:43 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3bul1f$b2q@ccpnws.in2p3.fr>
Source record: 28737

Theron Eduardo Ross (ba186@freenet.buffalo.edu) wrote:

> Hello,

> I am looking to connecting a Hard Drive to my 1040STe. I have the
> ICD Advantage Plus ST Adaptor connected into the DMA port. I plan to
> purchase a Adaptac SCSI HD Controller and then a SCSI HD. Is there anything
> I'm missing here, or anything else I need (minus a decent case to house
> everything with a fan)? Are there special HD's I must use, or can I use
> just about any SCSI HD? Thanks for any help,

> Theron

You don't need the Adaptec controler; the ADSCSI+ is able to control up
to 7 SCSI devices (I personnaly have two Quantum drives [LPS series] and
an Archive streamer). Just plug your SCSI drive and it will work.
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"Ask a silly question and you'll get a silly answer"

6558. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 09:34:27 UTC
From: vlefevre@ens-lyon.fr
Message-ID: <3bumr3$gqm@cri.ens-lyon.fr>
Source record: 28738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article mmt@csugrad.cs.vt.edu, cfuhrman@csugrad.cs.vt.edu (Chris Fuhrman) writes:
>Michael Olin (molin@cxc1.cl.msu.edu) wrote:
>
>: TWO internal 1.44 drives, PLEASE!
>
> A better idea would be 2.88MB drives. Although I haven't used any
>2.88MB disks, these drives are noticeably faster even with 1.44MB and 720KB
>disks.

If a 2.88 drive does not cost much more than a 1.44 drive, then OK.

>1) If I were going the RISC route, I'd choose a chip made by either
>MIPS (Say an R8000), or a PowerPC. My only reservation about this is that

Or an ARM: it is cheap and fast. Moreover it has DSP instructions.

>you would need a large hard drive (preferably SCSI) to keep all the
>binaries. I tend to equate RISC with fatter binaries!

I don't think it is the the case of the ARM.

>As for software and GUI, I recommend taking a look at NeXTstep. From what

Take a look at RiscOS too. The GUI is better than NeXTstep one.

Vincent Lefevre

6559. nfs-050 for MiNT released

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 10:41:24 UTC
From: kuehn@math.uni-muenster.de
Message-ID: <3buqokINNcdk@tarsky.uni-muenster.de>
Source record: 28739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

As the titles says, a new version of my nfs package for MiNT is now
available on ftp.uni-muenster.de:/pub/atari/Mint/Network/nfs-050.tgz

Have fun,
Ulrich

p.s.: atari.archive did not let me in, so it will be available from
there later

--
+---------------+----------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Life is uncertain -- |
| Cand.Math.Inf | kuehn@math.uni-muenster.de | eat the dessert first |
+---------------+----------------------------+-----------------------+

6560. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 13:48:10 UTC
From: contacts@mits.mdata.fi
Message-ID: <3bv5mq$j9m@prime.mdata.fi>
Source record: 28740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3btin2$19e@darkstar.UCSC.EDU>,
Christopher Taylor Oates <aspect@cats.ucsc.edu> wrote:
>In <ELEVEIUSUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard
MORRIS) writes:
>>A _separate_ keyboard - with keys that don't feel like a sponge (like my
>>1040STfm)
>
>My falcon doesn't feel like a sponge. $10 for the TT touch and about an hour's
>work and it's great!

Tell me more!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6561. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 14:15:54 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELFOEGVAUp@galaxy.owl.de>
Source record: 28652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3bssv8$77h@cxc1.cl.msu.edu> Michael Olin wrote:

>TWO internal 1.44 drives, PLEASE!

Nope.

>Also, lets finally SEE (and not just hear about) a notebook version. ANd

Buy a PowerBook with MagiCMAC installed and you got all the notbooks you'll
ever need. And you get a decent MAC at no extra cost ;-)

--
/Hendr!K/

MausNet: Hendrik Mylius @ PB2
InterNet: neptune@galaxy.owl.de
FonNet: 49:5221.855545 _FaxNet:_ 49:5221.855545
SnailNet: Im Bramschenkamp 6 / D-32049 Herford / Germoney / Earth
PGPNet: On request only!

6562. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 15:02:06 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3bva1e$n3q@mercury.dur.ac.uk>
Source record: 28641

Craig Graham (Craig.Graham@ncl.ac.uk) wrote:

: >It also allows some other extensions, like loadable file systems, SLIP
: >communication, and even X windows.
: ^^^^^^^^^

: Since when has MiNT had an X-Server? Mgr - yes, it's got that, but X ? No,
: I don't think so......

Check out the beta binaries of X11R5 for MiNT at phlem.ph.kcl.ac.uk. OK,
so it isn't X11R6 like they're working on for Linux, but it's close enough.

ATB,

Martin

M.J.Maisey@durham.ac.uk
http://www.dur.ac.uk/~d408x2/

6563. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 15:20:46 UTC
From: avg@cwi.nl
Message-ID: <avg.786640846@news.cwi.nl>
Source record: 28642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

molin@cxc1.cl.msu.edu (Michael Olin) writes:

>>1.44 internal drive, and HDD as standard (say 540M or so?)

>TWO internal 1.44 drives, PLEASE!

Yeah, and four graphics boards.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | A.V.Groenink@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

6564. Re: MINT.PRG vs MINTNP.PRG

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 17:06:34 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.1.2EE3489A@its.dundee.ac.uk>
Source record: 28643

MintNP.PRG requires an MPU, not an '030. The Falcon and TT have an MPU (
Memory Proccessing Unit). Memory protection and virtual memory both require an
MPU. I don't know if you can do both at the same time. I think there might be
problems, but Windows does it OK, so Mint should be fine too.

?&-) Grum

6565. Re: Power Supply Board

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 17:18:50 UTC
From: mu@pax.eunet.ch
Message-ID: <D0CLFG.5ID@eunet.ch>
Source record: 28644

Stefan Krey (sk@lumumba.sh.sub.de) wrote:
: In <CzMBH1.6A2@eunet.ch>, mu@pax.eunet.ch (Kurt Mueller) writes:
: > As I have already had three times the power supply broken on different
: > ST's which costs about 100.- to 150.- SFr. I am asking myself, if
: > there is a possibility to fix this part myself.
: >
: > My questions are now (manufacturer of the boards is Mitsumi):
: > - Are there any parts which are known to break?

: In most cases it's only the rectifier who has one shortened diode.

: Stefan

In my case no, the voltage on the primary cirquit is about 300V.
So there is another problem.

Kurt

--
Kurt Mueller mu@fwe-tf.ch Eidg. Flugzeugwerk CH-6032 Emmen
Kurt Mueller mu@pax.eunet.ch Alpenstrasse 13 CH-6023 Rothenburg

6566. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 17:34:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2ee34f55_Christian.Dahl@ct.se>
Source record: 28657

ch>> No - the whole point of MiNT IS the preemptive multitasking.......
ch>>
ch>> Well, not if I add a long interupt, and dont won't that interupt to
ch>> be contextswitched away.
>
> Mint will not do any contextswitches if you are in supervisor mode.
> So, in an interrupt you won't be thrown out. At least not in the
> current version of mint.

Well, the interupt must be run in usermode, to allow other interupt occur
during that interupt. Why? Because its a real fast modplayer.

CD

6567. TUW-TCP/IP for TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 17:59:19 UTC
From: Hans-Martin Krober <74774.21@CompuServe.COM>
Message-ID: <3bvkdphtl1@mhadg.production.compuserve.com>
Source record: 28645

I am trying to use the TUW-TCP/IP (from the University of Vienna) with Telnet and Ftp on my TT. I have the Riebel Card Plus installed.

I have the following problems:
The Telnet application does not run in TT-RAM.

If I try to transfer larger files using 'put' in FTP, I get the message 'Data connection closed' before I get the message 'Transfer completed'. Only parts of the file get transfered. The size varies.

Any ideas? Thanks,
Hans-Martin Krober

6568. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 18:18:41 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3bvli1$ft@whitbeck.ncl.ac.uk>
Source record: 28646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bumr3$gqm@cri.ens-lyon.fr>, vlefevre@ens-lyon.fr (Vincent Lefevre) writes:
>Or an ARM: it is cheap and fast. Moreover it has DSP instructions.

And British :)

>>you would need a large hard drive (preferably SCSI) to keep all the
>>binaries. I tend to equate RISC with fatter binaries!
>
>I don't think it is the the case of the ARM.

An Archimedes (ARM3 CPU) usually has around a 40-100Meg HD. The binaries
are on a par with Atari ones for size.

>>As for software and GUI, I recommend taking a look at NeXTstep. From what
>
>Take a look at RiscOS too. The GUI is better than NeXTstep one.

RiscOS is nice, and easy to use (check all the under 12's who use it in the
UK) but I wouldn't go as far as to say it's as good as NeXTstep - because
it just isn't. It lacks the integrated feel, and the raw power - in fact, until
the release that came with the RiscPC (ARM610 CPU), it could only use
up to 0.5Gig of drive space in total, making it totally unsuitable for large
scale uses - this was not a hardware problem as we have a lot of Acorn R260
workstations here running RiscIX (ARM Unix), just a flaw in the OS.

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6569. File selector "message"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 18:30:10 UTC
From: fvdakker@sterbbs.nl
Message-ID: <09614UBMCFGSCJCFJAK@sterbbs.nl>
Source record: 28647

```
ri>Can anyone please tell me how to add a message to the file
ri>selector (e.g. "Select file to LOAD"), from TOS 1.02? I am using
ri>UIS 3, and have several proggies that use it, but have no idea how
ri>it is done.
ri>
ri>If it's any help - I program in C, assembler, GFA Basic - so I
ri>should be able to configure any answer I get to suit one (or more)
ri>of the above.

In GFA you should use:
FILESELECT #"Put your message here",path$,default$,file$
This doesn't work on a TOS <1.4 (or was it 2.6?)
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]=============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

6570. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 18:40:50 UTC
From: Jody Golick <73217.3246@CompuServe.COM>
Message-ID: <3bvmrjibs1@mhadg.production.compuserve.com>
Source record: 28649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd like to see a really good Atari Notebook. Particularly for music work. Good digital I/O. Plenty of memory. Great batteries (ha ha ha). Several MIDI ins and outs - perhaps even a THRU!

--
-J-

6571. Developing DSP apps help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 18:42:10 UTC
From: william@ifi.uio.no
Message-ID: <3bvmu2$1er@surt.ifi.uio.no>
Source record: 28648

I have had a Falcon for sometime now. A while back I bought a Lattice C 5.5, But the version i got was the one without Falcon support (an old one). And since then I havent done any programming on it.

But know I feel the urge to start. Id like a programming suite/language whatever that will enable me to write programs that access the different aspects of the falcon, like sound and graphics. I would also like to make use of the dsp.

The best thing would be libs for gcc but I think that might not be avail, but can anyone recommed a language. (How good and what enhancments are there to the new Lattice, does it offer control over all graphics and sound.?)

Id also like a book like "beginners guide to dsp programming", and if needed " a beginners guide to the assembly langauge of the 56k " or something.

I do requirce more than a little booklet listing the command built into the 56K.

Thank you for taking the time to read this.
william@ifi.uio.no

6572. Re: PC keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 19:40:56 UTC
From: michrm@central.susx.ac.uk
Message-ID: <3bvqc8$t0r@infa.central.susx.ac.uk>
Source record: 28651

Neven Petrlik (npetrlik@public.srce.hr) wrote:

: Hi !

: Is it possible to connect an IBM PC keyboard to
: the Atari 1040 STfm ?
: I know that these keyboard have a different
: interfaces, but ...
: Any hints, tips and pointers will
: be appriciated ,
: Thanx

Yes, get the AdKeys (or some such) from System Solutions, it will require
a bit of work if you do not have their kit for putting the ST/Falcon into
separates...keyboard & main unit, but it is possible. It requires a bit of
case cutting, soldering and some extending of the keyboard cable I believe.

Give em a call...dont have the number on me, sorry.

MMichael

--

Michael May
University of Sussex, Brighton, England Falcon030, 4 MB RAM, 65 MB H/D

6573. Re: How to tar to tape us

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 19:46:14 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3bvqm6$is5@ugle.unit.no>
Source record: 28650

Der@discovery,
In a message on 4 December, wrote :

de> In article <D0B075.MGw@mv.mv.com> coutu@mv.mv.com (Dan Coutu) writes:
de>
de> > Well, I've got a spiffy ExaByte 8200 (2Gb capacity) tape drive plugged
de> > my Link2 and was drooling over the ability to exchange tar tapes with
de> > people using other Unices.
de>
de> I don`t know if you will be able to exchange tapes, but my GUESS is
de> that it will work. Better ask Erling Henanger (he`s on the net).
de>
de> > I say 'was' because I seem to be missing
de> > something fundamental here. I have no device /dev/rmt0? for tar to
de> > read/write from!
de>
de> I guess you are running MiNT? There`s no built-in support for tape-drives
de> in MiNT. As far as I know there are only two ways of accessing tape-drive
de> with an Atari. Either you use GEMAR, which is a GEM-version of tar with
de> built-in drivers that should be able to handle your drive. I don`t know h
de> well GEMAR works with MiNT/MTOS.

GEMAR works quite OK with MiNT/MTOS. But I never got it to work
correctly with the exabyte 8200. That's one of the reasons why I
started to write the tape-driver...

de> The current version of Erling`s scsi-drivers is source-only, so you`ll
de> have to compile it yourself. Also, /dev/tape is hardcoded to SCSI ID#6.
de> The only real problem that I`ve had is when trying to skip a tar-archive
de> on the tape to get to the next. The skip-command doesn`t seem to work.
de> This can of course be circumvented by reading the whole tar-archive
de> (with f.e. tar -tzf /dev/tape). Apart from that it`s quite user-friendly!

Umph, I have had a config program for a while now. However - because
of lack of time, it has remained alpha for the same amount of time...

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6574. Mintos/MiNT 1.12 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-05 20:25:17 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199412052030.AA01611@moroder.demon.co.uk>
Source record: 28653

Has anybody else had trouble trying to run Mintos 1.4.1 under MiNT 1.12?
The system won't /usr/etc/halt for me any more, and it hangs when I logout.
(I tried switching back to MiNT 1.10h8 and both these problems disappeared.)

Stephen

6575. Re: Connecting HD 1040STe (Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 02:05:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3c0gtp$cjb@golem.wcc.govt.nz>
Source record: 28656

In article <D0Bq6F.EyE@freenet.buffalo.edu>, ba186@freenet.buffalo.edu (Theron Eduardo Ross) writes:
>
>Hello,
>
> I am looking to connecting a Hard Drive to my 1040STe. I have the
>ICD Advantage Plus ST Adaptor connected into the DMA port. I plan to
>purchase a Adaptac SCSI HD Controller and then a SCSI HD. Is there anything
^^^^^^^^^^^^^^^^^^^^^^^^^^
Yes you don't need this at all...

>I'm missing here, or anything else I need (minus a decent case to house
>everything with a fan)? Are there special HD's I must use, or can I use
>just about any SCSI HD? Thanks for any help,

The claim that the later ICD host adapter has a Parity option, but the manual does not state this...

So in that case go for a drive that you can turn the Parity OFF...!!

> Theron
>

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6576. Re: Falcon and STOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 02:14:14 UTC
From: q_bert@delphi.com
Message-ID: <xg5Umwe.q_bert@delphi.com>
Source record: 28654

STOS does in fact work with the Falcon030. I used it alot on my TOS 4.04.
You can use my STOSFX27 program I wrote. Itcan be found on Delphi and on
GEnie. The interpreter does work well, but you have to follow the
instructions with the STOSFX27.
That keyboard problem does not happen with this fix. The fix that
ST Format released that calculated the values BASICMJH.PRG doesn't calculate
two of the values correctly on the Falcon030, and that is what causes the
keyboard problem.

6577. Re: PC keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 02:17:04 UTC
From: q_bert@delphi.com
Message-ID: <5g51WqQ.q_bert@delphi.com>
Source record: 28655

You can also use Wizztronics's DEKA 2 interface. I am using it right now and it is fantastic and very easy to install. Toad computers sells it in the US (That's where I bought it).

6578. ARNO PETERSEN read this =8-]

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 06:02:52 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELGSBDVBUp@stingray.manawatu.gen.nz>
Source record: 28673
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Arno - I can't seem to reach you - I got your e-mail but all my replies keep getting returned to me saying u don't exist.

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6579. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 07:06:29 UTC
From: hofman@nltv00.uni-paderborn.de
Message-ID: <3c12hl$ogb@btmplq.god.bel.alcatel.be>
Source record: 28658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bvmrjibs1@mhadg.production.compuserve.com>, Jody Golick
<73217.3246@CompuServe.COM> writes:
>I'd like to see a really good Atari Notebook. Particularly for music
>work. Good digital I/O. Plenty of memory. Great batteries (ha ha ha).
>Several MIDI ins and outs - perhaps even a THRU!
>
>--
>-J-
>
Something like the YAMAHA PC with 24 midi ports??

6580. Connecting STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 08:42:58 UTC
From: uel035r2a@tferi4
Message-ID: <1994Dec6.094258@tferi4>
Source record: 28660

I have two STs: 520 and Mega2. I would like to connect these machines somehow, so that 520ST would run like a terminal and Mega 2 would do all the job for both. That connection would be only for experimenting, not for real work. I think Mega2 is too weak to be a workstation.

1. Is it possible to do it under MiNT?
If yes, how? RS232, MIDI, ...?

2. Can I run more GEM applications at once under MiNT? I have downloaded kernel and TOSwin and I can run only TOS programs.

3. If yes(2), can I run GEM application on "terminal" (=520ST), ie will I get the results on "terminal" screen?

Any HW and SW tips would be appreciated.
Thank you in advance

Matej.Kenda@uni-mb.si

6581. Re: PC keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 09:21:43 UTC
From: bouronm@trout.ime.dec.com
Message-ID: <3c1af7fkm1@usenet.pa.dec.com>
Source record: 28659

In article <3bvqc8$t0r@infa.central.susx.ac.uk>, michrm@central.susx.ac.uk (Michael May) writes:
|> Neven Petrlik (npetrlik@public.srce.hr) wrote:
|>
|> : Hi !
|>
|> : Is it possible to connect an IBM PC keyboard to
|> : the Atari 1040 STfm ?
|> : I know that these keyboard have a different
|> : interfaces, but ...
|> : Any hints, tips and pointers will
|> : be appreciated ,
|> : Thanx
|>
|> Yes, get the AdKeys (or some such) from System Solutions, it will require
|> a bit of work if you do not have their kit for putting the ST/Falcon into
|> separates...keyboard & main unit, but it is possible. It requires a bit of
|> case cutting, soldering and some extending of the keyboard cable I believe.
|>
|> Give em a call...don't have the number on me, sorry.

You can reach Systems Solutions on +44 (0)1753 818816.

Cheers,

[M][a][r][c]

6582. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 10:13:44 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.51.000A3AF3@lobby.ti.com>
Source record: 28664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3bvli1$ft@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>And British :)

Isn't it bought over by Olivetti or something like that?

William

+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

6583. Re: Ethernet for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 11:55:42 UTC
From: gd63@d3.hrz.uni-giessen.de
Message-ID: <D0E14v.Dwt@muster.hrz.uni-giessen.de>
Source record: 28662

Hi,

David L Watson (dw4g+@andrew.cmu.edu) wrote:
: Is there an easy way to put ethernet on a TT, with hardware/software
: available in the U.S.? I have information on hardware/software from
: Europe, but that sounds like more of a hassle then it's worth.
: David
: Carnegie Mellon University

I have an european adress for you only, but it's worth it:

PAM-Software GmbH
Carl-Zuckmayer-Strasse 27
D-55127 Mainz-Drais
xx49-6131-475762

PAMs NET works with Ethernet and is able to do TCP/IP
(which is included, I think)

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

6584. Re: Mintos/MiNT 1.12 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 12:25:12 UTC
From: der@discovery
Message-ID: <DER.94Dec6132512@discovery>
Source record: 28661

In article <199412052030.AA01611@moroder.demon.co.uk> robotron@moroder.demon.co.uk (Stephen K Mulrine) writes:

> Has anybody else had trouble trying to run Mintos 1.4.1 under MiNT 1.12?
> The system won't /usr/etc/halt for me any more, and it hangs when I logout.
> (I tried switching back to MiNT 1.10h8 and both these problems disappeared.)

The hanging (not releasing the terminal) when logging out on console is a known problem. I don`t know about your halt-problem though. Try getting MH-MiNT 1.12h2, it fixes a couple of problems including the hanging.

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6585. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 12:31:08 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0E2rw.FJL@hpbbrd.bbn.hp.com>
Source record: 28624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
> >What would you want in it??? (No going "interstellar" in your ideas here -
> >let's just see what we could come up with ok?)
> A PowerPC processor (602 or 603).

While a PowerPC certainly would be nice, note that a PowerPC computer
which does not adhere to the PREP standard (or its successor) would
probably not be accepted by the marketplace. At least it would be
a difficult marketing feat.

> >A decent resolution - 1024X768 in _colour_ would be fine. And continuing to
> >have screen memory _anywhere_ in memory and not just on a graphics board like
> >those _other_ computers we Atarians love to hate =8-]

I also think this is a bit of an illusion. The one thing I'd like to
see is a ultra-lowcost 3D graphics computer. 3D graphics need hardware
support to run at a bearable speed, but you could probably do a lot with a
selected set of graphics functions, without implementing the full
3D graphics pipeline. The PC world is currently about to enter the 3D
arena, with the first 3D graphics boards arriving, so it's not too
late yet.

> >Multi-tasking doesn't seem to be too way out these days and it would be nice
> >if we could get rid of the 8+3 filenaming convention - lets have longer
> >filenames - and perhaps add a bit to remain compatible with previous disks...
> Multitasking and filenames are completely unrelated issues.

Sure, but the OS is an important decision. MagiC? Linux?
--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

6586. CoNnect & F030 LAN Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 16:42:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c249h$a7i@dux.dundee.ac.uk>
Source record: 28663

Is it possible to get connect to use the Falcons LAN port?

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6587. Atari FTP list

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 16:54:58 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3c2512$3i8@mserv1.dl.ac.uk>
Source record: 28665

No updates unfortunately but I'll post this once a month! - Mark
****
IMPORTANT NOTICE!!!!!!! IMPORTANT NOTICE!!!!!! READ THIS!!!!!!!!

As I will lose free Internet access soon (in about a month's time) and will
no longer be able to search and test endlessly all FTP sites any more, like
I have done so far, I will now hand this list over to Mark Smith in the UK,
so that it can be further updated and posted. I might be back on the net
later, and take over again (or do it in co-operation with Mark), but as of
now Mark Smith (msh@dl.ac.uk) will handle everything concerning this list.
So, write to him if you have any updates or new sites etc, and not me.
See ya!

Hallvard, Oslo, Norway

PS. Thanks to all for your encouragement and support!!
Good luck Mark!
****
****

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 20-November-1994
Additions/changes since last list: 4

- phlem.ph.kcl.ac.uk (new site)
- ftp.uni-paderborn.de (change of IP address)
- nic.switch.ch (mirror site of 'Atari.archive.umich.edu'-closed down)
- barnone.citi.umich.edu (mirror site of 'Atari.archive.umich.edu')
- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/

```
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)......../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server..........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de..........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server...........archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ......... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
--------------------------------
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
```

7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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6588. STacy, and monitor for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 17:32:11 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.25.2EE4A01B@magnus.acs.ohio-state.edu>
Source record: 28669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
ATARI CHRISTMAS SALE

Atari STacy laptop computer
* 4 MB in SIMMs, 130 MB Maxtor HD, 16 Mhz AdSpeed CPU, Mega ST
external keyboard ready, joypad, padded carry case
* Atari Mega STe external keyboard
* $700 obo

Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive
* $100 obo

Black Lamp (game)
* $1.00

Atari TrakBall
* $3.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
** "They that can give up essential ** "Those who trade a little freedom **
** liberty to obtain a little temporary ** for a little security will soon **
** safety deserve neither liberty nor ** find that they have none of **
** safety." --- Ben Franklin ** either." ---Jeff Poling **
```

6589. Compiling MiNT with LC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 17:34:21 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c27at$odc@prime.mdata.fi>
Source record: 28666

Is it possible to compile MiNT 1.12 with Lattice C (5.6) ? I tried, and managed to compile it after adding couple prototypes and declaring Fcntl function. But the binaries were huge, almost 300k compared to the original of about 160k. Is this normal? Also as I ran it, mouse didn't work very well. When I pushed a button, I had to move mouse before it reacted. Couldn't launch any programs either.
Yes, I used it with MultiTOS, and compiled it with -DMULTITOS flag.

---
* Kivi 1.10 *

6590. Compiling MiNT with LC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 17:34:56 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c27c0$odf@prime.mdata.fi>
Source record: 28667

Is it possible to compile MiNT 1.12 with Lattice C (5.6) ? I tried, and managed to compile it after adding couple prototypes and declaring Fcntl function. But the binaries were huge, almost 300k compared to the original of about 160k. Is this normal? Also as I ran it, mouse didn't work very well. When I pushed a button, I had to move mouse before it reacted. Couldn't launch any programs either.
Yes, I used it with MultiTOS, and compiled it with -DMULTITOS flag.

---
* Kivi 1.10 *

6591. Re: MINT.PRG vs MINTNP.PR

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 17:35:31 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c27d3$odh@prime.mdata.fi>
Source record: 28668

> MintNP.PRG requires an MPU, not an '030. The Falcon and TT have an MPU (

Just a little correction. MintNP.PRG doesn't require MPU, MINT.PRG does.

---
* Kivi 1.10 *

6592. Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 17:37:36 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12061994.173736@empyr.dircon.co.uk>
Source record: 28674

HI, I just created a directory called ' TREVORS.*** ' (well, that is what I typed in anyway, the directory appears as ' TREVORS.??? ')

If I try to open the directory, TOS says it can't find it, but if I click on OK, there it is !, a separate window for it !. Trouble is, I cannot delete the bloody thing. I created another dir called ' TREVORS ' (no extension this time), and the same thing is happening to that as well.

I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5 drivers. I created it whilst in Teradesk 1.40, but cannot delete it in either Teradesk or normal TOS.

Any ideas ???

VQWK 6.20 [Rev H - 04/04/94]

6593. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 18:21:54 UTC
From: ersmith@netcom.com
Message-ID: <ersmithD0EJ0I.11q@netcom.com>
Source record: 28672

In article <ftn_2.203.611.4_2ee34f55_Christian.Dahl@ct.se>,
Christian Dahl <christian.dahl@tnogobl.ct.se> wrote:
> > Mint will not do any contextswitches if you are in supervisor mode.
> > So, in an interrupt you won't be thrown out.

>Well, the interupt must be run in usermode, to allow other interupt occur
>during that interupt. Why? Because its a real fast modplayer.

You don't have to run in user mode to allow interrupts. You can stay in
supervisor mode and change the interrupt mask with e.g. "and.w #$f9ff,sr".
That's in fact what I would recommend doing.
--
Eric R. Smith ersmith@netcom.com

6594. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 18:46:41 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c2bih$oi4@prime.mdata.fi>
Source record: 28670

> Well, the interupt must be run in usermode, to allow other interupt occur
> during that interupt. Why? Because its a real fast modplayer.

This remainds me, is there a moduleplayer which uses DSP and runs under MultiTOS? I've seen couple, but they are all based on Bitmaster's ugly code, which causes random keyclicks to come. Very annoying and makes working totally impossible.

---
* Kivi 1.10 *

6595. Guitar Distortion & DSP

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 18:46:44 UTC
From: artoj@mits.mdata.fi
Message-ID: <3c2bik$oi5@prime.mdata.fi>
Source record: 28671

Is there a program that makes guitar distortion? I mean, it could be possible
to make a distorter of quite good quality using the DSP, don't you think?
Is there any?

---
* Kivi 1.10 *

6596. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-06 22:07:15 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c2naj$iv0@dux.dundee.ac.uk>
Source record: 28675

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: HI, I just created a directory called ' TREVORS.*** ' (well, that is
: what I typed in anyway, the directory appears as ' TREVORS.??? ')

: If I try to open the directory, TOS says it can't find it, but if I click
: on OK, there it is !, a separate window for it !. Trouble is, I cannot
: delete the bloody thing. I created another dir called ' TREVORS ' (no
: extension this time), and the same thing is happening to that as well.

: I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
: drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
: either Teradesk or normal TOS.

: Any ideas ???

I have a similar problem on my Falcon (TOS 4.01), the directory is called
MINTSBIN and contains two files which CANNOT be deleted.

Any help appreciated.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6597. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 00:45:14 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3c30iq$6ff@brachio.zrz.TU-Berlin.DE>
Source record: 28677

Which versions of Papyrus, MultiTOS and Speedo are you using?


```
-----------------------------------------------------------------------
Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_________________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |
-----------------------------------------------------------------------
```

6598. Re: Testing the Blitter...??

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 03:13:56 UTC
From: raymond@peace.co.nz
Message-ID: <D0F7n9.6pH@peace.co.nz>
Source record: 28687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: How can I test my Blitter...??

: Their is Gembench and Gemtest, but do they test the Blitter...??

: Thanks..........

There is a basic program that comes with the ST basic disk that moves
a filled rectangle around the screen. has options to use or not to
use the blitter.
huge difference!

can't recall details - been a long time since I've used my ST for anything
other than music (C-Lab Creator).

--
+---+
| ## P e a c e Raymond Hayter phone: +64-4-5705739 |
| # COMPUTERS Peace Computers fax : +64-4-5705760 |
| New Zealand Limited email: raymond@peace.co.nz |

6599. Linux 68K

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 10:10:59 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Dec07.101059.182098@zeus.aix.calpoly.edu>
Source record: 28678
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone direct me to a site where I can get instructions on how to setup the atari Linux (with the file list I need) or tell me what I need to do?

I do not have MiNT installed, however nothing in the ANNOUNCE files indicated that I needed it...

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

6600. Re: Help: MiNT & Papyrus

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 10:24:42 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c42ha$998@dux.dundee.ac.uk>
Source record: 28679

Christian Nieber (chris@buran.fb10.tu-berlin.de) wrote:
: Which versions of Papyrus, MultiTOS and Speedo are you using?

Papyrus 3.58
MultiTOS 4.01
Speedo 4.2 (I think, it is the one hi Soft supply)

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6601. NECROMUNDA DEMO by Paranoia

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 11:41:12 UTC
From: sdb3@aber.ac.uk
Message-ID: <3c470o$n4c@fileserv.aber.ac.uk>
Source record: 28680

NECROMUNDA, by Paranoia (a dedicated ST music demo) is now
available from Mickey Boyd at Florida State University
to download free on...
'atari.archive.umich.edu' in '/Demos/necromun.lzh.'.

It runs on any STFM/STE and includes stereo music where available.
(It runs best on machines with 1MByte or more)
Please join us in work on our next project.

6602. Re: CoNnect & F030 LAN Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 12:11:14 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3c48p2$1c0@mars.fb1.fhtw-berlin.de>
Source record: 28688

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Is it possible to get connect to use the Falcons LAN port?

Yes. Use the HSMODA04.LZH driver package, select SERIAL2 in Connect,
use it with "no" or "XON/XOFF" handshaking. Hardware-handshake will
work in the next release (the Mac-like CTS/DTR).

6603. Re: BSD 4.4 and Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 12:35:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3c4a69$5op@percy.cs.bham.ac.uk>
Source record: 28681

In reply to Warwick, I wasn't aware of the tight control over the
Linux source, so I stand corrected.

As to the number of versions of Linux out there, what are the
"Slackware" versions and the Yggdrasil versions?

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6604. Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 16:00:37 UTC
From: ied2@aber.ac.uk
Message-ID: <3c4m75$1bi@osfa.aber.ac.uk>
Source record: 28683

How difficult would it be to replace the 8 MHz 68000
with a 16 MHz 68000??? Or can I use a 68010??? What
would be involved? Would it be expensive? How would
it affect compatibility with different software?

If you can help with any of the above questions,
please post here or email me at ied2@aber.ac.uk

Thankyou very much

```
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U
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
_______| Ivan Dimbleby - ied2@aber.ac.uk - "I'm immortal SO far..." |_______
\ '70 |_____________________________________________________________| '94 /
/_______\| >> tlhIngan Hol jatlH trqwI'pu'na' << |/_______\
```

6605. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 16:12:12 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c4mss$1cs@prime.mdata.fi>
Source record: 28682

In article <3c2bih$oi4@prime.mdata.fi>,
Arto Jalkanen <artoj@mits.mdata.fi> wrote:
>> Well, the interupt must be run in usermode, to allow other interupt occur
>> during that interupt. Why? Because its a real fast modplayer.
>
>This remainds me, is there a moduleplayer which uses DSP and runs under
>MultiTOS? I've seen couple, but they are all based on Bitmaster's ugly
>code, which causes random keyclicks to come. Very annoying and makes working
>totally impossible.

Try RAPE_ME.ZIP (Rape the DSP), it came with FOG 7 (Falcon User Group disk
magazine).

Only problem with all those module players is that there are no good
modules :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6606. Connecting STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 18:30:10 UTC
From: fvdakker@sterbbs.nl
Message-ID: <32121XNIVWEQMRFTQYF@sterbbs.nl>
Source record: 28684

IN>I have two STs: 520 and Mega2. I would like to connect these
IN>machines somehow, so that 520ST would run like a terminal and Mega
IN>2 would do all the job for both. That connection would be only for
IN>experimenting, not for real work. I think Mega2 is too weak to be a
IN>workstation.
IN>
IN>1. Is it possible to do it under MiNT?
IN> If yes, how? RS232, MIDI, ...?

Yep, RS232 is the easies way, with a null-modem cable (NOT the cable
you use to connect with your modem!!!!)

IN>2. Can I run more GEM applications at once under MiNT? I have
IN>downloaded kernel
IN> and TOSwin and I can run only TOS programs.

Use MultiTOS, or another shell that can handle Multitasking

IN>3. If yes(2), can I run GEM application on "terminal" (=520ST), ie
IN>will I get the results on "terminal" screen?

Think so

IN>Any HW and SW tips would be appreciated.
IN>Thank you in advance

A Null-modem cable is an RS232-cable with the recieve and
transmit-pins swaped. Don't know wich pin that is, but there must be
someone here who does :-)
For software there are a lot possibilities; I'm now using STarCall and
I *really* like it. On Hensa you can find the German version; I'm
trying to get the engisch version there too, but haven't succeed yet
(some problems with my provider).
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6607. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 18:32:07 UTC
From: Mark Grimshaw <MarkG@Scot1.ucsalf.ac.uk>
Message-ID: <3c4v37$gdg@plato.ucsalf.ac.uk>
Source record: 28685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:
>
> OK here goes...
>
> Imagine we as members of comp.sys.atari.st[.tech] are designing the new
> Atari range.
>

> I think we should have _pull down_ menus as those "crash-down" ones are
> somewhat annoying (doesn't everyone agree???)
>

Has anyone heard of the Medusa which is apparently a cobbling together by a third party (Swiss I think) of bits and pieces of the Atari? I think this might be the 'dream Atari' you're looking for. I came across a short article on it a while back in ST Format (or some such magazine) - if I can find it I'll post more details.

Give me a pop-down menu any day.

'An Apple a day certainly doesn't keep the doctor away'

- unfortunately, I have to work with the horrible things; it's like participating in a stockcar race on a bicycle.

Mark Grimshaw

6608. Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 20:29:35 UTC
From: slh100@tower.york.ac.uk
Message-ID: <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk>
Source record: 28686

I have a couple of questions about using the Xbios Setscreen() function to implement page flipping in an (ST low resolution) arcade game I am writing. I have been told that I should synchronize my code with the vertical blank before switching screens, but it seems to work without this. Do I need to call Vsync() before Setscreen(), or am I ok without?

Also, I seem to rememver reading somewhere that Setscreen() can only display a block of memory whose address is a multiple of four. At the moment I am just using:

```
char *screen = malloc(32000);
Setscreen(x,x,-1);
```

and it seems to work. If it is true that Setscreen() requires an address on a 4-byte boundary, malloc must just always be returning suitable values, but it doesn't seem like a good idea to rely on this. Does anyone have any experience of this?

It is working on my 1040 STe without worrying about either of these issues, but I would like to know that I am not ignoring anything which may cause problems with other systems and TOS versions.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk ----------

6609. Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 21:40:26 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIKDCUSUp@stingray.manawatu.gen.nz>
Source record: 28689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to call an ACCessory without having to have a menu bar and everything set up first?

I have my own menus (which I will release when finished) and want to be able to show the .ACCs loaded - also how do I do that??? - and let the user select them.

Is this possible?

Any help would be most appreciated,
Richard.

PS. Could someone tell me when the new comp.sys.atari.programmer group is up and running please? (Unless ofcourse, the mediator posts something to that effect).

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6610. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 21:50:57 UTC
From: fvdakker@sterbbs.nl
Message-ID: <021368YUOAVOLIMIPOXM@sterbbs.nl>
Source record: 28690

```
rm>I have a similar problem on my Falcon (TOS 4.01), the directory is
rm>called MINTSBIN and contains two files which CANNOT be deleted.
rm>
rm>Any help appreciated.

They are write-protected, use Show-info to set the files at Read/Write
and then delete them, if that doesn't works: use a diskmonitor, as I
explained the other message.
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

6611. Hooking a serial MS-type mouse to a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-07 22:02:21 UTC
From: ppytlik@electro.electro.com
Message-ID: <1994Dec7.220221.18611@electro.electro.com>
Source record: 28591

Hi I'm new to this group and to the Atari world. I have just bought a used atari with a broken mouse. I have heard that it is possible to connect the Microsoft Mouse to the Atari. Since I have an MS Mouse I'd like to find out if someone out there knows how to do this?

I have seen someone else asking the same question but no answer yet.

Thanx in advance for the help on this topic.

-Piotrek

--
Piotr Pytlik _____ SOFTWARE DEVELOPMENT
Double P Software _____
piotr@doublep.uucp ppytlik@electro.com
HOME (519) 744-0949 WORK (519) 744-7111 x7062 PC CONSULTING

6612. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 00:15:49 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c5j7l$5ij@whitbeck.ncl.ac.uk>
Source record: 28594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Don't know how to find out which accs are loaded, but
calling them is easy - use appl_write() to send an AC_OPEN
message to the accessory.

Craig.
```

6613. Re: Mintos/MiNT 1.12 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 00:44:18 UTC
From: robotron@moroder.demon.co.uk
Message-ID: <199412080037.AA01683@moroder.demon.co.uk>
Source record: 28593

In a recent article, der@discovery (Daniel Eriksson) wrote:
>In article <199412052030.AA01611@moroder.demon.co.uk> robotron@moroder.demon.
>co.uk (Stephen K Mulrine) writes:
>>Has anybody else had trouble trying to run Mintos 1.4.1 under MiNT 1.12?
>>The system won't /usr/etc/halt for me any more, and it hangs when I logout.
>>(I tried switching back to MiNT 1.10h8 and both these problems disappeared.)
>The hanging (not releasing the terminal) when logging out on console is
>a known problem. I don`t know about your halt-problem though. Try getting
>MH-MiNT 1.12h2, it fixes a couple of problems including the hanging.

Thanks for the suggestion. It doesn't hang any more, but now when I try to
halt the system I get a fatal error for pid 0 - "kfree: memory not allocated
by kmalloc" or somesuch, and it forces me to reboot. That was with the
binary release of 1.12h2, but I even went as far as recompiling it myself
with exactly the same result.

Stephen

6614. Re: Developing DSP apps help!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 00:58:54 UTC
From: tdcflcn@infinet.com
Message-ID: <3c5loe$35s@rigel.infinet.com>
Source record: 28592

William Kent (william@ifi.uio.no) wrote:
: I have had a Falcon for sometime now. A while back I bought a Lattice C 5.5,
: But the version i got was the one without Falcon support (an old one). And
: since then I havent done any programming on it.

I just received Lattice C 5.6 with SpeedoGDOS, MultiTOS, TOS 4, and Falcon030
libraries. I would think you could upgrade to 5.6 for a small fee.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

6615. Connecting STs

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 03:03:32 UTC
From: bseburn@vaxxine.com
Message-ID: <D0H1tx.9u9@vaxxine.com>
Source record: 28599

f > A Null-modem cable is an RS232-cable with the recieve and
f > transmit-pins swaped. Don't know wich pin that is, but there mu
f > someone here who does :-)

Swap pins 2 and 3 on one end only.. and you have a null-modem cable.
Mine contains only three wires.. using pins 2, 3, & 7... works
great, and has done for ages. :-)

Brian...

___ Mountain Reader II - #00000039

6616. Re: Linux 68K

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 03:45:47 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <JO91GO7.jmillar@delphi.com>
Source record: 28598

Sepulturiad Soldier <smiller@farad.elee.calpoly.edu> writes:

>Could someone direct me to a site where I can get instructions on how to
>setup the atari Linux (with the file list I need) or tell me what I need
>to do?

From the ftp site tsx-11.mit.edu in the directory "/pub/linux/680x0"
there is a set of directories:

bin
kernel
filesys
source

From the kernel directory get the files:

vmlinx09.pl4.gzip (or something to that effect)
ataboot04.gzip (or something to that effect)

Sorry I can't remember the real file names.

From the filesys directory get the most recent versions of:

rootfilesys.gz and
newfilesys.gz (again, something to that effect)

In the case of all of these files, unzip using gzip and/or
untar using gtar (gnu_zip and gnu_tar).

Once that has been done, place your Falcon/TT in ST high
compatibility mode. Then, create a ramdisk large enough
to hold the uncompressed newfilesys file. Next, copy
the newfilesys into the ramdisk. Finally, run the
ataboot4 program (.TTP) with the command line:

-d -k <kernel name> -r <newfilesys name>

The <kernel name> in this case is the uncompressed file
vmlinx09.pl4. Also bear in mind that the files designated
on this command line might require full path references
(i.e. m:\newfilesys.file)

With this done, you'll get a normal text screen telling you
the progress of the boot, and then linux will initialize
after you press <RET>. If all is well and good, you'll get
a normal UNIX-like command line prompt with a skeleton
filesystem (ramdisk) which will allow you to then mount a
TOS filesystem and copy over the 'root' filesystem. You will

have had to initialize a new filesystem on a HD using
mkfs.minix or mkfs.ext2fs first, however.

Unfortunately, I don't think the SCSI drivers for the Atari
are functioning correctly yet (at least not for me), so
all the work you will have done will be for naught, until
a new revision of the kernel with improved Atari drivers
comes along. A patch should probably be out shortly.

Sorry for the rapid-fire explanation, but if you want a more
detailed one please feel free to e-mail me, or if anyone's
interested we can continue the discussion here.

BTW, if anyone else knows the status of the Atari SCSI driver
for Linux 680x0 I'd love to know! It's really frustrating to
boot the kernel, and then not be able to do anything with it!!

Take care.

Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx,
Kansas, Live........

6617. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 03:49:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIQCAVKUp@stingray.manawatu.gen.nz>
Source record: 28596
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk> Shawn Hargreaves wrote :

>Also, I seem to rememver reading somewhere that Setscreen() can only
>display a block of memory whose address is a multiple of four. At the
>moment I am just using:
>
>char *screen = malloc(32000);
>Setscreen(x,x,-1);
>
>and it seems to work. If it is true that Setscreen() requires an address
>on a 4-byte boundary, malloc must just always be returning suitable
>values, but it doesn't seem like a good idea to rely on this. Does anyone
>have any experience of this?
>
>It is working on my 1040 STe without worrying about either of these
>issues, but I would like to know that I am not ignoring anything which
>may cause problems with other systems and TOS versions.
>
>Shawn Hargreaves "God is real, unless declared as integer."
>slh100@tower.york.ac.uk --
>
>
The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
malloc would be fine as you said b4). Perhaps this changed in the STe???
But on my 1040STfm it would crap out (unless your malloc command is only using
memory that starts on a 256 byte boundary - would seem odd though).

Richard.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6618. ISO Falcon/TT owner with 5 minutes free time

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 04:00:46 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELIQCAVMUp@stingray.manawatu.gen.nz>
Source record: 28597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to test a routine I wrote on a Falcon and a TT in all resolutions.
It's a small routine (11K uuencoded) and I'll give any1 who can help, more
info. It's nothing complicated - I just want to know if it displays ok.

Please could any1 with one of the above Ataris please contact me ASAP?

Thanx,
Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6619. Re: The dream atari...Medusa?.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 04:23:20 UTC
From: Lexicor@world.std.com
Message-ID: <D0H5Ix.MJ0@world.std.com>
Source record: 28595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3c4v37$gdg@plato.ucsalf.ac.uk>,
Mark Grimshaw <MarkG@Scot1.ucsalf.ac.uk> wrote:
>
>Has anyone heard of the Medusa which is apparently a cobbling together
>by a third party (Swiss I think) of bits and pieces of the Atari? I
>think this might be the 'dream Atari' you're looking for. I came
>across a short article on it a while back in ST Format (or some such
>magazine) - if I can find it I'll post more details.

Mark, the medusa has been selling now for a few months in the U.S.A. and
in Germany (I believe it's also available in the U.K. now).

It is currently most definately the fastest atari around (and it has the
'060 prototype finished as well), however the price isn't cheap, it will
cost around 3,400 U$D for an 8Meg 450 HD Medusa System with tower, HDD and
all that sort of stuff.

Cheers

Yat @ Lexicor

6620. Re: Hooking a serial MS-type mouse to a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 07:47:29 UTC
From: etmrosc@acrosby13.ericsson.se
Message-ID: <1994Dec8.074729.6474@ericsson.se>
Source record: 28600

In article <1994Dec7.220221.18611@electro.electro.com>, ppytlik@electro.electro.com (Piotr Pytlik) writes:
|> Hi I'm new to this group and to the Atari world. I have just bought a used
|> atari with a broken mouse. I have heard that it is possible to connect the
|> Microsoft Mouse to the Atari. Since I have an MS Mouse I'd like to find out
|> if someone out there knows how to do this?
|>
|> I have seen someone else asking the same question but no answer yet.
|>

Well let's give an answer then:
Yes it is possible to connect a serial mouse to your ST.
You will loss your only free serial port (if you have a 'just'
an ST) and you will need a special driver program:

I know currently of 2 such programs
-Wrapmouse (don't know if it is on any FTP site)
-MouseV21 (to be found on ftp.tu-clausthal.de), and other sites ??)

Hope this answers your question.

Regards
Rob

6621. MiNT Distribution Kit - Version 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 08:31:11 UTC
From: smiller@farad.elee.calpoly.edu
Message-ID: <1994Dec08.083111.188806@zeus.aix.calpoly.edu>
Source record: 28601

I have a TT with 4mB of st ram that I am trying to install MiNT onto and I am having problems...

I have two partitions, either of which I can use. One is ~50meg and the other is ~28meg. I set up the 'setup' program for the minix file system and for gem/mint and then goto install the minix partition and it just gives me two bombs. What is going on here?

The whole reason I am going tothe trouble of setting this up is that in the Linux68K docs it says that you need some of the gcc libs in order to set up properly. Is this true?

Auuughhh! I totally deleted 70 megs of junk on my HD to make the space for all of this and now it's not working... Can someone please help me? Thanks!

*steve

arise from beneath the remains before schizophrenia and morbid visions create the new chaos a.d.

6622. 68015.PRG (68030 emulator for ST???)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 09:15:38 UTC
From: Michael Wray <harmony@tyrell.net>
Message-ID: <Pine.SUN.3.91.941208031358.15093E-100000@tyrell.net>
Source record: 28610

I thought I saw a program called 68015 or something like that at an ftp site (I don't remember which) that was supposed to emulate the 030 on an ST, does any body know anything about this??

6623. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 09:39:45 UTC
From: epdouden@cs.vu.nl
Message-ID: <D0HK6C.F5E@cs.vu.nl>
Source record: 28602
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
: >It is working on my 1040 STe without worrying about either of these
: >issues, but I would like to know that I am not ignoring anything which
: >may cause problems with other systems and TOS versions.

I should work on all TOS 1.x and 2.x versions. I'm not sure about 3.x and 4.x,
but I think it will work.

: The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
: malloc would be fine as you said b4). Perhaps this changed in the STe???

The STe video shifter can handle all adresses, as long as they're even.

: But on my 1040STfm it would crap out (unless your malloc command is only using
: memory that starts on a 256 byte boundary - would seem odd though).

Just put something like

Real_screen = Screen_base && $ffffff00;

or so. Forgive me, it's a long time ago I programmed C.

Ewout
epdouden@cs.vu.nl

6624. Re: Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 09:43:42 UTC
From: epdouden@cs.vu.nl
Message-ID: <D0HKCv.F9G@cs.vu.nl>
Source record: 28603

ied2@aber.ac.uk (IVAN ERIC DIMBLEBY) writes:
: How difficult would it be to replace the 8 MHz 68000
: with a 16 MHz 68000??? Or can I use a 68010??? What
: would be involved? Would it be expensive? How would
: it affect compatibility with different software?

You can't put in a 16Mhz 68000 without a special board. Someone reached
the speed of 10-12 Mhz on a standard ST board, but the rest of the hardware
wasn't to happy with that.
You can put in a 68010 as far as I know, but the TOS has to be modified
a bit. Or just use KAOS tos. The problem was on the booting process.
Don't know to much about it, though.

Ewout

6625. MiNT 1.12 and accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 12:25:22 UTC
From: uel035r2a@tferi4
Message-ID: <1994Dec8.132522@tferi4>
Source record: 28613

I have downloaded MiNT kernel 1.12. I've added it to my configuration and it seems that this kernel doesn't like the Atari's Control Panel and other accessories. The system hangs up when he tries to start the desktop. I have tried many combinations but it just doesn't work. The only acc that runs is TosWin.

Is there any special way to load accs under MiNT?

Any tips appreciated.

Matej.Kenda@uni-mb.si

6626. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 12:29:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3c6u6c$5if@prime.mdata.fi>
Source record: 28604

In article <12061994.173736@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>HI, I just created a directory called ' TREVORS.*** ' (well, that is
>what I typed in anyway, the directory appears as ' TREVORS.??? ')
>
>If I try to open the directory, TOS says it can't find it, but if I click
>on OK, there it is !, a separate window for it !. Trouble is, I cannot
>delete the bloody thing. I created another dir called ' TREVORS ' (no
>extension this time), and the same thing is happening to that as well.
>
>I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
>drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
>either Teradesk or normal TOS.
>Any ideas ???

Use Diamong Edge to defragment you partition, and it fixes the illegal
files from the disk during the process. Or use Cleanup.prg which
comes with ICD pro utilities to clean the directories and FAT from
illegal stuff.

Use Gemini instead of Teradesk, as Teradesk is buggy.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6627. Atari Laser Printer Jams

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 12:29:32 UTC
From: ah931@cleveland.Freenet.Edu
Message-ID: <3c6u7c$423@usenet.INS.CWRU.Edu>
Source record: 28605

My Atari Laser Printer has starter to jam on an almost constant basis. I think that I have tried everything but to no avail. Does anyone have any suggestions, or has anyone encountered this problem.
Any help would be appreciated.

6628. DSP & Development Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 12:50:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3c6vfi$dud@dux.dundee.ac.uk>
Source record: 28606

Can anyone tell me what sort of applications might benefit from use of DSP, so far I have come across music & graphics, are there any other applications which it would be useful for?

Also what development tools would you reccomend?

--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6629. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 13:12:00 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c70n0$gps@whitbeck.ncl.ac.uk>
Source record: 28607

Related topic here - has anyone else had a problem de-installing OMen?

When you install it, it creates some directories that you cann't delete...
..and they aren't set to read only, and their contents aren't set
to read only....yet you can only delete them from within OMen itself?

Craig.

6630. X11R5 - Keyboard problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 13:14:21 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3c70rd$gqa@whitbeck.ncl.ac.uk>
Source record: 28608

Has anyone else installed the MiNT X11 server yet?

It runs ok on my f030, but the keyboard map seems to be a little
different to mine (some characters get shifted around). Anyone
know how to fix this?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6631. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 13:49:29 UTC
From: bericd@bri.hp.com
Message-ID: <D0HvqH.1Et@bri.hp.com>
Source record: 28609

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: HI, I just created a directory called ' TREVORS.*** ' (well, that is
: what I typed in anyway, the directory appears as ' TREVORS.??? ')

: If I try to open the directory, TOS says it can't find it, but if I click
: on OK, there it is !, a separate window for it !. Trouble is, I cannot
: delete the bloody thing. I created another dir called ' TREVORS ' (no
: extension this time), and the same thing is happening to that as well.

: I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
: drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
: either Teradesk or normal TOS.

: Any ideas ???

: VQWK 6.20 [Rev H - 04/04/94]

Have you tried using any disk tools such as KnifeST ? The GEM desktop
is fairly dumb when it comes to things like this - and is probably
trying to delete using wild cards and getting very confused...

Also - is the directory read only or do you get a "Not found"
message?

Beric..

6632. Re: Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 15:23:52 UTC
From: gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <D0I03t.L2r@news.gu.se>
Source record: 28611

Beric Dunn (bericd@bri.hp.com) wrote:
> Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
> : HI, I just created a directory called ' TREVORS.*** ' (well, that is
> : what I typed in anyway, the directory appears as ' TREVORS.??? ')

> : If I try to open the directory, TOS says it can't find it, but if I click
> : on OK, there it is !, a separate window for it !. Trouble is, I cannot
> : delete the bloody thing. I created another dir called ' TREVORS ' (no
> : extension this time), and the same thing is happening to that as well.

> : I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
> : drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
> : either Teradesk or normal TOS.

> : Any ideas ???

> : VQWK 6.20 [Rev H - 04/04/94]

> Have you tried using any disk tools such as KnifeST ? The GEM desktop
> is fairly dumb when it comes to things like this - and is probably
> trying to delete using wild cards and getting very confused...

> Also - is the directory read only or do you get a "Not found"
> message?

If you're using ICDPRO, you should have a program called CLEANUP.PRG!!
Run this and select the partition holding the directory.
It will then search the fileinfo for illegal file- and dirnames, and prompt
you for a name change.

Stefan

6633. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 16:23:16 UTC
From: millert@grad.csee.usf.edu
Message-ID: <3c7btk$g8g@mother.usf.edu>
Source record: 28612

Shawn Hargreaves (slh100@tower.york.ac.uk) wrote:
: I have a couple of questions about using the Xbios Setscreen() function
: to implement page flipping in an (ST low resolution) arcade game I am
: writing. I have been told that I should synchronize my code with the
: vertical blank before switching screens, but it seems to work without
: this. Do I need to call Vsync() before Setscreen(), or am I ok without?

When you make a Setscreen call, the Logbase is set immediately, while the
Physbase waits until the next vertical blank before it's set. This
doesn't pause your program like Vsync; the screen just doesn't get
switched until the next vblank.

: Also, I seem to rememver reading somewhere that Setscreen() can only
: display a block of memory whose address is a multiple of four. At the
: moment I am just using:

Actually, it's 256 byte boundaried on an ST and 2 byte boundaries on
STe and beyond.

: char *screen = malloc(32000);
: Setscreen(x,x,-1);

```
char *screen = malloc(32256), *screen2;
screen2 = screen + 256 - ((long)screen & 0xff);
Setscreen(screen2, screen2, -1);
```

This should do it. Later you should free(screen), not screen2.

: and it seems to work. If it is true that Setscreen() requires an address
: on a 4-byte boundary, malloc must just always be returning suitable
: values, but it doesn't seem like a good idea to rely on this. Does anyone
: have any experience of this?

: It is working on my 1040 STe without worrying about either of these
: issues, but I would like to know that I am not ignoring anything which
: may cause problems with other systems and TOS versions.

There's your answer right there. You're using an STe. If you want it to
work on an ST, use my code above. And if you make your pointer point to
words and not bytes, be certain to make the proper adjustment to the
value being added to the pointer.

6634. Re: DSP & Development Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 16:47:35 UTC
From: alenm@ifi.uio.no
Message-ID: <3c7db7$hqh@baugi.ifi.uio.no>
Source record: 28614

The DSP in the Falcon should be as far as I know, be able to
act as a modem. The US robotics modems have a DSP in it you know.
Why don't somebody make a softwaremodem for the Falcon? The DSP has
DA and AD converters and is connected to the DSP interface. All that
is needed (I think) is a program and a small converter to turn your
Falcon into a 28800 modem. The catch is it would not be approved by the
telephone companies and it would be illegal, but who gives a shit.
If anyone knows a lot about communications and has some spare time
PLEASE make them Falconowners happy and make a softwaremodem.

Long live the hacker-spirit.

6635. Re: Hooking a serial MS-type mouse to a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 19:21:46 UTC
From: de116@city.ac.uk
Message-ID: <1994Dec8.192146.14906@city.ac.uk>
Source record: 28616

Brian Daniels (bdaniels@mercury.interpath.net) wrote:

: A friend of mine has a 1040ST that he would like to hook a Microsoft
: Serial mouse to. Is this a simple case of rewiring a plug, or would the
: signals have to be converted. If it's just a rewire, does anyone have a
: pointer to the connections required?

: Many thanks in advance,
: Brian

: --
: Brian Daniels "Man's relationship with cars can be seen in
: bdaniels@mercury.interpath.net the names given to the vehicle's components:
: My opinions, not Interpath's clutch, choke, throttle."
: ------------------Public Keys Available by E-Mail Request-------------------

serial devices can be plugged into st serial port and used by running a serial
mouse driver program that comes with mouse tricks available for 10 pounds (sterling) from
FaST Club 7 musters road, nottingham, UK.

6636. Two Parallel Printers On One Printer Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 19:32:41 UTC
From: de116@city.ac.uk
Message-ID: <1994Dec8.193241.15080@city.ac.uk>
Source record: 28617

I would like to connect two printers to my one parallel port on the falcon. Now before you suggest a printer switch, I want to ask if any one has bright ideas about how to make an intelligent switch that we then could software select, by accessory say, before print runs started. A small compact back of computer unit could then be built with the two sockets for each printer and this unit plugs into the ST.

My thoughts have evolved along the lines of somehow playing with the timing of the STROBE line. If its held low for, say, half a sec then the data that then presents itself on the data lines selects which port is used from then on. So, a normal STROBE signal would not affect this but a long one would.

Ideas anyone?

6637. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 19:48:48 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3c7nv0$di1@m.ehd.hwc.ca>
Source record: 28618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
...
: PS. Could someone tell me when the new comp.sys.atari.programmer group
: is up and running please? (Unless ofcourse, the mediator posts
: something to that effect).

It's started comming in here yesterday. (07-DEC-94)

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

6638. c.s.a.s.t.-12/08/94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 20:20:36 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412081924.AA06276@ilmen.lanl.gov>
Source record: 28615

```
comp.sys.atari.st.tech-12/08/94
==============================

From: ied2@aber.ac.uk (IVAN ERIC DIMBLEBY)
Subject: Speeding up the old STFM
Date: 7 Dec 1994 16:00:37 -0000
Message-ID: <3c4m75$1bi@osfa.aber.ac.uk>

How difficult would it be to replace the 8 MHz 68000
with a 16 MHz 68000??? Or can I use a 68010??? What
would be involved? Would it be expensive? How would
it affect compatibility with different software?

If you can help with any of the above questions,
please post here or email me at ied2@aber.ac.uk

Thankyou very much

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Subject: Connecting STs
From: fvdakker@sterbbs.nl
Date: Wed, 07 Dec 94 18:30:10 GMT
Message-ID: <32121XNIVWEQMRFTQYF@sterbbs.nl>

IN>I have two STs: 520 and Mega2. I would like to connect these
IN>machines somehow, so that 520ST would run like a terminal and Mega
IN>2 would do all the job for both. That connection would be only for
IN>experimenting, not for real work. I think Mega2 is too weak to be a
IN>workstation.
IN>
IN>1. Is it possible to do it under MiNT?
IN> If yes, how? RS232, MIDI, ...?

Yep, RS232 is the easies way, with a null-modem cable (NOT the cable
you use to connect with your modem!!!!)

IN>2. Can I run more GEM applications at once under MiNT? I have
IN>downloaded kernel
IN> and TOSwin and I can run only TOS programs.

Use MultiTOS, or another shell that can handle Multitasking

IN>3. If yes(2), can I run GEM application on "terminal" (=520ST), ie
IN>will I get the results on "terminal" screen?

Think so
```

IN>Any HW and SW tips would be appreciated.
IN>Thank you in advance

A Null-modem cable is an RS232-cable with the recieve and
transmit-pins swaped. Don't know wich pin that is, but there must be
someone here who does :-)
For software there are a lot possibilities; I'm now using STarCall and
I *really* like it. On Hensa you can find the German version; I'm
trying to get the engisch version there too, but haven't succeed yet
(some problems with my provider).
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!
--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

~~~~~~

From: slh100@tower.york.ac.uk (Shawn Hargreaves)
Subject: Xbios Setscreen() details
Date: 7 Dec 1994 14:29:35 -0600
Message-ID: <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk>

I have a couple of questions about using the Xbios Setscreen() function
to implement page flipping in an (ST low resolution) arcade game I am
writing. I have been told that I should synchronize my code with the
vertical blank before switching screens, but it seems to work without
this. Do I need to call Vsync() before Setscreen(), or am I ok without?

Also, I seem to rememver reading somewhere that Setscreen() can only
display a block of memory whose address is a multiple of four. At the
moment I am just using:

```
char *screen = malloc(32000);
Setscreen(x,x,-1);
```

and it seems to work. If it is true that Setscreen() requires an address
on a 4-byte boundary, malloc must just always be returning suitable
values, but it doesn't seem like a good idea to rely on this. Does anyone
have any experience of this?

It is working on my 1040 STe without worrying about either of these
issues, but I would like to know that I am not ignoring anything which
may cause problems with other systems and TOS versions.

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

~~~~~~

From: raymond@peace.co.nz (Raymond Hayter)
Subject: Re: Testing the Blitter...??
Message-ID: <D0F7n9.6pH@peace.co.nz>

Date: Wed, 7 Dec 1994 03:13:56 GMT

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:
: How can I test my Blitter...??

: Their is Gembench and Gemtest, but do they test the Blitter...??

There is a basic program that comes with the ST basic disk that moves
a filled rectangle around the screen. has options to use or not to
use the blitter.
huge difference!

can't recall details - been a long time since I've used my ST for anything
other than music (C-Lab Creator).
--
+---+
| ## P e a c e Raymond Hayter phone: +64-4-5705739 |
| # COMPUTERS Peace Computers fax : +64-4-5705760 |
| New Zealand Limited email: raymond@peace.co.nz |

~~~~~~

From: s2887@FB1.FHTW-Berlin.DE (Hartwin Rohde)
Subject: Re: CoNnect & F030 LAN Port
Date: 7 Dec 1994 13:11:14 +0100
Message-ID: <3c48p2$1c0@mars.fb1.fhtw-berlin.de>

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Is it possible to get connect to use the Falcons LAN port?

Yes. Use the HSMODA04.LZH driver package, select SERIAL2 in Connect,
use it with "no" or "XON/XOFF" handshaking. Hardware-handshake will
work in the next release (the Mac-like CTS/DTR).

~~~~~~

From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: Calling .ACCs without a menu bar
Date: Thu, 08 Dec 94 10:40:26 +1300
Message-ID: <ELIKDCUSUp@stingray.manawatu.gen.nz>

Is it possible to call an ACCessory without having to have a menu bar and
everything set up first?

I have my own menus (which I will release when finished) and want to be able
to show the .ACCs loaded - also how do I do that??? - and let the user select
them.

Is this possible?

Any help would be most appreciated,
Richard.

PS. Could someone tell me when the new comp.sys.atari.programmer group is up
and running please? (Unless ofcourse, the mediator posts something to that

effect).

~~~~~~

Subject: Re: Can't del directory
From: fvdakker@sterbbs.nl
Date: Wed, 07 Dec 94 21:50:57 GMT
Message-ID: <021368YUOAVOLIMIPOXM@sterbbs.nl>

rm>I have a similar problem on my Falcon (TOS 4.01), the directory is
rm>called MINTSBIN and contains two files which CANNOT be deleted.
rm>
rm>Any help appreciated.

They are write-protected, use Show-info to set the files at Read/Write
and then delete them, if that doesn't works: use a diskmonitor, as I
explained the other message.
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!
--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

~~~~~~

From: ppytlik@electro.electro.com (Piotr Pytlik)
Subject: Hooking a serial MS-type mouse to a ST
Message-ID: <1994Dec7.220221.18611@electro.electro.com>
Date: Wed, 7 Dec 1994 22:02:21 GMT

Hi I'm new to this group and to the Atari world. I have just bought a used
atari with a broken mouse. I have heard that it is possible to connect the
Microsoft Mouse to the Atari. Since I have an MS Mouse I'd like to find out
if someone out there knows how to do this?

I have seen someone else asking the same question but no answer yet.

Thanx in advance for the help on this topic.

-Piotrek
--
Piotr Pytlik _____________________ SOFTWARE DEVELOPMENT
Double P Software _____________________
piotr@doublep.uucp ppytlik@electro.com
HOME (519) 744-0949 WORK (519) 744-7111 x7062 PC CONSULTING

~~~~~~

From: tdcflcn@infinet.com (Tom Chamberlain)
Subject: Re: Developing DSP apps help!!
Date: 8 Dec 1994 00:58:54 GMT
Message-ID: <3c5loe$35s@rigel.infinet.com>
~~~~~~

William Kent (william@ifi.uio.no) wrote:
: I have had a Falcon for sometime now. A while back I bought a Lattice C 5.5,
: But the version i got was the one without Falcon support (an old one). And
: since then I havent done any programming on it.

I just received Lattice C 5.6 with SpeedoGDOS, MultiTOS, TOS 4, and Falcon030
libraries. I would think you could upgrade to 5.6 for a small fee.

Thomas (Tom) Chamberlain, tdcflcn@infinet.com
==========
Member of: | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
| P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *
==========
Also a IBM AS/400 RPG/COBOL Programmer/Analyst/Software Consultant

~~~~~~~~~~

From: robotron@moroder.demon.co.uk (Stephen K Mulrine)
Subject: Re: Mintos/MiNT 1.12 problem
Date: Thu, 8 Dec 1994 00:44:18 +0000
Message-ID: <199412080037.AA01683@moroder.demon.co.uk>

In a recent article, der@discovery (Daniel Eriksson) wrote:
>In article <199412052030.AA01611@moroder.demon.co.uk> robotron@moroder.demon.
>co.uk (Stephen K Mulrine) writes:
>>Has anybody else had trouble trying to run Mintos 1.4.1 under MiNT 1.12?
>>The system won't /usr/etc/halt for me any more, and it hangs when I logout.
>>(I tried switching back to MiNT 1.10h8 and both these problems disappeared.)
>The hanging (not releasing the terminal) when logging out on console is
>a known problem. I don`t know about your halt-problem though. Try getting
>MH-MiNT 1.12h2, it fixes a couple of problems including the hanging.

Thanks for the suggestion. It doesn't hang any more, but now when I try to
halt the system I get a fatal error for pid 0 - "kfree: memory not allocated
by kmalloc" or somesuch, and it forces me to reboot. That was with the
binary release of 1.12h2, but I even went as far as recompiling it myself
with exactly the same result.

Stephen

~~~~~~~~~~

From: Craig Graham <Craig.Graham@ncl.ac.uk>
Subject: Re: Calling .ACCs without a menu bar
Date: 8 Dec 1994 00:15:49 GMT
Message-ID: <3c5j7l$5ij@whitbeck.ncl.ac.uk>

Don't know how to find out which accs are loaded, but
calling them is easy - use appl_write() to send an AC_OPEN
message to the accessory.

Craig.

~~~~~~

From: Jay T Millar <jmillar@delphi.com>
Subject: Re: Linux 68K
Date: Wed, 7 DEC 94 22:45:47 -0500
Message-ID: <JO91GO7.jmillar@delphi.com>

Sepulturiad Soldier <smiller@farad.elee.calpoly.edu> writes:

>Could someone direct me to a site where I can get instructions on how to
>setup the atari Linux (with the file list I need) or tell me what I need
>to do?

From the ftp site tsx-11.mit.edu in the directory "/pub/linux/680x0"
there is a set of directories:

bin
kernel
filesys
source

From the kernel directory get the files:

vmlinx09.pl4.gzip (or something to that effect)
ataboot04.gzip (or something to that effect)

Sorry I can't remember the real file names.

From the filesys directory get the most recent versions of:

rootfilesys.gz and
newfilesys.gz (again, something to that effect)

In the case of all of these files, unzip using gzip and/or
untar using gtar (gnu_zip and gnu_tar).

Once that has been done, place your Falcon/TT in ST high
compatibility mode. Then, create a ramdisk large enough
to hold the uncompressed newfilesys file. Next, copy
the newfilesys into the ramdisk. Finally, run the
ataboot4 program (.TTP) with the command line:

-d -k <kernel name> -r <newfilesys name>

The <kernel name> in this case is the uncompressed file
vmlinx09.pl4. Also bear in mind that the files designated
on this command line might require full path references
(i.e. m:\newfilesys.file)

With this done, you'll get a normal text screen telling you
the progress of the boot, and then linux will initialize
after you press <RET>. If all is well and good, you'll get
a normal UNIX-like command line prompt with a skeleton
filesystem (ramdisk) which will allow you to then mount a
TOS filesystem and copy over the 'root' filesystem. You will
have had to initialize a new filesystem on a HD using
~~~~~~

mkfs.minix or mkfs.ext2fs first, however.

Unfortunately, I don't think the SCSI drivers for the Atari
are functioning correctly yet (at least not for me), so
all the work you will have done will be for naught, until
a new revision of the kernel with improved Atari drivers
comes along. A patch should probably be out shortly.

Sorry for the rapid-fire explanation, but if you want a more
detailed one please feel free to e-mail me, or if anyone's
interested we can continue the discussion here.

BTW, if anyone else knows the status of the Atari SCSI driver
for Linux 680x0 I'd love to know! It's really frustrating to
boot the kernel, and then not be able to do anything with it!!

Take care.

Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx,
Kansas, Live........

~~~~~~

From: Lexicor@world.std.com (ysiu@lexicor.com)
Subject: Re: The dream atari...Medusa?.
Message-ID: <D0H5Ix.MJ0@world.std.com>
Date: Thu, 8 Dec 1994 04:23:20 GMT

In article <3c4v37$gdg@plato.ucsalf.ac.uk>,
Mark Grimshaw <MarkG@Scot1.ucsalf.ac.uk> wrote:
>
>Has anyone heard of the Medusa which is apparently a cobbling together
>by a third party (Swiss I think) of bits and pieces of the Atari? I
>think this might be the 'dream Atari' you're looking for. I came
>across a short article on it a while back in ST Format (or some such
>magazine) - if I can find it I'll post more details.

Mark, the medusa has been selling now for a few months in the U.S.A. and
in Germany (I believe it's also available in the U.K. now).

It is currently most definately the fastest atari around (and it has the
'060 prototype finished as well), however the price isn't cheap, it will
cost around 3,400 U$D for an 8Meg 450 HD Medusa System with tower, HDD and
all that sort of stuff.

Cheers

Yat @ Lexicor

~~~~~~

From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: Re: Xbios Setscreen() details
Date: Thu, 08 Dec 94 16:49:54 +1300
Message-ID: <ELIQCAVKUp@stingray.manawatu.gen.nz>

In <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk> Shawn Hargreaves wrote :

>Also, I seem to rememver reading somewhere that Setscreen() can only
>display a block of memory whose address is a multiple of four. At the
>moment I am just using:
>
>char *screen = malloc(32000);
>Setscreen(x,x,-1);
>
>and it seems to work. If it is true that Setscreen() requires an address
>on a 4-byte boundary, malloc must just always be returning suitable
>values, but it doesn't seem like a good idea to rely on this. Does anyone
>have any experience of this?
>
>It is working on my 1040 STe without worrying about either of these
>issues, but I would like to know that I am not ignoring anything which
>may cause problems with other systems and TOS versions.

The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
malloc would be fine as you said b4). Perhaps this changed in the STe???
But on my 1040STfm it would crap out (unless your malloc command is only using
memory that starts on a 256 byte boundary - would seem odd though).

Richard.

~~~~~~

From: richard@stingray.manawatu.gen.nz (Richard MORRIS)
Subject: ISO Falcon/TT owner with 5 minutes free time
Date: Thu, 08 Dec 94 17:00:46 +1300
Message-ID: <ELIQCAVMUp@stingray.manawatu.gen.nz>

I need to test a routine I wrote on a Falcon and a TT in all resolutions.
It's a small routine (11K uuencoded) and I'll give any1 who can help, more
info. It's nothing complicated - I just want to know if it displays ok.

Please could any1 with one of the above Ataris please contact me ASAP?

Thanx,
Richard =8-]

~~~~~~

From: bseburn@vaxxine.com (Brian Seburn)
Subject: Connecting STs
Message-ID: <D0H1tx.9u9@vaxxine.com>
Date: Thu, 8 Dec 1994 03:03:32 GMT

f > A Null-modem cable is an RS232-cable with the recieve and
f > transmit-pins swaped. Don't know wich pin that is, but there mu

f > someone here who does :-)

Swap pins 2 and 3 on one end only.. and you have a null-modem cable.
Mine contains only three wires.. using pins 2, 3, & 7... works
great, and has done for ages. :-)

Brian...

~~~~~~

From: etmrosc@acrosby13.ericsson.se (Rob Schmersel)
Subject: Re: Hooking a serial MS-type mouse to a ST
Message-ID: <1994Dec8.074729.6474@ericsson.se>
Date: Thu, 8 Dec 1994 07:47:29 GMT

In article <1994Dec7.220221.18611@electro.electro.com>, ppytlik@electro.electro.com (Piotr
Pytlik) writes:
|> Hi I'm new to this group and to the Atari world. I have just bought a used
|> atari with a broken mouse. I have heard that it is possible to connect the
|> Microsoft Mouse to the Atari. Since I have an MS Mouse I'd like to find out
|> if someone out there knows how to do this?
|>
|> I have seen someone else asking the same question but no answer yet.

Well let's give an answer then:
Yes it is possible to connect a serial mouse to your ST.
You will loss your only free serial port (if you have a 'just'
an ST) and you will need a special driver program:

I know currently of 2 such programs
-Wrapmouse (don't know if it is on any FTP site)
-MouseV21 (to be found on ftp.tu-clausthal.de), and other sites ??)

Hope this answers your question.

Regards
Rob

~~~~~~

From: smiller@farad.elee.calpoly.edu (Sepulturiad Soldier)
Subject: MiNT Distribution Kit - Version 2.0
Message-ID: <1994Dec08.083111.188806@zeus.aix.calpoly.edu>
Date: Thu, 08 Dec 1994 08:31:11 GMT

I have a TT with 4mB of st ram that I am trying to install MiNT onto and
I am having problems...

I have two partitions, either of which I can use. One is ~50meg and the
other is ~28meg. I set up the 'setup' program for the minix file system
and for gem/mint and then goto install the minix partition and it just
gives me two bombs. What is going on here?

The whole reason I am going tothe trouble of setting this up is that in
the Linux68K docs it says that you need some of the gcc libs in order to

set up properly. Is this true?

Auuughhh! I totally deleted 70 megs of junk on my HD to make the space
for all of this and now it's not working... Can someone please help me?
Thanks!

*steve

arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d.

~~~~~~

From: epdouden@cs.vu.nl (Ouden de EP)
Subject: Re: Xbios Setscreen() details
Message-ID: <D0HK6C.F5E@cs.vu.nl>
Date: Thu, 8 Dec 1994 09:39:45 GMT

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
: >It is working on my 1040 STe without worrying about either of these
: >issues, but I would like to know that I am not ignoring anything which
: >may cause problems with other systems and TOS versions.

I should work on all TOS 1.x and 2.x versions. I'm not sure about 3.x and 4.x,
but I think it will work.

: The screens are supposed to be on 256 byte boundaries - not 4 byte (otherwise
: malloc would be fine as you said b4). Perhaps this changed in the STe???

The STe video shifter can handle all adresses, as long as they're even.

: But on my 1040STfm it would crap out (unless your malloc command is only using
: memory that starts on a 256 byte boundary - would seem odd though).

Just put something like

Real_screen = Screen_base && $ffffff00;

or so. Forgive me, it's a long time ago I programmed C.

Ewout
epdouden@cs.vu.nl

~~~~~~

From: epdouden@cs.vu.nl (Ouden de EP)
Subject: Re: Speeding up the old STFM
Message-ID: <D0HKCv.F9G@cs.vu.nl>
Date: Thu, 8 Dec 1994 09:43:42 GMT

ied2@aber.ac.uk (IVAN ERIC DIMBLEBY) writes:
: How difficult would it be to replace the 8 MHz 68000
: with a 16 MHz 68000??? Or can I use a 68010??? What
: would be involved? Would it be expensive? How would
: it affect compatibility with different software?

You can't put in a 16Mhz 68000 without a special board. Someone reached
the speed of 10-12 Mhz on a standard ST board, but the rest of the hardware
wasn't to happy with that.
You can put in a 68010 as far as I know, but the TOS has to be modified
a bit. Or just use KAOS tos. The problem was on the booting process.
Don't know to much about it, though.

Ewout

~~~~~~

From: contacts@mits.mdata.fi (Pekka Saarinen)
Subject: Re: Can't del directory
Date: 8 Dec 1994 12:29:00 GMT
Message-ID: <3c6u6c$5if@prime.mdata.fi>

In article <12061994.173736@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>HI, I just created a directory called ' TREVORS.*** ' (well, that is
>what I typed in anyway, the directory appears as ' TREVORS.??? ')
>
>If I try to open the directory, TOS says it can't find it, but if I click
>on OK, there it is !, a separate window for it !. Trouble is, I cannot
>delete the bloody thing. I created another dir called ' TREVORS ' (no
>extension this time), and the same thing is happening to that as well.
>
>I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
>drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
>either Teradesk or normal TOS.
>Any ideas ???

Use Diamong Edge to defragment you partition, and it fixes the illegal
files from the disk during the process. Or use Cleanup.prg which
comes with ICD pro utilities to clean the directories and FAT from
illegal stuff.

Use Gemini instead of Teradesk, as Teradesk is buggy.

Best Regards,

----Pekka Saarinen

~~~~~~

From: ah931@cleveland.Freenet.Edu (Sebastian A. Birch)
Subject: Atari Laser Printer Jams
Date: 8 Dec 1994 12:29:32 GMT
Message-ID: <3c6u7c$423@usenet.INS.CWRU.Edu>

My Atari Laser Printer has starter to jam on an almost constant
basis. I think that I have tried everything but to no avail. Does
anyone have any suggestions, or has anyone encountered this
problem.
Any help would be appreciated.

~~~~~~

From: rmccall@mcs.dundee.ac.uk (Rod McCall)
Subject: DSP & Development Software
Date: 8 Dec 1994 12:50:58 GMT
Message-ID: <3c6vfi$dud@dux.dundee.ac.uk>

Can anyone tell me what sort of applications might benefit from use of
DSP, so far I have come across music & graphics, are there any other
applications which it would be useful for?

Also what development tools would you reccomend?
--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

~~~~~~

From: Craig Graham <Craig.Graham@ncl.ac.uk>
Subject: Re: Can't del directory
Date: 8 Dec 1994 13:12:00 GMT
Message-ID: <3c70n0$gps@whitbeck.ncl.ac.uk>

Related topic here - has anyone else had a problem de-installing OMen?

When you install it, it creates some directories that you cann't delete...
..and they aren't set to read only, and their contents aren't set
to read only....yet you can only delete them from within OMen itself?

Craig.

~~~~~~

From: Craig Graham <Craig.Graham@ncl.ac.uk>
Subject: X11R5 - Keyboard problem.
Date: 8 Dec 1994 13:14:21 GMT
Message-ID: <3c70rd$gqa@whitbeck.ncl.ac.uk>

Has anyone else installed the MiNT X11 server yet?

It runs ok on my f030, but the keyboard map seems to be a little
different to mine (some characters get shifted around). Anyone
know how to fix this?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
~~~~~~

~~~~~~

From: bericd@bri.hp.com (Beric Dunn)
Subject: Re: Can't del directory
Message-ID: <D0HvqH.1Et@bri.hp.com>
Date: Thu, 8 Dec 1994 13:49:29 GMT

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: HI, I just created a directory called ' TREVORS.*** ' (well, that is
: what I typed in anyway, the directory appears as ' TREVORS.??? ')

: If I try to open the directory, TOS says it can't find it, but if I click
: on OK, there it is !, a separate window for it !. Trouble is, I cannot
: delete the bloody thing. I created another dir called ' TREVORS ' (no
: extension this time), and the same thing is happening to that as well.

: I'm using TOS 1.4 on a 1Mb 520STFM, with a 105Mb SCSI HD, using ICD 6.5.5
: drivers. I created it whilst in Teradesk 1.40, but cannot delete it in
: either Teradesk or normal TOS.

: Any ideas ???

Have you tried using any disk tools such as KnifeST ? The GEM desktop
is fairly dumb when it comes to things like this - and is probably
trying to delete using wild cards and getting very confused...

Also - is the directory read only or do you get a "Not found"
message?

Beric..

~~~~~~

From: Michael Wray <harmony@tyrell.net>
Subject: 68015.PRG (68030 emulator for ST???)
Message-ID: <Pine.SUN.3.91.941208031358.15093E-100000@tyrell.net>
Date: Thu, 8 Dec 1994 09:15:38 GMT

I thought I saw a program called 68015 or something like that at an ftp
site (I don't remember which) that was supposed to emulate the 030 on an
ST, does any body know anything about this??

~~~~~~
~~~~~~

6639. Re: Connecting HD 1040STe (Question)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 21:38:38 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <57c_9412101542@centron.com>
Source record: 28556

Once in roman times ba186@freenet.buffalo.edu hailed All

> From: ba186@freenet.buffalo.edu (Theron Eduardo Ross)
> Date: Mon, 5 Dec 1994 06:03:50 GMT
>
>
> Hello,
>
> I am looking to connecting a Hard Drive to my 1040STe. I have the
> ICD Advantage Plus ST Adaptor connected into the DMA port. I plan to
> purchase a Adaptac SCSI HD Controller and then a SCSI HD. Is there
> anything I'm missing here, or anything else I need (minus a decent case
> to house everything with a fan)? Are there special HD's I must use, or
> can I use just about any SCSI HD? Thanks for any help,
>

Hey isnt this the ICD ADSCSI plus adapter your talking about ?

dma port in (from the ST) Dam out (through port) and a 50way connector because
that doesnt need another adapter you just connect the scsi devices
be they hard discs or tape streamers to the board and run up the
software.

Most scsi hard discs will work with this card and you can chain upto six
off the same icd adscsi card.
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

6640. Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 21:41:20 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <786930352.AA03099@jina.rain.com>
Source record: 28619

KW> HI, I just created a directory called ' TREVORS.*** ' (well,
KW> that is what I typed in anyway, the directory appears as '
KW> TREVORS.??? ')

The times I get a file I can't delete, I run Cheetah and use the
delte in it. Yes, I know this is a disk copy program but it seems to
have a delete routine that will almost sand the disk. <G>

... Mountain Reader II, the offline reader that handles them all!
___ Mountain Reader II - #Beta 001

6641. Can't del directory

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-08 21:41:22 UTC
From: Don.Schmidt@f79.n105.z1.fidonet.org
Message-ID: <786930352.AA03100@jina.rain.com>
Source record: 28620

RM> Teradesk 1.40, but cannot delete it in : either Teradesk or
RM> normal TOS.

Try using the Delete in Cheetah. It works on anything I've had a
problem with.

... Mountain Reader II, the offline reader that handles them all!
___ Mountain Reader II - #Beta 001

6642. Re: Xbios Setscreen() det

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 00:06:11 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3c871j$ktq@due.unit.no>
Source record: 28621

Millert@grad.Csee.Usf.Edu,
In a message on 8 December, wrote :

```
mi> char *screen = malloc(32256), *screen2;
mi> screen2 = screen + 256 - ((long)screen & 0xff);
mi> Setscreen(screen2, screen2, -1);
mi>
mi> This should do it. Later you should free(screen), not screen2.
```

Ehmm, if you want things to work in other resolutions than standard ST:

```
char *screen=malloc(hor_res*vert_res/n_bitplanes), *screen2;
screen2=screen+256-...
```

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6643. Re: MiNT 1.12 and accesso

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 00:06:13 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3c871l$ktr@due.unit.no>
Source record: 28622

@SUBJECT:Re: MiNT 1.12 and accessories N
Uel035r2a@tferi4,
In a message on 8 December, wrote :

ue> I have downloaded MiNT kernel 1.12. I've added it to my configuration and
ue> seems that this kernel doesn't like the Atari's Control Panel and other
ue> accessories. The system hangs up when he tries to start the desktop. I ha
ue> tried many combinations but it just doesn't work. The only acc that runs
ue> TosWin.

Have you tried to disable toswin, and then enable your other ACCs
again ?
Have you tried to disable memory-protection if you are on a 68030 ?
(rename mint.prg to mintnp.prg)

ue> Is there any special way to load accs under MiNT?

Nope.

ue> Any tips appreciated.

Don't say I didn't try :)

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

6644. Re: c.s.a.s.t.-12/08/94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 00:06:13 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3c871l$kts@due.unit.no>
Source record: 28623

Hutch@ilmen.Lanl.Gov,
In a message on 8 December, wrote :

hu> comp.sys.atari.st.tech-12/08/94
hu> ==============================

[VERY MUCH] deleted]

Uhmm, am I missing something here... (rather the opposite, really :)
What happened ?

Try to cancel the article from your side, so that we don't get a
stupid flamewar over your mistake... :)

Cheers,
Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6645. Re: The dream atari...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 01:55:49 UTC
From: jonaeson@algonet.se
Message-ID: <3c8df5$dnb@aristotle.algonet.se>
Source record: 28625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: >An '040 or '060 as '030s are just too old. And at least 50 Mhz ???
: >A DSP to do all the "extra-work", and of course decent sound - stereo, with
: >good A-D/D-A converters with decent s/n ratios.

: Let's have QUALITY audio in/out ports WITHOUT bass boost. (If I wanted the
: bass boosted, I'd adjust it on my amplifier, thank you very much.) How
: about more than just left/right stereo? Maybe 4 or 8 or even 16 ins/outs
: (optional, perhaps?) for those with a musical interest?

: >1.44 internal drive, and HDD as standard (say 540M or so?)

: TWO internal 1.44 drives, PLEASE!

One as standard is enough IMHO.

: >A _separate_ keyboard - with keys that don't feel like a sponge (like my
: >1040STfm)

: And a REAL mouse, not this cheesy (pun intended) POS that Atari makes.

: Also, lets finally SEE (and not just hear about) a notebook version. ANd
: let's stop talking about products that won't be out for 18 months and then
: are discontinued along the way because they're old news when they're finally
: made available. In other words, the manufacturer should shit or get off
: the pot.

A minitower would be nice, as well as a lot of expansionslots. (Smart
design, please!) With the soundcard, SCSI-interface and Video as cards.
And a couple of independent DMA-channels. For convenient data-transfer.
With the right design, the expansion-cards would not need memory, it
would use ordinary memory, and use the DMAs to get the data.
Economical to upgrade, and easy to make compatible.

Harddisk as standard isn't one of my favourites, as well as a certain
amount of memory. Prefer to get it as bare as possible, to make it easy
to shop around, and use existing HW.

Regards, Tommy

6646. GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 02:01:21 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3c8dph$ndv@golem.wcc.govt.nz>
Source record: 28627
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All these ravings about good Atari Word Processers or
Document Processers...

One Big problem with German ones is the lack of good spelling/Thesaurus
support...

The other problem is these later version need a high res monitor and
4 megs of Ram and a hard disk....

How about a good FAQ on Word Processers/Document Processers and lets
distinquish the differences here...

Please don't list German ones like Script 3.5, that are only German,
the German only ones can be in their own section...

Also list old versions, ones that do need hard drive support ones that need a
high res monitor, ones with scalable fonts, how much ram is needed for
graphics and number of pages, bugs and machine type, etc....

Any takers on this...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6647. Re: Ethernet for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 02:29:43 UTC
From: jonaeson@algonet.se
Message-ID: <3c8fen$e38@aristotle.algonet.se>
Source record: 28626

Martin Schmidt (gd63@d3.hrz.uni-giessen.de) wrote:
: Hi,

: David L Watson (dw4g+@andrew.cmu.edu) wrote:
: : Is there an easy way to put ethernet on a TT, with hardware/software
: : available in the U.S.? I have information on hardware/software from
: : Europe, but that sounds like more of a hassle then it's worth.
: : David
: : Carnegie Mellon University

: I have an european adress for you only, but it's worth it:

: PAM-Software GmbH
: Carl-Zuckmayer-Strasse 27
: D-55127 Mainz-Drais
: xx49-6131-475762

: PAMs NET works with Ethernet and is able to do TCP/IP
: (which is included, I think)

One of the more interesting network solutions they have is the Flex-Link.
It is an adaptor that you connects to the SCSI-port and gives you the
possibility to also use it with Macs, PCs and notebooks (parallell-port).
It has the following specs:

* Works with Apple MacIntosh/Powerbook, Atari Falcon/TT, PC & Notebook.
* SCSI- and parallel-connectors
* 2-in-1 technology (BNC and Twisted Pair)
* Ethernet 10 Mbit/s
* IEEE 802.3 Standard
* Pocket design
* Fast
* 32 KByte RAM
* Software included
* Add-on for Novell Netware
* IPX-protocol

And some other stuff I don't understand. (Got a German spec-paper here,
and German isn't one of my virtues...)

The only thing that made me think before deciding to buy one, is the
price, which is some 990 DM (5000 SEK or 600 USD).
Quite expensive, but how fun would it not be to have one and have a
really fast network with your PC!

Regards, Tommy

6648. Re: 68000 INSTRUCTION SPEED

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 03:02:16 UTC
From: jonaeson@algonet.se
Message-ID: <3c8hbo$eof@aristotle.algonet.se>
Source record: 28628
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hoshi Takanori (hoshi@sra.co.jp) wrote:
: In article <CzzE4v.H4E@news.gu.se> gubsb@PROBLEM_WITH_INEWS_GATEWAY_FILE (Stefan Berndtsson) writes:

: > add.x Dn,<ea>

: cycles for .b cycles for .w cycles for .l

: add.x Dn, (An) 12 12 20
: add.x Dn, (An)+ 12 12 20
: add.x Dn, -(An) 14 14 20

: > add.x <ea>,Dn

: add.x Dn, Dn 4 4 8
: add.x (An), Dn 8 8 14
: add.x (An)+, Dn 8 8 14
: add.x +(An), Dn 10 10 16

: > Usually (An) and (An)+ uses the same amount of CPU-cycles!!

: seems true...

Calculating clockcycles needed for certain instructions is a whole science, since the design of the ST makes the benchmarks presented by Motorola for the 68000 not correct.

First of all, The MMU in the ST "evens" out all instructions clock-cycles to an multiple of 4, thus an instruction always takes 4, 8, 12, 16, 20 etc clockcycles to perform. (a 14 cc instruction grabs 16 cc's)
But that's not entirely true, in some cases 2 following instructions that needs a non multiple of 4 clockcycles to perform, "melts" together, and uses the number of clockcycles stated in Motorolas Benchmark.

This a very annoying fact when writing overscan-software for the ST, if you don't have adequate tools.

I've seen several sources that will measure the amount of clockcycles an instruction or routine needs. If there is an interest I could mail it here, it isn't very long, approx 3 kb ascii.

It was a long time since I played around with this, so there might be an error or two.

Regards, Tommy

6649. Re: ISO Falcon/TT owner with 5 minutes free time

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 03:32:14 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELJQAHVIUp@stingray.manawatu.gen.nz>
Source record: 28629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I earlier wrote :

>I need to test a routine I wrote on a Falcon and a TT in all resolutions.
>It's a small routine (11K uuencoded) and I'll give any1 who can help, more
>info. It's nothing complicated - I just want to know if it displays ok.
>

OK well thanks to everyone who is helping and also thanks to the others who
also offered to help.

I have enough people testing the program now, so now I have my fingers crossed
that it should work fine.

Thanks again,
Richard =8-]

PS. Dear Santa, please can I have a medusa '060 for Christmas please =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6650. Dead TT floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 07:13:03 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec9.071303.5170@news.unige.ch>
Source record: 28631

The 720k floppy drive on my TT has died :(. Can I simply
replace it with a 1.44 Mb internal PC drive? Or any old 720k drive?
Or do I need some particlualr specs?
Thanks in advance, Mike
****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

6651. Papyrus, Crazy Dots, SpeedoGDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 07:17:46 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec9.071746.5294@news.unige.ch>
Source record: 28632

I cannot run Papyrus (3.51) on my "home" TT, in any colour mode -
the program runs, but the characters misbehave impressively -
sometimes (rarely) OK, generally _very_ blocky, illegible, etc.
I have a Crazy Dots card, NVDI 2.5 (ET4000), and SpeedoGDOS 5
installed.
Does anybody know which is causing the problem (it's not NVDI)?
And, more importantly, if/how I can fix it?
thanks in advance, Mike
****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

6652. GNU Plot

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 07:18:18 UTC
From: bkp3@Ra.MsState.Edu
Message-ID: <3c90bq$q43@Tut.MsState.Edu>
Source record: 28630

Does anyone know if there is a Shell for GNU Plot?

--
Barry Patterson E-mail: bkp3@ra.msstate.edu
URL: http://www2.msstate.edu/~bkp3/warped.html
That's it.... Have a nice day!

6653. Re: Dead TT floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 09:20:14 UTC
From: wongck@lobby.ti.com
Message-ID: <wongck.58.0009569B@lobby.ti.com>
Source record: 28638

In article <1994Dec9.071303.5170@news.unige.ch> mike@medsun.unige.ch (Mike Morris) writes:
>From: mike@medsun.unige.ch (Mike Morris)
>Subject: Dead TT floppy
>Date: Fri, 9 Dec 1994 07:13:03 GMT

> The 720k floppy drive on my TT has died :(. Can I simply
>replace it with a 1.44 Mb internal PC drive? Or any old 720k drive?
>Or do I need some particlualr specs?
> Thanks in advance, Mike
>**
>Division of Medical Genetics tel (Switzerland) (22) 702.56.94
>CMU, University of Geneva fax (Switzerland) (22) 702.57.06
>Geneva, Switzerland email mike@medsun.unige.ch

Should be able to. I connected a PC 1.44Mb to my ST when my floppy drive
went dead, but it's 720K still. I heard that TT have a builtin Ajax chip that
allows high density drive access. This means you can use 1.44Mb diskettes.
You need to set a jumper for that to happen, which since I do not own an TT,
cannot tell you which to set.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

6654. Re: 68015.PRG (68030 emulator for ST???)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 10:40:59 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3c9c7r$ms6@mars.fb1.fhtw-berlin.de>
Source record: 28633

```
It is impossible to write a software, which is a _non_interpreting
_full_ 68030 emulator on a 68000. An interpreter can always emulate
everything, but will be very slow. The pseudo 68030-emus for 68000
laying around somewhere use the illegal instruction trap. But this
trap is _not_ taken for several unknown (to the 68000) addressing
modes of the 68030, the 68000 simply will ingnore the scale factor.

Regards
```

6655. Re: File selector "message"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 11:33:21 UTC
From: bd@st-andrews.ac.uk
Message-ID: <3c9fa1$9gl@calvin.st-and.ac.uk>
Source record: 28634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ELFLABUSUp@stingray.manawatu.gen.nz>,
Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
>Can anyone please tell me how to add a message to the file selector
>(e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have
>several proggies that use it, but have no idea how it is done.
>

With most languages, such as C wtc, you use fsel_exinput, but this only works
for TOS versions >1.4. Most programs get round this by putting a box with
text in it on the screen under the fileselector, but this causes problems
with oddly sized selectors such as UIS, in that you can't actually see the
text.

I don't think there's a way to put text in the fileselector in TOS 1.02, but
I may be wrong with regards to UIS...

Brian

|> |\ Brian Duff |> |\
|> |/ University St. Andrews |> |/ Sensible SIG v1.0..

6656. Re: Hooking a serial MS-type mouse to a ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 12:25:30 UTC
From: josk@lise.unit.no
Message-ID: <3c9ibq$55r@due.unit.no>
Source record: 28635

In article <1994Dec7.220221.18611@electro.electro.com>,
ppytlik@electro.electro.com (Piotr Pytlik) writes:
|> Hi I'm new to this group and to the Atari world. I have just bought a used
|> atari with a broken mouse. I have heard that it is possible to connect the
|> Microsoft Mouse to the Atari. Since I have an MS Mouse I'd like to find out
|> if someone out there knows how to do this?
|>
|> I have seen someone else asking the same question but no answer yet.
|>
|> Thanx in advance for the help on this topic.
|>
|> -Piotrek

Mouse Tricks II (A commercial program.) can be used as a driver for a MS
compatible serial mouse connected to the serial port. But as this is a
software solution I'll recommend that you'll by yourself a new ST-mouse.

|>
|> --
|> Piotr Pytlik _____ SOFTWARE DEVELOPMENT
|> Double P Software _____
|> piotr@doublep.uucp ppytlik@electro.com
|> HOME (519) 744-0949 WORK (519) 744-7111 x7062 PC CONSULTING

6657. Re: Papyrus, Crazy Dots, SpeedoGDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 12:58:06 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3c9k8u$sck@info4.rus.uni-stuttgart.de>
Source record: 28548

In <1994Dec9.071746.5294@news.unige.ch> mike@medsun.unige.ch writes:

> I cannot run Papyrus (3.51) on my "home" TT, in any colour mode -
> the program runs, but the characters misbehave impressively -
> sometimes (rarely) OK, generally _very_ blocky, illegible, etc.
> I have a Crazy Dots card, NVDI 2.5 (ET4000), and SpeedoGDOS 5
> installed.
> Does anybody know which is causing the problem (it's not NVDI)?
> And, more importantly, if/how I can fix it?

Sometimes I had the problem (with SpeedoGDOS 4.2 not 5.0 but maybe...)
that SpeedoGDOS _wrote_ into the .SPD files.

Try to copy the .SPD files from your original SpeedoGDOS disks in your
GEMSYS folder and try again.

Gerd

6658. Re: Falcon and STOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 13:38:45 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D0Jpwn.CD7@bath.ac.uk>
Source record: 28636

In the referenced article, q_bert@delphi.com writes:
>STOS does in fact work with the Falcon030. I used it alot on my TOS 4.04.
>You can use my STOSFX27 program I wrote. Itcan be found on Delphi and on
>GEnie. The interpreter does work well, but you have to follow the
>instructions with the STOSFX27.

As I understand it your patch only fixes STOS for your own current TOS.
Any chance of a version of your patch which will install all the later
versions of TOS into the table in one go? That way ST/STE owners could
write programs which worked on the Falcon straight away.

Please , Please , Please.

> That keyboard problem does not happen with this fix. The fix that
>ST Format released that calculated the values BASICMJH.PRG doesn't calculate
>two of the values correctly on the Falcon030, and that is what causes the
>keyboard problem.

Does your patch fix the problem with STOS' bar and box commands?

Les

6659. Re: Compiling MiNT with LC

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 14:05:56 UTC
From: djs@jet.uk
Message-ID: <1994Dec9.140556.1587@jet.uk>
Source record: 28637

In <3c27c0$odf@prime.mdata.fi> artoj@mits.mdata.fi (Arto Jalkanen) writes:

>Is it possible to compile MiNT 1.12 with Lattice C (5.6) ? I tried, and
Yes, I posted diffs to the mint mailing list a few weeks ago.

>function. But the binaries were huge, almost 300k compared to the original
Try stripping the debug info out, then. A large part of that 300K is
debug symbols. I believe that these are not loaded anywhere when the
executable is run anyway, so they just take some disk space.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6660. Source for tcsh6033

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 15:28:36 UTC
From: Johnny C Lam <jlbg+@andrew.cmu.edu>
Message-ID: <ciu7SY_00WB=IKZUMV@andrew.cmu.edu>
Source record: 28640

I'd like to recompile tcsh 6.03pl3, but I don't know where to find the source. The source at a.a.u.m. is for tcsh 6.02, I believe. Can someone please help me? Thank you very much!

--Johnny

6661. Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 15:52:10 UTC
From: npetrlik@public.srce.hr
Message-ID: <3c9ufa$atd@nippur.irb.hr>
Source record: 28639

Hi to all !

I have 1040STFM, HD 60, and a DD disk drive.
Recently, I bought 100 HD noname
disks already formatted to 1.44MB and tested.
I format them with Fastcopy Pro to 11 sectors,
82 tracks with verify on. (No errors occured while
formatting). But, when I try to copy some files
on that disk (with Kobold2) then ... errors got
appeared ...
I've tried to change the interleave and skew factor,
but without any major improvements ...
Maybe I must change some other factors, or I must
format the disks several times?
Does anyone had the same problem?

Please, help!

6662. Re: Linux 68K

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 16:30:45 UTC
From: winfried@aton.mch.sni.de
Message-ID: <3ca0nl$2di@aton.mch.sni.de>
Source record: 28555

In article <JO91GO7.jmillar@delphi.com>,
Jay T Millar <jmillar@delphi.com> wrote:
>From the kernel directory get the files:
>
>vmlinx09.pl4.gzip (or something to that effect)
>ataboot04.gzip (or something to that effect)
vmlinux-0.9pl4.gz and ataboot-0.4.gz

>From the filesys directory get the most recent versions of:
>
>rootfilesys.gz and
>newfilesys.gz (again, something to that effect)

filesys.lzh, root.tar.gz, and usr.tar.gz.

>In the case of all of these files, unzip using gzip and/or
>untar using gtar (gnu_zip and gnu_tar).
>
>Once that has been done, place your Falcon/TT in ST high
>compatibility mode. Then, create a ramdisk large enough
>to hold the uncompressed newfilesys file. Next, copy
>the newfilesys into the ramdisk.

I think its enough to load newfilesys from your disk.

>Finally, run the
>ataboot4 program (.TTP) with the command line:

(you had to rename it in e.g. bootstra.ttp)

>-d -k <kernel name> -r <newfilesys name>
>
>The <kernel name> in this case is the uncompressed file
>vmlinx09.pl4. Also bear in mind that the files designated
>on this command line might require full path references
>(i.e. m:\newfilesys.file)
>
>With this done, you'll get a normal text screen telling you
>the progress of the boot, and then linux will initialize
>after you press <RET>. If all is well and good, you'll get
>a normal UNIX-like command line prompt with a skeleton
>filesystem (ramdisk) which will allow you to then mount a
>TOS filesystem and copy over the 'root' filesystem. You will
>have had to initialize a new filesystem on a HD using
>mkfs.minix or mkfs.ext2fs first, however.

The better way is to use the version of mkfs included in the
root.tar. Extract it to your harddisk befor booting linux.
After the first boot from your ramdisk mount the partition with
the linux executables with
mount -t msdos /dev/sda1 /mnt
for example. /dev/sda1 is the first partition on the first scsi-hd.
Then use your executables from root.tar.gz to create a minix
or ext2 filesystem.

>Unfortunately, I don't think the SCSI drivers for the Atari
>are functioning correctly yet (at least not for me), so
>all the work you will have done will be for naught, until
>a new revision of the kernel with improved Atari drivers
>comes along. A patch should probably be out shortly.

On a TT it works. vmlinux-0.9pl4.gz was the first generic
kernel from tsx-11 who works for me.
I don't try it out, but with a patched vmlinux-0.9pl3 kernel
and bootstrap0.3 I can't boot the ramdisk. I hope it
works with bootstrap-0.4. My file-system is up und running,
so I could boot from it without ramdisk.
(bootstra root=/dev/sda7 for example)

>BTW, if anyone else knows the status of the Atari SCSI driver
>for Linux 680x0 I'd love to know! It's really frustrating to
>boot the kernel, and then not be able to do anything with it!!

My former problems with the Atari SCSI driver are gone with
a lot of patches to vmlinux-0.9pl3 which are included in
vmlinux-0.9pl4. But I can only speek for my TT.

regards

winfried

--
Winfried Magerl, Siemens Nixdorf AG, AP 1133
81739 Muenchen, Germany
Internet-Mail: Winfried.Magerl@mch.sni.de

6663. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 20:14:28 UTC
From: contacts@mits.mdata.fi
Message-ID: <3cadr4$b0i@prime.mdata.fi>
Source record: 28541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3c8dph$ndv@golem.wcc.govt.nz>,
Roger Sheppard. <sheppard_r@ix.wcc.govt.nz> wrote:
>
>One Big problem with German ones is the lack of good spelling/Thesaurus
>support...

They can be taught.

>The other problem is these later version need a high res monitor and
>4 megs of Ram and a hard disk....

High res monitor is the minimum requirement for any word processing
anyway (you cannot distinguish the letters if you use 80 columns or
more in ST-Med or ST-low). Also the SM 124 & 144) have 70Hz rate, which
is good for your eyes.

Better still, get SM 194 (I had it for 3 years, it was wonderful) or
Falcon with 17" :-)

>How about a good FAQ on Word Processers/Document Processers and lets
>distinquish the differences here...

Yes, it would be great.

>Please don't list German ones like Script 3.5, that are only German,
>the German only ones can be in their own section...

No, please do list of all available programs and their abilities, and
tell there if it's available only in German Language (or in Swahili).
No discrimination, please.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6664. Need help with ST drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 20:40:42 UTC
From: martinm@sps1.phys.vt.edu
Message-ID: <3cafca$m8d@solaris.cc.vt.edu>
Source record: 28542

Quite a few years ago I got a 6520STfm, and it was nice. However, it came with a junky SSDD Chinon floppy drive. At the time it would have cost $200 to have a better DSDD drive put in, which I couldn't afford. However, these days, I can get a 1.44MB drive quite cheaply, so I was wondering if I could put one of these in. I saw a post on this group in the past few weeks by someone who said he found a document about this on an ftp site (which one? I've seen nothing about this at umich), so I think it should be possible. The one problem is this: the Tramiels, in their infinite wisdom, chose to use a non-standard (well, ok, this might be PC-biased) floppy interface on the motherboard. Thus when I open my ST up I find that there is a funky adapter cable with special circuitry on it to connect the drive to the motherboard. The real problem is that the old SS drive has the pins protruding out from the back of the drive case, and the cable connector attaches to this. However, the PC floppy drives have the pins recessed into the back of the drive, so the connector can't reach them. So I guess I have two options:

1) Find someone with an extra DSDD floppy drive. I e-mailed one person selling off 1040STe parts for scrap, but he said his drive has the recessed pins just like the PC drives.

2) Find or make some type of special adapter to allow me to connect a PC drive.

So, does anyone have a DSDD drive, presumably from an old STfm, they'd be willing to part with (for a reasonable price)?
Or, can anyone give me advice on how I could find or make a floppy cable extender? I haven't seen this sort of thing at Radio Shack.
I should probably note that I am not really that desperate to fix this. I just thought that I might get a little more use of the old ST (I can set it up at home and play with it between semesters at school).

While I'm on a related topic, I was also wondering about the possibility of getting a small hard drive for it. I remember that E. A. Brown had a HD adapter in their catalog that would let you connect a standard HD (MFM?) to the ST, but they wanted around $120 or so for it (and the drive itself back then was several hundred dollars). I have seen people selling old small MFM drives (like 40 or 80 MB) for somewhere around $50 (or less), so it almost within my "optional items" budget. But I would still need an Atari-to-MFM adapter (with cables). Does anyone know where I could get one cheaply? $120 is completely out of the question. Or does anyone have a complete external HD setup they'd like to get rid of? (Has to be less than $100, though.)

Hmm, ok, just one last question: I have recently tried the Xformer 8-bit emulator for PC's (running on my '486), and I am impressed at how well it

seems to work. I understand that the same guy has an ST emulator (called "gemulator" I believe). Can anyone tell me how well it works? Can it run stuff like Dungeon Master (with sound on a PC sound card)?

Well, thanks in advance for any help you can offer me!

-Michael

6665. '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 21:33:30 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELKKAFUSUp@stingray.manawatu.gen.nz>
Source record: 28543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was just wondering after seeing all the posts about 040 boards for the Falcon...

Why aren't they making an '060 board for the Falcon instead??? I don't know the specs of the '060, but if it's out - why don't companies drop any '040 board and work on an '060 board?

I guess that the data lines will probably be 64 bit instead of 32? (This is just a presumption). Would that create problems with current Falcons?

Or is it that the '060 chip is more expensive than an '040? I don't think this would matter as if you are going to buy an accelerator board, surely most would go for an '060 as it is bound to be faster than any '040 (unless someone made a _serious_ mistake).

Do you all agree/disagree?

Richard =8-]

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6666. Re: Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 23:05:48 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <98e_9412120658@centron.com>
Source record: 28572

Once in roman times ied2@aber.ac.uk hailed All

> From: ied2@aber.ac.uk (IVAN ERIC DIMBLEBY)
> Date: 7 Dec 1994 16:00:37 -0000
>
> How difficult would it be to replace the 8 MHz 68000
> with a 16 MHz 68000??? Or can I use a 68010??? What
> would be involved? Would it be expensive? How would
> it affect compatibility with different software?
>

System Solutions +44 (0)1753 832212 will go a bit better and do a T28 or even a T36 acclerator for the ST. The T28 I have here for over a year now has been rock solid and cost just under 200 quid. Get NVDI or Warp ontop of that and the whole thing really flies :-)

Compatability , well some games don't like it but it can be switched off.

Powerdos/datnet cartridge networking solution doesn't like it unless I switch the cpu cache off, it does not bomb just does not see the other machines on the network, The cache can be turned on/off on the fly so its no big hassle.
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

6667. Papyrus, Crazy Dots, SpeedoGDOS?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-09 23:10:38 UTC
From: fvdakker@sterbbs.nl
Message-ID: <25134OWGDPJSQIFUVTP@sterbbs.nl>
Source record: 28544

```
mi>Sender: usenet@news.unige.ch
mi>Reply-To: mike@medsun.unige.ch
mi>Organization: University of Geneva -Medical Center-, Switzerland
mi>Date: Fri, 9 Dec 1994 07:17:46 GMT
mi>Lines: 14
mi>
mi> I cannot run Papyrus (3.51) on my "home" TT, in any colour mode
mi>- the program runs, but the characters misbehave impressively -
mi>sometimes (rarely) OK, generally _very_ blocky, illegible, etc.
mi> I have a Crazy Dots card, NVDI 2.5 (ET4000), and SpeedoGDOS 5
mi>installed.
mi> Does anybody know which is causing the problem (it's not NVDI)?
mi>And, more importantly, if/how I can fix it?

I know that NVDI sometimes makes the letters smaller and most programs
can't handle that. Don't know how to change that tough...
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]============================================================|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |
```

6668. hard drives and the Link II

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 02:30:18 UTC
From: michael@tapestry.cs.umass.edu
Message-ID: <3cb3rq$nmq@kernighan.cs.umass.edu>
Source record: 28546

[Article crossposted from comp.sys.atari.st,comp.ys.atari.st.tech]
[Author was Michael Kieras]
[Posted on 9 Dec 1994 22:24:35 GMT]

I recently bought a Link II to replace my old ICD host adaptor, and I wanted to have a chain of SCSI devices instead of just my old 85 meg drive. I bought the Link II so I wouldn't be locked into using the 85 meg with the Atari. Well, since it already had it's resistor packs for termination, I figured I would make that the end of the chain and connect the other drive in from of it (a SyQuest). The SyQuest was SCSI id 4 and the 85 meg was SCSI id 0.

When I hooked the Link II directly to the 85 meg and had no other drives connected, it worked fine. When I put the SyQuest into the chain, I couldn't reliably access the 85 meg; it wouldn't make it through a boot. The light on the interface was on, so it was getting *some* termination power at least, but I trashed my C partition real good trying to access it.

Since then, I've gone back to my old host adaptor, and used the new ribbon cable to make the 85 meg the first on the chain. I've also taken the resistor packs off of it and slap a terminator onto the external connector if it's going to be the only drive, and it works fine with the chain or not.

My question is, what sort of requirements and restrictions are there when using the Link II? I don't remember seeing anything that would apply to my situation in the docs, but I'll look again. Anyone else have similar problems?

Michael Kieras
michael@cs.umass.edu

6669. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 02:38:41 UTC
From: sammcgee@crl.com
Message-ID: <3cb4bh$k5o@crl8.crl.com>
Source record: 28545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: I was just wondering after seeing all the posts about 040 boards for the
: Falcon...

: Why aren't they making an '060 board for the Falcon instead??? I don't
: know the specs of the '060, but if it's out - why don't companies drop
: any '040 board and work on an '060 board?

I have heard that the 060 is MOSTLY compatible with the 040 but it is not
DIRECTLY pin compatible. There may be an upgrade board that will allow
an 060 too be used in a 040 slot on any platform.

I was wondering the same thing... The only way I'll get an 040 accelerator
for my Falcon is if there is a upgrade path to the 060.

Please correct my info if it's inaccurate.

Sam

6670. Looking for TT030?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 03:26:20 UTC
From: hing@csulb.edu
Message-ID: <3cb74s$rps@garuda.csulb.edu>
Source record: 28547

If you are looking for an Atati TT030, may be tou can find it at Goodman Music in Universal City. They have TT 2Mb St/50Mb Hd for $1,200, and the 605 Laser printer for $399.
--

---------- --O\ Houn-Nam Ing
---------- -\ <, hing@csulb.edu
---------- (*)/(*)

6671. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 05:41:57 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <129178@cup.portal.com>
Source record: 28549
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

clausb@hpbbrd.bbn.hp.com (Claus Brod) wrote:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>> >What would you want in it??? (No going "interstellar" in your ideas here -
>> >let's just see what we could come up with ok?)
>> A PowerPC processor (602 or 603).
>
>While a PowerPC certainly would be nice, note that a PowerPC computer
>which does not adhere to the PREP standard (or its successor) would
>probably not be accepted by the marketplace. At least it would be
>a difficult marketing feat.

Oh, DEFINITELY, it would have to conform to whatever "standard" was
appropriate... now if Atari CAN conform to "standards", thats another issue :-)

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

6672. Hacking a blitter into ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 06:01:16 UTC
From: jyoung57@delphi.com
Message-ID: <Re+3+tE.jyoung57@delphi.com>
Source record: 28550

Greetings,

Can anyone help with info on hacking a blitter into a 520ST?

I have the 1985 motherboard w/4 meg, Overscan, AdSpeed, ATKey, etc, but
I haven't been able to collect enough information for this Blitter
upgrade.

I heard that there might be documentation on an FTP site somewhere also.

Take care,

Jeff

Jeffrey Young | \|//
California, U.S.A. | / @ @ \ The
---------------------------------| \ ^ / Internet Zombie,
jyoung57@delphi.com (Internet) | |~~~| Man

6673. Looking for EPROM Burner

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 06:02:24 UTC
From: jyoung57@delphi.com
Message-ID: <R+-UGxA.jyoung57@delphi.com>
Source record: 28551

Hello,

Are there any EPROM burners available on the market for the ST and
if so, how much do they cost?

Thanks,

Jeffrey Young | \|//
California, U.S.A. | / @ @ \ The
---------------------------------| \ ^ / Internet Zombie,
jyoung57@delphi.com (Internet) | |~~~| Man

6674. Re: Mint???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 08:21:15 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <hG3Um3D.jmillar@delphi.com>
Source record: 28552

M J Maisey <M.J.Maisey@durham.ac.uk> writes:

>so it isn't X11R6 like they're working on for Linux, but it's close enough.

Sorry to change topic so dramatically, but what the heck is the deal
with SCSI drivers for Linux/68k for the Atari? I can't get the
latest kernel binary (.9pl4) to communicate with my drives......

Has anyone done this sucessfully using an external SCSI drive on
a Falcon?

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------ ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

6675. Re: CoNnect & F030 LAN Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 12:49:10 UTC
From: Kim@dksoft.ping.dk
Message-ID: <ELKMDAUSUp@dksoft.ping.dk>
Source record: 28564

In <3c249h$a7i@dux.dundee.ac.uk> Rod McCall wrote :

>Is it possible to get connect to use the Falcons LAN port?
>

Yep, if you use HSMOD04, then tell Connect to use the Serial2 port, (which
is the Lan port), and you'r then ready to transfer 8-)

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experiences.
-\--/-
\--/

6676. Re: MiNT Distribution Kit - Version 2.0

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 14:27:50 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <kf&dd0gkcuc@moacs11>
Source record: 28558
Cross-posted to: smiller@farad.elee.calpoly.edu,comp.sys.atari.st.tech

In <1994Dec08.083111.188806@zeus.aix.calpoly.edu>, Sepulturiad Soldier wrote:

> The whole reason I am going tothe trouble of setting this up is that in
> the Linux68K docs it says that you need some of the gcc libs in order to
> set up properly. Is this true?

You need the mintlib to compile the m68k-linux bootstrap (currently there
is no bootloader). If I were you I wouldn't bother to install MiNT only to
compile that bootstrap. Just get a binary, and once you installed linux
you can cross-compile the mintlib and bootstrap under linux (you won't
need a cross-gcc/gas, just a cross-ld is sufficient).

Regards,
Waldi

6677. Re: DSP & Development Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 16:32:48 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <D0LsMp.KF9@cix.compulink.co.uk>
Source record: 28557

> Also what development tools would you reccomend?

Either HiSoft's DevpacDSP (excellent) or the Atari DocSupport VI package
(crap assembler, beautiful debugger).

Jon.
jonellis@cix.compulink.co.uk

6678. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 21:46:51 UTC
From: cpbs@ukc.ac.uk
Message-ID: <11376@gos.ukc.ac.uk>
Source record: 28559

In article <Pine.SGI.3.90.941207201250.20096C-100000@tower.york.ac.uk>,
Shawn Hargreaves <slh100@tower.york.ac.uk> wrote:

>I have a couple of questions about using the Xbios Setscreen() function
>to implement page flipping in an (ST low resolution) arcade game I am
>writing. I have been told that I should synchronize my code with the
>vertical blank before switching screens, but it seems to work without
>this. Do I need to call Vsync() before Setscreen(), or am I ok without?

From my trusty "Concise Atari ST 68000 Programmer's Reference Guide",
the Vsync() call waits for the next vertical blank, then returns, and
Setscreen() sets the logical screen location (where drawing will be
done) NOW and sets the physical screen location (what's displayed) at
the NEXT VBLANK.

If you do not use a call to Vsync() it is possible that you could
switch frames, then start updating the logical screen while it's still
being displayed. I don't know whether it's better to call Vsync()
before Setscreen() or after, though.

>Also, I seem to rememver reading somewhere that Setscreen() can only
>display a block of memory whose address is a multiple of four. At the
>moment I am just using:
>
>char *screen = malloc(32000);
>Setscreen(x,x,-1);
>
>and it seems to work. If it is true that Setscreen() requires an address
>on a 4-byte boundary, malloc must just always be returning suitable
>values, but it doesn't seem like a good idea to rely on this. Does anyone
>have any experience of this?
>
>It is working on my 1040 STe without worrying about either of these
>issues, but I would like to know that I am not ignoring anything which
>may cause problems with other systems and TOS versions.

malloc() always (AFAIK) returns a block of memory with the processor's
strictest alignment requirements fulfilled; on the ST, this means that
it's certain to give an even address. (Your malloc() may give stricter
alignments than this, though.)

On an STe the screen memory must be aligned on any word boundary (or
possibly only longword? I'm not sure about this), so your code works
okay on your STe. However, on a normal (old) ST (not e) the screen
memory must be aligned on a page boundary: it must be divisible by
256. This is because the ST's shifter only has two one-byte registers

to hold the screen base address, whereas the STe's shifter has three
one-byte registers, and can cope with an extra 8 bits of resolution in
the base address.

I had some code to set up a screen which is below (edited down somewhat
from the original). The program this came from works fine on my 4Mb
520STe and 1/2Mb 520STfm, and compiles with MiNTlibs under gcc 2.5.8.

```
---------------------------------------
#include <stdlib.h> /* for malloc()/free() */
#include <osbind.h>

typedef unsigned char byte;
typedef unsigned short word;
typedef unsigned long longword;

static word *screenmem=0;
word *screen=0;

static word *oldphys, *oldlog;
static word oldres;

const int SCREEN_SIZE=32000;

int
open_graphics(void)
{
screenmem=malloc(SCREEN_SIZE+256);
screen=((word *) ((((longword) screenmem) + 255) & 0xffffff00));

oldphys=Physbase();
oldlog=Logbase();
oldres=Getrez();

Setscreen((longword) -1, (longword) screen, (word) 0);
}
---------------------------------------
```

Hope this helps.

--
Charles Briscoe-Smith
3rd Year student of Computer Science
University of Kent at Canterbury, United Kingdom, European Union.
World Wide Web: http://aurora.etsiig.uniovi.es:3080/~~pippin/

6679. STBook Notebook Portable ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 22:09:31 UTC
From: trev@perth.DIALix.oz.au
Message-ID: <3cd8ur$h89$1@perth.DIALix.oz.au>
Source record: 28560

I have a couple of Atari STBook notebook computers with 40Meg Hard drive and 1 meg ram. There are a few things that you may be able to help with information.

1. The STBook comes with ST TRANS program to transfer files between STs and this software has menu options for both serial and parallel connections. I have the serial system working well but have not been able to get the parallel side working where no doubt a special cable is needed. Does anyone have the PINOUTS & CONNECTION diagram for this cable?

2. The 1Meg ram is made from Toshiba TC518128AFL-10LV chips (8 of them). What chips are needed to take the STBook to 2 or 4 Meg and what other hardware modifications are needed? Are the bigger ram chips pin compatible with the ones already installed?

3. With the current setup the STBook bombs before getting to the desktop (and in fact is not able to display the desktop) unless it finds the internal IDE Hard Drive. This may be because of the TOS setup or it may be because of the software on the "P" drive, which is ANOTHER rom chip. There is a bank of eight DIP switches just a little to the left of the middle of the circuit board. Does one of these tell the STBook to boot without hard drive? Is there any other way to tell it to boot successfully without hard drive?

4. Does anyone have circuit diagrams for the STBook? Were they actually officially released in your part of the world? They were not released here in Australia, I got mine at the fire sale when Atari closed their office in Sydney, Australia.

Thanks for any info.

Trev Holland. {trev@perth.DIALix.oz.au}

6680. Re: Two Parallel Printers On One Printer Port

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-10 23:54:12 UTC
From: ben@sv.span.com
Message-ID: <101294235412.gem3s@sv.span.com>
Source record: 28561

In article <1994Dec8.193241.15080@city.ac.uk>,
FINCH T J <de116@city.ac.uk> wrote:

>I would like to connect two printers to my one parallel port on the falcon. Now before
>you suggest a printer switch, I want to ask if any one has bright ideas about how to
>make an intelligent switch that we then could software select, by accessory say, before
>print runs started. A small compact back of computer unit could then be built with
>the two sockets for each printer and this unit plugs into the ST.

I am in the process of designing such a unit at present. It will use the
standard escape-code method, where for example you will send:

ESC,L,n

where n is a number from 0 to 15 to select the port required. (Of course
I won't actually build a 16 way switch unless I suddenly have a need for
it, but the provision is there).
This can be sent either from a little desk accessory, or from within
your program, so for example you could change your WP settings so anything
to be printed in BOLD would print to printer #2 and anything in italics
to printer #3, if you really wanted to.

The 'L' won't actually be 'L' as this is probably used by many printers
for font settings etc, but I will have to do some research to find some (1)
'free' codes.

Don't hold your breath though, I usually design my projects at a /very/
leasurely pace! :-)

--
|)
|)en
* GEM-News * Get stoned - Drink liquid cement.

6681. Re: 68015.PRG (68030 emulator for ST???)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 02:43:24 UTC
From: whitema@rtsg.mot.com
Message-ID: <3cdp0c$n5g@delphinium.cig.mot.com>
Source record: 28562

In article <3c9c7r$ms6@mars.fb1.fhtw-berlin.de>,
Hartwin Rohde <s2887@FB1.FHTW-Berlin.DE> wrote:
>It is impossible to write a software, which is a _non_interpreting
>_full_ 68030 emulator on a 68000. An interpreter can always emulate
>everything, but will be very slow. The pseudo 68030-emus for 68000
<stuff deleted>

I'm pretty sure it's impossible to emulate a 68030 with a 68000,
especially the MMU stuff (i.e. the stuff that allows virtual memory).
You cannot restart a 68000 in the middle of an instruction, unlike the
68030.

Mike
whitema@cig.mot.com

6682. Re: Falcon and STOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 05:33:11 UTC
From: q_bert@delphi.com
Message-ID: <BS8U2jf.q_bert@delphi.com>
Source record: 28563

If you follow the instructions given in the program, the bar and box commands will work properly. As for the multiple TOS versions, someone else suggested that to me a little while back and I did have a working version of it ready to distribute, but I had a problem with a FAT cache on my hard drive and I ended up losing the whole program. Luckily, I had a copy of STOS Fix 3.0, but not with the support for multiple TOS versions.

I've been working on getting back to where I was, but with work and school, it's taking a little longer than I expected.

6683. Re: AV protocol docs req'd

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 06:10:24 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0MuHE.56A@cix.compulink.co.uk>
Source record: 28565
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
> Has anyone got the docs for AV protocol in any language
> or do you know any ftp sites where I can get it from?
>
>This document is part of the gemini distribution, which is on
>ftp.uni-muenster.de /pub/atari/Gemini/gmn1999a.tos
>But the Docs are in german, so better learn that first :)

English docs of the AV protocol are included with the English version of
ST-Guide.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

6684. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 06:10:32 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0MuHL.570@cix.compulink.co.uk>
Source record: 28566

>It seems that we have a multitasking AES that doesn't support tos
>programs/processes. One solution to the problem would be to make the
>multi_event call with a small timer value, and constantly check if there
>was any messages, (pipes, signals updating a global variable etc), but
>this of course would not be a solution to the original question.
>
>We will just have to wait for a new version of multitos and hope that it
>will implement AES messages thru MiNT pipes. Thanks for all the replys.

How long are you willing to wait? Maybe you should look at MagiC 3 instead.

Ofir ogal@cix.compulink.co.uk

6685. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 13:50:56 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cf040$sg0@whitbeck.ncl.ac.uk>
Source record: 28567

In article <D0MuHL.570@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>It seems that we have a multitasking AES that doesn't support tos
>>programs/processes. One solution to the problem would be to make the
>>multi_event call with a small timer value, and constantly check if there
>>was any messages, (pipes, signals updating a global variable etc), but
>>this of course would not be a solution to the original question.
>>
>>We will just have to wait for a new version of multitos and hope that it
>>will implement AES messages thru MiNT pipes. Thanks for all the replys.

Actually, what you could do (and no-one has yet) is write a version of
the AES/VDI libraries which droped message into pipes & write sort
of GUI server application which provided windowing & GUI support to all
other apps in the system. You would need to re-compile GEM apps to run
on it though. Perhaps writing a library on top of X Windows would be a good
alternative 'coz then you get to use your apps on big workstations as well
as the atari (X runs on the atari as well). Open the door to distributed
GEM apps? Dreams.......perhaps, but it could be done.

>How long are you willing to wait? Maybe you should look at MagiC 3 instead.

Ofir is right on this one, atari will never release an update of multiTOS
"the parrot is dead, deceased, an ex-parrot".

Worth noting that X on the atari on top of MiNT is actually faster and more
stable than multiTOS anyway but uses 4 times as much memory :(
We really need virtual memory in the MiNT kernal - cann't they poach the
Linux VM code or something (but don't use the FPU code)?

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
------------------------------ o ----------------------------
```
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

6686. Re: Calling .ACCs without a menu bar

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 14:48:52 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.2loYvYoe8Ag@semprini.waterloo-rdp.on.ca>
Source record: 28570
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3c5j7l$5ij@whitbeck.ncl.ac.uk>, Craig Graham writes:
>
>Don't know how to find out which accs are loaded, but
>calling them is easy - use appl_write() to send an AC_OPEN
>message to the accessory.

If you know the name of another running application (be it an ACC under normal TOS or a ACC or application under MultiTOS), you can find it's application ID via:

```
int id = appl_find( "NAME\0\0\0\0" );
```

Note how the application name is padded out to 8 characters with NULLs.

If you're using Warwick's fine GEM++ C++ class library, you'd use:

```
GEMapplication other_app( "NAME" );
```

There doesn't appear to be any way of finding out what applications are actually running though. Very bozotic. If MultiTOS is running, you could find the process ID of the AES, and then find it's children...

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6687. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 17:21:06 UTC
From: goffy@hit.sb.sub.de
Message-ID: <36f3df79.8641.dd5b@hit13.hit.sb.sub.de>
Source record: 28568

RRICE schrieb am 26.11.94 um 16:58:

> To Whomever:
>
> I just received a Belgian program called GHOSTLINK, which is
> supposed to allow an ST/STe/MSTe/Falcon to access a PC's
> hardrive partitions from the Atari TOS desktop over a null modem
> cable. I was hoping to use it with my Omnibook 300. The
> fastest I could get reliable directory readings was 4800 BPS
> over the null modem cable (with STalker/Procomm I've transferred
> files at 19,200), and I could NOT transfer larger files--the
> program would seem to hang up, or be working at a much slower
> rate than 4800 BPS. The program looked so promising... And it
> does allow TOS access to a disk, as long as you don't want to
> do anything, or so in my case. I have the HSMODEM drivers
> installed, and tried this on both my Modem 2 and Serial 2 ports
> on the Mega 4 STE. Input of any sort much appreciated.
>
>
> Rob S. Rice
> rrice@ccat.sas.upenn.edu

i'm runnung ghostlink on a tt at modem2 with 38400. i also have hsmodem04
installed. i think it is important you have selected 'no handshake' at your
modem cpx.

bye

```
-/-/-/ -/-/ -/-/
-/ -/-/ -/ -/ -/ -/ @HIT.SB.SUB.DE
-/ -/-/ -/ -/ -/-/-/-/-/-/-/-/ -/ -/
-/ -/ -/ -/ -/ -/ -/ -/
-/-/-/ -/-/ -/ -/ -/-/-/ #*im MAUSNETZ:*#
-/
.../*ein Hesse im Saarland*/ + -/-/ #*Carl-Georg_Hofmann@SB.MAUS.DE*#
--
* Origin : bye *GOFFY* Goffy@HIT.SB.SUB.DE
Carl-Georg Hofmann@SB.MAUS.DE
```

// THE_DOT V2.14c1 Regist. //

6688. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 19:28:00 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <3cfjs0$a7k@usenet.INS.CWRU.Edu>
Source record: 28569

Shawn Hargreaves (slh100@tower.york.ac.uk) wrote:
: I have a couple of questions about using the Xbios Setscreen() function
: to implement page flipping in an (ST low resolution) arcade game I am
: writing. I have been told that I should synchronize my code with the
: vertical blank before switching screens, but it seems to work without
: this. Do I need to call Vsync() before Setscreen(), or am I ok without?

You're ok without. Setscreen doesn't change anything until it is synced
with the display.

: Also, I seem to rememver reading somewhere that Setscreen() can only
: display a block of memory whose address is a multiple of four. At the
: moment I am just using:

```
: char *screen = malloc(32000);
: Setscreen(x,x,-1);
```

In the older ST's, it was a multiple of 256, or a "page boundery" . I do
it like this:

```
long page_to_free,new_page;

new_page = get_page(&page_to_free);

long get_page(page_free)
long *page_free;
{
*page_free = Malloc(32256L);
return (*page_free + 256 - (*page_free % 256)) ;

}
```

.... this returns the correctly positioned page, and also expects a
long value pointer for the initially returned value from malloc (so you can
free it later) .

: and it seems to work. If it is true that Setscreen() requires an address
: on a 4-byte boundary, malloc must just always be returning suitable
: values, but it doesn't seem like a good idea to rely on this. Does anyone
: have any experience of this?

it's strange. try loading some accessories, and running the program.
you may be getting the same area in memory every time, if you run exactly
the same setup.

: Shawn Hargreaves "God is real, unless declared as integer."
: slh100@tower.york.ac.uk --

--Bart

6689. Finding out hardware details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-11 21:28:29 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.90.941211212552.14284A-100000@tower.york.ac.uk>
Source record: 28571

I need a reliable way to detect what hardware setup my program is running on (in particular the processor type and whether it is an ST, STE, TT or Falcon). I presume there must be a pretty easy way of doing this: anyone know how?
Thanks,

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

6690. Re: c.s.a.s.t.-12/08/94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 07:15:52 UTC
From: Martin.Stacey@f1.n200.z777.fidonet.org
Message-ID: <154_9412131642@centron.com>
Source record: 28584

Once in roman times hutch@ilmen.lanl.gov hailed All

IN>> I have two STs: 520 and Mega2. I would like to connect these
IN>> machines somehow, so that 520ST would run like a terminal and Mega
IN>> 2 would do all the job for both. That connection would be only for
IN>> experimenting, not for real work. I think Mega2 is too weak to be
IN>> a workstation.
IN>>
IN>> 1. Is it possible to do it under MiNT?
IN>> If yes, how? RS232, MIDI, ...?

IN>> Any HW and SW tips would be appreciated.
IN>> Thank you in advance
>
> A Null-modem cable is an RS232-cable with the recieve and
> transmit-pins swaped. Don't know wich pin that is, but there must be
> someone here who does :-)
> For software there are a lot possibilities; I'm now using STarCall
> and I *really* like it. On Hensa you can find the German version; I'm
> trying to get the engisch version there too, but haven't succeed yet
> (some problems with my provider).

The following pin outs should do the job for a null modem link between wo
Atari's

2 - 3
3 - 2
4 - 5
5 - 4
8 - 20
20 - 8

Regards
mas@cbbs.centron.com
--
|Fidonet: Martin Stacey 777:200/1
|Internet: Martin.Stacey@f1.n200.z777.fidonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

6691. Re: Looking for EPROM Burner

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 08:14:57 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <3ch0q1$95i@elna.ethz.ch>
Source record: 28573

jyoung57@delphi.com wrote:
:
: Hello,
:
: Are there any EPROM burners available on the market for the ST and
: if so, how much do they cost?
:

Hardware: JUNIORPROMMER (from MAXON Germany)
VESUV (I don't know the adresse.)

Software prof.: JUNIORPROMMER
Software PD: PINATUBO from Michael Schwingen
rincewind@discworld.oche.de (Michael Schwingen)

You can use PINATUBO for EASYPROMMER, JUNIORPROMMER and VESUV.

Bye
Thomas

| Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 |
| Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/632'1208) |
| Signal and Information Processing Laboratory ISI ||| |
| Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ |

6692. Falcon Spec Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 10:18:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ch82j$hlt@dux.dundee.ac.uk>
Source record: 28574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay, here it comes...again!!!

Atari Falcon 030 Specifications

CPU: Motorola 68030 32-bit microprocessor @ 16MHz w/ 32-bit bus
FPU: Motorola 68881/68882 @ 16MHz (optional)
DSP: Motorola 56001 Digital Signal Processor running in parallel @ 32MHz
w/ 32kWords (24-bit) of local zero wait state static RAM
ROM: 512kB
RAM: 1, 4 or 16MB(14MB usable) on daughterboard (RAM is 32-bit wide)

Expansion bus: Internal 'Processor-Direct' slot for 386SX emulation
(third party 386SX emulator nearly completed) or other
co-processors/etc.

Video: (See below for specific video modes/resolutions.)
16-bit BLiTTER @ 16MHz (also handles hard drive access)
Accepts external video sync to allow high quality genlocking
Overlay mode for easy video titling and special effects
Overscan support
Hardware-assisted horizontal fine scrolling
VIDEL (video controller) sits on 32-bit bus

Audio: Stereo 16-bit Analog-to-Digital DMA input
Stereo 16-bit Digital-to-Analog DMA output
Eight 16-bit audio DMA record/playback channels
SDMA sound/DMA co-processor

Ports: 128kB cartridge port
2 9-pin mouse/joystick ports
2 15-pin STe enhanced analog/digital controller ports (Atari also
has new analog controllers w/ a joystick, 3 fire buttons, and a
12-key keypad)
MIDI IN, OUT/THRU
Bi-directional parallel port
RS232C serial port
SCSI II w/ DMA
Analog RGB/VGA/composite video connector
Stereo headphone out (1/8" mini-jack)
Stereo microphone in (1/8" mini-jack)
DSP port (up to 1MHz data transfer rate)
RF modulator for TV hookup
Localtalk compatible LAN (up to 250kbaud transfer rate)

Misc: Internal 1.44MB 3.5" HD floppy
Internal IDE 2.5" hard drive (optional)
Pre-emptive mulitasking OS (MultiTOS) w/ adaptive prioritization
and inter-process communication (also 68040 compatible)
Realtime clock and battery backed up RAM
1040ST-style case w/ internal fan
North American availability in mid-October

Price: 1MB/no HD - $799 list
4MB/65MB - $1399 list

Resolutions available on the Atari Falcon030 (c) 1992 Atari Corp.
Written by John Townsend
==========
This document may be re-printed again and again as long as the Atari
copyright remains intact.
==========

A couple of notes: Unlike previous machines, there are just too many
resolutions to give each resolution a name. Therefore, I will do my best
to describe what the resolution is and which monitor it is on.

- NOTE: TV and a Color Monitor are the same.. by Color Monitor, I am
talking about the standard SC1224. By VGA, I mean a standard VGA
Monitor.

40 column modes ("column" means the number of x pixels divided by 8)
---
4 color, normal, TV: 320x200, 4 colors, 2 planes
16 color, normal, TV: 320x200, 16 colors, 4 planes
256 color, normal, TV: 320x200, 256 colors, 8 planes
True color, normal, TV: 320x200, true color

4 color, interlace, TV: 320x400, 4 colors, 2 planes
16 color, interlace, TV: 320x400, 16 colors, 4 planes
256 color, interlace, TV: 320x400, 256 colors, 8 planes
True color, interlace, TV: 320x400, true color

4 color, normal, VGA: 320x480, 4 colors, 2 planes
16 color, normal, VGA: 320x480, 16 colors, 4 planes
256 color, normal, VGA: 320x480, 256 colors, 8 planes
True color, normal, VGA: 320x480, true color

4 color, line-doubling, VGA: 320x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 320x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 320x240, 256 colors, 8 planes
True color, line-doubling, VGA: 320x240, true color

80 column modes
---
2 color, normal, TV: 640x200, 2 colors, 1 plane
4 color, normal, TV: 640x200, 4 colors, 2 planes
16 color, normal, TV: 640x200, 16 colors, 4 planes
256 color, normal, TV: 640x200, 256 colors, 8 planes

True color, normal, TV: 640x200, true color

4 color, interlace, TV: 640x400, 4 colors, 2 planes
16 color, interlace, TV: 640x400, 16 colors, 4 planes
256 color, interlace, TV: 640x400, 256 colors, 8 planes
True color, interlace, TV: 640x400, true color

2 color, normal, VGA: 640x480, 2 colors, 1 plane
4 color, normal, VGA: 640x480, 4 colors, 2 planes
16 color, normal, VGA: 640x480, 16 colors, 4 planes
256 color, normal, VGA: 640x480, 256 colors, 8 planes

4 color, line-doubling, VGA: 640x240, 4 colors, 2 planes
16 color, line-doubling, VGA: 640x240, 16 colors, 4 planes
256 color, line-doubling, VGA: 640x240, 256 colors, 8 planes

and lastly.. there are compability modes for ST Low, ST Medium, and ST High on both VGA monitors and SC1224 monitors. (On a color monitor, ST High is achieved by using the interlace mode).

Also, the ST Monochrome monitor (the SM124) will work with Falcon030 as well. However, it only supports one resolution: ST High Resolution.

All modes on a TV can be overscanned. This means multiplying the X and Y resolution by 1.2. For example, modes with 320 pixels of horizontal resolution (X res) will become 384 pixels across, and modes with 640 pixels will become 768 across. Overscanning is done in the X and Y resolution. You can't do them independently. Special Note: On a VGA monitor, overscan is "faked".. since the video hardware doesn't have the capability to do overscan on a VGA monitor, we made it so that if a overscan mode is set on a VGA monitor, you still see the normal size screen, but the screen is a window onto the bigger overscanned image. Make sense? We did this for compatibility. This way if a game that has an overscanned starup picture can use the same pic on both the VGA monitor and the TV monitor. Pretty cool, eh? <grin>

BTW.. Overscan can NOT be set from the desktop. The AES and Desktop will work just fine with it, but because you can't see the parts of the screen, we thought that that option shouldn't be available from the desktop. We don't want to confuse people. However, Overscan can be set using a new XBIOS call (Vsetmode()).. so it is still available.

I hope I haven't made any mistakes. I triple-checked this document in search of errors and I couldn't find any. If you do find some, send me Email on GEnie (to TOWNS) or CIS (70007,1135) and let me know.

-- John Townsend, Atari Corp.

P.S. Anyone who would like to reprint this message, please do so! The smaller the number of times I have to type that message, the more my fingers with thank you! ;-)

After looking at this one more time.. one point to clear up: By saying SC1224 Color Monitor, I mean any Color Monitor that Atari

have manufactured for the ST/Mega/STE/MegaSTE computers. Clear
as mud? ;-)

Article: 33384 of comp.sys.atari.st
Path: i2unix!corton!mcsun!sun4nl!alchemy!piet
From: piet@cs.ruu.nl (Piet van Oostrum)
Newsgroups: comp.sys.atari.st
Subject: Re: The REAL Falcon specs wanted!
Keywords: Falcon specs.
Message-ID: <1992Sep1.120211.6162@cs.ruu.nl>
Date: 1 Sep 92 12:02:11 GMT
References: <1992Aug31.123840.1064@ludd.luth.se>
<1992Aug31.195705.18207@athena.cs.uga.edu>
Sender: network-news@cs.ruu.nl
Reply-To: piet@cs.ruu.nl (Piet van Oostrum)
Organization: Dept of Computer Science, Utrecht University, The Netherlands
Lines: 470
In-Reply-To: kjohnson@castor.cs.uga.edu (Kristopher Johnson)

I found this file on the local ATARI Company's BBS : (original in Dutch)

This article is written by Wilfred Kilwinger (Support Manager) for
Atari Briefing, the newsletter by Atari (Benelux) B.V. for the Atari
user groups. It was specifically stated that it could be reproduced. I have
translated it in English with the assumption that an English translation
would be considered the same as the original.

The original also contained a description of all the features of the Falcon
which have been reproduced here a zillion of times so I did not include
these.

Atari custom chips

VIDEL

The VIDEL takes care of the video functions of the system including
overscan, overlay mode and true color graphics

COMBEL

The COMBEL is the system manager of the Atari Falcon030. This chip controls
all system functions. Also the BLITTER is built in in this chip.

SDMA

The SDMA is the Sound DMA and controls the sound part. We have built in a
unique matrix switch function in this chip (more details in the second part)

KEYBOARD PROCESSOR

The keyboard processor has been improved and is now also suitable for high
resolution mice.

Besides the above custom chips the Atari Falcon030 has a number of standard chips like the Motorola 68030 and 56001 DSP. Another important chip is the CODEC in which the 16 bit AD and DA converters are located.

Video modi

As you can see in the survey of Operating System calls
the video hardware is complete sotware controllable. The following
combinations can a.o. be chosen:

Mode Resolution Bit planes Colors Palette

ST LOW 320x200 4 16 4096
ST MED 640x200 2 4 4096
ST HIGH 640x400 1 2 4096

True Color 640x480 8 256 262144
320x200 15bpp 32768 N/A

The last mode asks for some explanation. Here there is no color palette but
15 bits per pixel to describe the pixel itself. The format is
RRRRRGGGGGXBBBBB. VDI supports this mode thus programs that have not been
written for this mode specifically can use it nevertheless.
X is the overlay bit and can be used for video titling and special effects.

320x200 16bpp 65 N/A

This mode is called the slideshow mode, is not supported by the VDI, you
are on you own. X is an extra green bit.

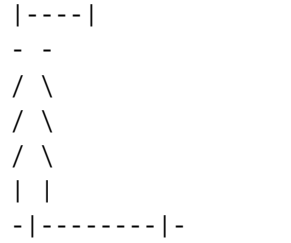
True Color in 640x480 is not possible because of the bandwidth of VGA monitors.

Mode Resolution Bit planes Colors Palette

VGA 320 of 640 1,4,8 2,16,256 262144 (Overscan
Video 200 of 400

With Video we mean the Atari SC-monitors, the TV modulator and/or the
composite video output.

All modes can be gegenlocked. With adaptors we convert
the 15-pole video bus to thee standard Atari or VGA connections.

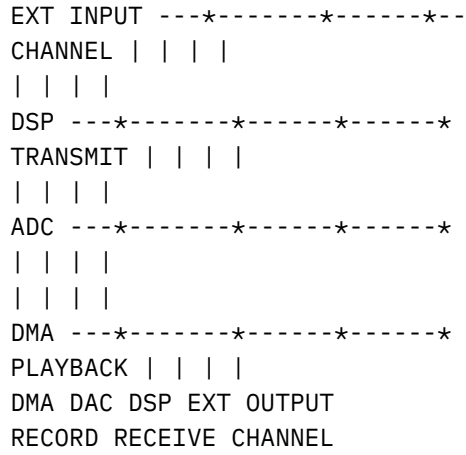


Matrix coupling

To make the system performance in the audio part as good as possible Atari
designed a miniature 'telephone exchange' that can easily connect the
source devices to the receiving devices. Also it is possible to make more

than one connection at a time.

Source devices



Receiving Devices

Ports andn interfacing

DSP CONNECTOR (DB26 Female)

Pin Signal Pin Signal

1 GP0 14 GND
2 GP1 15 SRD
3 GP2 16 GND
4 P_DATA 17 +12V
5 P_CLK 18 GND
6 P_SYNC 19 R_DATA
7 n/c 20 R_CLK
8 GND 21 R_SYNC
9 +12V 22 EXT_INT
10 GND 23 STD
11 SC0 24 SCK
12 SC1 25 GND
13 SC2 26 EXCLK

SCSI CONNECTOR (flat 50 pins SCSI II Female)

Pin Signal Pin Signal

1-10 GND 37 Not Connected
11 +5V 38 +5V
12-14 Not Connected 39 Not Connected
15-25 GND 40 GND
26 SCSI 0 41 ATN
27 SCSI 1 42 GND
28 SCSI 2 43 BSY
29 SCSI 3 44 ACK
30 SCSI 4 45 RST

31 SCSI 5 46 MSG
32 SCSI 6 47 SEL
33 SCSI 7 48 C/D
34 Parity 49 REQ
35-36 GND 50 I/O

SERIAL PORT (DB9 MALE)

Pin Signal

1 Carrier Detect 5 GND
2 Receive 6 Data set ready
3 Transmit 7 Request to Send
4 Data Terminal Ready 8 Clear to Send
9 Ring Indicator

PARALLEL PORT (DB25 Female)

The parallel port has extra signal to ease the connection of scanners.

Pin Signal

1 Strobe 8 Data 6
2 Data 0 9 Data 7
3 Data 1 10 Acknowledge
4 Data 2 11 Busy
5 Data 3 12-16 Not Connected
6 Data 4 17 Select
7 Data 5 18-25 GND

MONITOR CONNECTOR (DB19 Male)

Pin Signal Pin Signal

1 Red 11 GND
2 Green 12 Composite Sync/Video
3 Blue 13 Horizontal Sync
4 Mono/Overlay 14 Vertical Sync
5 GND 15 External Clock Input
6 Red GND 16 External SYNC Enable
7 Green GND 17 +12V
8 Blue GND 18 M1
9 Audio out 19 M0
10 GND

SCC LAN-port CONNECTOR (8-pin Mini DIN Female RS-422)

Pin Signal

1 Handshake Output (DTR RS 423) 5 - Received Data
2 Handshake Input or External Clock 6 + Transmitted Data
3 - Transmit Data 7 General-purpose Input
4 GND 8 + Receive

ENHANCED JOYSTICK (DB15 Male)

Port A Port B

Pin Signal Pin Signal

1 UP 0 1 UP 1
2 DOWN 0 2 DOWN 1
3 LT 0 3 LT 1
4 RT 0 4 RT 1
5 PAD0Y 5 PAD1Y
6 FIRE 0 / LIGHT GUN 6 FIRE 1
7 VCC (+5 VDC) 7 VCC
8 Not Connected 8 Not Connected
9 GND 9 GND
10 FIRE 2 10 FIRE 3
11 UP 2 11 UP 3
12 DOWN 2 12 DOWN 3
13 LT 2 13 LT 3
14 RT 2 14 RT 3
15 PAD0X 15 PAD1X

MIDI PORT (DIN 5 Female)

MIDI OUT MIDI IN

Pin Signal Pin Signal

1 Thru Transmit 1 Not Connected
2 GND 2 Not Connected
3 Thru Loop Return 3 Not Connected
4 Out Transmit 4 In Receive
5 Out Loop Return 5 In Loop Return

New Operating System calls

This information is not complete, maybe subject to change and is certainly
not meant as documentation for programmers

DSP-calls

Dsp_DoBlock(a,b,c,d) (void) xbios(500,a,b,c,d)
Dsp_BlkHandShake(a,b,c,d) (void) xbios(501,a,b,c,d)
Dsp_BlkUnpacked(a,b,c,d) (void) xbios(502,a,b,c,d)
Dsp_InStream(a,b,c,d) (void) xbios(503,a,b,c,d)
Dsp_OutStream(a,b,c,d) (void) xbios(504,a,b,c,d)
Dsp_IOStream(a,b,c,d,e,f) (void) xbios(505,a,b,c,d,e,f)
Dsp_RemoveInterrupts(a) (void) xbios(506,a)
Dsp_GetWordSize() (int) xbios(507)
Dsp_Lock() (int) xbios(508)
Dsp_Unlock() (void) xbios(509)
Dsp_Available(a,b) (void) xbios(510,a,b)
Dsp_Reserve(a,b) (int) xbios(511,a,b)
Dsp_LoadProg(a,b,c) (int) xbios(512,a,b,c)
Dsp_ExecProg(a,b,c) (void) xbios(513,a,b,c)
Dsp_ExecBoot(a,b,c) (void) xbios(514,a,b,c)

```
Dsp_LodToBinary(a,b) (long) xbios(515,a,b)
Dsp_TriggerHC(a) (void) xbios(516,a)
Dsp_RequestUniqueAbility() (int) xbios(517)
Dsp_GetProgAbility() (int) xbios(518)
Dsp_FlushSubroutines() (void) xbios(519)
Dsp_LoadSubroutine(a,b,c) (int) xbios(520,a,b,c)
Dsp_InqSubrAbility(a) (int) xbios(521,a)
Dsp_RunSubroutine(a) (int) xbios(522,a)
Dsp_Hf0(a) (int) xbios(523,a)
Dsp_Hf1(a) (int) xbios(524,a)
Dsp_Hf2() (int) xbios(525)
Dsp_Hf3() (int) xbios(526)
Dsp_BlkWords(a,b,c,d) (void) xbios(527,a,b,c,d)
Dsp_BlkBytes(a,b,c,d) (void) xbios(528,a,b,c,d)
Dsp_HStat() (char) xbios(529)
Dsp_SetVectors(a,b) (void) xbios(530,a,b)
```

De volledige beschrijving van bovenstaande functie's staat in de Falcon030 Developers Documentation.

VIDEO SETMODE

```
int setmode( int modecode );
```

The setmode(int modecode) call is used to place the Falcon/030 SHIFTER into a specific mode. A bit-encoded value (called a "modecode") is passed to setmode() to set the mode. setmode() returns the previous mode that was set.

To help make the building of modecode values easier, here is a table of defines:

```
#define VERTFLAG 0x100
#define STMODES 0x80
#define OVERSCAN 0x40
#define PAL 0x20
#define VGA 0x10
#define TV 0x0

#define COL80 0x08
#define COL40 0x0
#define NUMCOLS 7

#define BPS16 4
#define BPS8 3
#define BPS4 2
#define BPS2 1
#define BPS1 0
```

Using these defines, you can build a modecode for any possible mode. For example:

For True Color Overscan:
modecode = OVERSCAN|COL40|BPS16;

For ST Medium Compatibility mode on a Color Monitor/TV:
modecode = STMODES|COL80|BPS2;

For ST Low Compatibility mode in PAL on a Color Monitor/TV:
modecode = STMODES|PAL|COL80|BPS2;

For 256 color, 80 column mode on a VGA monitor:
modecode = VGA|COL80|BPS8;

If you have a modecode and wish to know how many bits per pixel it
has, use the following:

```
if( modecode & NUMCOLS ) == BPS16 )
do_something_cool(); /* You have true color mode */
```

The setmode() call will return the previous modecode set. You must use
this value to get back to whatever mode you were in before you made your
setmode call.

```
int mon_type(void)
```

The mon_type() function will return the kind of monitor that is currently
in use. Here are the possible return values:

0 = ST monochrome monitor
1 = ST color monitor
2 = VGA monitor
3 = Television.

```
void ext_sync( int flag )
```

This function sets or clears external sync. If flag is set, external
sync is enabled. If flag is clear, then internal sync is used.

SOUND-calls

```
locksnd();
```
Used as a semiphore to lock the sound system. From other applications.

```
unlocksnd();
```
Used to release the sound system for other applications to use.

```
soundcmd(mode,data);
```
This command is used to get or set the following sound parameters.
If a negative number is used as the input then the current setting us
returned.

MODE OPERATION MEANING

0 LTATTEN Sets the current left channel output

1 RTATTEN Sets the current right channel output

2 LTGAIN Sets the current left channel input gain.

3 RTGAIN Sets the current right channel input gain.

4 ADDERIN Set the output of the 16 bit signed adder to
receive it's input from the ADC, Matrix or
both.

5 ADCINPUT Set the input the the ADC. The input can either
be the left and right channel of the PSG or the
left and right channel of the microphone.

6 SETPRESCALE Used for compatability. This prescale value
is used when the DEVCONNECT() internal
prescale value is set to zero.

setbuffer(reg,begaddr,endaddr);
This function is used to set the play or record buffers. REG selects
playback or record, while begaddr and endaddr are the buffers beginning
and ending locations.

(int) reg - (0) Sets playback registers.
- (1) Sets record registers.
(long) begaddr - Sets the beginning address of the buffer.
(long) endaddr - Sets the ending address of the buffer.

setmode(mode);
This function is used to set record or playback mode. The modes are as
follows:

MODE OPERATION
(int) 0 8 Bit Stereo
(int) 1 16 Bit Stereo
(int) 2 8 Bit Mono

settracks(playtracks,rectracks);
This function is used to sets the number of record or playback tracks.

setmontracks(montrack);
This function is used to set the output of the internal speaker to one of
the four tracks currently playing. The internal speaker is only capable of
outputing ONE track at a time.

setinterrupt(src_inter,cause);
This function is used to set which interrupt that will occur at the end of a
frame. If the frame repeat bit is on, this interrupt is used to allow for
double buffering the playing or recording of sound. Interrupts can come from
TimerA or the MFP i7.

buffoper(mode);
This function is used to control the operation of the play or record buffers
in the sound system. The input to this function is a bitmap. If mode is set
t0 -1 then the current status of the buffer operation bits is returned.

NOTE: The sound system contains a 32 byte FIFO. When transferring data to
the record buffer, software MUST check to see if the record enable (RE) bit
was cleared by the hardware. If the bit was cleared then the FIFO is flushed,

if not then software must flush the FIFO by clearing the record enable (RE)
bit.

dsptristate(dspxmit,dsprec);
This function is used to tristate the DSP from the data matrix.

gpio(mode,data);
This is used to communicate over the General Purpose I/O on the DSP connector.
Only the low order three bits are used. The rest are reserved. This call,
depending on the mode, can be used to set the direction of the I/O bits, read
the bits, or write the bits.

devconnect(src,dst,srcclk,prescale,protocol);
This function is used to attach a source device to any of the destination
devices in the matrix. Given a source device, this call will attach that one
source device to one or all of the destination devices. This call also sets
up the source clock and prescaler, protocol and protocol source if used.

sndstatus(reset);
This function gets the current status of the codec.

buffptr(pointer);
This function returns the current position of the play and record data buffer
pointers. These pointers indicate where the data is being read/written within
the buffers themselves. This function is also used to determine how much
data has been written to the record buffer. See buffoper().

The above is not yet complete. Atari has also routines for
JPEG and andio conversion.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Article: 6027 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!uunet!van-bc!jonh.wimsey.bc.ca!jhenders
From: jhenders@jonh.wimsey.bc.ca (John Henders)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <H.op5odQJVpyw@jonh.wimsey.bc.ca>
Date: 1 Sep 92 01:20:24 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
Reply-To: jhenders@jonh.wimsey.bc.ca
Organization: One of these days for sure
Lines: 27
X-Software: HERMES GUS 1.03 Rev. Apr 14 1992

In <469@muller.loria.fr>, Steven Eker writes:
>
>Things which the 56001 should be useful for include software sound synthesis
>& matrix*vector multiplcation (the basis of 3D vector games).
>

>If the DSP DMA is implemented right (does anyone have a programmer eye view of
>this yet?) is should be possible to use it as an extremely fast graphics
>processor for polygons/phong shading/texture mapping (I wonder if anyone
>will bother to write an "Ultima Underworld" type game for the Falcon?).
>I worry about this though - the DSP is 24 bits and the 68030 is 32 bits
>so there's plenty of room for Atari to screw up...
>
For anyone who hasn't seen the latest AEO, the Falcon appears to
have been design as a 24 bit computer, partly to maintain compatability
with existing software. This doesn't mean third party boards etc can't
extent that, but it explains the 14 meg memory limit. The other captures
from Jim Allen posts to GEnie say that the Falcon chips all seem to talk
at 16mhz. Another poster mentioned here that there's an 8bit processor to
dsp channel, I guess for uploading code into the dsp, though I don't
know if that means you can't tell the dsp to load a program from a memory
location itself, which would be faster, I'd guess.
Motorola says the top speed the 56001 is clocked at is 33mhz, so the
ad/da converters must be the parts clocked at 50mhz.

--
jhenders@jonh.wimsey.bc.ca

Article: 6050 of comp.sys.atari.st.tech
Path: i2unix!corton!mcsun!sunic!dkuug!imada!micro
From: micro@imada.ou.dk (Klaus Pedersen)
Newsgroups: comp.sys.atari.st.tech
Subject: Re: DSP in the Falcon
Message-ID: <1992Sep3.182630.19435@imada.ou.dk>
Date: 3 Sep 92 18:26:30 GMT
References: <H.H8xksAVnXI6@kynes.bison.mb.ca> <469@muller.loria.fr>
<H.op5odQJVpyw@jonh.wimsey.bc.ca> <262@artech.UUCP>
Sender: news@imada.ou.dk (USENET News System)
Organization: Dept. of Math. & Computer Science, Odense University, Denmark
Lines: 20

clint@artech.UUCP (Clinton Keith) writes:

>The adc/dac channel is driven off the DMA clock, which is driven off a
>sub-divided horizontal scan rate. The 525 scan line rate sub-divided
>by 12, 24, 48 and 96 give the 6250, 12500, 25000 and 50000 bytes per
>second DMA/CODEC rate. This is the same as the STE/TT.

In the very techie "test" of the Falcon in the German C'T you can read a
differend story:

"[external/internal clock, prescale 4-24 or 128]. Internally there is a
27.175MHz clock to select the for the STe known sampling rates of
12.5KHz, 25KHz and 50KHz, or 32MHz in order to use the full bandwidth of
the memory transfer, with an sampling rate of 62.5KHz on eight 16bit
channels. This is also the upper limit for the external clock."

(if the about dosn't make any sense then it is probaly because my german
is even worth than my english)

-Klaus

--
-- Rod
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6693. Atari STE Floppy Controller Info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 10:50:52 UTC
From: simonc@jumper.mcc.ac.uk
Message-ID: <3ch9uc$2su@yama.mcc.ac.uk>
Source record: 28575

Does anybody out there know anything about a chip I've heard of called the Ajax chip? If so, where can I get technical documentation / supplies of these chips from? Any ideas? All I know is that it's a disc controller chip compatible with the WD1722-02 floppy controller as used in the original ST, and it can also handle high density (1.44Mb) disks...

Email replies, or here in this group would be much appreciated.

Thanks in advance,
Si Cooke
(Email: simonc@jumper.mcc.ac.uk)

6694. Re: Hacking a blitter into ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 11:11:43 UTC
From: grillo@olivea.ATC.Olivetti.Com
Message-ID: <3chb5f$n19@olivea.ATC.Olivetti.Com>
Source record: 28576

jyoung57@delphi.com wrote:
: Greetings,
:
: Can anyone help with info on hacking a blitter into a 520ST?
:
: I have the 1985 motherboard w/4 meg, Overscan, AdSpeed, ATKey, etc, but
: I haven't been able to collect enough information for this Blitter
: upgrade.
:
: I heard that there might be documentation on an FTP site somewhere also.
:
: Take care,
:
: Jeff
:
: Jeffrey Young | \|//
: California, U.S.A. | / @ @ \ The
: ---------------------------------| \ ^ / Internet Zombie,
: jyoung57@delphi.com (Internet) | |~~~| Man

I'm very interested too!!!!!

Also info on where to buy such a chip will be welcome.

Savino Grillo - Olivetti - ITALY - grillo@iconet.ico.olivetti.com

6695. NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 11:35:34 UTC
From: avsec@westminster.ac.uk
Message-ID: <D0p47C.C65@westminster.ac.uk>
Source record: 28577

I've just got myself NVDI 2.5 and tried it with TruePaint on my TOS 4.04 Falcon. It bombs out !! Arg!

Has anyone else had this problem cos I am sure I would have heard about it if somebody else did.

I've tried all the usual stuff - not running acc's or auto folder stuff and the rest - and I've also messed around with the NVDI's settings.

Oh dear....
Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

6696. Re: File selector "message"

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 11:48:13 UTC
From: cc103@city.ac.uk
Message-ID: <1994Dec12.114813.23794@city.ac.uk>
Source record: 28579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

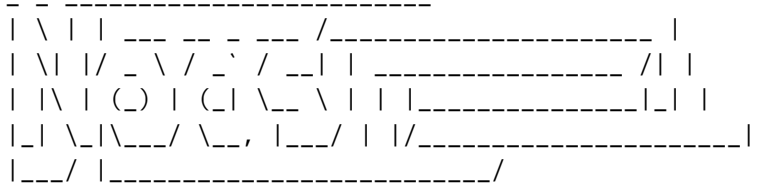
Brian Duff (bd@st-andrews.ac.uk) wrote:
: In article <ELFLABUSUp@stingray.manawatu.gen.nz>,
: Richard MORRIS <richard@stingray.manawatu.gen.nz> wrote:
: >Can anyone please tell me how to add a message to the file selector
: >(e.g. "Select file to LOAD"), from TOS 1.02? I am using UIS 3, and have
: >several proggies that use it, but have no idea how it is done.
: >

: With most languages, such as C wtc, you use fsel_exinput, but this only works
: for TOS versions >1.4. Most programs get round this by putting a box with
: text in it on the screen under the fileselector, but this causes problems
: with oddly sized selectors such as UIS, in that you can't actually see the
: text.

: I don't think there's a way to put text in the fileselector in TOS 1.02, but
: I may be wrong with regards to UIS...

If you are using Lattice C then you can use fsel_exinput no matter what TOS you are using, they have their own routines I think.

--



Stephen Norman - Nogssoft Software
E-mail: cc103@fred.cs.city.ac.uk, cc103@city.ac.uk
http://web.city.ac.uk/~cc103
Treat her like a lady and she'll always bring you home

6697. Atari FTP List

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 11:58:28 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3chdt4$rqd@mserv1.dl.ac.uk>
Source record: 28578

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 12-December-1994
Additions/changes since last list: 2

- ftp.upjs.sk (158.197.16.30) (new site)
- ftp.inf.tu-dresden.de (141.76.1.11) (new site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----

ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)........./pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)........./pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)........./pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)............/atari/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on

which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available
at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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6698. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 12:13:42 UTC
From: avsec@westminster.ac.uk
Message-ID: <D0p5yw.E04@westminster.ac.uk>
Source record: 28580

In article <D0p47C.C65@westminster.ac.uk> avsec@westminster.ac.uk (Philip Shore) writes:
>I've just got myself NVDI 2.5 and tried it with TruePaint on my TOS 4.04
>Falcon. It bombs out !! Arg!
>
>Has anyone else had this problem cos I am sure I would have heard about it if
>somebody else did.

OOOOOPS!!! I forgot to sayy that it only bombs out in True Colour mode.
It works fine in other resolutions.

Cheers,
Phil.
--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk

Atari Falcon030 4mb/120HD/FPU

6699. Re: MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 12:50:07 UTC
From: huth@stack.zfe.siemens.de
Message-ID: <3chgtv$dg9@ztivax.zfe.siemens.de>
Source record: 28581

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> >This remainds me, is there a moduleplayer which uses DSP and runs under
> >MultiTOS? I've seen couple, but they are all based on Bitmaster's ugly
> >code, which causes random keyclicks to come. Very annoying and makes working
> >totally impossible.

> Try RAPE_ME.ZIP (Rape the DSP), it came with FOG 7 (Falcon User Group disk
> magazine).

Is this player available via ftp? Where?

HP

+--+
| Hans-Peter Huth |
| Siemens AG, Dept. ZFE T SN 25 Phone: +49 89 636 430 71 |
| Otto-Hahn-Ring 6 FAX: +49 89 636 480 00 |
|D-81730 Munich E-mail: Hans-Peter.Huth@zfe.siemens.de |
+--+
Sig!
--------------- cut here 8< ----------------------

6700. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 13:10:49 UTC
From: atari@monet.name
Message-ID: <1994Dec12.131049.4214@imada.ou.dk>
Source record: 28583

In article <3cf040$sg0@whitbeck.ncl.ac.uk> Craig Graham
<Craig.Graham@ncl.ac.uk> writes:
>
> In article <D0MuHL.570@cix.compulink.co.uk>, ogal@cix.compulink.co.uk
("Ofir Gal") writes:
> >>It seems that we have a multitasking AES that doesn't support tos
> >>programs/processes. One solution to the problem would be to make the
> >>multi_event call with a small timer value, and constantly check if
there
> >>was any messages, (pipes, signals updating a global variable etc), but
> >>this of course would not be a solution to the original question.
> >>
> >>We will just have to wait for a new version of multitos and hope that
it
> >>will implement AES messages thru MiNT pipes. Thanks for all the
replys.
>
> Actually, what you could do (and no-one has yet) is write a version of
> the AES/VDI libraries which droped message into pipes & write sort
> of GUI server application which provided windowing & GUI support to all
> other apps in the system. You would need to re-compile GEM apps to run
> on it though. Perhaps writing a library on top of X Windows would be a
good
> alternative 'coz then you get to use your apps on big workstations as
well
> as the atari (X runs on the atari as well). Open the door to distributed
> GEM apps? Dreams.......perhaps, but it could be done.
>
Ok i will do so next weekend ;-)

> >How long are you willing to wait? Maybe you should look at MagiC 3
instead.
MagiC 3 indeed sounds promising. What i would like to know is, how many
users are there of MagiC vs Multitos ?

>
> Ofir is right on this one, atari will never release an update of
multiTOS
> "the parrot is dead, deceased, an ex-parrot".
No it is just resting.

>
> Worth noting that X on the atari on top of MiNT is actually faster and
more
> stable than multiTOS anyway but uses 4 times as much memory :(

> We really need virtual memory in the MiNT kernal - cann't they poach the
> Linux VM code or something (but don't use the FPU code)?
>
> Craig.
>
You are probably right, but my project is a Othello game (Stello), and i
don't think the average user will have a system setup like this.
> __ _
> | \ | | / | Makers of CLA Logic
> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari/PC.
> ------------------------------- o ---------------------------
> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

Claus J. Pedersen. Email : atari@imada.ou.dk

6701. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 13:11:36 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787237896@coombe>
Source record: 28582

avsec@westminster.ac.uk (Philip Shore) writes:

>I've just got myself NVDI 2.5 and tried it with TruePaint on my TOS 4.04
>Falcon. It bombs out !! Arg!

>Has anyone else had this problem cos I am sure I would have heard about it if
>somebody else did.

I've had a few problems with NVDI 2.5 too - the GFA Interpreter gets very
upset when NVDI is installed, and there are a few other programs too
(Lattice C, Logic, to name but two). Maybe an NVDI 3 upgrade is in order...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

6702. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 15:02:37 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3chomd$qk2@percy.cs.bham.ac.uk>
Source record: 28585

cb170@city.ac.uk (HALL B J) writes:
>I've had a few problems with NVDI 2.5 too - the GFA Interpreter gets very
>upset when NVDI is installed, and there are a few other programs too
>(Lattice C, Logic, to name but two). Maybe an NVDI 3 upgrade is in order...

No problems with NVDI + Lattice here... In fact Lattice 5.6 includes
(undocumented - gotcha!) bindings for some NVDI-specific calls.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6703. Vortex 386 SX card for Mega Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 15:18:43 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D0pEJ7.3EK@freenet.carleton.ca>
Source record: 28589

Has anyone any experience installing this card? In the Mega Ste, is it a very involved process, or does it just require a few jumpers, solder connections? I could get a card, but I will have to arrange installation here in Ottawa, Canada. Any help/comments would be appreciated.

also, what about installing an AT speed C16 in a mega ste? Is it harder/easier than the Vortex card, or is it about the same? Does it work well?

thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: montreuil.mark@istc.ca or ai066@freenet.carleton.ca

6704. Re: Xbios Setscreen() det

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 15:35:10 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3chqje$7ti@due.unit.no>
Source record: 28586

```
Millert@grad.Csee.Usf.Edu,
In a message on 8 December, wrote :

mi> char *screen = malloc(32256), *screen2;
mi> screen2 = screen + 256 - ((long)screen & 0xff);
mi> Setscreen(screen2, screen2, -1);
mi>
mi> This should do it. Later you should free(screen), not screen2.

Ehmm, if you want things to work in other resolutions than standard ST:

char *screen=malloc(hor_res*vert_res/n_bitplanes), *screen2;
screen2=screen+256-...
```

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6705. Re: MiNT 1.12 and accesso

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 15:35:11 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3chqjf$7tj@due.unit.no>
Source record: 28587

@SUBJECT:Re: MiNT 1.12 and accessories N
Uel035r2a@tferi4,
In a message on 8 December, wrote :

ue> I have downloaded MiNT kernel 1.12. I've added it to my configuration and
ue> seems that this kernel doesn't like the Atari's Control Panel and other
ue> accessories. The system hangs up when he tries to start the desktop. I ha
ue> tried many combinations but it just doesn't work. The only acc that runs
ue> TosWin.

Have you tried to disable toswin, and then enable your other ACCs
again ?
Have you tried to disable memory-protection if you are on a 68030 ?
(rename mint.prg to mintnp.prg)

ue> Is there any special way to load accs under MiNT?

Nope.

ue> Any tips appreciated.

Don't say I didn't try :)

Erling

 ATP/Unix 1.42 This was brought to you by erlingh@pvv.unit.no

6706. Re: c.s.a.s.t.-12/08/94

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 15:35:12 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3chqjg$7tk@due.unit.no>
Source record: 28588

Hutch@ilmen.Lanl.Gov,
In a message on 8 December, wrote :

hu> comp.sys.atari.st.tech-12/08/94
hu> ==============================

[VERY MUCH] deleted]

Uhmm, am I missing something here... (rather the opposite, really :)
What happened ?

Try to cancel the article from your side, so that we don't get a
stupid flamewar over your mistake... :)

Cheers,
Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6707. Apology

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 16:19:09 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412121522.AA00677@ilmen.lanl.gov>
Source record: 28590

In a previous article, erlingh@nova.pvv.unit.no (Erling Henanger) wrote:

> Hutch@ilmen.Lanl.Gov,
> In a message on 8 December, wrote :
>
> hu> comp.sys.atari.st.tech-12/08/94
> hu> ==============================
>
> [VERY MUCH] deleted]
>
> Uhmm, am I missing something here... (rather the opposite, really :)
> What happened ?
>
> Try to cancel the article from your side, so that we don't get a
> stupid flamewar over your mistake... :)

My apologies to all. Somehow the contents of c.s.a.s.t. on 12/08/94 were -reposted- to the newsgroup, rather than being forwarded on to GENie as was my original intent. Unfortunately, I cannot delete it.

Maybe I fell asleep on the keyboard... again. :)

Anyway, sorry for the wasted bandwidth.

-Hutch- @ Fair Dinkum Tech

6708. harddisc help

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 19:41:31 UTC
From: mayer@ping.at
Message-ID: <mayer.5.0013B1BB@ping.at>
Source record: 28441

hello all !

i am using a 210 mb scsi hard disc since some years. this hd is buildin in the megafile 44 case with scsi id 1. years ago i did create 7 partitions. some days ago i tried to format and partion again. but now i am not able to format with the original old atari tools neither with the new one version 5.0.x of hdx. i tried with subfmt version 1.3 from year '88 but i could make only 4 partions. more then 4 partions is not possible.

any ideas ?
is there any other better hd-tool available ?

best regrads from vienna
hans

6709. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 19:50:34 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0pr4B.2uz@cix.compulink.co.uk>
Source record: 28442

> In article <D0p47C.C65@westminster.ac.uk> avsec@westminster.ac.uk
> (Philip Shore) writes:>I've just got myself NVDI 2.5 and tried it with
> TruePaint on my TOS 4.04>Falcon. It bombs out !! Arg!
> >
> >Has anyone else had this problem cos I am sure I would have heard about
> it if>somebody else did.
> > OOOOOPS!!! I forgot to sayy that it only bombs out in True Colour
mode.
> It works fine in other resolutions.
This is a known one. NVDI is broken in TC. Switch it of if you want to
use TC modes.

> /*--
> ---*/Phil Shore - email: avsec@wmin.ac.uk
> > Atari Falcon030 4mb/120HD/FPU

6710. Re: Atari STE Floppy Controller Info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 22:51:45 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D0pzIA.M5I@cix.compulink.co.uk>
Source record: 28443

In response to simonc@jumper.mcc.ac.uk's message:
> Does anybody out there know anything about a chip I've heard of called
> the Ajax chip? If so, where can I get technical documentation /
> supplies of these chips from?

You've just missed Brad Korda and Best Electronics at the UK Atari shows
who had stocks of these chips. Someone will be along in a minute with a
contact address...

> Any ideas? All I know is that it's a disc controller chip compatible
> with the WD1722-02 floppy controller as used in the original ST, and
> it can also handle high density (1.44Mb) disks...

That's about the long and the short of it...

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/0.16@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/140.16@nest.ftn #

6711. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-12 23:43:43 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0q1ww.518@cix.compulink.co.uk>
Source record: 28444

>I've just got myself NVDI 2.5 and tried it with TruePaint on my TOS 4.04
>Falcon. It bombs out !! Arg!
>
>Has anyone else had this problem cos I am sure I would have heard about it if
>somebody else did.
>
>I've tried all the usual stuff - not running acc's or auto folder stuff and the
>rest - and I've also messed around with the NVDI's settings.

This is a known problem in true-colour mode only. This is due to some
disagreement between the two companies on how true colour mode should
work. Apparently, selecting TOS compatibility in NVDI _3_ solves this
problem.

Ofir ogal@cix.compulink.co.uk

6712. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 00:15:34 UTC
From: jonaeson@algonet.se
Message-ID: <3cip36$ig0@aristotle.algonet.se>
Source record: 28450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: I was just wondering after seeing all the posts about 040 boards for the
: Falcon...

: Why aren't they making an '060 board for the Falcon instead??? I don't
: know the specs of the '060, but if it's out - why don't companies drop
: any '040 board and work on an '060 board?

A '040 board will definately be cheaper than a '060 board, and thus
appeal to a bigger market.
A '060 board isn't a bad idea, but something that will have to wait for
most developers until thay have made a 040 board.

: I guess that the data lines will probably be 64 bit instead of 32? (This
: is just a presumption). Would that create problems with current Falcons?

No, all 680xx processors have adaptive datawidth. They can accept any
memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

: Or is it that the '060 chip is more expensive than an '040? I don't think
: this would matter as if you are going to buy an accelerator board, surely
: most would go for an '060 as it is bound to be faster than any '040 (unless
: someone made a _serious_ mistake).

Motorola haven't sold so many 060's, (compared to 030-040) and is
probably very expensive compared to them.
060 is faster, but I wouldn't fork out the money for it. To expensive and
I don't need the power.

Regards, Tommy

6713. Re: Hacking a blitter into ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 06:19:26 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0qK8F.29E@hpbbrd.bbn.hp.com>
Source record: 28445

jyoung57@delphi.com wrote:
> I have the 1985 motherboard w/4 meg, Overscan, AdSpeed, ATKey, etc, but
> I haven't been able to collect enough information for this Blitter
> upgrade.

In the blitter's heyday, a few companies here in Germany offered
blitter upgrades for old STs, but I don't know about any publicly
available upgrade docs. If the reason why you want a blitter is
graphics speed in your standard applications, then consider
a software graphics speeder (NVDI, what else 8-) instead. It is
much more effective than the hardware blitter alone. If you want
a blitter for things like special effects in games, it might be a
different story.

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

6714. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 06:43:01 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D0qLBp.2oD@hpbbrd.bbn.hp.com>
Source record: 28446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

R_Tim_Coslet@cup.portal.com wrote:
> >While a PowerPC certainly would be nice, note that a PowerPC computer
> >which does not adhere to the PREP standard (or its successor) would
> >probably not be accepted by the marketplace. At least it would be
> >a difficult marketing feat.
>
> Oh, DEFINITELY, it would have to conform to whatever "standard" was
> appropriate... now if Atari CAN conform to "standards", thats another issue :-)

Atari hasn't been that bad concerning standards as most people think.
When the ST was released, GEM was about to rule, even in the PC
world, so this actually was a kind of a standard. The DOS filesystem
which TOS uses definitely is a standard, and it has helped us
Atarians a zillion times when transferring data. The ACSI port
is a kludge, but at least it allowed us to connect stock SCSI
disks later, allowing everyone to shop around for the lowest
prices. The same goes for those darn IDE disks in the Falcon 8-)
When the ST was released, both the standard parallel and serial port
were not always common in PCs, you had to add them.

In short, standards avoid adapter kludges and allow you to shop
around and therefore are A Good Thing. OTOH, I'm definitely not
religious about standards. Much of the excitement in the early
Atari days came from being slightly non-standard 8-)

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

6715. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 09:03:20 UTC
From: c0031098@ws.rz.tu-bs.de
Message-ID: <3cjo0o$n8i@ra.ibr.cs.tu-bs.de>
Source record: 28447

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >It seems that we have a multitasking AES that doesn't support tos
: >programs/processes. One solution to the problem would be to make the
: >multi_event call with a small timer value, and constantly check if there
: >was any messages, (pipes, signals updating a global variable etc), but
: >this of course would not be a solution to the original question.
: >
: >We will just have to wait for a new version of multitos and hope that it
: >will implement AES messages thru MiNT pipes. Thanks for all the replys.

: How long are you willing to wait? Maybe you should look at MagiC 3 instead.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

Ok, send me the source and I will use it.

--
Axel Kielhorn

The blue wizard

c0031098@ws.rz.tu-bs.de

6716. An Epson LQ1500 to 1 Meg STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 09:56:40 UTC
From: jon_w@oldham.gpsemi.com
Message-ID: <D0quAH.87t@lincoln.gpsemi.com>
Source record: 28448
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st
Body handling: HTML body converted to readable text

My question is this... "Is it possible to connect an Epson LQ1500 (model P1OUA) to my 1meg Atari STE." Any Advice would be most appreciated.

~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~
___ ___ Jonathan Walker
" " " __( )====:: __( )====:: GEC Plessey Semiconductors
"" " /~~~~~~~~~\ /~~~~~~~~~\ Oldham, Great Britain.
\!/ \O.O.O.O.O/ \O.O.O.O.O/ E-mail: jon_w@oldham.gpsemi.com
~~~~~~

6717. Re: Hacking a blitter into ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 11:39:00 UTC
From: jan.sjoberg@kockens.ct.se
Message-ID: <ftn_2.200.423.7_2eed885a_Jan.Sjoberg@ct.se>
Source record: 28449

In a message of <10 Dec 94 07:01:16>, jyoung57 (2:200/427.1) writes:

> Can anyone help with info on hacking a blitter into a 520ST?

I would advise you not to do this as it gives very little difference compared
to using NVDI...

Greets from

Jan Sjoberg, Sweden

6718. NVDI 3 and WINX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 15:43:09 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332eedc155@sirius.herts.ac.uk>
Source record: 28453

I was wondering do both NVDI 3 and WINX on the Falcon work together?

Or do you have to just have either the

speed of NVDI 3 or the
useability of WINX?

Alex Nicholls

6719. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 15:49:12 UTC
From: djs@jet.uk
Message-ID: <1994Dec13.154912.24683@jet.uk>
Source record: 28452

In <D0MuHL.570@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>>It seems that we have a multitasking AES that doesn't support tos
>>...
>>We will just have to wait for a new version of multitos and hope that it
>>will implement AES messages thru MiNT pipes. Thanks for all the replys.

>How long are you willing to wait? Maybe you should look at MagiC 3 instead.

So MagiC 3 allows a program to wait for "an AES event or an IO event"?
(ie integrates evnt_multi and select?) That's what we were previously
talking about here, iirc.
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6720. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 16:43:38 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELNQEBURUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28451

In <D0pr4B.2uz@cix.compulink.co.uk> "Iain Laskey" wrote :

>This is a known one. NVDI is broken in TC. Switch it of if you want to
>use TC modes.

That explains a lot! I always wondered why I would get bombs in
True Colour/Color, since I never turn NVDI 2.5 off. That should help
a lot! Thanks.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6721. Re: An Epson LQ1500 to 1 Meg STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 16:46:48 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412131549.AA00973@ilmen.lanl.gov>
Source record: 28454

In article 87t@lincoln.gpsemi.com, jon_w@oldham.gpsemi.com (Jonathan Walker) writes:
>
>My question is this... "Is it possible to connect an Epson LQ1500 (model P1OUA)
>to my 1meg Atari STE." Any Advice would be most appreciated.

Sure, all you need is a standard parallel printer cable. In order to use the
printer from your applications, you will need the appropriate printer driver
software, of course.

-Hutch- @ Fair Dinkum Tech

6722. System Solutions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 17:59:07 UTC
From: bign@iac.net
Message-ID: <3ckndb$850@great-miami.iac.net>
Source record: 28455

What is the address of System Solutions (email and Post)?

--
Bign@iac.net is Todd Hogarth

Finger for Modem Sale Info

6723. Re: MiNT 1.12 and accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 18:37:15 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D0rIE4.Eqx@cix.compulink.co.uk>
Source record: 28456

>I have downloaded MiNT kernel 1.12. I've added it to my configuration and it
>seems that this kernel doesn't like the Atari's Control Panel and other
>accessories.
Not all accs do load up. Do you mean the CONTROL panel or XCONTROL panel?
The XCONTROL panel sometimes doesn't load due to one or two rogue CPX files.
I have many CPXs and the only one that causes the XCONTROL not to load is
ENV.CPX.
Try going through all the CPXs to eliminate the culprit.

You can also try lading ACCs from the desktop after boot up, they should
appear in the Desk menu.

Also, do you have the following lines in GEM.CNF?
setenv ACCPATH=C:\
setenv ACCEXT=ACC,ACX

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

6724. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 18:37:19 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D0rIE8.ErJ@cix.compulink.co.uk>
Source record: 28457

```
>const int SCREEN_SIZE=32000;
Can all you people talking about mallocing screen memory and screen sizes
please note that a screen is NOT necessarily 32000 bytes big. There is
Overscanned screens, TT and Falcon screens to allow for.

Get the correct screen size (and other useful bits):

handle = (short)graf_handle(&wchar, &hchar, &wbox, &hbox);
v_opnvwk(work_in, &handle, work_out);
screen_lines = (work_out[1] + 1) / hchar;
screen_width = (long)work_out[0] + 1;
screen_height = (long)work_out[1] + 1;
aspect_ratio = work_out[4] / work_out[3];
font_ratio = hchar / wchar;
colours = work_out[13];
palette_size = work_out[39];
vq_chcells(handle, &rows, &columns);
vq_extnd(handle, 1, work_out);
backcolours = work_out[1];
planes = work_out[4];

screen_size = ((screen_width * screen_height) * planes) / 8;

Please write compatible code. The market is small enough as it is - you need
to make any program you write work on ALL Atari TOS-based machines.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *
```

6725. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 18:44:16 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3ckq20$fbq@acmex.gatech.edu>
Source record: 28458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonaeson@algonet.se (Tommy Jonaeson) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>: I was just wondering after seeing all the posts about 040 boards for the
>: Falcon...

>: Why aren't they making an '060 board for the Falcon instead??? I don't
>: know the specs of the '060, but if it's out - why don't companies drop
>: any '040 board and work on an '060 board?

>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

Bigger market???? Two times zero is still zero. I'd bet the main
reason there are '040 boards as opposed to '060 boards is that '040
boards have been implemented on other platfroms for much longer and
thus it is cheaper to reverse engineer an existing design than to
start from scratch.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

6726. Vortex 386 SX card for Me

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 19:53:48 UTC
From: larserik@oslonett.no
Message-ID: <3cku4c$eab@hasle.oslonett.no>
Source record: 28459

In message #75, ai066@FreeNet.Carleton.CA writes:

> Has anyone any experience installing this card? In the Mega Ste, is it a
> very involved process, or does it just require a few jumpers, solder

Very easy... Pick out your 68000, put it in the socket on the 386 sx card
and plug the card in the 68000 socket in your MEGA STE and you're ready !!

No soldering, no patching, no straps that need to be moved !!
I've had my card a while now, and it works very very well !!!

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6727. Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 20:30:54 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOIBBVGUp@stingray.manawatu.gen.nz>
Source record: 28460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I went out and bought a Falcon today,
what else would I have to buy with it?

Everyone seems to have accelerator boards - would I need to buy one as well?

Should I use a TV or SVGA monitor or even RGB monitor? I would like a
standard PC-equivalent resolution of 1024x768x256 colours (all my friends
have this from scratch, so it's no big thing).

From what I have heard, it appears that IDE drives are effectively faster than
SCSI in Falcons - so would I be better off getting a 540 Meg IDE?
I also hear that the Falcon has a 2 1/2" drive instead of the "standard" 3 1/5"
But I can fit one into the Falcon by removing the internal speaker?
It has an internal speaker then I presume? What happens if I remove this?
Would I lose any specific sounds? Or was it just put there in case you bought
a SVGA monitor without sound? Would I need to hack bits off the computer to
get this drive in?

Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
and more RAM ?

The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?

I realise I would be stuck with the keyboard attached to the computer *sigh*,
but understand that the keyboard is much better than the ST I am using now?

So basically, I would like to know:

Just what would the cost be, after I cover all the hidden (but necessary) costs
of buying a Falcon? I would dearly love to buy a Falcon, but if it is going to
end up costing the same as a PC (I can get an Intel 486 dx2/66, 8 Meg, 540 IDE
enhanced, SVGA monitor 1Meg video ram VESA[or something], soundblaster 16 bit
stereo, plenty of software free, Borland C++ for the student price -a third
of the standard retail price] - forgive me if I have missed anything).
Oh the computer is a Compaq Prolinear btw. (so it's not the cheapest PC).

The PC above would cost (last month's prices): $NZ3800 (about $US2400)
A Falcon (4 Meg and _NO_ HD, _NO_ monitor...): Approx.$NZ2100 (about $US1324)
not far off 1/2 price, but that's without a 540Meg HDD ($NZ500 - $US315),
a monitor (not too sure of the cost), and a whole bunch of software - C,
an Assembler for the '030 and DSP) and any GFA Basic update for the Falcon.

Oh yes, and cables too - some monitor cable to attach a Monitor (SVGA or RGB)
to the Falcon (at least I already have a SCART for a TV) - they usually cost
a fortune.

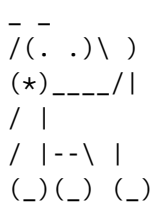
And ignoring the fact that there are a _lot_ of PC dealers in New Zealand - but _no_ Atari dealers - this is vital if I want to see software b4 I buy it rather than having to try get hold of an illegal copy, just so I can preview it before actually buying an official version from overseas!!!

I'm not trying to convert people to PCs (else I'd be saying this in .advocacy) as I myself _love_ ataris. But the problem is - is it really worth buying a Falcon? Please give me reason to buy one (next year when I have the money).

Thanks for reading all that,
Richard.

PS. Before anyone says it - yes I would have to pay more for a PC with MIDI, and a LAN - but I would never actually use those, so they don't really count.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6728. Falcon screen size...

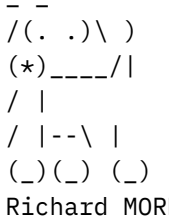
Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 20:32:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOIBBVIUp@stingray.manawatu.gen.nz>
Source record: 28461
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I forgot to ask in my previous article about the Falcon:

Which resolutions does it have? I only have one preview of the computer from
a couple of years ago before it was actually released.

Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6729. eXtended GEM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 21:33:02 UTC
From: npetrlik@public.srce.hr
Message-ID: <3cl3ue$2ce@nippur.irb.hr>
Source record: 28462

Hi !

I have a MEGAFILE60 (ACSI), and for formatting and
partitioning I've used HDX 3.02. Before I've partitioned the
hard disc, HDX asked me to choose which partitions should
be eXtended (I choosed E,F and G, i think - BTW, i
partitioned him to partitions from C to H). Is it somehow
possible to avoid that eXtended GEM partitions choosing, or
is it possible to make only one eXtended partition ?
Not a trouble to me, but when using Spectre to make Spectre
partition, eXtended GEM partition Spectre recognizes as
only ONE SINGLE partition! ...
One more thing, all of my partitions are smaller than
15 MB and my TOS vers. is 1.04 (rainbow TOS).
Maybe other partitioning program could handle this ?

Thanx for the answers.

Neven Petrlik npetrlik@srce.hr Zagreb,CROATIA

6730. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 21:34:01 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3cl409$peb@nyheter.chalmers.se>
Source record: 28463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cip36$ig0@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

Perhaps not in the future... (see later)

>: I guess that the data lines will probably be 64 bit instead of 32? (This
>: is just a presumption). Would that create problems with current Falcons?
>
>No, all 680xx processors have adaptive datawidth. They can accept any
>memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

Actually the '040 can only handle a 32 bit bus according to what I've read
about it. The '060 is most likely the same.

>Motorola haven't sold so many 060's, (compared to 030-040) and is
>probably very expensive compared to them.

Well, right now the '060 is certainly more expensive, but I read somewhere
that they actually expected the chip to be cheaper to produce than the
'040, which could be nice...

Even if the '060 is pin compatible with the '040, it won't be possible to
simply plug it into an '040-accelerator card since they've lowered the
supply voltage to 3.3 (or was it 3?) volts.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

6731. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 22:11:17 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787356677@txfs1.hfb.se>
Source record: 28464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3cip36$ig0@aristotle.algonet.se> jonaeson@algonet.se (Tommy Jonaeson) writes:

>Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
>A '040 board will definately be cheaper than a '060 board, and thus
>appeal to a bigger market.

True so true!

>A '060 board isn't a bad idea, but something that will have to wait for
>most developers until thay have made a 040 board.

And until the 060 is out on the market! (Is it out?)

>No, all 680xx processors have adaptive datawidth. They can accept any
>memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

Hmmm not true!

000, 010 does not have adaptive datawidth!

020 and 030 does!

040 and 060 has it, IF you are using a external chip called: 68150

the 060 CPU has 32 bit wide data/address bus!

>Motorola haven't sold so many 060's, (compared to 030-040) and is
>probably very expensive compared to them.

I think Motorola had to rethink when APPLE said that they wouldn't have
any use of the 060, instead they consentrated on the PPC!

Still the CPU market for Motorola is quite small relative to other parts
of Motorola products!

>060 is faster, but I wouldn't fork out the money for it. To expensive and
>I don't need the power.

What! You always need POWER! (But if it's worth the money? Don't know!)

//Robert - who just read the m68k FAQ!

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

6732. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 22:36:38 UTC
From: Shawn Hargreaves <slh100@unix.york.ac.uk>
Message-ID: <Pine.SGI.3.91.941213222359.17468A-100000@tower.york.ac.uk>
Source record: 28465

> >const int SCREEN_SIZE=32000;
>
> Can all you people talking about mallocing screen memory and screen sizes
> please note that a screen is NOT necessarily 32000 bytes big. There is
> Overscanned screens, TT and Falcon screens to allow for.

[...]

> Please write compatible code. The market is small enough as it is -
> you need to make any program you write work on ALL Atari TOS-based
> machines.

Depends what you are writing. For a lot of programs I would absolutely agree with you. The program I am working on at the moment, however, is a game which (on a 'standard' ST) is stretching the machine pretty much to its limits. All the graphics are done by my own assembler routines, because this is much faster than using the VDI or linea. Part of the reason they are faster is because I have decided to restrict the program to 16 color 320x200 mode (ST low resolution). I think most (all?) Atari machines can handle this, and the restriction allows me to make a lot of optimisations which would not be possible if I couldn't hard code things like the screen width and the number of color planes. How many games/demos do you know which will run in ANY screen mode?

If I was writing a word processor things would be different, but then I would not use Setscreen() at all becuase MultiTos and MagiC probably don't like programs messing with it very much :-)

Shawn Hargreaves "God is real, unless declared as integer."
slh100@tower.york.ac.uk --

6733. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 23:16:04 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1312941519090001@tsa-41.ucsc.edu>
Source record: 28466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cip36$ig0@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

> No, all 680xx processors have adaptive datawidth. They can accept any
> memory size from 8 bit up to 32. (Don't think 060 is 64 bit)

The 68060 has a 64-bit data bus, though it is still a 32-bit processor (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit processors).

```
+-------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+-------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+-------------------------------------------------------------+
```

6734. Re: Ethernet for a TT

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 23:29:02 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELOACAVE@ttgk.textlitho.nl>
Source record: 28473

In <3c8fen$e38@aristotle.algonet.se> Tommy Jonaeson wrote :

>* Works with Apple MacIntosh/Powerbook, Atari Falcon/TT, PC & Notebook.
>* SCSI- and parallel-connectors
>* 2-in-1 technology (BNC and Twisted Pair)
>* Ethernet 10 Mbit/s
>* IEEE 802.3 Standard
>* Pocket design
>* Fast
>* 32 KByte RAM
>* Software included
>* Add-on for Novell Netware
>* IPX-protocol
>
>And some other stuff I don't understand. (Got a German spec-paper here,
>and German isn't one of my virtues...)
>
>The only thing that made me think before deciding to buy one, is the
>price, which is some 990 DM (5000 SEK or 600 USD).
>Quite expensive, but how fun would it not be to have one and have a
>really fast network with your PC!

Well, the price seems ridiculous..... A decent NE2000 card for a PC
costs here about Fl. 100,- say about $60 !!!

Nice try, but no cigar....

Gert

--

-- --
Atari TT-Point
-- --

6735. Re: GHOSTLINK--STe>DOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-13 23:31:58 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELOACAVH@ttgk.textlitho.nl>
Source record: 28474

In <3be2nc$70s@netnews.upenn.edu> Rob S. Rice wrote :

>M
> Is there one so great of brain that he can solve two computer
> problems at one time?! No use looking here... I don't have
> another DOS machine on which to experiment, sadly.
>
>
Hmm, and to go further on the topic of transfers... Anybody has got an idea
how to get GhostLink and OS2 to work together ???
(the one thing that's missing form GhostLink is a 'start with parameters')

Gert

--

-- --
Atari TT-Point
-- --

6736. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 01:57:15 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0s2rF.BB0@cix.compulink.co.uk>
Source record: 28469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>One Big problem with German ones is the lack of good spelling/Thesaurus
>support...

Papyrus has a spell checker, but no thesaurus.

>The other problem is these later version need a high res monitor and
>4 megs of Ram and a hard disk....

Papyrus does not require a hard disk and it runs in 1MB. Features require
RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
can run in 640*200 res in 1MB and without a hard disk?

Ofir ogal@cix.compulink.co.uk

6737. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 01:57:17 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0s2rH.BBM@cix.compulink.co.uk>
Source record: 28470

>So MagiC 3 allows a program to wait for "an AES event or an IO event"?
>(ie integrates evnt_multi and select?) That's what we were previously
>talking about here, iirc.

Not as far as I know, but at least it's still being developed! Such
requests and ideas should be forwarded to the authors.

Ofir ogal@cix.compulink.co.uk

6738. Re: Finding out hardware details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 01:57:19 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0s2rK.BCE@cix.compulink.co.uk>
Source record: 28471

>I need a reliable way to detect what hardware setup my program is running
>on (in particular the processor type and whether it is an ST, STE, TT or
>Falcon). I presume there must be a pretty easy way of doing this: anyone
>know how?

Yes, via the cookie jar. This is implemented on all machines with TOS 1.06
and later, and on earlier machines via a system patch.

Ofir ogal@cix.compulink.co.uk

6739. Re: NVDI 3 and WINX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 01:57:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0s2rM.BCz@cix.compulink.co.uk>
Source record: 28467

>I was wondering do both NVDI 3 and WINX on the Falcon work together?

They do.

Ofir ogal@cix.compulink.co.uk

6740. Loading GDOS fonts...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 04:54:04 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELORFBUQUp@stingray.manawatu.gen.nz>
Source record: 28468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

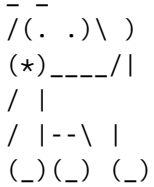
Is there a way to load GDOS fonts without having to load all fonts from the assign.sys file via the vst_load_fonts() routine?

I want to be able to choose which font to load (e.g. from a file selector) and then load the sucker.

I am looking thru one of my Lattice C manuals to see if there are, but if you know of how to do this, please e-mail me and tell me.

Thanks,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6741. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 05:53:50 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELOSEFUUUp@stingray.manawatu.gen.nz>
Source record: 28472
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>It was announced at a UK Atari show yesterday that CLAb now own the
>rights to falcon.
>
>Early 95 will see a Falcon with all the audio fixes called the Clab
>falcon 2. Othr machines are a 68040 and a possible 299GBP machine. They
>are open to suggestions as to how the h/w should develop. Most people
>advised their rep at the show that better graphics would be good.
>
>Iain
>

Just get them to join comp.sys.atari.st[.tech] and look at the "dream atari"
thread that "someone" started.

In fact - perhaps they could give us an e-mail address and I'm sure that quite
a few people would be able to send them some hints as to what to include. It
would make their life easier - they wouldn't need to think of things to put in
it - we'd tell them instead =8-]

Richard =8-]

PS. Why 040??? There _is_ an '060 - the first mistake they could make would
be to use "old-tech" from the word go.

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6742. Re: Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 08:40:23 UTC
From: bericd@bri.hp.com
Message-ID: <D0sLFC.E9s@bri.hp.com>
Source record: 28475

Martin Stacey (Martin.Stacey@f1.n200.z777.fidonet.org) wrote:
: Once in roman times ied2@aber.ac.uk hailed All

: > From: ied2@aber.ac.uk (IVAN ERIC DIMBLEBY)
: > Date: 7 Dec 1994 16:00:37 -0000
: >
: > How difficult would it be to replace the 8 MHz 68000
: > with a 16 MHz 68000??? Or can I use a 68010??? What
: > would be involved? Would it be expensive? How would
: > it affect compatibility with different software?
: >

: System Solutions +44 (0)1753 832212 will go a bit better and do a T28 or even a
: T36 acclerator for the ST. The T28 I have here for over a year now has been
: rock solid and cost just under 200 quid. Get NVDI or Warp ontop of that and the
: whole thing really flies :-)

: Compatability , well some games don't like it but it can be switched off.

: Powerdos/datnet cartridge networking solution doesn't like it unless I switch
: the cpu cache off, it does not bomb just does not see the other machines on the
: network, The cache can be turned on/off on the fly so its no big hassle.

Instead of the T36 System Solutions will do the PAK68/3 which does not
cost that much more - but gives you full 68030 compatibility allowing
you to run most TT or Falcon (Non DSP) stuff. There is also a socket
for an FPU and the option to use TT Ram. Speed is normally 33 MHz but
can be increased to about 50 MHz if you are lucky. I am also told that
you can plug your old 68000 chip onto the board for using those old
games..

Beric.

6743. Re: LatticeC structs (and silly people)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 09:34:42 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3cme7i$rg1@btmplq.god.bel.alcatel.be>
Source record: 28476

Heh heh. No wonder we all love C so much.

Chris Gray cgra@btma74.se.bel.alcatel.be Compu$erve: 100065,2102

6744. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:01:21 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmfph$f28@percy.cs.bham.ac.uk>
Source record: 28477

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>I've just got myself NVDI 2.5 and tried it with TruePaint on my TOS 4.04
>>Falcon. It bombs out !! Arg!
>>
>>Has anyone else had this problem cos I am sure I would have heard about it if
>>somebody else did.
>>
>>I've tried all the usual stuff - not running acc's or auto folder stuff and the
>>rest - and I've also messed around with the NVDI's settings.
>
>This is a known problem in true-colour mode only. This is due to some
>disagreement between the two companies on how true colour mode should
>work. Apparently, selecting TOS compatibility in NVDI _3_ solves this
>problem.

What are the differences, Ofir? They sound serious.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6745. Re: Loading GDOS fonts...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:07:12 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cmg4g$bdd@golem.wcc.govt.nz>
Source record: 28478
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <ELORFBUQUp@stingray.manawatu.gen.nz>, richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Is there a way to load GDOS fonts without having to load all fonts from the
>assign.sys file via the vst_load_fonts() routine?
>
>I want to be able to choose which font to load (e.g. from a file selector)
>and then load the sucker.

Atari GDOS can't do that but the CodeHead one Can, G Plus Plus or some thing like that, it has a ACC so that you can load the Fonts when you like...

But I am not 100% on this, may be some of the USA readers can help...

>Richard =8-]

> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6746. Re: System Solutions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:11:07 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmgbr$f9n@percy.cs.bham.ac.uk>
Source record: 28479

bign@iac.net (Todd Hogarth) writes:
>What is the address of System Solutions (email and Post)?

ssolutions@cix.compulink.co.uk

17-19 Blackwater Street,
East Dulwich,
London,
SE22 8RS,
ENGLAND

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6747. Re: Xbios Setscreen() det

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:18:25 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <SCHWAB.94Dec14111825@issan.informatik.uni-dortmund.de>
Source record: 28480

In article <3chqje$7ti@due.unit.no>, erlingh@nova.pvv.unit.no (Erling Henanger) writes:

|> Millert@grad.Csee.Usf.Edu,
|> In a message on 8 December, wrote :

|mi> char *screen = malloc(32256), *screen2;
|mi> screen2 = screen + 256 - ((long)screen & 0xff);
|mi> Setscreen(screen2, screen2, -1);
|mi>
|mi> This should do it. Later you should free(screen), not screen2.

|> Ehmm, if you want things to work in other resolutions than standard ST:

|> char *screen=malloc(hor_res*vert_res/n_bitplanes), *screen2;
^^^ + 256
|> screen2=screen+256-...

Don't forget to allocate the extra 256 bytes that you may need to move
the screen address.
--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

6748. Re: Falcon Spec Sheet

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:38:18 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787401498@radley>
Source record: 28481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>In fact - perhaps they could give us an e-mail address and I'm sure that quite
>a few people would be able to send them some hints as to what to include. It
>would make their life easier - they wouldn't need to think of things to put in
>it - we'd tell them instead =8-]

They haven't got email (yet).

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

6749. Re: System Solutions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:42:44 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.787401764@radley>
Source record: 28482

bign@iac.net (Todd Hogarth) writes:

>What is the address of System Solutions (email and Post)?

Brandt Fernades Europe Ltd <ssolutions@cix.compulink.co.uk>

The Desktop Centre
17-19 Blackwater Street
East Dulwich
London (ugh, postcode escapes me at the moment..)
--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

6750. UNIX FOR ATARI COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 10:58:44 UTC
From: anscholz@ba-stuttgart.de
Message-ID: <3cmj54$al4@news.belwue.de>
Source record: 28496

Hello !

Ive got a problem. I like to install a good version of unix on an
atari 1040 STE, 4MB, 105MB Harddisk.

May I get a complet version of this on a ftp-server ? and where ?

Further on I like to run xwindows on tjhis machine. Does it works ?

Thanks for your help!

6751. Re: Loading GDOS fonts...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 12:13:45 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3cmnhp$iiu@percy.cs.bham.ac.uk>
Source record: 28483
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>Is there a way to load GDOS fonts without having to load all fonts from the
>assign.sys file via the vst_load_fonts() routine?
>
>I want to be able to choose which font to load (e.g. from a file selector)
>and then load the sucker.
>
>I am looking thru one of my Lattice C manuals to see if there are, but if you
>know of how to do this, please e-mail me and tell me.

No, but modern GDOSes don't load all the fonts at once with the call,
so why not just use vst_load_fonts()?

The bitmap font format is the same as the Line A font format which is
the Atari Library manual, IIRC. You could hack something up to load
these into memory yourself and blit chunks to the screen.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6752. Full 1040ST System, Cheap!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 12:46:45 UTC
From: scimed@mr.net
Message-ID: <scimed.100.000CC7D8@mr.net>
Source record: 28494

Atari 1040ST Complete System Deal!
Complete Atari 1040ST System for $300 or Best Offer!
Includes: 1Meg 1040ST computer
Full color RGB monitor
Tweety board stereo sound adapter
Video Key RGB to NTSC convertor box
Computer eyes color video digitizer
B/W digitizing CCD camera and monitor
Print head hi-rez scanner
Epson LQ-500 printer
2 joysticks and mouse
LOTS and LOTS of SOFTWARE!!

Everything works! Give your best offer, you pay the shipping, and you got yourself a great deal on a full system!

EMail: SCIMED@mr.net

6753. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 12:54:35 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Dec14.125435@phlem.ph.kcl.ac.uk>
Source record: 28484

In article <D0s2rH.BBM@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
% >So MagiC 3 allows a program to wait for "an AES event or an IO event"?
% >(ie integrates evnt_multi and select?) That's what we were previously
% >talking about here, iirc.
%
% Not as far as I know, but at least it's still being developed! Such
% requests and ideas should be forwarded to the authors.

Yes well hopefully there will soon be a *free* AES replacement with
publically-available source. If things go according to plan. Not
sure of the state of development though. (This from the MiNT-list)

ATB,
Simon.
--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

6754. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 15:01:32 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cn1cc$hon@whitbeck.ncl.ac.uk>
Source record: 28486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ckq20$fbq@acmex.gatech.edu>, gt1448b@prism.gatech.edu (David Paul Forrai) writes:
>Bigger market???? Two times zero is still zero. I'd bet the main
>reason there are '040 boards as opposed to '060 boards is that '040
>boards have been implemented on other platfroms for much longer and
>thus it is cheaper to reverse engineer an existing design than to
>start from scratch.

It's not as if designing for the Motorola 68K family is difficult. The CPU's are much better designed than their Intel counterparts, so designing with them is that much easier.

Reverse engineer someone elses design? Why?

Nope, the reason for a 040 accelerator is simply that the 060 is to bloody expensive to buy at the moment (and may remain that way as Apple aren't using it as they have in the past).

Craig

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

6755. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 15:03:11 UTC
From: gaghon@nevada.edu
Message-ID: <3cn1ff$i9g@news.nevada.edu>
Source record: 28485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tim Seufert (bwanga@cats.ucsc.edu) wrote:

: The 68060 has a 64-bit data bus, though it is still a 32-bit processor
: (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit
: processors).

The 68060 and the Pentium have 64bit data/32bit address and 32bit registers.

The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
32 64bit general registers and 32 64bit float registers... The only thing
32bit about it is the address bus....

6756. MiNT + X11R5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 15:11:19 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cn1un$htg@whitbeck.ncl.ac.uk>
Source record: 28487

I'm currently porting the xvt xterm replacement to X11 for MiNT,
and have come accross some problems - but not where I expected them
(the Xlibs are in a very early state). The problem seems to be in the
MiNT libs - eg. tm=time(0) or time(&tm) both cause the program to
crash with a bus error. I'm using pl44 libs and compiling with GCC2.3.1
using a 1.11h2 kernal compiled with the same libs as I'm compiling
xvt with.

(The Xlib stuff seems to work ok mostly, but the mintlib bugs keep killing
off xvt as soon as the Xwindow opens.)

Help......

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

6757. Re: Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 15:58:26 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3cn4n2$meu@ccpnws.in2p3.fr>
Source record: 28488

Beric Dunn (bericd@bri.hp.com) wrote:
> Martin Stacey (Martin.Stacey@f1.n200.z777.fidonet.org) wrote:
> : Once in roman times ied2@aber.ac.uk hailed All

> : > From: ied2@aber.ac.uk (IVAN ERIC DIMBLEBY)
> : > Date: 7 Dec 1994 16:00:37 -0000
> : >
> : > How difficult would it be to replace the 8 MHz 68000
> : > with a 16 MHz 68000??? Or can I use a 68010??? What
> : > would be involved? Would it be expensive? How would
> : > it affect compatibility with different software?
> : >

> : System Solutions +44 (0)1753 832212 will go a bit better and do a T28 or even a
> : T36 acclerator for the ST. The T28 I have here for over a year now has been
> : rock solid and cost just under 200 quid. Get NVDI or Warp ontop of that and the
> : whole thing really flies :-)

> : Compatability , well some games don't like it but it can be switched off.

> : Powerdos/datnet cartridge networking solution doesn't like it unless I switch
> : the cpu cache off, it does not bomb just does not see the other machines on the
> : network, The cache can be turned on/off on the fly so its no big hassle.

> Instead of the T36 System Solutions will do the PAK68/3 which does not
> cost that much more - but gives you full 68030 compatibility allowing
> you to run most TT or Falcon (Non DSP) stuff. There is also a socket
> for an FPU and the option to use TT Ram. Speed is normally 33 MHz but
> can be increased to about 50 MHz if you are lucky. I am also told that
> you can plug your old 68000 chip onto the board for using those old
> games..

> Beric.
PAK68/3 is IMO the best thing for the Atari but the 030 version does need
a TOS 3.06 *PATCHED* while the 020 only needs a normal TOS 2.06.
BTW, you can have a PAK68/3 board with a 68020 at 32Mhz if you want.
--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
"You are not what you own"

6758. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 16:00:34 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0t5sy.FpH@cix.compulink.co.uk>
Source record: 28489

```
>>This is a known problem in true-colour mode only. This is due to some
>>disagreement between the two companies on how true colour mode should
>>work. Apparently, selecting TOS compatibility in NVDI _3_ solves this
>>problem.
>
>What are the differences, Ofir? They sound serious.

Something to do with the existance of a palette and one of the vq_ calls.
I can't remember. Maybe you should ask HiSoft.

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

6759. TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 16:42:36 UTC
From: David L Watson <dw4g+@andrew.cmu.edu>
Message-ID: <Yivm1wK00WB7E9_5pY@andrew.cmu.edu>
Source record: 28490

I'm looking into buying more RAM for my TT and was wondering what kind of hardware I'm going to need. I bought the machine with 4M of ST RAM, of which it appears that 2M are origional and 2M are added on. I'm assuming that I'm going to have to buy a expansion board for the TT ram. Does this go in a different place then the ST ram or am I going to have to remove the ST ram expansion board? Also, what kind of simms should I be looking for?

Thanks,
David
dw4g+@andrew.cmu.edu

6760. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 17:52:21 UTC
From: Craig Graham <Craig.Graham@ncl.ac.uk>
Message-ID: <3cnbcl$kmv@whitbeck.ncl.ac.uk>
Source record: 28493

HiSoft products do tend to have problems under some configurations - esp.
if NVDI is there as well. One problem which is consistent for all their
softs which we have tried is that the editors corrupt text when used
under TOS1.6 if NVDI 2.5 is loaded as well. This happens on Basic2, Devpac2
and LatticeC 5.56. Consistently - remove NVDI and all is well. Use a different
TOS, and all is well, just the 1.6 + NVDI combo triggers the problem.
This is not related to the TC problem, as I was running in ST-High on
a 4Meg STE.

Also, HiSoft's cascaded menu's cann't be selected under TOS4.02 (in
HiSoft Basic & Lattice 5.52) - but they do work under TOS4.92....
(this on my Falcon).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

6761. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 18:19:30 UTC
From: markn@jsb.co.uk
Message-ID: <markn.4.00135541@jsb.co.uk>
Source record: 28533

In article <Yivm1wK00WB7E9_5pY@andrew.cmu.edu> David L Watson <dw4g+@andrew.cmu.edu>
writes:
>From: David L Watson <dw4g+@andrew.cmu.edu>
>Subject: TT RAM
>Date: Wed, 14 Dec 1994 11:42:36 -0500

> I'm looking into buying more RAM for my TT and was wondering what
>kind of hardware I'm going to need. I bought the machine with 4M of ST
>RAM, of which it appears that 2M are origional and 2M are added on. I'm
>assuming that I'm going to have to buy a expansion board for the TT ram.
> Does this go in a different place then the ST ram or am I going to have
>to remove the ST ram expansion board? Also, what kind of simms should I
>be looking for?

Yep you'll need a TTRAM card that takes SIMMs, this will be additional memory
to the 4meg STRAM you already have and will plug into a socket next to the
030 cpu. For simms it'll probably depend on the make of card you get. I have
the MegTT card from Catch Computer (German) which uses 8 * 1,4 or 16Meg 30pin
simms for 128Mb max. speed wise i have 70ns, which is minimum for my card
without adding wait-states, which is pointless if your spending ��� upgrading
to TTRAM.

Mark

|\/| |/ |\ |
| |AR|\ | \|IAS E-Mail: markn@jsb.co.uk

Atari TT030 - Crazy Dots TC - 8Mb TTRAM - 4Mb STRAM - 540Mb HD - Epson GT-6500
Atari 520STe - 4Mb RAM - ICD AdSpeed STe+16Mhz 68881 - 212Mb HD
Atari Jaguar - Atari 2600VCS - Atari 800XL - Atari Portfolio - Atari Lynx
486DX33 - 8Mb RAM - 420Mb HD - CDROM - Soundblaster Pro - 2Mb Genoa Phantom 32i
---

6762. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 18:59:23 UTC
From: gt5616a@prism.gatech.edu
Message-ID: <3cnfab$f53@acmex.gatech.edu>
Source record: 28491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Nope, the reason for a 040 accelerator is simply that the 060 is to
>bloody expensive to buy at the moment (and may remain that way as
>Apple aren't using it as they have in the past).

I remember when Apple was starting to come out with 040 machines a few years ago. The first 040 Macs rolled out the door about 2 or 3 years after the 040 came out. There was alot of furor over that, because of course Mac users expected Apple to be able to come out with 040 Macs as soon as Motorola came out with 040's.
The problem was not with Apple, but with Motorola. Apple needed quantities in the hundreds of thousands, and Motorola simply couldn't produce that many 040's cheaply or reliably enough for Apple. It took them a couple of years to get their production lines to the point that they could make that many 040's. I expect that they will have the same sorts of problems with the 060. There are, of course, buyers for the chip, and Motorola, citing one example, has 060 VME boards, but these cost several thousands of dollars and are for very specialised applications. The 060 is not a mass-quantity item yet, and if that kind of demand doesn't exist, Motorola probably won't take the trouble to tweak the production lines to handle it.
- Michael Ashton

6763. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 19:02:46 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D0tE8n.B41@cix.compulink.co.uk>
Source record: 28492
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Why aren't they making an '060 board for the Falcon instead??? I don't
>know the specs of the '060, but if it's out - why don't companies drop
>any '040 board and work on an '060 board?

I understand that the 060 chip is still in development.

>I guess that the data lines will probably be 64 bit instead of 32? (This
>is just a presumption). Would that create problems with current Falcons?

No, it is a 32 bit device.

Barry wilsontjb@cix.compulink.co.uk

6764. 68001 Co-Pro ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-14 21:57:31 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12141994.215731@empyr.dircon.co.uk>
Source record: 28495

Hi, I've heard there is a thing called a 68001 co-processor chip.

Is it possible to put one in an ST, and if so, what difference will it make ? I have a friend who uses his ST for MIDI stuff and he finds that when getting it to produce music scores on complicated parts, the ST gets very slow. He has been thinking about getting a 28MHz accelerator board, but that's very expensive, so would such a co-pro help here ?

Cheers,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

6765. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 00:14:35 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3co1pb$e19@brachio.zrz.TU-Berlin.DE>
Source record: 28498
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D0s2rF.BB0@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>Papyrus does not require a hard disk and it runs in 1MB.

Actually Papyrus needs a little more than 1MB. The basic version of Papyrus
runs in 1MB, but this one is not available in english.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, 13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

6766. STuff for sale closeout

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 04:04:00 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <jpoling.35.2EEFC030@magnus.acs.ohio-state.edu>
Source record: 28497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari PS3000 monitor
* 12" color, built in DS/DD floppy drive

Black Lamp (game)

Atari TrakBall

$50.00 plus shipping and handling takes it all.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

** "Women: can't live with them; pass ** "Those who trade a little freedom **
** the beer nuts." --- Norm from Cheers ** for a little security will soon **
** ** find that they have none of **
** ** either." ---Jeff Poling **
```

6767. Adapting STfm keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 06:46:11 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <3coonj$grb@flame.lerc.nasa.gov>
Source record: 28499

I'm trying to adapt a STfm-style keyboard for my ST. This replacement has only the 8-pin plug, with pin-2 blocked out as key. However, it keeps on clicking, indicating something's wrong. Here's what I make out the pins to be:

pin Item old ST J12 pin
1 GND 1
2 NC 2
3 floppy light
4 +5V 13
5 RX 14
6 TX 15
7 Reset 16
8 ? Is this necessary? 17?

Sam's Photofact shows pin 17 on the old harness goes to pin-5 of joystick 1. Is this critical?

Clarence

Pin number 8 has a wire, but do I need to hook it up?
--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 fax -3000 Cleveland, OH 44135
email: fsctc@flame.lerc.nasa.gov Aerothermochemistry Branch
note change from @avelon.lerc.nasa----Aeronautics Directorate----------

6768. AT_Speed upgrade with Make-it 486 plugin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 06:49:32 UTC
From: Bent Meyer <meyer@u.washington.edu>
Message-ID: <Pine.A32.3.91c.941214224021.83026C@homer15.u.washington.edu>
Source record: 28500

I have a 1040ST with an AT_Speed card mounted on top the ATARI 68000 chip, which in effect gives me a 286 16 MHz PC when I elect that mode. It works great. For me a pretty good way of being compatable with some chores done at work.

I discovered a PC catalog which advertised a 486 upgrade path for 286 PC owners. The add suggests a doubling of processor speed from 16 MHz to 32 MHz and onboard Co-processor.

You have probably anticipated y now my question. Can I remove the 286 CPU from the AT-Speed board and replace it with the 486 board? Yes, this would mean a board on top of a board. And, yes I can create the additional room needed. Can this be done? Has anyone tried it?

The add claimes, a 286 PC owner simple pulls their 286 our and plugs the 486 board in the the empty carrier. No jumpers or setting need changing, simple "plug it in and go!"

So what do you think?

6769. Re: UNIX FOR ATARI COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 07:40:29 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.787477229@acp5>
Source record: 28521

anscholz@ba-stuttgart.de (Andre Scholz) writes:

>Ive got a problem. I like to install a good version of unix on an
>atari 1040 STE, 4MB, 105MB Harddisk.

To run UNIX you need an Atari with an 68030 chip, i. e. UNIX on an ordinary
ST is impossible.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

6770. GemView 308....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 10:10:39 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3cp4mv$o2i@golem.wcc.govt.nz>
Source record: 28501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PlEASE PLEASE you admin chap, PLEASE sort out your Gopher client servers,
I can't see any point in having them if people can't access the files...

As we have only one REAL Gopher server in the World, can some one Please
post Gemview 308.pax on A.A...

To me this is disgusting that we only have ONE site with a correcly set up
Gopher client that supports Atari file extensions...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6771. Re: Falcon screen size...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 11:55:43 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3cparv$jcb@darkstar.UCSC.EDU>
Source record: 28502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELOIBBVIUp@stingray.manawatu.gen.nz> richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:

>I forgot to ask in my previous article about the Falcon:

>Which resolutions does it have? I only have one preview of the computer from
>a couple of years ago before it was actually released.

With just the standard config it goes up to 640 x 480, and depending on the monitor, it does true color in 640x480 or up to 320 x 480. With other additions, ranging from free softwatre to a $100 piece of hardware, it can do nearly any resolution. the Video hardware is completely programmable.

~Chris

>Richard =8-]

```
>--
> _ _
> /(. .)\ )
> (*)____/|
> / |
> / |--\ |
> (_)(_) (_)
> Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
--
__ /\ __
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// \ | \\
\|
```

6772. Re: Vortex 386 SX card for Mega Ste

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 12:30:18 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <D0uqqI.ExD@hermes.hrz.uni-bielefeld.de>
Source record: 28503

ai066@FreeNet.Carleton.CA (Mark Montreuil) writes:

|> Has anyone any experience installing this card? In the Mega Ste, is it a
|> very involved process, or does it just require a few jumpers, solder
|> connections? I could get a card, but I will have to arrange installation
|> here in Ottawa, Canada. Any help/comments would be appreciated.

Installing the card ist just plug and play. You've got totake out the
68000 from its plcc socket, plug in the card and plug the 68000 in a
socket on the card. Nothing more. I doubt that there are revisions of
the Mega STE board where the processor is directly soldered to the board. :)

ciao,
TeSche
--
Torsten Scherer (Schiller, TeSche...), itschere@techfak.uni-bielefeld.de
Faculty of Technology, University of Bielefeld, Germany, Europe, Earth...
>>> "Only the fattest Shell survives, stays alive..." B.Marley? ;) <<<
| Use any of "finger itschere@129.70.131.2-15" for adresses and more |
| Last updated: 23. November 1994 |

6773. Re: GemView 308....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 13:12:41 UTC
From: C.A.Roberts@herts.ac.uk
Message-ID: <3cpfc9$3ah@helios.herts.ac.uk>
Source record: 28504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) comp.sys.atari.st wrote:
: PlEASE PLEASE you admin chap, PLEASE sort out your Gopher client servers,
: I can't see any point in having them if people can't access the files...

: As we have only one REAL Gopher server in the World, can some one Please
: post Gemview 308.pax on A.A...

: To me this is disgusting that we only have ONE site with a correcly set up
: Gopher client that supports Atari file extensions...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

How do you use GOPHER clients, is it through mosaic????

------------------------X-Cuse me but i'mthick---------------------------
IGNORE ME AND I'LL GO AWAY

6774. Re: MiNT + X11R5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 13:49:27 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3cphh7$jmu@sndsu1.sedalia.sinet.slb.com>
Source record: 28505

Craig Graham <Craig.Graham@ncl.ac.uk> wrote:
> I'm currently porting the xvt xterm replacement to X11 for MiNT,
> and have come accross some problems - but not where I expected them
> (the Xlibs are in a very early state). The problem seems to be in the
> MiNT libs - eg. tm=time(0) or time(&tm) both cause the program to
> crash with a bus error.

You have checked the obvious stuff: is tm of type time_t? If so,
either of those should work.

Mathew

6775. Re: AT_Speed upgrade with Make-it 486 plugin

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 15:55:15 UTC
From: mike@medsun.unige.ch
Message-ID: <1994Dec15.155515.5973@news.unige.ch>
Source record: 28506

Bent Mayer said:
>> You have probably anticipated y now my question. Can I remove
>>the 286 CPU from the AT-Speed board and replace it with the 486 board?
>>Yes, this would mean a board on top of a board. And, yes I can create
>>the additional room needed. Can this be done? Has anyone tried it?
>>
>> The add claimes, a 286 PC owner simple pulls their 286 our and
>>plugs the 486 board in the the empty carrier. No jumpers or setting need
>>changing, simple "plug it in and go!"
>>
>> So what do you think?

I cannot help you, I'm afraid - but if it works, let us know! Would
be a very useful trick.

Mike

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

6776. Re: X11R5 - Keyboard problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 16:00:51 UTC
From: d93rkr@t.hfb.se
Message-ID: <d93rkr.787507251@txfs1.hfb.se>
Source record: 28520

In <3c70rd$gqa@whitbeck.ncl.ac.uk> Craig Graham <Craig.Graham@ncl.ac.uk> writes:

>Has anyone else installed the MiNT X11 server yet?

>It runs ok on my f030, but the keyboard map seems to be a little
>different to mine (some characters get shifted around). Anyone
>know how to fix this?

Yes get a "QWERTZ" keyboard (German layout!) ;^D

Just kidding.. No have no idea! W8 for the source to come out ;^D

//Robert

--
d93rkr@t.hfb.se (Robert Krenn) _/_/_/ _/_/_/ _/_/_/ _/_/ _/ LYNX
University of Borlange, Sweden _/ _/ _/ _/ _/ _/ _/ _/ STm
tel: +46-243224839 _/_/_/ _/ _/_/_/ _/_/ _/ STe
http://tpx5.hfb.se:8000/~d93rkr _/ _/ _/ _/ _/ _/ _/ _/ F-030

6777. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 19:40:46 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELPUCBVAUP@galaxy.owl.de>
Source record: 28519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D0tE8n.B41@cix.compulink.co.uk> "BARRY WILSON" wrote:

>I understand that the 060 chip is still in development.

The 060 is available as SAMPLES! And quite expesive, too. Dunno the exact
price, I'd guess around 700$ a piece.

--
/Hendr!K/
''~``
(o o)
+---------------------.oooO--(_)--Oooo.------------------+-+
Hendrik Mylius MausNet: Hendrik Mylius @ PB2	P
Im Bramschenkamp 6 InterNet: neptune@galaxy.owl.de	G
D-32049 Herford .oooO Phone/Facsimile:	P
Germoney/Earth ( ) Oooo. +49-52 21-85 55 45	!
+----------------------\ (----( )-------------------+-+
_)) /
(_/

6778. PAK 68030 ... WHERE !!!???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 19:58:55 UTC
From: scastro@dcc.uchile.cl
Message-ID: <D0vBI8.E81@dcc.uchile.cl>
Source record: 28507

... subject say's it all ... where can I get a PAK 68030 ... ???
... I need info also on specs , prizes ... etc.

Seba.

Sebastian A. Castro M.
Dpto. Ingenieria Civil Matematica
Universidad de Chile

6779. Re: NVDI + TruePaint problem!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-15 20:35:20 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <D0vD6w.Evl@cix.compulink.co.uk>
Source record: 28508

> Also, HiSoft's cascaded menu's cann't be selected under TOS4.02 (in
> HiSoft Basic & Lattice 5.52) - but they do work under TOS4.92....

This was fixed (for Lattice anyway) in the 5.6x upgrade.

Jon.
jonellis@cix.compulink.co.uk

6780. MiNTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 00:02:02 UTC
From: Johnny C Lam <jlbg+@andrew.cmu.edu>
Message-ID: <UiwBXuC00awMMIEWAI@andrew.cmu.edu>
Source record: 28509

Someone told me i could find a package called "MiNTOS" with assorted utilities packaged with it. Where might I ftp it from?

--Johnny

6781. Re: Falcon screen size...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 07:09:48 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1512942312540001@tsb-50.ucsc.edu>
Source record: 28510
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cparv$jcb@darkstar.UCSC.EDU>, aspect@cats.ucsc.edu
(Christopher Taylor Oates) wrote:

> With just the standard config it goes up to 640 x 480, and depending on the
> monitor, it does true color in 640x480 or up to 320 x 480. With other
> additions, ranging from free softwatre to a $100 piece of hardware, it can
> do nearly any resolution. the Video hardware is completely programmable.
^^^^^^^^^^^^^^^^^^^^

As long as you like interlacing and/or lower refresh rates. As I recall,
the crucial thing is that the system can give the video controller
something like 24 MB/s of total bandwidth, no more. You also get a system
slowdown at higher resolutions: the memory bus is contested more by the
video controller in high bandwidth modes.

Any cheap (under $150) SVGA card worth its salt should be able to handle
1024x768x256 at 60 Hz noninterlaced or better, a resolution which the
Falcon is incapable of even with the ~$100 hardware res-enhancers.

```
+---------------------------------------------------------------+
| *UselessWastedSpace*(tm) Tim Seufert, bwanga@cats.ucsc.edu |
+---------------------------------------------------------------+
| Do the environment a favor. Use goat-flavored floppy disks. |
| Think about it, won't you? Thank you. |
+---------------------------------------------------------------+
```

6782. Re: Finding out hardware details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 12:10:07 UTC
From: nj1@ukc.ac.uk
Message-ID: <10589@falcon.ukc.ac.uk>
Source record: 28511

In article <Pine.SGI.3.90.941211212552.14284A-100000@tower.york.ac.uk> Shawn Hargreaves <slh100@unix.york.ac.uk> writes:
>I need a reliable way to detect what hardware setup my program is running
>on (in particular the processor type and whether it is an ST, STE, TT or
>Falcon). I presume there must be a pretty easy way of doing this: anyone
>know how?

The cookie jar would be a good way, although it isn't there as standard on some older TOS versions.... (Available as standard from TOS 1.4 I think)
Theres a cookie for Machine type, There may be one for processor type.... I'm not too sure about that one (although the FPU cookie will say if an 040 is present)....

There are more details in most of the Atari reference guides...

Neil.
--
Neil Jones-Rodway
University Of Kent

6783. Re: X11R5 - Keyboard problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 12:35:57 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941216131029.4302A-100000-100000-100000@bull.mimuw.edu.pl>
Source record: 28512

On 8 Dec 1994, Craig Graham wrote:

> Has anyone else installed the MiNT X11 server yet?
>
> It runs ok on my f030, but the keyboard map seems to be a little
> different to mine (some characters get shifted around). Anyone
> know how to fix this?

Yes. I installed it to, and I think it's set up for german keyboard. May be there is any programs under MiNT, which can catch the key codes and convert it from UK/US keyb. to the German. Any ideas?

Simon.

6784. Apex Media Demo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 13:19:27 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3cs450$i3l@aggedor.rmit.EDU.AU>
Source record: 28513

Is there a demo in existence of APEX media??? If so, where can
I get it??????

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

6785. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 13:53:21 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D0wp8x.ByC@cix.compulink.co.uk>
Source record: 28514

>: How long are you willing to wait? Maybe you should look at MagiC 3 instead.
>Ok, send me the source and I will use it.

What do you need the source for? I have been using Cubase for years and
never felt the need for the source code. Do you have the source code for
TOS, Windows, System 7?

Ofir ogal@cix.compulink.co.uk

6786. Re: Speeding up the old STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 15:48:58 UTC
From: sk@lumumba.sh.sub.de
Message-ID: <H.elD.n_DGZS9TG9D5_@lumumba.sh.sub.de>
Source record: 28515

In <D0sLFC.E9s@bri.hp.com>, bericd@bri.hp.com (Beric Dunn) writes:
> Martin Stacey (Martin.Stacey@f1.n200.z777.fidonet.org) wrote:
> : Once in roman times ied2@aber.ac.uk hailed All
>
> : > From: ied2@aber.ac.uk (IVAN ERIC DIMBLEBY)
> : > Date: 7 Dec 1994 16:00:37 -0000
> : >
> : > How difficult would it be to replace the 8 MHz 68000
> : > with a 16 MHz 68000??? Or can I use a 68010??? What
> : > would be involved? Would it be expensive? How would
> : > it affect compatibility with different software?
> : >
>
> : System Solutions +44 (0)1753 832212 will go a bit better and do a T28 or even a
> : T36 acclerator for the ST. The T28 I have here for over a year now has been
> : rock solid and cost just under 200 quid. Get NVDI or Warp ontop of that and the
> : whole thing really flies :-)
>
> : Compatability , well some games don't like it but it can be switched off.
>
> : Powerdos/datnet cartridge networking solution doesn't like it unless I switch
> : the cpu cache off, it does not bomb just does not see the other machines on the
> : network, The cache can be turned on/off on the fly so its no big hassle.
>
> Instead of the T36 System Solutions will do the PAK68/3 which does not
> cost that much more - but gives you full 68030 compatibility allowing
> you to run most TT or Falcon (Non DSP) stuff. There is also a socket
> for an FPU and the option to use TT Ram. Speed is normally 33 MHz but
> can be increased to about 50 MHz if you are lucky. I am also told that

It's no question of luck anymore. They changed the GAL-equations which
now allow 50 MHz with nearly every ST. And for the rest they developed a
small buffer-pcb which 'isolates' the fast PAK-side of the bus from the
slow ST-side. This one is also neccessary for the TT-RAM- (fast-RAM-)card,
called FRAK and for some graphic-extension-cards.

> you can plug your old 68000 chip onto the board for using those old
> games..

That's right.

Stefan

6787. Re: MiNTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 17:04:17 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D0wy35.5qy@cix.compulink.co.uk>
Source record: 28516

Do you mean MiNT or something new?

If MiNT then most ST FTP sites have it plus a bunch of utilities. With a bit of setup you can get a very Unix like setup with all the usual utilities, compilers etc.

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+---+

6788. Falcon:Drive I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 17:10:20 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3cshls$b5a@dux.dundee.ac.uk>
Source record: 28517

Is it possible for the Falcon to carry out Drive I/O in the background
so that it doesn;t either stop or slow the machine down. This habbit
of 'everything must wait' for drive I/O just isn't on.

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6789. Software For Videotex Decoding

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 18:44:09 UTC
From: npetrlik@public.srce.hr
Message-ID: <3csn5p$dln@nippur.irb.hr>
Source record: 28518

Is there any programs for videotex decoding ?
If is, where can I find them .. ftp ?

Bye, and thanks.

6790. Power supply pinout

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 20:45:58 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3csua6$b66@mailer.fsu.edu>
Source record: 28522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have obtained a really old 520ST, the type with no internal floppy drive or power supply. For the latter, there was a "power brick" thingie that plugged into the wall and the back of the computer. Unfortunately, I do not have that power brick. It had a round female connector with about 4 pins in it.

Does anyone have a pinout diagram for that power brick? I could probably cobble something together if I knew which pins needed what voltages.

Of course, if anyone has an extra power brick like this for sale, I'd be interested as well.

Please email responses directly to me. Thanks much in advance.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

6791. Path for CLIPBRD... Help !

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-16 21:36:08 UTC
From: npetrlik@public.srce.hr
Message-ID: <3ct188$ens@nippur.irb.hr>
Source record: 28523

I'm using 1st Wordplus 3.20, and i'm
interested is it possible to set the
path for Clipboard to C:\CLIPBRD ?
Cause dummy 1stW. saves CLIPBRD dir
in the current directory ..
although in the WORDPLUS.PRG file
stays C:\CLIPBRD ...
But hear this:

All the prg's use clipboard path
C:\CLIPBRD (if hard disc is present),
but:
I start a 1stWord+, use a clipbrd,
then use a LZHSHELL, use a clipbrd,
and LZHSHELL think the clipbrd is
in the dir. where 1stWord+ put his
clipbrd ! (D:\TEXT\1STWORD\CLIPBRD) !
So, I was thinking, maybe some sys
variable, or a short assembly prg
could handle this ?
Maybe in desktop.inf ?

I'm using Teradesk 1.40, my
TOS version is 1.04 (1040STFM),
and i have a MEGAFILE60.

Please help!

Thanx.

6792. Re: 68015.PRG (68030 emulator for ST???)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:15 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIor.n48@cix.compulink.co.uk>
Source record: 28524

In message <Pine.SUN.3.91.941208031358.15093E-100000@tyrell.net>,
harmony@tyrell.net said:
> I thought I saw a program called 68015 or something like that at an
> ftp site (I don't remember which) that was supposed to emulate the
> 030 on an ST, does any body know anything about this??

There is something like this on one of the Atari CD-ROMs I have. Curiosity
value only AFAIC. It doesn't allow you to use 68030 only software on an
ST.

Roland.

@CiX

6793. Re: DSP & Development Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIot.n4t@cix.compulink.co.uk>
Source record: 28525

In message <3c7db7$hqh@baugi.ifi.uio.no>, alenm@ifi.uio.no said:

> a modem. The US robotics modems have a DSP in it you know. Why don't
> somebody make a softwaremodem for the Falcon? The DSP has DA and AD

You answer your own question quite well.

> into a 28800 modem. The catch is it would not be approved by the
> telephone companies and it would be illegal, but who gives a shit.

Nobody is going to invest any money into a product which is essentially
illegal almost everywhere.

The number of hackers who have the time and the knowledge much be pretty
limited as well.

Roland.

@CiX

6794. Re: Dead TT floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIou.2w@cix.compulink.co.uk>
Source record: 28526

In message <1994Dec9.071303.5170@news.unige.ch>, mike@medsun.unige.ch said:
> The 720k floppy drive on my TT has died :(. Can I simply replace it
> with a 1.44 Mb internal PC drive? Or any old 720k drive? Or do I need
> some particlualr specs?

I have a 1.44Mb floppy in mine as standard. Its an ordinary Epson unit
AFAICT. You should be able to use either type of floppy unit, although you
will only get 720k capacity unless you have the newer controller (AJAX?).

Roland.

@CiX

6795. Re: Re: The dream atari (forwarded reply)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:20 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIow.3r@cix.compulink.co.uk>
Source record: 28527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
m>
X-Newsreader: CixRead/CixComm

In message <D0E2rw.FJL@hpbbrd.bbn.hp.com>, clausb@hpbbrd.bbn.hp.com said:
>
> While a PowerPC certainly would be nice, note that a PowerPC computer
> which does not adhere to the PREP standard (or its successor) would
> probably not be accepted by the marketplace. At least it would be
> a difficult marketing feat.

Which is why rushing out to buy a Apple PowerMAC is not necessarily the
good investment it might look now. IMHO in a couple of years from now there
will be a standard for PPC machines, and anything that doesn't comply
might as well not have a PPC chip in it at all.

Roland.

@CiX
```

6796. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:22 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIoy.4E@cix.compulink.co.uk>
Source record: 28528
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

t.se> <3ckq20$fbq@acmex.gatech.edu> <3cn1cc$hon@whitbeck.ncl.ac.uk>
X-Newsreader: CixRead/CixComm

In message <3cn1cc$hon@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

> Nope, the reason for a 040 accelerator is simply that the 060 is to
> bloody expensive to buy at the moment (and may remain that way as
> Apple aren't using it as they have in the past).

A well designed 040 accelerator is going to blow the Falcon (and TT for
that matter) away anyway. I'd be surprised if many Falcon owners could
afford to buy a 060 accelerator. I'm sure many of them would consider it
just *too* expensive.

Roland.

@CiX

6797. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:24 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIp1.58@cix.compulink.co.uk>
Source record: 28529

In message <markn.4.00135541@jsb.co.uk>, markn@jsb.co.uk said:

> uses 8 * 1,4 or 16Meg 30pin simms for 128Mb max. speed wise i have
> 70ns, which is minimum for my card without adding wait-states, which
> is pointless if your spending ��� upgrading to TTRAM.

Interestingly enough I have 100ns SIMMs in mine and never had a problem.
Its considerably faster that the ST RAM on board.

In my TT I have:

Atari ST RAM board with 2Mb 100ns
GESoft Mighty Mic 32B with 2Mb 100ns and 2Mb 80ns

I've had another 4Mb of 100ns in the GESoft board without problem either.

OTOH its worth buying fastish RAM as you never know what you might end up
needing it for.

:-)

Roland.

@CiX

6798. Re: 68001 Co-Pro ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:29:26 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0xIp2.5x@cix.compulink.co.uk>
Source record: 28530

In message <12141994.215731@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk
said:
> Hi, I've heard there is a thing called a 68001 co-processor chip.

Not heard of this one. Probably the 68881? This can be fitted to an
ordinary ST though its a bit mucky.

> Is it possible to put one in an ST, and if so, what difference will
> it make ? I have a friend who uses his ST for MIDI stuff and he finds
> that when getting it to produce music scores on complicated parts,
> the ST gets very slow. He has been thinking about getting a 28MHz
> accelerator board, but that's very expensive, so would such a co-pro
> help here ?

Software needs to be written specially to use a co-pro. It is very unlikely
any midi software would use a co-pro as AFAIK midi software does not make
much use of floating point maths.

A CPU accelerator is generally a better bet although not all midi software
is happy on an accelerated machine.

Roland.

@CiX

6799. Re: MiNTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 00:49:22 UTC
From: am136@FreeNet.Carleton.CA
Message-ID: <D0xJMB.34J@freenet.carleton.ca>
Source record: 28531

In a previous posting, Johnny C Lam (jlbg+@andrew.cmu.edu) writes:
> Someone told me i could find a package called "MiNTOS" with assorted
> utilities packaged with it. Where might I ftp it from?

Try anonymous ftp to earth.ox.ac.uk, directory /pub/mintos.

Stephen

6800. Help with MegaSTE and hardrive

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 01:06:53 UTC
From: schokman@yarrow.wt.uwa.edu.au
Message-ID: <3ctdjd$kdn@styx.uwa.edu.au>
Source record: 28532

Thanks to all the respondees. I finally got it working the way I want it to. Changing the dip switches on the internal SCSI card to 2 did the trick. ICDs driver boots from the external hard drive and propceeds to recognize the internal as well. Magic!!!

Rick

--

Rick, Lori and Dylan Schokman | If I can dream, of a warmer Sun,
| Where hope keeps shining on
Email: schokman@yarrow.wt.uwa.edu.au | everyone,
Phone: (09) 249-4657 (Aust.) | Tell me why, oh why, why
FAX: (09) 249-1506 (Aust.) | Can't my dream come true?
|
| Elvis

6801. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 16:58:49 UTC
From: jonaeson@algonet.se
Message-ID: <3cv5c9$i1j@aristotle.algonet.se>
Source record: 28540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: If I went out and bought a Falcon today,
: what else would I have to buy with it?

: Everyone seems to have accelerator boards - would I need to buy one as well?

No, not immidiately anyway. A 16 MHz 68030 is roughly 4 times as fast as
an 8 MHz 68000. Personally, I would like an accelerator (who wouldn't),
but so far I haven't seen any that appeal to me. (price, FPU, FastRam)

: Should I use a TV or SVGA monitor or even RGB monitor? I would like a
: standard PC-equivalent resolution of 1024x768x256 colours (all my friends
: have this from scratch, so it's no big thing).

I use both a VGA and an RGB. What you need/want is the key issue here.
VGA: Nicer display (fot your eyes), in some ways higher resolution and
some nice software demands VGA.
RGB: Not so nice display, in other ways higher resolution
(overscan/truecolour), and some nice softs demands RGB.

Best would be if you could get hold of an multisync that could handle
both VGA and RGB signals.

: From what I have heard, it appears that IDE drives are effectively faster than
: SCSI in Falcons - so would I be better off getting a 540 Meg IDE?

Maybe, I'd prefer a SCSI though.
IDE: faster throughput, limited to one 2.5" IDE, unless you get a tower,
faster booting than a SCSI.
SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
corrects that though)
I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
that way.

: I also hear that the Falcon has a 2 1/2" drive instead of the "standard" 3 1/5"
: But I can fit one into the Falcon by removing the internal speaker?

Don't think so. Unless you get a tower for your Falcon.

: It has an internal speaker then I presume? What happens if I remove this?
: Would I lose any specific sounds? Or was it just put there in case you bought
: a SVGA monitor without sound? Would I need to hack bits off the computer to
: get this drive in?

Nothing. I've removed it without problems. It's no good anyway, I'd
recommend that you remove it in any case.

: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
: and more RAM ?

NVDI is very nice, I'd recommend it to anyone getting an Atari.
4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
Get a four meg Falcon, and if you get a accelerator, get some fastram.

: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?

Falcon has it's own memory-cards. But there are a lot of third-party
simmcards around that you can buy. (100-150 USD is an estimated cost)

: I realise I would be stuck with the keyboard attached to the computer *sigh*,
: but understand that the keyboard is much better than the ST I am using now?

Basically, it is the same keyboard. You can get a detached keyboard from
a Mega or TT and use it with your F030. I've done it.

: So basically, I would like to know:

: Just what would the cost be, after I cover all the hidden (but necessary) costs
: of buying a Falcon? I would dearly love to buy a Falcon, but if it is going to
: end up costing the same as a PC (I can get an Intel 486 dx2/66, 8 Meg, 540 IDE
: enhanced, SVGA monitor 1Meg video ram VESA[or something], soundblaster 16 bit
: stereo, plenty of software free, Borland C++ for the student price -a third
: of the standard retail price] - forgive me if I have missed anything).
: Oh the computer is a Compaq Prolinear btw. (so it's not the cheapest PC).

Depends on what you want. A Falcon 030 4/0 (4 meg no hardrive) is almost
a complete computer. What you would need is a Harddrive and a monitor.

: The PC above would cost (last month's prices): $NZ3800 (about $US2400)
: A Falcon (4 Meg and _NO_ HD, _NO_ monitor...): Approx.$NZ2100 (about $US1324)
: not far off 1/2 price, but that's without a 540Meg HDD ($NZ500 - $US315),
: a monitor (not too sure of the cost), and a whole bunch of software - C,
: an Assembler for the '030 and DSP) and any GFA Basic update for the Falcon.

: Oh yes, and cables too - some monitor cable to attach a Monitor (SVGA or RGB)
: to the Falcon (at least I already have a SCART for a TV) - they usually cost
: a fortune.

You should get one adaptor of your own choice for free with the computer.
Some dealers would want to charge you extra for that, tried it with me.
I declared it a greedy attitude and started to go. I ended up with one
for free. (It doesn't cost very much, maybe 30 USD tops)

: And ignoring the fact that there are a _lot_ of PC dealers in New Zealand - but
: _no_ Atari dealers - this is vital if I want to see software b4 I buy it rather
: than having to try get hold of an illegal copy, just so I can preview it before
: actually buying an official version from overseas!!!

: I'm not trying to convert people to PCs (else I'd be saying this in .advocacy)
: as I myself _love_ ataris. But the problem is - is it really worth buying a
: Falcon? Please give me reason to buy one (next year when I have the money).

Reading all your arguments. I would recommend you to buy a Falcon 4/0
with an RGB-adaptor, and use it with your scart-TV.
Get an external SCSI-drive. (costs a little more, but I prefer SCSI over IDE)
Then, if you have the money, and wish to obtain a VGA-monitor, get it!

Another point is that if you get a SVGA, there's nothing stopping you to
use it with a PC if you decide to buy one at a later point.
(It would lower the cost of the PC). Same goes for simms if you decide to
get one of those simm-cards and so on.

I bought my F030 for the only reason that I like Atari. (I've got a 486
DX2-66 as well). But I've carefully configured my Falcon (and even spent
more money than really needed) to get hardware that I know will be
useable even if I decide to get another computer. (PC/MAC/whatever).
I see that as an investment for the future.
Most of my stuff I can use both with my PC, and my F030. Like harddrives,
monitors, CD-rom, memory, laser-printer, etc.

Anyway, if you like Atari, there is no real reason not to buy it.
Unless, of course, you don't have the moeny, or there is something you
have to be able to do, but can't with an Atari.
Before you decide, think about -why- you like Atari, is it because of the
OS? Easy to program? Any special programs you like? etc
I've got loads of reasons why I like Atari, and even got some as to why I
like PC. There are things I don't like with both. (They do complement
eachother pretty good)

Still, I like my Atari the most, and use it atleast 5 times more than my PC.

Just my opinion!

Regards, Tommy

6802. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 17:59:35 UTC
From: pblagay@crash.cts.com
Message-ID: <D0yvBB.IzC@crash.cts.com>
Source record: 28534
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: t.se> <3ckq20$fbq@acmex.gatech.edu> <3cn1cc$hon@whitbeck.ncl.ac.uk>
: X-Newsreader: CixRead/CixComm

: In message <3cn1cc$hon@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

: > Nope, the reason for a 040 accelerator is simply that the 060 is to
: > bloody expensive to buy at the moment (and may remain that way as
: > Apple aren't using it as they have in the past).

: A well designed 040 accelerator is going to blow the Falcon (and TT for
: that matter) away anyway. I'd be surprised if many Falcon owners could
: afford to buy a 060 accelerator. I'm sure many of them would consider it
: just *too* expensive.

: Roland.

: @CiX

I spent some time at a Motorola office here in San Diego, CA. I was told
that the 060 is not very much more than the 040 price wise. Therefore,
there is really not much problems in getting the 060 in place of an 040.
The 060 is bus compatible with the 040, so the 040 type upgrade would be
needed in order to run the 060. This is where the real expense would be,
no the cost of the CPU.

Motorola rules.....

Paul

6803. Re: Xbios Setscreen() details

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 19:17:37 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D0yyxD.Mn@cix.compulink.co.uk>
Source record: 28535

>Depends what you are writing. For a lot of programs I would absolutely
>agree with you. The program I am working on at the moment, however, is a
>game which (on a 'standard' ST) is stretching the machine pretty much to
>its limits.
That's fair enough, didn't realise it was a game. I assumed it was also
GEMmed.
Good luck with it.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

6804. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 19:42:06 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <129605@cup.portal.com>
Source record: 28391
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article: <3cn1ff$i9g@news.nevada.edu>
gaghon@nevada.edu (GEORGE GAGHON) wrote:
>The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
>32 64bit general registers and 32 64bit float registers... The only thing
>32bit about it is the address bus....

Actually the PowerPC has two versions of its architecture: 32 bit and 64 bit.

The currently available chips (601, 603, and 604) are all the 32 bit
architecture (32 32bit general registers and 32 64bit floating registers
^^^^^^^^^^^^^^^^^^^^^^^^^^
with a 32 bit effective address, a 52 bit virtual address, and 32 bit
physical address.

The only chip announced so far that implements the 64 bit architecture
(the 620), isn't available yet. It DOES provide 32 64bit general registers
and 32 64bit floating registers with a 64 bit effective address, an 80 bit
virtual address, and a 64 bit physical address.

So while the PowerPC does have a 64 bit version of its architecture, MOST
PowerPCs that will be sold will be the 32 bit architecture.

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

6805. Re: X11R5 - Keyboard problem.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-17 23:03:44 UTC
From: knarf@nasim.cube.net
Message-ID: <3cvqog$89g@nasim.cube.net>
Source record: 28399

Szymon Stasik (stasik@bull.mimuw.edu.pl) wrote:

> Yes. I installed it to, and I think it's set up for german keyboard.

Correct. The German keyboard is the hardcoded default.

> May
> be there is any programs under MiNT, which can catch the key codes and
> convert it from UK/US keyb. to the German. Any ideas?

Use xmodmap to modify the KEYCODE to KEYSYM mapping. xmodmap is
available on phlem.ph.kcl.ac.uk in clients2.tar.gz. Remember you
cannot use the Alternate-Key as ModeShift, so it's not possible to use
@[]{}\ on the braindead German keybord (ever tried to type ^\ under MiNT?).

Someone wants to get my German TT keyboard and a set of German TOS
3.06 EPROMs and give me a US-TT-Keyboard and an US-TOS 3.06?

Bye,
Knarf
--
Frank Bartels | UUCP/ZModem: + 49 89 5469593 | MiNT is
knarf@nasim.cube.net | Login: nuucp Index: /pub/ls-lR.nasim.gz | Now TOS!

6806. Converting J-Pegs....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 00:28:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3cvvml$qi4@golem.wcc.govt.nz>
Source record: 28536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know you can use Gemview and Speed of Light to convert
J-Pegs, but what about JPEG5BIN..

But is the JPEG5BIN better, or do I get better results using
Gemview, or Speed of Light...??

I would like to convert them to what ever standard that works best
with Photochome 4 and a STE....

Does TARGA give better results with Photochome 4....

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6807. Re: UNIX FOR ATARI COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 00:36:08 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D0zDo9.Gy9@cix.compulink.co.uk>
Source record: 28537

In message <3cmj54$al4@news.belwue.de>, anscholz@ba-stuttgart.de said:
> Hello !
>
> Ive got a problem. I like to install a good version of unix on an atari
> 1040 STE, 4MB, 105MB Harddisk.

You basically have a choice between MiNT (which is a BSD extension to TOS)
or Minix (which is a V7 *replacement* for TOS).

> May I get a complet version of this on a ftp-server ? and where ?

MiNT is free so is available by FTP. Minix is owned by Prentice Hall.

> Further on I like to run xwindows on tjhis machine. Does it works ?

Up until recently the answer would have been no. Unfortunatly its still
no in your case as 4Mb is not enough to run X without virtual memory. As
the standard ST is incapable of doing VM you will need a memory upgrade
(not cheap) or a TT or Falcon. Once you are at this stage then X is
available under MiNT, but its still early days yet for it.

Actually if you have a TT or Falcon then Linux/68k (as in Linux for the
PC) becomes an option. X is going to be available for this - but its early
days for this too at the moment.

Roland.

@CiX

6808. NVDI 3 and WINX?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 01:47:30 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <787719004.0@mettav.exnet>
Source record: 28413

It was none other than Alex Nicholls that wrote on 13 Dec 94 that ,
AN> I was wondering do both NVDI 3 and WINX on the Falcon work
AN> together?
AN> Or do you have to just have either the
AN> speed of NVDI 3 or the
AN> useability of WINX?

Speed and useability are both available ...i.e They work together fine !

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

6809. Re: MiNT 1.12 and accessories

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 02:06:32 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <787719004.1@mettav.exnet>
Source record: 28414

It was none other than "Mark Baines" that wrote on 13 Dec 94 that ,
>> seems that this kernel doesn't like the Atari's Control Panel and
>> other accessories.
"B> Not all accs do load up. Do you mean the CONTROL panel or XCONTROL
"B> panel? The XCONTROL panel sometimes doesn't load due to one or two
"B> rogue CPX files. I have many CPXs and the only one that causes the
"B> XCONTROL not to load is ENV.CPX.

I think that was fixed was it not ? I have Xcontrol loading alright and am
using ENV.CPX (I don't have version no. handy but it was the latest one)

"B> You can also try lading ACCs from the desktop after boot up, they
"B> should appear in the Desk menu.

he could also try renaming it to XCONTROL.APP and running at start up using
'exec'(?) or is it load <G> that way you can unload it aswell, .since most of
(mine anyway) CPX's are only initially needed to set up Colours , Background
Colours and some program/gem parameters this was a more economic use of it.
Then stick it on the desk to load it easily when required.

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

6810. EPROM burner software wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 03:04:38 UTC
From: jonaeson@algonet.se
Message-ID: <3d08s6$9ur@aristotle.algonet.se>
Source record: 28538

I've borrowed an Epromburner from a friend. Problem is that he has misplaced the software for the epromburner, and thus I can't use it.

It is an EP 16/512 from Rolf Rocke Computers.

Can anybody get me the soft?

All help appreciated!

Regards, Tommy

6811. Software for sending files out port.... (to PC)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 04:25:35 UTC
From: gdridley@aol.com
Message-ID: <3d0djv$ft9@newsbf01.news.aol.com>
Source record: 28539

I need to port some files from my ST to my PC... I suppose with some program that'll send a file out the ST's port... I don't need anything fancy... what is recommended? Is there shareware available for this? Thanks....

Guy Ridley

6812. JPEG5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 05:52:45 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3d0ind$t5m@golem.wcc.govt.nz>
Source record: 28400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just had a play with JPEG5, gee what a problem to get it to run,
very bad Doc's...

Problem is none of the output files GIF/TGA will work with Photochrome 4,
do I need any more that 2 megs to use this program, the file JPG
that I was using was OK when converted with Speed of Light, and then viewed
with Photochrome 4...???

The GIF file that came from JPEG5 just locked up Photochrome 4, and the TGA
file just gave a garbled screen...

Any clues...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6813. Re: Vortex 386 SX card for Me

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 06:43:32 UTC
From: "blacfire@crl.com" <blacfire@crl7.crl.com>
Message-ID: <Pine.SUN.3.91.941217224129.9933A-100000@crl7.crl.com>
Source record: 28406

On 13 Dec 1994, Lars-Erik Oesterud wrote:

> Date: 13 DEC 1994 20:53:48 +0100
> From: Lars-Erik Oesterud <larserik@oslonett.no>
> Newgroups: comp.sys.atari.st.tech
> Subject: Vortex 386 SX card for Me
>
> In message #75, ai066@FreeNet.Carleton.CA writes:
>
> > Has anyone any experience installing this card? In the Mega Ste, is it a
> > very involved process, or does it just require a few jumpers, solder
>
> Very easy... Pick out your 68000, put it in the socket on the 386 sx card
> and plug the card in the 68000 socket in your MEGA STE and you're ready !!
>
> No soldering, no patching, no straps that need to be moved !!
> I've had my card a while now, and it works very very well !!!
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>
Hi. I really would like to get one of those 386 cards for my mega ste.
Where can I find one and how much should I expect to pay for it?

blacfire@crl.com

6814. Re: NEON Raytracer prog.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 10:17:43 UTC
From: m9003@abc.se
Message-ID: <3d1287$j68@oden.abc.se>
Source record: 28392

NEON is a great new Raytracing program for F030 with full 3D studio,
shading and animation facilities from Team Computer, Germany. It supports
the 16-20 Mhz maths coprocessors and was demo:ed at ProTos with a full
blown 5 minute animation in Silicon Graphics style anti-aliased 24 bit
graphics. It's a lot faster than POV or Inshape and a "standard picture"(?)
is said to take ca 20 minutes to trace. You can order a full program disc
demo (- save option) for 10 DM from Team Computer, +49 221 466774 and the
animation video is 20 DM. You will get the money back if you buy the full
program. NEON is allready finished and Team Computer is currently putting
the manual together and working at distribution deals.
I've allready ordered my demo. By the way, who said there's no software
beeing developed for Falcon 030 ?

"Atari's dead - no it moved !"
Greets,
Martin R.

6815. Re:CUBASE AUDIO 2.02

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 10:17:44 UTC
From: m9003@abc.se
Message-ID: <3d1288$j69@oden.abc.se>
Source record: 28393

A new update is out for Cubase Audio. In the 2.02 version Charlie
Steinberg has taken care of a couple of bugs from 2.0 and 2.01 and also
added completely new sync options. The midi and Audio Engine sync is now
separated and with a S/PDIF-send capable synchronizer it is now possible
to achive true tape sync. The new features from 1.0 are to many to be
described here, but generally 2.02 makes a top of the line Digital Audio/
midi recording program with 8 and optionally 16 Audio Tracks and brilliant
midi sequencing. This is another *great* Atari program that 3:rd party dev.
/software houses keeps developing for Atari.
"Atari's Dead - no it moved"
Greets,
Martin R.

6816. JPEG Binary Bugs...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 11:16:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3d15mj$2a4@golem.wcc.govt.nz>
Source record: 28411
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

JPEG5 that I found on tu-berlin, does not work at all,
the GIF output file was stuffed, also you can't run it
from the desktop, due to the command line case bug, you need
a shell or Neodesk...

Was this case bug every fixed in TOS....??

I also ran the Julian Reschke port JPEG4, this produced
a working GIF runing from the desktop, the command line
is not the same as JPEG5, but I had to run JPEG4 from
the root as it could not find the files when in a directory,
unless you gave it a explicit path...

JPEG5 needs a > between the in/out file, JPEG4 does not...

So what is the lestest version of the JPEG source files,
and can some one do a port of them, what we need is the
LZH man Christian Grunenberg to do a port of it, then it will be
Fast....!!!

How about it chaps.... ??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6817. JPEG Version..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 11:42:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3d177v$2ig@golem.wcc.govt.nz>
Source record: 28412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had a look on ftp.uu.net the Home for JPEG,
well its now up to 5A.....

So what we need is a good port, with maybe some ASM
code in it, may be Christian Grunenberg is the only
person that could make it run fast...

So any thought any one...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6818. Re: Vortex 386 SX card fo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 12:10:12 UTC
From: larserik@oslonett.no
Message-ID: <3d18r4$77r@hasle.oslonett.no>
Source record: 28396

In message #80, blacfire@crl7.crl.com writes:

> Hi. I really would like to get one of those 386 cards for my mega ste.
> Where can I find one and how much should I expect to pay for it?

I don't know the price these days - and if Vortex is still in business
(haven't gotten any software updates from them for quite a while...)

Try: Vortex Computersysteme GmBH
Falterstrasse 51-53
D-7101 Flein
Germany

Ph: (07131) 59 72-0
Fax: (07131) 5 50 63

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6819. Re: JPEG5

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 12:27:16 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELSJAHXH1UP@cabal.sh.sub.de>
Source record: 28394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d0ind$t5m@golem.wcc.govt.nz> Roger Sheppard. wrote :

>I have just had a play with JPEG5, gee what a problem to get it to run,
>very bad Doc's...

Yes, convert the CJPEG/DJPEG.1 files to ASCII with MANASCII.TTP, that
should fix it.

>Problem is none of the output files GIF/TGA will work with Photochrome 4,
>do I need any more that 2 megs to use this program, the file JPG
>that I was using was OK when converted with Speed of Light, and then viewed
>with Photochrome 4...???

1) I'd use GEM-View to unpack JPEGs (to TGA or whatever you want) and only
use CJPEG/GIF2JPG (who introduced the latter, silly name?) to encode
JPEGs.

>The GIF file that came from JPEG5 just locked up Photochrome 4, and the TGA
>file just gave a garbled screen...

>Any clues...???

2) I guess either a faulty version of CJPEG/DJPEG has been used or
Photocrome 4 itself doesn't work properly. Try JPEG4 and retry, this one
definitely works. And if it doesn't: complain to the Photocrome
programmer(s).

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

6820. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 12:48:48 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <ELSJAHXK1UP@cabal.sh.sub.de>
Source record: 28395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
>SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
>corrects that though)
>I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
>that way.

SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
year. It's certainly some wrong piece of information you present here.

>: It has an internal speaker then I presume? What happens if I remove this?
>: Would I lose any specific sounds? Or was it just put there in case you bought
>: a SVGA monitor without sound? Would I need to hack bits off the computer to
>: get this drive in?
>
>Nothing. I've removed it without problems. It's no good anyway, I'd
>recommend that you remove it in any case.

One needs external speakers (and an amplifier) in that case, though.

>: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
>: and more RAM ?
>
>NVDI is very nice, I'd recommend it to anyone getting an Atari.
>4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
>Get a four meg Falcon, and if you get a accelerator, get some fastram.

I'd also recommend BlowUp or similar expansions. Best one seems to be the
Speed Resolution Card by Hard&Soft, but this one should be built in at
that firm (is it available in the U.S. yet?). It also sets the board
speed to 18/20 MHz and the CPU speed to 36/40 MHz (fan necessary, but
included). Some Falcons do not work properly with 20/40 (mostly Rev.B
boards, AFAIK), though. This _is_ the most expensive method (400,- DMs
plus 100,- DMs for service -> more than 300 US$s.

All the other res. expansions give less refresh frequencies, of course.
But BlowUp soft is and stays the cheapest solution, and also the hardware
expansions (SBII, BU Hard I&II, to name a few) are far behind the SRC.

>: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
>: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?
>
>Falcon has it's own memory-cards. But there are a lot of third-party
>simmcards around that you can buy. (100-150 USD is an estimated cost)

Some of those have timing problems (monitor blips, etc.) if the wrong
SIMMs are used :-(.

>: I realise I would be stuck with the keyboard attached to the computer *sigh*,
>: but understand that the keyboard is much better than the ST I am using now?
>
>Basically, it is the same keyboard. You can get a detached keyboard from
>a Mega or TT and use it with your F030. I've done it.

You can also buy a tower case + MFII adaptor and use a clone keyboard
instead.

[PC vs. Atari]

I'd recommend the PC if it is just the money that you care about. If you
want MIDI/Recording or similar, I'd favour the Falcon. If it is some
special software package that you are interested in, buy the computer it
is available for.

E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
Atari clone (EPP in mind), not to mention all the Freeware/Shareware
packages available, but
Word->PC, Excel->PC, etc.

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

6821. Re: CUBASE AUDIO 2.02

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 14:06:08 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d1fkg$g0o@prime.mdata.fi>
Source record: 28397

In article <3d1288$j69@oden.abc.se>, Martin Rossel <m9003@abc.se> wrote:
>A new update is out for Cubase Audio. In the 2.02 version Charlie
>Steinberg has taken care of a couple of bugs from 2.0 and 2.01 and also
>added completely new sync options. The midi and Audio Engine sync is now
>separated and with a S/PDIF-send capable synchronizer it is now possible
>to achive true tape sync. The new features from 1.0 are to many to be
>described here, but generally 2.02 makes a top of the line Digital Audio/
>midi recording program with 8 and optionally 16 Audio Tracks and brilliant
>midi sequencing. This is another *great* Atari program that 3:rd party dev.
>/software houses keeps developing for Atari.
>"Atari's Dead - no it moved"
>Greets,
>Martin R.

This update has been available for a few weeks now in ftp.mcc.ac.uk
(pub/cubase/UPDATES), as will all other dongle-protected updates.
In any case I suggest that people buy the update package nevertheless,
as in CAF 2.x there's a new score module, and the Score 2 book is
essential for getting the most out of it.

I love it too :-)

BTW. Have you subscribed yet to the Cubase mailing list:

Send Email to: majordomo@mcc.ac.uk, and write (to the first line only
without quotes) "subscribe cubase users email@address".

The list address (reply address) is cubase-users@mcc.ac.uk.

There are Atari-, Mac- & PC -users, and also Cubase programmers
(Stefan Scheffler, Wolfgang Kundrus) and support persons (Greg Ondo,
Bill Black) talking about Steinberg's products.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6822. RAM,FALCON & 040 cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 15:56:01 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d1m2h$8pc@dux.dundee.ac.uk>
Source record: 28398

A number of people have told me that the only way to get fast TT ram
on the Falcon is to add an 040 card.

If I do this will I still only be able add memory to the card in
1,4 or 14mb increments or can I add say an extra 2/4/or 8mb ram to
the card.

If say I want to add another 2/4mb of fast TT ram to the card
how much will the card + ram cost me?

Yours

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

6823. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 17:56:58 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d1t5a$a4t@dux.dundee.ac.uk>
Source record: 28401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
: E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
: Atari clone (EPP in mind), not to mention all the Freeware/Shareware
: packages available, but
: Word->PC, Excel->PC, etc.
```

Well, I have used both 486 pc's (networked) and I own an Atari Falcon.
Once the falcon is up and running with a nice programme e.g Papyrus
you'll find the choice even harder. If however you MUST have
a powerful database the PC really is the best option. When its
up and running MS-Access wipes the floor in comparison with ST
database programmes.

If anyone can prove me wrong on this point, I'll be well chuffed!! As
I`d like to get a powerful GUI based relational database.

On the subject of price the PC's are without doubt better value but
if your prepared to invest a little more (you'll need a 4mb, HD falcon
SVGA and some progs) you'll get a fast, userfriendly and very
powerful machine. Which is without doubt better than any budget PC.

Rod

--
--

==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

6824. Re: eXtended GEM partitions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 18:01:25 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.787773685@acp5>
Source record: 28402

npetrlik@public.srce.hr (Neven Petrlik) writes:

> partitioned him to partitions from C to H). Is it somehow
> possible to avoid that eXtended GEM partitions choosing, or
> is it possible to make only one eXtended partition ?

When you partition your drive AHDI compliant with more than 4 partitions there is always at least one extended GEM partition type which marks a sector that contains information about additional partitions.

> Not a trouble to me, but when using Spectre to make Spectre
> partition, eXtended GEM partition Spectre recognizes as
> only ONE SINGLE partition! ...

This is Spectres fault because Spectre doesn`t recognize the Atari compatible partitioning scheme although this scheme was introduced back in 1989.

> One more thing, all of my partitions are smaller than
> 15 MB and my TOS vers. is 1.04 (rainbow TOS).
> Maybe other partitioning program could handle this ?

Even HDX can handle this, at least current version, i. e. 5.04. Maximum partiton size is 512 MByte with TOS < 4.0 and 1 GByte with TOS 4.0 and MagiC.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

6825. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 18:58:04 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3d20ns$7j5@acmex.gatech.edu>
Source record: 28403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

jonaeson@algonet.se (Tommy Jonaeson) writes:

>No, not immidiately anyway. A 16 MHz 68030 is roughly 4 times as fast as
>an 8 MHz 68000.

I wrote a program that alternated between number crunching and drawing
the results on the screen. I ran it on both a Mega STE in ST high rez
and a Falcon in ST high rez. The compiler did not optimize for the
68030 (probably 99% of Atari programs are written for the 68000). The
results? The Falcon was 19% faster than the Mega STE. So I would say
that the Falcon is closer to twice the speed of a 8 Mhz 68000 ST for
the majority of non-68030-optimized programs.
--
David Forrai
Internet: gt1448b@prism.gatech.edu

6826. Re: Problem with HD disks, PLEASE HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 19:04:46 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <787777486snz@tauzero.demon.co.uk>
Source record: 28404

In article <3c9ufa$atd@nippur.irb.hr>
npetrlik@public.srce.hr "Neven Petrlik" writes:

> I format them with Fastcopy Pro to 11 sectors,
> 82 tracks with verify on.

Simple advice - don't. Format to 80 tracks and 10 sectors max. Much more
reliable.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my employer are my own.

6827. Re: RAM,FALCON & 040 cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 19:05:45 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3d2169$5hi@nyheter.chalmers.se>
Source record: 28405

In article <3d1m2h$8pc@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>A number of people have told me that the only way to get fast TT ram
>on the Falcon is to add an 040 card.
>
>If I do this will I still only be able add memory to the card in
>1,4 or 14mb increments or can I add say an extra 2/4/or 8mb ram to
>the card.
>
Depends on the card but it is likely that you would be able to add almost
anything between 2 and 256 megs ie no 14 meg limit. You should still be able
to use your ST-ram too.

Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

6828. Re: Falcon screen size...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 19:31:34 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <D10u8M.Hou@cix.compulink.co.uk>
Source record: 28407

```
>
> In <ELOIBBVIUp@stingray.manawatu.gen.nz>
> > richard@stingray.manawatu.gen.nz (Richard MORRIS) writes:
>
> >I forgot to ask in my previous article about the Falcon:
>
> >Which resolutions does it have? I only have one preview of the
> computer from
> >a couple of years ago before it was actually released.
>
> With just the standard config it goes up to 640 x 480, and depending on
> the monitor, it does true color in 640x480 or up to 320 x 480. With
> other
> additions, ranging from free softwatre to a $100 piece of hardware, it
> can
> do nearly any resolution. the Video hardware is completely
> programmable.
I have managed 1600x1000 with Blowup030. Couldn't read a bloody thing on
sreen though -)

+------------+--------------------------+--------------------------+
|Iain Laskey |ilaskey@ix.compulink.co.uk | |
+------------+--------------------------+--------------------------+
|Techno Junky - Atari Falcon/2600/PC/CD-ROM/Laserdisk/Dolby Prologic |
+-------------------------------------------------------------------+
```

6829. Re: Adapting STfm keyboard to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 20:35:52 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D10x7s.M3r@cix.compulink.co.uk>
Source record: 28408

In message <3coonj$grb@flame.lerc.nasa.gov>, fsctc@lerc.nasa.gov said:
>I'm trying to adapt a STfm-style keyboard for my ST. This replacement has
>only the 8-pin plug, with pin-2 blocked out as key. However, it keeps on
>clicking, indicating something's wrong. Here's what I make out the pins
>to be:
>
>pin Itemold ST J12 pin
>1 GND1
>2 NC2
>3 floppy light
>4 +5V13
>5 RX14
>6 TX15
>7 Reset16
>8 ? Is this necessary?17?
>
>Sam's Photofact shows pin 17 on the old harness goes to pin-5 of joystick 1.
>Is this critical?
>
>Pin number 8 has a wire, but do I need to hook it up?

Pin 8 on the keyboard connector located on a STe motherboard is 'gnd'.

Which ST do you have?

Barry wilsontjb@cix.compulink.co.uk

6830. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 21:32:39 UTC
From: jonaeson@algonet.se
Message-ID: <3d29pn$kf9@aristotle.algonet.se>
Source record: 28409
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
: In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
: >SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
: >corrects that though)
: >I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
: >that way.

: SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
: year. It's certainly some wrong piece of information you present here.

My SCSI is slower than my IDE, and judging from what I've seen of the
hardware, the Falcon has the SCSI-interface connected to an internal
ACSI-bus. (Might be possible to extract a fully working
ACSI(DMA)-connector, if you want to connect an Atari Laser to your F030)
The ACSI DMA isn't fast, and the IDE interface is a separate system,
although not DMA-driven.

Sure looks like SCSI is slower than IDE on F030.

: >Nothing. I've removed it without problems. It's no good anyway, I'd
: >recommend that you remove it in any case.

: One needs external speakers (and an amplifier) in that case, though.

That goes without saying.

: >: Then do I need to buy (immediately) NVDI, BlowUp (or somethng like that),
: >: and more RAM ?
: >
: >NVDI is very nice, I'd recommend it to anyone getting an Atari.
: >4 meg RAM is sufficient. 1 meg is unuseable. 14 meg very nice.
: >Get a four meg Falcon, and if you get a accelerator, get some fastram.

: I'd also recommend BlowUp or similar expansions. Best one seems to be the
: Speed Resolution Card by Hard&Soft, but this one should be built in at
: that firm (is it available in the U.S. yet?). It also sets the board
: speed to 18/20 MHz and the CPU speed to 36/40 MHz (fan necessary, but
: included). Some Falcons do not work properly with 20/40 (mostly Rev.B
: boards, AFAIK), though. This _is_ the most expensive method (400,- DMs
: plus 100,- DMs for service -> more than 300 US$s.

I'm very skeptic so such solutions, because of:
1: Who knows for how long the chips will last, if run on a speed higher
than it was designed for. A 68030 isn't that hard to come by and replace,
but the complete F030 chipset? Cost?
2: Do you really gain something? (that matters, which is memory-access.)

3: Smarter to get an external board with FastRam. More gained.

: All the other res. expansions give less refresh frequencies of course.
: But BlowUp soft is and stays the cheapest solution, and also the hardware
: expansions (SBII, BU Hard I&II, to name a few) are far behind the SRC.

: >: The Falcon memory looks incredibly expensive - does it use "funny"-ram i.e.
: >: Falcon-only stuff, or can I use "PC" ram (72 pin or whatever) with it?
: >
: >Falcon has it's own memory-cards. But there are a lot of third-party
: >simmcards around that you can buy. (100-150 USD is an estimated cost)

: Some of those have timing problems (monitor blips, etc.) if the wrong
: SIMMs are used :-(.

Wrong! There are no timing problems. The problems derivates from the
power-consumtion of the simms. Some simms need more power, and if the
card is badly designed, it will generate "ripple" on the power.
(The voltage will pend at a very high frequency between maybe 4 volts to
5 volts. And thus will the simm not work properly.) A ccouple of
capacitors placed close to the simms will remedy that problem.

: >: I realise I would be stuck with the keyboard attached to the computer *sigh*,
: >: but understand that the keyboard is much better than the ST I am using now?
: >
: >Basically, it is the same keyboard. You can get a detached keyboard from
: >a Mega or TT and use it with your F030. I've done it.

: You can also buy a tower case + MFII adaptor and use a clone keyboard
: instead.

: [PC vs. Atari]

: I'd recommend the PC if it is just the money that you care about. If you
: want MIDI/Recording or similar, I'd favour the Falcon. If it is some
: special software package that you are interested in, buy the computer it
: is available for.

: E.g. JPEG/MPEG with DSP->Falcon, Cubase Audio->Falcon, Calamus->TT or
: Atari clone (EPP in mind), not to mention all the Freeware/Shareware
: packages available, but
: Word->PC, Excel->PC, etc.

Regards, Tommy

6831. Re: RAM,FALCON & 040 cards

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 21:40:43 UTC
From: jonaeson@algonet.se
Message-ID: <3d2a8r$l3q@aristotle.algonet.se>
Source record: 28410

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: A number of people have told me that the only way to get fast TT ram
: on the Falcon is to add an 040 card.

There are 030 cards that allow you to add FastRam to your F030.
One that I know of is Mighty Sonic if I recall correctly.

: If I do this will I still only be able add memory to the card in
: 1,4 or 14mb increments or can I add say an extra 2/4/or 8mb ram to
: the card.

1, (2), 4, (8), 16 would be the correct mem-sizes, although it depends on
the design. You need 4 8-bit simms to get fastram, or 1 32 bit simm.
2 or 8 meg of fastram might be hard to get. Don't think they manufacture
simms of the required sizes anymore. (512 kb and 2 mb)
8 meg is available as 32 bit simm though.

: If say I want to add another 2/4mb of fast TT ram to the card
: how much will the card + ram cost me?

Dunno, anyone else?

Regards, Tommy

6832. CD ROM Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-18 23:20:35 UTC
From: popemerlin@delphi.com
Message-ID: <J8+1f4r.popemerlin@delphi.com>
Source record: 28416

How can I connect a CD-Rom drive to the STE, I have got a SCSI-ASCI cable and already use a syquest.

THe ST does not recognise the CD at all, can someone help??

Phineas

6833. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 00:31:14 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D11842.DvD@cix.compulink.co.uk>
Source record: 28415
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d20ns$7j5@acmex.gatech.edu>, gt1448b@prism.gatech.edu said:

> I wrote a program that alternated between number crunching and drawing
> the results on the screen. I ran it on both a Mega STE in ST high
> rez and a Falcon in ST high rez. The compiler did not optimize for
> the 68030 (probably 99% of Atari programs are written for the 68000).
> The results? The Falcon was 19% faster than the Mega STE. So I
> would say that the Falcon is closer to twice the speed of a 8 Mhz
> 68000 ST for the majority of non-68030-optimized programs.

In tests I've done using Dhystone the Falcon fares pretty badly. Its fine if you compare it against an 8Mhz ST in ST-Hi, but as soon as you start running in a decent colour mode the Falcon rapidly slows down. Its quite possible for a reasonable colour Falcon to be outpassed by a mono MSTE.

Which is why I bought a TT instead of a Falcon (didn't need the colour).

Roland.

@CiX

6834. atari dream machine

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 00:45:19 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3d2l2v$oar@ucunix.san.uc.edu>
Source record: 28426

I want to give you something to think about, as a loyal ATARI user like
myself. What do you think about this ATARI Dream machine:

CPU: Motorola 68030 running at 33 MHz
RAM: 5MB expandable to 36MB
Also built in speakers
CD-ROM Drive with Double speed.
Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
Disk: Hight density
HD: 160MB
Comm: Modem and Comm prog., STALKER 3 for example

Software included: ATARI WORKS, Home Account 2, Stalker 3, also
4 CD ROms, plus games ,etc.

Price: US$1299!!!

Think about it, would you by it?
Will ATARI give you such a sweet deal?

6835. Re: Vortex 386 SX card fo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 02:59:17 UTC
From: "blacfire@crl.com" <blacfire@crl10.crl.com>
Message-ID: <Pine.SUN.3.91.941218185553.15481A-100000@crl10.crl.com>
Source record: 28417

On 18 Dec 1994, Lars-Erik Oesterud wrote:

>
> > Hi. I really would like to get one of those 386 cards for my mega ste.
> > Where can I find one and how much should I expect to pay for it?
>
> I don't know the price these days - and if Vortex is still in business
> (haven't gotten any software updates from them for quite a while...)
>
> Try: Vortex Computersysteme GmBH
> Falterstrasse 51-53
> D-7101 Flein
> Germany
>
> Ph: (07131) 59 72-0
> Fax: (07131) 5 50 63
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>
Thanks for the info. Do you know if Vortex Computersysteme have an
internet address? I would really like to learn more about that 386 sx
card for the mega ste.

blacfire@crl.com

6836. Software for sending file

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 03:22:04 UTC
From: bseburn@vaxxine.com
Message-ID: <D11G0t.3AE@vaxxine.com>
Source record: 28418

```
g > I need to port some files from my ST to my PC... I suppose with
g > program that'll send a file out the ST's port... I don't need a
g > fancy... what is recommended? Is there shareware available for

Like what kind of files?? Text, graphics?? Format a disk to 720k on
your PC, then put the disk in your ST.. copy the files you want
over, and put it back into your PC. Atari's can read PC disks.. just
not the other way 'round.

___ Mountain Reader II - #00000039
```

6837. Re: STuff for sale closeout

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 04:37:57 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD11JJA.Bnp@netcom.com>
Source record: 28438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Interested in the atari monitor is that a color or what? Using a
magnavox color monitor now...but would like an atari one

vlestat@netcom.com

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

6838. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 05:44:22 UTC
From: rosenkra@convex.com
Message-ID: <3d36jm$12o@convex1.convex.com>
Source record: 28419
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D11842.DvD@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>
>In tests I've done using Dhystone the Falcon fares pretty badly. Its fine

just in case...

dhrystone is at best a test of compilers. you will see wildly different
results for any 2 compilers on the identical hardware. for example, i
seem to remember the old DRI compilers running 1/2 the dhrystones as GCC.
and merely executing a .ttp is also pointless. you must both compile and
run for dhrystone to even approach anything meaningful. finally, reporting
dhrystone without compiler info (including rev, switch options, etc) is
also virtually worthless. if a compiler has options for architecture (eg,
68030) it should be used. you cannot, for example, take a 68000 .ttp over
to a 68030 system, run it, and expect to draw any meaningful conclusions.

dhrystone is also a CPU-only benchmark. disk, display, and many other
system elements are not tested at all.

be careful in interpreting dhrystone results. in fact, i'd go so far as
to recommend abandoning it unless you really know what it does and how
it does it (ie, study the source code)...

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

6839. Development System

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 08:03:17 UTC
From: ug940014@omega.scs.carleton.ca
Message-ID: <D11t1H.LHx@cunews.carleton.ca>
Source record: 28420

Where can I get the Atari systems developement kit as metnioned in
Atari ST GEM Programmer's Reference book published by Abacus. I just
"inherited" an old 520STFM. I wouldn't mind tinkering with it. Might
get me started on 68000 Assembly.

Iain J.R. Bennett | "Don't want to meet the Royal Family,
Computer Science 2	Just 'cause I've paid my tax..."
ug940014@Omega.SCS.Carleton.CA	Undergraduate Comp. Sci. Account

6840. Re: CD ROM Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 08:55:31 UTC
From: djs@jet.uk
Message-ID: <1994Dec19.085531.5244@jet.uk>
Source record: 28421

In <J8+1f4r.popemerlin@delphi.com> popemerlin@delphi.com writes:

>How can I connect a CD-Rom drive to the STE, I have got a SCSI-ASCI cable and
>already use a syquest.
>
>THe ST does not recognise the CD at all, can someone help??
Which CDROM drivers did you install? With a package like ExtenDOS, once
you set up the correct id in the config file, it's plain sailing.
I had big problems with some other drivers, though (ICD, Atari).
--
David Stevenson Email: djs@jet.uk or hoagy@cix.compulink.co.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6841. Re: Software For Videotex Decoding

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 09:18:43 UTC
From: naina@technet.sg
Message-ID: <3d3j5j$fg3@raffles.technet.sg>
Source record: 28435

Neven Petrlik (npetrlik@public.srce.hr) wrote:

:

: Is there any programs for videotex decoding ?
: If is, where can I find them .. ftp ?

: Bye, and thanks.

By videotex, do you mean TeleText Level 1, naplps, Telidon or CERN? Let me know.

naina@technet.sg

6842. Re: 68001 Co-Pro ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 09:20:34 UTC
From: epdouden@cs.vu.nl
Message-ID: <D11wMC.Duv@cs.vu.nl>
Source record: 28342

kevan@empyr.dircon.co.uk (Kevan Winch) writes:
: Hi, I've heard there is a thing called a 68001 co-processor chip.

As far as I know a 68001 does not exist, maybe you mean a 68881 which is an (external) FPU for the 68000/68010. 68881s are not very expensive, but you have to be careful. The 520/1040 series don't have a place to put the 68881 in at all. The (old) Mega ST series have one, like the Falcon, but I'm not sure about the Mega STe series. Please check out before you decide to buy a FPU! By the way: a 68882 seems to exist too. Don't know the difference, though. Anybody?

: Is it possible to put one in an ST, and if so, what difference will it
: make ?

Most of the time it makes no difference at all. DTP programs like Calamus seem to notice the co-pro and (might) work faster. A co-pro will only speed up the math routines, if and only if the program is capable of using one. But 99.9% of all ST software doesn't even care if you have a FPU.

: I have a friend who uses his ST for MIDI stuff and he finds that
: when getting it to produce music scores on complicated parts, the ST gets
: very slow. He has been thinking about getting a 28MHz accelerator
: board, but that's very expensive, so would such a co-pro help here ?

I don't know.... I guess he uses Cubase or so, and I'm not sure if that program can use an FPU.

: Cheers,
:
: Kev.
: Kevan@empyr.dircon.co.uk

Hope this helps,

Ewout

---
epdouden@cs.vu.nl
http://www.cs.vu.nl/~epdouden/

6843. Re: NEON Raytracer prog.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 09:26:46 UTC
From: pierre@wpi.WPI.EDU
Message-ID: <3d3jkm$rl7@bigboote.WPI.EDU>
Source record: 28341

In article <3d1287$j68@oden.abc.se>, Martin Rossel <m9003@abc.se> wrote:
>NEON is a great new Raytracing program for F030 with full 3D studio,
>shading and animation facilities from Team Computer, Germany. It supports
>the 16-20 Mhz maths coprocessors and was demo:ed at ProTos with a full
>blown 5 minute animation in Silicon Graphics style anti-aliased 24 bit
>graphics. It's a lot faster than POV or Inshape and a "standard picture"(?)

POV when optimised can run very fast too, Inshape was never a useful
program to me IMHO as I just could never get used to its interface,
and it always seemed slower than POV anyways.

I have a few questions regarding this Neon?

1. how much will it cost?
2. is it available in any other language other than german?
3. how does it compare to other 3D animation rendering packages such as the
Lexicor line?
4. what file formats does it support?
5. Is it falcon only?
6. Can it do 3D Morphing in keyframes?

>I've allready ordered my demo. By the way, who said there's no software
>beeing developed for Falcon 030 ?
>

There is a good deal of new software coming out for the atari, albeit
not a lot but consistently.

-Ed

>"Atari's dead - no it moved !"
>Greets,
>Martin R.
>
>
>

6844. Re: UNIX FOR ATARI COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 09:49:35 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219104254.7837B-100000@bull.mimuw.edu.pl>
Source record: 28422

On 14 Dec 1994, Andre Scholz wrote:
> Ive got a problem. I like to install a good version of unix on an
> atari 1040 STE, 4MB, 105MB Harddisk.
>
> May I get a complet version of this on a ftp-server ? and where ?
>
> Further on I like to run xwindows on tjhis machine. Does it works ?

You can get it from phlem.ph.kcl.ac.uk:/pub/atari/Linux-68k.
Unfortunettly the FPU will be needed. There are X11R5 - Xwindows for
MiNT also available. They look quite good on F030 + videl clock speeder
and apropriate program on 1280*1024*2 or even more (MONO- what's a pitty)!
But they could be not very fast with 68000 8Mhz. Anyway - it's intresting.

Good luck - Simon.

6845. Internet via Ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 10:18:58 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>
Source record: 28423
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Does anone have an idea how to connect F030 to Internet (I'm intresting at inexpensive solutions :). I'm a student and I have posibility to connect it ~free.

Thx for any help.

Simon.

6846. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 10:59:41 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1994Dec19.105941.23679@ee.surrey.ac.uk>
Source record: 28424

=======included==========
>We will just have to wait for a new version of multitos and hope that it
>will implement AES messages thru MiNT pipes. Thanks for all the replys.

How long are you willing to wait? Maybe you should look at MagiC 3 instead.

==========end included==========

Magic 3? I haven't heard anything about it, does anyone know what it will
be capable of? Will it support all of the extended calls of MiNT?

-David White

6847. Can you use XWIN with NVDI and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 11:03:47 UTC
From: David.White@ee.surrey.ac.uk
Message-ID: <1994Dec19.110347.23927@ee.surrey.ac.uk>
Source record: 28344

Well, can you? I am using MultiTos and NVDI 3. I can get it (Winx) to load (the cookie is there) but it isn't installed (ie, boring old GEM)

-David White

6848. Re: Falcon:Drive I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 11:15:15 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941219120842.16187G@bull.mimuw.edu.pl>
Source record: 28343

On 16 Dec 1994, Rod McCall wrote:
> Is it possible for the Falcon to carry out Drive I/O in the background
> so that it doesn;t either stop or slow the machine down. This habbit
> of 'everything must wait' for drive I/O just isn't on.

On any single-tasking hardware (ie. not multi-CPU) you have to wait
for I/O calls (I suppose). Otherwise you can have a conflict between read
from/write to memory unless you have specialised chip (or something like
that), witch will be controlling memory acces (sorry for my english).

CU.

Simon.

6849. Re: CUBASE AUDIO 2.02

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 12:02:03 UTC
From: m9003@abc.se
Message-ID: <3d3snr$su7@oden.abc.se>
Source record: 28425

In message #91, contacts@mits.mdata.fi writes:

> In article <3d1288$j69@oden.abc.se>, Martin Rossel <m9003@abc.se> wrote:
> >A new update is out for Cubase Audio. In the 2.02 version Charlie
> >Steinberg has taken care of a couple of bugs from 2.0 and 2.01 and also
> >added completely new sync options. The midi and Audio Engine sync is now
> >separated and with a S/PDIF-send capable synchronizer it is now possible
> >to achive true tape sync. The new features from 1.0 are to many to be
> >described here, but generally 2.02 makes a top of the line Digital Audio
> >midi recording program with 8 and optionally 16 Audio Tracks and brillia
> >midi sequencing. This is another *great* Atari program that 3:rd party d
> >/software houses keeps developing for Atari.
> >"Atari's Dead - no it moved"
> >Greets,
> >Martin R.
>
> This update has been available for a few weeks now in ftp.mcc.ac.uk
> (pub/cubase/UPDATES), as will all other dongle-protected updates.
> In any case I suggest that people buy the update package nevertheless,
> as in CAF 2.x there's a new score module, and the Score 2 book is
> essential for getting the most out of it.

Pekka , what can I say but a *big* thank you ! I've been on the net a
couple of weeks and didn't know about this site. I'm a beta tester for
CAF/Steinberg so I get all betas and updates anyway but there's other
things I don't get this way. It seems like the support guys are a bit
in the dark about internet - it's compuserve that is their "mainline",
isn't it ? Charlie Steinberg is a cool and helpful dude though.

> I love it too :-)

It's a great little program isn't it ? I've recorded/produced two albums
with CAF this year. One is finnish decent group "Ingo & Floyd" (well
Finland/Eskilstuna you might say :-)) I used CAF slaved to a 24 track
OTARI MX 80 through my SMP 2, wich worked out fine after some initial
sync ellaborations. I've also done the new "DOM DUMMASTE" album completely
on CAF (8 and sixteen tr mode) D.D. is my own very sick project with
old time friend and opera singer Lars Cleveman. (lead tenor soloist at
f.ex. Folkoperan, Stockholm)

What's going down in your AIF files, Pekka ?

> BTW. Have you subscribed yet to the Cubase mailing list:
>
> Send Email to: majordomo@mcc.ac.uk, and write (to the first line only
> without quotes) "subscribe cubase users email@address".

>
> The list address (reply address) is cubase-users@mcc.ac.uk.
>
> There are Atari-, Mac- & PC -users, and also Cubase programmers
> (Stefan Scheffler, Wolfgang Kundrus) and support persons (Greg Ondo,
> Bill Black) talking about Steinberg's products.

I've heard about this list but now I have subsribed through your help.
Thanks again. Looking forward to see what's cooking in here.

> Best Regards,
>
> ----Pekka Saarinen
>
> Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
> ---
> Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
> CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
> PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
> ---
We have to share a "Beer!!" some time. If you come to Stockholm - let me
know. I'll send you adress+phone number email.

Cheers,
Martin Rssel

6850. Re: UNIX FOR ATARI COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 12:21:43 UTC
From: Mike@tauzero.demon.co.uk
Message-ID: <787839703snz@tauzero.demon.co.uk>
Source record: 28432

In article <seimet.787477229@acp5> seimet@chemie.uni-kl.de "Uwe Seimet" writes:

> anscholz@ba-stuttgart.de (Andre Scholz) writes:
>
> >Ive got a problem. I like to install a good version of unix on an
> >atari 1040 STE, 4MB, 105MB Harddisk.
>
> To run UNIX you need an Atari with an 68030 chip, i. e. UNIX on an ordinary
> ST is impossible.

This is true for Linux et al, but Minix is quite a reasonable Unix clone and
was available for the ST many years ago.

--
Mike Fleming (aka Mike the Bike, DF, BeeGee, hey you)

My opinions of my employer are my own.

6851. Re: Falcon:Drive I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 13:00:31 UTC
From: Mathew Lodge <lodge@ferndown.ate.slb.com>
Message-ID: <3d405f$9n2@sndsu1.sinet.slb.com>
Source record: 28345

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
> Is it possible for the Falcon to carry out Drive I/O in the background
> so that it doesn;t either stop or slow the machine down. This habbit
> of 'everything must wait' for drive I/O just isn't on.

The major problem with asynchronous disk I/O (which is what you
describe) is error reporting. If the program makes a "write" call
which takes place some time later, how does it let the program know
if the write fails? The original calling program has moved on and is
now doing something else. There are various ways around this, but
most involve a degree of "assume all the writes work".

As for asynchronous reads: great idea, but only for multi-tasking
systems. On a single-threaded system, there's only one program
running anyway and it *has* to wait for disk I/O.

Mathew

6852. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 13:31:10 UTC
From: paul@deluxe.textlitho.nl
Message-ID: <ELTMDDUY22-UP@deluxe.textlitho.nl>
Source record: 28436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d36jm$12o@convex1.convex.com> William Rosenkranz wrote :

>dhrystone is also a CPU-only benchmark. disk, display, and many other
>system elements are not tested at all.
>
>be careful in interpreting dhrystone results. in fact, i'd go so far as
>to recommend abandoning it unless you really know what it does and how
>it does it (ie, study the source code)...
>
Granted, but the guy's conclusions gave a rather accurate picture of what
a falcon's about. Here's a bit of my findings (I've had a 030 for 9 months
now):
- It's an extremely versatile and easy-to-handle machine
- It's got a louzy keyboard
- Processing speed slows down with increasing colours; works surprisingly
fast in truecolour mode though
- It's a good buy, considering what it does
- In general it lacks power; very few programs know to use the DSP

It does all the stuff 'the other guys' do, but it's too slow for professional
use. If it were equipped with a 040/060 set and more programs had access to
the DSP you'd have a mean machine allright, but personally I wouldn't want
to go through all that trouble.

just my 2c,

Paul
--

Paul Tuijnman
paul@textlitho.nl

6853. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 13:35:01 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3d4265$muo@infa.central.susx.ac.uk>
Source record: 28427
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >One Big problem with German ones is the lack of good spelling/Thesaurus
: >support...

: Papyrus has a spell checker, but no thesaurus.

: >The other problem is these later version need a high res monitor and
: >4 megs of Ram and a hard disk....

: Papyrus does not require a hard disk and it runs in 1MB. Features require
: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
: can run in 640*200 res in 1MB and without a hard disk?

Can you think of any professional organisations that use the above spec
for a WP as their standard.

Steve

6854. TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 13:37:26 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d42am$1k8@dux.dundee.ac.uk>
Source record: 28428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
in increased speed?

Rod

--
--
==
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==

6855. Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 13:40:32 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3d42gg$1k8@dux.dundee.ac.uk>
Source record: 28429
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have manged to get Gulam to run under TOSWIN on my falcon, I do however have a few problems.

1) it disables the cursor in other programmes.

2) It slow the system down

3) I cannot get the sobocon cc command to work it simple comes up with and error saying
cc: cannot frin library. 'TERM=tw52'

All I did was rename gulam.prg to gulam to gulam.tos

Any suggestions as to whats going on and how to solve it?

Rod

--
==========
Roderick McCall, 3rd Year Computing & Accounts
Dept. Maths & Computer Science, Dundee University, Scotland
President, Lip Theatre Co, Dundee University.
Tel: Term (01382) 644546 Home (01721) 720863
==========

6856. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 14:17:00 UTC
From: Reschke#m#_Julian@msmail_gw.mdd.comm.mot.com
Message-ID: <Reschke#m#_Julian-191294151700@140.101.205.18>
Source record: 28430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3d29pn$kf9@aristotle.algonet.se>, jonaeson@algonet.se (Tommy Jonaeson) wrote:

> Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
> : In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
> : >SCSI: Slower, more drives. boots slower than IDE. (There is a hack that
> : >corrects that though)
> : >I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks
> : >that way.
>
> : SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
> : year. It's certainly some wrong piece of information you present here.
>
> My SCSI is slower than my IDE, and judging from what I've seen of the
> hardware, the Falcon has the SCSI-interface connected to an internal
> ACSI-bus. (Might be possible to extract a fully working
> ACSI(DMA)-connector, if you want to connect an Atari Laser to your F030)
> The ACSI DMA isn't fast, and the IDE interface is a separate system,
> although not DMA-driven.

Falcon-SCSI uses the old DMA unit, that's right. But the limit is the NCR SCSI
controller (around 2 MB/sec). IDE can in fact be faster with the right driver
and a fast disk.

--
Julian F. Reschke, Motorola WDG Wiesbaden
Opinions expressed are entirely my own!

6857. Re: Why should I buy a Falcon? SIMM-fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 16:00:29 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d4amt$jl1@prime.mdata.fi>
Source record: 28431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3d29pn$kf9@aristotle.algonet.se>,
Tommy Jonaeson <jonaeson@algonet.se> wrote:
>Thorsten Guenther (guenther@cabal.sh.sub.de) wrote:
>: In <3cv5c9$i1j@aristotle.algonet.se> Tommy Jonaeson wrote :
>
>: Some of those have timing problems (monitor blips, etc.) if the wrong
>: SIMMs are used :-(.
>
>Wrong! There are no timing problems. The problems derivates from the
>power-consumtion of the simms. Some simms need more power, and if the
>card is badly designed, it will generate "ripple" on the power.
>(The voltage will pend at a very high frequency between maybe 4 volts to
>5 volts. And thus will the simm not work properly.) A ccouple of
>capacitors placed close to the simms will remedy that problem.

More information, please :-)
I have the Falcon Wings with 16Mb SIMMs and that pixel flicker symptom.
How can I fix that?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6858. Re: 68001 Co-Pro ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 16:36:57 UTC
From: jonaeson@algonet.se
Message-ID: <3d4cr9$on0@aristotle.algonet.se>
Source record: 28348

Ouden de EP (epdouden@cs.vu.nl) wrote:
: kevan@empyr.dircon.co.uk (Kevan Winch) writes:
: : Hi, I've heard there is a thing called a 68001 co-processor chip.

: As far as I know a 68001 does not exist, maybe you mean a 68881 which is
: an (external) FPU for the 68000/68010. 68881s are not very expensive, but
: you have to be careful. The 520/1040 series don't have a place to put
: the 68881 in at all. The (old) Mega ST series have one, like the Falcon,
: but I'm not sure about the Mega STe series. Please check out before you
: decide to buy a FPU! By the way: a 68882 seems to exist too. Don't know
: the difference, though. Anybody?

The 68882 is roughly 1.5 times faster than 68881.
The Mega STE, TT and F030 has got a slot for putting in a math coprocessor.
There is a math-card you use to put it in a Mega ST.

: : Is it possible to put one in an ST, and if so, what difference will it
: : make ?

: Most of the time it makes no difference at all. DTP programs like Calamus
: seem to notice the co-pro and (might) work faster. A co-pro will only
: speed up the math routines, if and only if the program is capable of using
: one. But 99.9% of all ST software doesn't even care if you have a FPU.

Some math-intensive operations in Calamus speeds up tremendously with a
math coprocessor.
Me and a friend did a test between his Mega STE (without FPU but in 16
MHz) and mine Mega ST (8 MHz with FPU). In some operations calamus was
atleast 10 times faster on the Mega ST with FPU, than with the Mega STE.

: : I have a friend who uses his ST for MIDI stuff and he finds that
: : when getting it to produce music scores on complicated parts, the ST gets
: : very slow. He has been thinking about getting a 28MHz accelerator
: : board, but that's very expensive, so would such a co-pro help here ?

: I don't know.... I guess he uses Cubase or so, and I'm not sure if that
: program can use an FPU.

I doubt that the FPU will make any difference in music-applications.

The HBS T28 accelerator is a very good upgrade though, and
well worth the investment. It really makes the ST fly.
A friend of mine has bought it, and is very pleased with it.
Some testresults (Gembench) was very close to TT-results.

Regards, Tommy

6859. Re: Why should I buy a Falcon? SIMM-fix?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 16:44:12 UTC
From: jonaeson@algonet.se
Message-ID: <3d4d8s$p0r@aristotle.algonet.se>
Source record: 28349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: >Wrong! There are no timing problems. The problems derivates from the
: >power-consumtion of the simms. Some simms need more power, and if the
: >card is badly designed, it will generate "ripple" on the power.
: >(The voltage will pend at a very high frequency between maybe 4 volts to
: >5 volts. And thus will the simm not work properly.) A ccouple of
: >capacitors placed close to the simms will remedy that problem.

: More information, please :-)
: I have the Falcon Wings with 16Mb SIMMs and that pixel flicker symptom.
: How can I fix that?

To make a good fix for that, I recommend that you consult someone with
good knowledge in electronics.
However, the problem as i stated is ripple on the powerlines.
The solution is to place a capacitor as close to the simm as possible
(1 for each simm) between the power and ground.
When simms demands more power than the board can supply without becoming
sensitive to disturbancies, the ripple starts.
The ripple itself is a high-frequency voltage sinuswave, and by placing
the capacitors there, you get a filter, that removes the ripple.

Regards, Tommy

6860. Re: Can you use XWIN with NVDI and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 17:09:39 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4eoj$7re@percy.cs.bham.ac.uk>
Source record: 28350

David.White@ee.surrey.ac.uk (David White) writes:
>Well, can you? I am using MultiTos and NVDI 3. I can get it (Winx) to
>load (the cookie is there) but it isn't installed (ie, boring old GEM)

Nope; WINX doesn't understand AES 4.0 and so doesn't bother patching
it.

I suspect WINX patched your ROM AES, then Mint loaded the new AES and
ignored the old one (losing you some memory in the process :-(

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6861. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 17:11:25 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4ert$7u6@percy.cs.bham.ac.uk>
Source record: 28433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kaps3@central.susx.ac.uk (Steven Constantine) writes:
>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>: >One Big problem with German ones is the lack of good spelling/Thesaurus
>: >support...
>
>: Papyrus has a spell checker, but no thesaurus.
>
>: >The other problem is these later version need a high res monitor and
>: >4 megs of Ram and a hard disk....
>
>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?
>
>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

I am amused that this thread has a mis-spelled title, but perhaps that
is just me.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6862. Re: TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 17:13:57 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3d4f0l$806@percy.cs.bham.ac.uk>
Source record: 28434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
>in increased speed?

No, but you will have fewer bugs. IIRC 4.01 has an AES that does 3D
effects differently to the newer ones, so it will be more compatible
with the newer apps as well.

--
--Chris
Other email addresses:
X.400: g=chris;s=ridd;o=nhs imc;ou1=cosit;a=attmail;p=nhs imc;c=gb
Cix: chrisridd@cix

6863. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 18:42:30 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12MMu.7u5@cix.compulink.co.uk>
Source record: 28351

>Magic 3? I haven't heard anything about it, does anyone know what it will
>be capable of? Will it support all of the extended calls of MiNT?

MagiC 3 will be released end of January. It supports most extended MiNT and
AES 4.10 calls and it works.

Ofir ogal@cix.compulink.co.uk

6864. Re: Can you use XWIN with NVDI and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 18:42:33 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12MMx.7v0@cix.compulink.co.uk>
Source record: 28352

>Well, can you? I am using MultiTos and NVDI 3. I can get it (Winx) to
>load (the cookie is there) but it isn't installed (ie, boring old GEM)

You cannot use WinX with AES 4.0

Ofir ogal@cix.compulink.co.uk

6865. Re: TOS 4.01 vs 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 18:42:36 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12Mn0.7vs@cix.compulink.co.uk>
Source record: 28353
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>Is upgrading my tos chip (currently 4.01) to 4.04 likely to result
>in increased speed?

No, but the AES and XBIOS have fewer bugs in 4.04.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

6866. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 18:42:40 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D12Mn4.7wr@cix.compulink.co.uk>
Source record: 28354
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?
>
>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

I think you misunderstood my point.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

6867. MiNT Problems (Part 1)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 19:48:55 UTC
From: bdean@hpb.hwc.ca
Message-ID: <3d4o37$20k@m.ehd.hwc.ca>
Source record: 28355

I'm using a 4 meg STe with TOS 1.06, MiNT 1.12 via the Toswin (V1.4) accessory. I also have a Minix file system (.60 PL10) mounted on one HD partition and use TCSH, I beleive it's v6.02.

Depending on the AUTO folder programs I load, (as selected by Superboot 8.0,) MiNT may or may not load it's configuration file from C:\.

For example; if I run GEMRAM(1.6)/WINX(2.2) before MiNT, my environment variables, as defined in the MINT.CNF, are not put into the environment space.

Is there a known incompatability between MiNT and TOS 1.06? ..or GEMRAM/WINX? ..or Superboot?

Anyone have an idea how did to remedy this problem?

--

Blair Dean | bdean@hpb.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 4-meg 1040 STe
My opinion has been held over from a previous life 85 MEG
and is not the responsibility of Health Canada

6868. What is mint and can I use it?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 21:47:25 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD12v71.9yK@netcom.com>
Source record: 28356

I have a 1040st with 1meg of ram (don't laugh) and a little 30
meg HD can i use mint?

The understanding that i have is that Mint is a Multitasking
system am I correct? if not can someone explain it to me...

One other question that I had was : sometimes i come across atari files
with an extender of .tgz what is that? i have never come across it before.
I am assuming that it is some sort of archive if it is what do I need to
extract it? thanks for all your help..

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

6869. Re: Vortex 386 SX card fo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-19 23:47:29 UTC
From: larserik@oslonett.no
Message-ID: <3d562h$i8t@hasle.oslonett.no>
Source record: 28437

In message #99, blacfire@crl10.crl.com writes:

> Thanks for the info. Do you know if Vortex Computersysteme have an
> internet address? I would really like to learn more about that 386 sx
> card for the mega ste.

No, I havn't found any adress... What do you want to know (I've used
my 386sx card in my MEGA STE for a while now and can try to answer) ?

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6870. Re: CD ROM Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 00:10:36 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D131to.GIv@cix.compulink.co.uk>
Source record: 28359

In message <J8+1f4r.popemerlin@delphi.com>, popemerlin@delphi.com said:
> How can I connect a CD-Rom drive to the STE, I have got a SCSI-ASCI
> cable and already use a syquest.
>
> THe ST does not recognise the CD at all, can someone help??

1) Do you have any CD-ROM software drivers?

2) What HD interface do you have

3) What HD drivers do you have.

4) Have you made sure the drive termination, SCSI ID and parity are all
set correctly.

The most popular CD-ROM drivers around seem to be the ExtendaDOS ones. If
you have the ICD Pro utilities and MiNT then there is a version on there
which can be made to work.

:-)

Roland.

@CiX

6871. Re: Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 00:10:38 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D131tq.GJH@cix.compulink.co.uk>
Source record: 28360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d42gg$1k8@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> I have manged to get Gulam to run under TOSWIN on my falcon, I do
> however have a few problems.

Although Gulam is an excellent peice of software - its pre MiNT and very bad news IMO on a MiNT system.

As you have found out - it works but has wierd little problems. Its probably better to dump it and use KSH,TCSH or BASH. These are all ports of proper Unix shells. You need all the utilites as seperate programs as well (unlike Gulam).

:-(

Roland.

@CiX

6872. Re: MiNTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 00:57:22 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.rCaHTJtOzcw@semprini.waterloo-rdp.on.ca>
Source record: 28293

In <D0wy35.5qy@cix.compulink.co.uk>, "Iain Laskey" writes:
>Do you mean MiNT or something new?
>
>If MiNT then most ST FTP sites have it plus a bunch of utilities. With a
>bit of setup you can get a very Unix like setup with all the usual
>utilities, compilers etc.

MiNTos is a nifty thing from Stephen Usher for getting your MiNT system
up as a multi-user system. Very handy!

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6873. Re: AT_Speed upgrade with

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 04:29:40 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <cce_9412200501@nisc.fidonet.org>
Source record: 28439

On 12-14-94 meyer@u.washington.edu wrote to All...
m> You have probably anticipated y now my question. Can I remove
m> the 286 CPU from the AT-Speed board and replace it with the 486 board?

Excellent question... I dunno... but I would really like to know if it
works... please let me know!!

* (QW|{ 2.6 * Camelot Atari, (609) 268-7524(BBS), (215) 618-7106(Beeper)

6874. Re: Why should I buy a Fa

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 04:29:42 UTC
From: Bruce.Sarte@f616.n266.z1.fidonet.org
Message-ID: <ccf_9412200501@nisc.fidonet.org>
Source record: 28440

Let me answer you as best I can here...

First off, you are ALWAYS better off with SCSI HD if you want to do D2D, otherwise the IDE is just as good.. and more convenient... as for the keyboard issue.. no the Falcon keybaord sucks just like the 1040 keyboard.. there is no difference (except it is dark grey).

I use an SVGA monitor with my Falcon (which requires an adapter, but EVERY monitor requires an adapter, so figure $14 on top of the price of the Falcon) I have heard the SC1224 can give you good TrueColor as will a TV, but the SVGA limits you to 40 col TrueColor (lame).. my info on the SC1224 may not be accurate as I have not tried it, but the SVGA and TV is accurate (some demos are way cool on TV)...

A 540 meg IDE drive would be great if you can get a 2 1/2" drive.. I doubt a 3 1/2 would work even if you too out the speaker because you need a special Atari mounting kit.. I guess you could try and devise your own, but even then I am not sure the cabling would work etc.. I would count on it...

All in all I had my SVGA monitor and my Falcon/4mb no HD cost almost $1100 altgether from Toad (who is a little high in price, but it has come down since I bought mine..) I had a SCSI HD too.. so add an HD and monitor to that and that is your approximate price... with internal HD add $300 with 14 mb add $300 more or so...

BTW: The memory is standard SIMMS but you need an adapter board to use them.. (lame)

Hope this helps, if any info is inaccurate feel free to correct it... I am hardly perfect...

Bruce

* (QW|{ 2.6 * Atari Computers --> Power Without the Support!

6875. Re: Gulam, Sobozon & Cursors

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 08:04:48 UTC
From: jhh@cwi.nl
Message-ID: <jhh.787910688@news.cwi.nl>
Source record: 28346
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I have manged to get Gulam to run under TOSWIN on my falcon, I do however
>have a few problems.

>1) it disables the cursor in other programmes.

>2) It slow the system down

>3) I cannot get the sobocon cc command to work it simple comes up
> with and error saying
> cc: cannot frin library. 'TERM=tw52'

>All I did was rename gulam.prg to gulam to gulam.tos

>Any suggestions as to whats going on and how to solve it?

>Rod

I would strongly suggest looking at the desktop-replacement GEMINI and its
associated shell MUPFEL. Those run without problems on my Falcon.
I too was a fanatic user of Gulam, until someone showed me GEMINI+MUPFEL.
MUPFEL has about the same functionality, except that it doesn't have a
built-in MicroEmacs. Now I didn't care much about that, as I'm using
JOVE as my Emacs look-alike editor. And with GEMINI, browsing directories
and executing GEM programs is so much nicer.

a convert and an abdicator :-)
but still smiling...

Jaap-Henk

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924078 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

6876. CD ROM Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 08:05:00 UTC
From: Dan.Dreibelbis@balmybeach.tor250.org
Message-ID: <132_9412211033@tor250.org>
Source record: 28358

```
P > From: popemerlin@delphi.com
P > Subject: CD ROM Drives
P > Organization: Delphi (info@delphi.com email, 800-695-4005 voice

P > How can I connect a CD-Rom drive to the STE, I have got a
P > SCSI-ASCI cable and already use a syquest. THe ST does not
P > recognise the CD at all, can someone help??

Phineas - are you by any chance trying to run it without a
CD-ROM driver program? That is a requirement for it to run - try
getting ahold of a copy of ExtenDOS from your Atari dealer and set
it up on your C partition/AUTO folder.

Other things I can think of:

Reconfigure your hard disk driver program.

Make sure the CD-ROM drive has its own SCSI ID number (the drive
manual should be able to tell you how to do this) and make sure the
drive is the last device in the SCSI chain.

Is your 50-pin ribbon cable too long? That can affect
transmission. Also, is the CD-ROM drive connected to the VERY LAST
connector on the cable (or if not, is termination set on the drive).

Believe me, once you get it all sorted out, it'll be worth the
extra effort.....

... Auntie Em - hate you, hate Kansas, took the dog .... Dorothy
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.tor250.org
| Standard disclaimer: The views of this user are strictly his own.
```

6877. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 12:11:40 UTC
From: contacts@mits.mdata.fi
Message-ID: <3d6hls$n35@prime.mdata.fi>
Source record: 28347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ELTMDDUY22-UP@deluxe.textlitho.nl>,
Paul Tuijnman <paul@deluxe.textlitho.nl> wrote:
>In <3d36jm$12o@convex1.convex.com> William Rosenkranz wrote :
>
>>dhrystone is also a CPU-only benchmark. disk, display, and many other
>>system elements are not tested at all.
>>
>>be careful in interpreting dhrystone results. in fact, i'd go so far as
>>to recommend abandoning it unless you really know what it does and how
>>it does it (ie, study the source code)...
>>
>Granted, but the guy's conclusions gave a rather accurate picture of what
>a falcon's about. Here's a bit of my findings (I've had a 030 for 9 months
>now):
>- It's an extremely versatile and easy-to-handle machine
>- It's got a louzy keyboard
>- Processing speed slows down with increasing colours; works surprisingly
> fast in truecolour mode though

The slow processing speed of picture-manipulation in 4-,16-, and 256
-colour modes derives from the fact that Atari-programs (Graphics) try
always to represent eg. JPEG-pictures in optimised form (=dithering,
palette-adjusting etc.). That's why truecolour-mode seems fast: there's
no palette and dithering processes.

Are you sure that "processing speed" slows down with increased colour
resolution, or is it just the slower displaying that makes it feel
slower? (I agree it is still a problem).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6878. Pc keyboard to 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 14:59:46 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D146zM.E6E@cherokee.nsuok.edu>
Source record: 28357

adapter, help.
Keywords: PC keyboard, D.E.K.A. adpter, 520ST

I acquired a D.E.K.A. keyboard adapter recently that came without documentation. It was used to connect an IBM PC keyboard to a 1040STe, I believe. The connector to the motherboard has eight pins, the 520ST has 18 pins; hence my problem and question. Would someone post or e-mail me a diagram of how to connect the wires to the 520ST.

Many thanks in advance and Merry Christmas.

Bela Foltin

foltin@cherokee.nsuok.edu

6879. Re: JPEG Version..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 19:04:12 UTC
From: k150471@proffa.cc.tut.fi
Message-ID: <k150471.787944631@proffa>
Source record: 28371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3d177v$2ig@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard.) writes:

>I had a look on ftp.uu.net the Home for JPEG,
>well its now up to 5A.....

>So what we need is a good port, with maybe some ASM
>code in it, may be Christian Grunenberg is the only
>person that could make it run fast...

Actually, at first you don't need to optimize it with assembly it being
quite radically optimized in the C source level (they halved the multipli-
cations needed in the DCT/inverse DCT phase between versions 4 and 5).

>So any thought any one...???

I've cross-compiled the IJG JPEGv5 software for my friend's STfm (M68000
compatible code) on my Amiga! We measured the speedup to be over 30%
between the new and old (v5/v4) versions of cjpeg and djpeg. Moreover,
the binaries seem to work well, so I'll release it tomorrow in a package
almost identical to the following listing [of jpegv5bin.lha for Amiga]:

```
PERMSSN UID GID SIZE RATIO STAMP NAME
---------------- ------- ------ ------------ --------------------
[generic] 52728 51.9% Oct 28 21:30 bin/cjpeg
[generic] 47972 54.1% Oct 29 13:18 bin/cjpeg.020881
[generic] 64328 53.3% Oct 28 21:35 bin/djpeg
[generic] 58908 55.3% Oct 29 13:16 bin/djpeg.020881
[generic] 4500 55.8% Oct 26 22:23 bin/rdjpgcom
[generic] 5716 52.3% Oct 26 22:24 bin/wrjpgcom
[generic] 1999 49.4% Sep 27 20:11 doc/change.log
[generic] 15048 50.9% Oct 25 19:44 doc/cjpeg.dvi
[generic] 13605 37.4% Oct 25 19:54 doc/cjpeg.man
[generic] 10796 49.5% Oct 25 19:47 doc/djpeg.dvi
[generic] 10476 33.6% Oct 25 19:54 doc/djpeg.man
[generic] 2240 56.7% Oct 25 19:50 doc/rdjpgcom.dvi
[generic] 17896 43.0% Sep 27 20:10 doc/README
[generic] 21177 38.1% Sep 27 20:11 doc/usage.doc
[generic] 1783 46.5% Oct 25 19:53 doc/rdjpgcom.man
[generic] 1706 46.9% Oct 30 22:21 doc/README.AMIGA
[generic] 4212 51.5% Oct 25 19:51 doc/wrjpgcom.dvi
[generic] 3793 38.2% Oct 25 19:53 doc/wrjpgcom.man
[generic] 17982 38.8% Sep 3 19:14 libs/COPYING
[generic] 128592 52.6% Sep 3 19:14 libs/ixemul.library
---------------- ------- ------ ------------ --------------------
Total 20 files 485457 50.5% Dec 20 20:16
```

Unfortunately I don't have the M68020 compiled binaries, so somebody
has to provide them later on, but I'll upload the nearly identical
original sources Atari/MiNT ready. I'll make an announcement when
they arrive at atari.archive.umich.edu mirrors.

- Jarkko

--
E-Mail: k150471@cc.tut.fi | S-Mail: Jarkko Kniivil\"a % (TEX-format)
[This space unintentionally | Opiskelijankatu 4 F 315
left blank!] | FIN-33720 TAMPERE

6880. Re: Converting J-Pegs....

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 20:01:22 UTC
From: paul@xciv.demon.co.uk
Message-ID: <787953682snz@xciv.demon.co.uk>
Source record: 28366
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3cvvml$qi4@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard." writes:

> I know you can use Gemview and Speed of Light to convert
> J-Pegs, but what about JPEG5BIN..
>
> But is the JPEG5BIN better, or do I get better results using
> Gemview, or Speed of Light...??

If that's the basic command line converter one then it uses a _lot_ of disk space while it's converting, a temporary file 3 or 4 times the size of the original or something like that.

-Paul-

--
/* ||| Internet: paul@xciv.demon.co.uk, paul.civati@mettav.exnet.com */
/* / | \ FYI my surname is pronounced 'sivarty' ;-) Civ on IRC */
/* ST & PC "All is quiet on New Year's Day, a world in white gets */
/* Owner under way" Let me be the first to wish you a... nah. */

6881. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-20 23:18:26 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.M5Q0ye3dlzA@semprini.waterloo-rdp.on.ca>
Source record: 28361
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
>
>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

Use MiNT-net and the SLIP driver, or ka9q and connect via SLIP. Both
are on atari.archive.umich.edu, and ka9q is probably easier to set up
(though I have no idea).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6882. Re: Vortex 386 SX card fo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 00:44:36 UTC
From: "blacfire@crl.com" <blacfire@crl4.crl.com>
Message-ID: <Pine.SUN.3.91.941220162941.8611A-100000@crl4.crl.com>
Source record: 28364

On 20 Dec 1994, Lars-Erik Oesterud wrote:

> > Thanks for the info. Do you know if Vortex Computersysteme have an
> > internet address? I would really like to learn more about that 386 sx
> > card for the mega ste.
>
> No, I havn't found any adress... What do you want to know (I've used
> my 386sx card in my MEGA STE for a while now and can try to answer) ?
>
> Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
> Atari Developer Pager +47 96634222 larserik@oslonett.no
> SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no
>
>
>
I'm using a Mega4 STe at the moment, and would like to use IBM software
in a reliable fashion as possible. How much did it cost? (don't answer if
I'm getting too personal). What about compatability and speed. How much
ram does it require. If more than 4 megs, how easy it ram to install?
What about colors and monitors and sound? What about hard disk space
needed? That's enough questions for now. More later if you don't mind ;')

blacfire@crl.com

6883. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 01:26:32 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D15008.LBo@cix.compulink.co.uk>
Source record: 28362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3cv5c9$i1j@aristotle.algonet.se>, jonaeson@algonet.se said:

> Still, I like my Atari the most, and use it atleast 5 times more than
> my PC.

I must admit I've had my PC a few weeks now - and I still use my TT more than it. I feel a lot happier for having the PC though. I don't feel trapped in a declining Atari market as I can get out any time I want to (and go back in any time I want to as well).

:-)

Roland.

@CiX

6884. Re: Development System

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 01:34:25 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3d80n1$u9p@msunews.cl.msu.edu>
Source record: 28365

In article <D11t1H.LHx@cunews.carleton.ca>, ug940014@omega.scs.carleton.ca
(Iain Bennett) writes:
> Where can I get the Atari systems developement kit as metnioned in
>Atari ST GEM Programmer's Reference book published by Abacus. I just
>"inherited" an old 520STFM. I wouldn't mind tinkering with it. Might
>get me started on 68000 Assembly.

If you are interested in getting started in Atari 68000 assembly, there's
an add in ST Applications for a book/disk combo called _Introducing Atari
ST Machine Code_ for 14.95 (UK pounds). Looks pretty good, with "Complete
68000 assembler and linker...resource construction kit...debugger...GEM
text editor[/assembler shell]...source code from book...Comprehensive
listings and example of all BIOS, XBIOS, GEMDOS, AES and VDI assembly
language calls."

It's from FaST Club in the UK, and might be well worth checking out.

Regards,
Tom
t.hopper@msupa.pa.msu.edu

6885. Re: Can you use XWIN with NVDI and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 01:37:25 UTC
From: hopper_t@msupa.pa.msu.edu
Message-ID: <3d80sl$u9p@msunews.cl.msu.edu>
Source record: 28363

In article <1994Dec19.110347.23927@ee.surrey.ac.uk>, David.White@ee.surrey.
ac.uk (David White) writes:
>Well, can you? I am using MultiTos and NVDI 3. I can get it (Winx) to
>load (the cookie is there) but it isn't installed (ie, boring old GEM)

I can get NVDI 3.01 to run with WINX on my TOS 2.06 MegaSTE. I just run
GEMRAM (you need a program to load GEM into RAM), then WINX, then NVDI. No
problems, and it's all there. It might run faster (if it runs at all) if I
install NVDI first, but I haven't got around to trying that yet.

Good luck,
Tom
t.hopper@genie.geis.com

6886. Re: DSP & Development Software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 12:46:34 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221134123.1924A-100000@bull.mimuw.edu.pl>
Source record: 28367

On Sat, 17 Dec 1994, Roland Givan wrote:
> In message <3c7db7$hqh@baugi.ifi.uio.no>, alenm@ifi.uio.no said:
> > a modem. The US robotics modems have a DSP in it you know. Why don't
> > somebody make a softwaremodem for the Falcon? The DSP has DA and AD
> You answer your own question quite well.
> > into a 28800 modem. The catch is it would not be approved by the
> > telephone companies and it would be illegal, but who gives a shit.
> Nobody is going to invest any money into a product which is essentially
> illegal almost everywhere.
>
> The number of hackers who have the time and the knowledge much be pretty
> limited as well.

I've heared that some time ago there was available software modem in
germany, but in few weeks time some large telecomm company bought (c)
form the authors, because high speed modems costs some about F030 - 'very
intelligent interface for the modem' with the soft-modem (about
100-200DM).

regards.

Simon.

6887. Re: Can you use XWIN with NVDI and MultiTos

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 12:49:56 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221134743.1924B@bull.mimuw.edu.pl>
Source record: 28368

On Mon, 19 Dec 1994, David White wrote:

> Well, can you? I am using MultiTos and NVDI 3. I can get it (Winx) to
> load (the cookie is there) but it isn't installed (ie, boring old GEM)

I think the problem is that you have to patch MultiTOS GEM (file:
GEM.SYS) and WINX doesn't want to do it.

regards,

Simon.

6888. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 13:35:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>
Source record: 28375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 14 Dec 1994, GEORGE GAGHON wrote:

> Tim Seufert (bwanga@cats.ucsc.edu) wrote:
>
> : The 68060 has a 64-bit data bus, though it is still a 32-bit processor
> : (just as the Pentium and PowerPC 601 have 64-bit data buses but are 32-bit
> : processors).
>
> The 68060 and the Pentium have 64bit data/32bit address and 32bit registers.
>
> The PowerPC is not a 32bit processor. It has 64bit data/32bit address and
> 32 64bit general registers and 32 64bit float registers... The only thing
> 32bit about it is the address bus....

So what about the PPC? It has to be done officialy by Atari to port PPC
into atari platform otherwise there wont be intresting for programmers
and customers because of lack of any standards and applications. And the
68060 is enough backward compatibile and enough powerful to satisfy all
the atarian (I meen F030'an).

regards,

Simon.

6889. Re: Software for sending files out port.... (to PC)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 13:37:47 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221143632.1924F-100000@bull.mimuw.edu.pl>
Source record: 28376

On 17 Dec 1994, Gdridley wrote:

> I need to port some files from my ST to my PC... I suppose with some
> program that'll send a file out the ST's port... I don't need anything
> fancy... what is recommended? Is there shareware available for this?
> Thanks....
>
> Guy Ridley

You can write a simple one yours own. Eg. via RS - its simple.

regards,

Simon.

6890. Re: atari dream machine

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 13:55:47 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.941221144046.1924G-100000@bull.mimuw.edu.pl>
Source record: 28370

On 18 Dec 1994, Mayol wrote:

> I want to give you something to think about, as a loyal ATARI user like
> myself. What do you think about this ATARI Dream machine:
>
> CPU: Motorola 68030 running at 33 MHz
Just *2 - I mean 68060 66Mhz
And some DSP eg.: 96k 50-66Mhz wuold be nice.
> RAM: 5MB expandable to 36MB
For present applications and TC graphics 8Mb is the minium
> Also built in speakers
> CD-ROM Drive with Double speed.
There are quadruple speed CDROMS available... (it can be optional)
> Monitor: 14 inches Color Monitor with res of 640x480 32k+ colors
I'm working on 15' NEC4fg and I use 1280*960 (16 colors) - it's strongly
adviced for DTP and even for MIDI (eg.: WYSIWYRG on CUBASE). So in my mind
17' monitor and 24bit (16bit is slowing down a system becouse of shifts
needed to set correctly the RGB values) could be enough for the moment.
> Disk: Hight density
> HD: 160MB
I'm getting run out of space on my 420MB, but if tehre will be optional
MO drive ~500Mb will be OK.
> Comm: Modem and Comm prog., STALKER 3 for example
You can have a software modem on F030's DSP (if someone will write it... :)
>
> Software included: ATARI WORKS, Home Account 2, Stalker 3, also
> 4 CD ROms, plus games ,etc.
>
> Price: US$1299!!!
So let's add about 700$ for thats gadgets.

regards,

Simon.

6891. Linux and PAK68/3

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 14:35:29 UTC
From: bericd@bri.hp.com
Message-ID: <D160J5.Gnq@bri.hp.com>
Source record: 28369

Hi All,

I am seriously considering getting the PAK68/3 accelerator for my
4MB STFM in the new year.

My question is would it be possible to run Linux 68K on the
resulting machine? It should be since the 68030 has the MMU onboard.

If anyone out there has tried to do this could you let me know of
your results?

Thanks in advance,

Beric..

6892. Re: Atari STE Floppy Controller Info

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 16:34:01 UTC
From: jonaeson@algonet.se
Message-ID: <3d9ldp$h4p@aristotle.algonet.se>
Source record: 28380

Simon Cooke (simonc@jumper.mcc.ac.uk) wrote:
: Does anybody out there know anything about a chip I've heard of called the
: Ajax chip? If so, where can I get technical documentation / supplies of
: these chips from? Any ideas? All I know is that it's a disc controller chip
: compatible with the WD1722-02 floppy controller as used in the original ST,
: and it can also handle high density (1.44Mb) disks...

: Email replies, or here in this group would be much appreciated.

AJAX is a wd1772 floppy-controler chip.
The only difference is that it can handle up to 32 MHz clock-frequency.
(The original wd 1772 can handle up to 12 MHz without problems, very few
of the -02-02 version of the chip also handles 16 MHz without problems.

(8 MHz is used for standard DD floppys, or ED/HD in DD-mode)
(16 MHz is used for standard HD-floppys, or ED in HD-mode)
(32 MHz is used for standard ED-floppys)

There's not much else to know about it really.
(You should know that it is completely compatible, in fact it is exacly
the same chip, modified to handle higher frequencys, thus it won't change
frequency by itself, you'll have to make a small circuit that will sense
the floppy type and change frequency accordingly)

// Tommy

6893. Personal Pascal 2.05

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 20:34:08 UTC
From: amsler@nevada.edu
Message-ID: <3da3g0$mtm@news.nevada.edu>
Source record: 28378

Does anyone have Personal Pascal 2.05 for sale?

When I upgraded from a 1040ST/TOS 1.04 to a MegaSTe/TOS 2.06, my old version (2.02) won't work.

Thanks!

- John J. Amsler
amsler@nevada.edu
70275.676@compuserve.com

6894. [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 21:12:47 UTC
From: npetrlik@public.srce.hr
Message-ID: <3da5of$fh6@nippur.irb.hr>
Source record: 28379

Hi!

I'm having troubles with ka9q/nos (NOS.TTP):
maybe it sounds trivial, but I don't know
how to start (make a script file)..
When I start this NOS.TTP prompt "NET>"
appears. In included docfile says that
I must type a script file (I've done that
part), and put the name of that script file
as parameter when starting NOS.TTP .
Yes, but NOS.TTP do not accept the orders
from the script file ..
(I've type the script file all 'by the book'-
just like stands in the doc)..
Can anyone help me, please ?

Many thanks,
Neven

Neven Petrlik npetrlik@oleh.srce.hr Zagreb, CROATIA

6895. Re: Vortex 386 SX card fo

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 21:14:43 UTC
From: larserik@oslonett.no
Message-ID: <3da5s3$b60@hasle.oslonett.no>
Source record: 28381

In message #45, blacfire@crl4.crl.com writes:

> I'm getting too personal). What about compatability and speed. How much
> ram does it require. If more than 4 megs, how easy it ram to install?

I uses the RAM you have. RAM over 703K can be used as expanded/extended
You have no HIMEM (forget LOADHIGH) but everything else is 100% compatible

> What about colors and monitors and sound? What about hard disk space
> needed? That's enough questions for now. More later if you don't mind ;')

Uses to partisions, and they can be used by GEM as well (very smart)
Emulates Hercules, MonoEGA, MonoVGA, ColorCGA

Lars-Erik 0sterud Phone +47 67131571 BBS/fax +47 67132659
Atari Developer Pager +47 96634222 larserik@oslonett.no
SysOp ABK-BBS Work +47 22956938 leo@merkur.sds.no

6896. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 22:01:34 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELVWBEVJUP@galaxy.owl.de>
Source record: 28374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ELSJAHXK1UP@cabal.sh.sub.de> Thorsten Guenther wrote:

>>I'm not 100% sure that SCSI is indeed slower than IDE, but it sure looks

>SCSI slower???? 1.6 megs/second with a Quantum 240 LPS were verified last
>year. It's certainly some wrong piece of information you present here.

Nope.

On a FALCON IDE _is_ faster than SCSI using the same type of drives. Falcon
SCSI can handle up to 1.8 megs/second whereas Falcon-IDE can handle up to 2.2
megs/second. The SCSI-DMA-chip is the problem in this case.

Hendr!K

6897. SVGA monitor to Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-21 23:50:22 UTC
From: limchung@iscs.nus.sg
Message-ID: <3daevu$bgu@nuscc.nus.sg>
Source record: 28296

[Article crossposted from comp.sys.atari.st]
[Author was Charlie Mike]
[Posted on 21 Dec 1994 23:47:28 GMT]

Hi,
The colour monitor for my ST just died. I've a normal SVGA
monitor to spare so is it possible to connect it to the ST to use it
either as a mono or colour? If yes does anyone has the diagram for the
wirings?

TIA.

--
C. Mike
National University of Singapore

6898. Re: What is mint and can I use it?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 01:46:58 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3dalqi$4rt@cxc1.cl.msu.edu>
Source record: 28373

vlestat@netcom.com (Derek Rayla) writes:

> I have a 1040st with 1meg of ram (don't laugh) and a little 30
>meg HD can i use mint?
> The understanding that i have is that Mint is a Multitasking
>system am I correct? if not can someone explain it to me...

Mint is indeed a multitasking system for Atari ST (and TT and Falcon)
computers. You will probably find it quite useless (ok, I just started
a flamewar, didn't I) in 1Mb machine...

The only way to know how much memory will be required is to state what
applications you'd like to run simultaneously...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

6899. What do the DIP switches do?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 02:44:18 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <ELWCEAUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 28372
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone have a list of what the DIP switches in the TTs,
MegaSTes and Falcons do? I know that DIP 7 is the AJAX chip (off is
DD, on is HD) and DIP 8 is DMA sound, but what are the rest? All
help is appreciated.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
-- --

6900. Atari FTP list update!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 12:14:44 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3dbqjk$a32@mserv1.dl.ac.uk>
Source record: 28377

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 22-December-1994
Additions/changes since last list: 1

- ezinfo.ethz.ch (129.132.2.72) (new site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CANADA:
----
aupair.cs.athabascau.ca...(131.232.10.8)....../atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.6)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)....../atari/
ftp.cs.tu-berlin.de.......(130.149.17.7)....../pub/atari/
email server.............mail-server@cs.tu-berlin.de
pascal.math.fu-berlin.de..(130.133.4.50)....../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/atari/
wowbagger.pc-labor.uni-bremen.de...(134.102.228.9)......../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)..../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)..../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
nibelung.worms.fh-rpl.de..(143.93.16.3)..../atari/
rzserv3.rz.tu-bs.de......(134.169.9.31)..../pub/atari/
email server............archive-server@ibr.cs.tu-bs.de
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/

UK:
---
micros.hensa.ac.uk (148.88.8.84) .... /micros/atari/

email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)........ /pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)......... /pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another
site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on
which the programs were intended, or in UNIX ....

- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Smith (msh@dl.ac.uk) with permission from Hallvard

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6901. Atari Web Page Update!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 13:32:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3dbv4g$co7@mserv1.dl.ac.uk>
Source record: 28389

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 22/12/94
~~~~ ~~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

2nd Update
~~~ ~~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the first news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
~~~~ ~~~ ~~~~~~~

Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **. All new
items are also listed below according to the date they were added.
```

The new items this month are:

22/12/94 -- Lynx Tips and Tricks
22/12/94 -- Ultra Vortex FAQ update for Jaguar
20/12/94 -- Lemmings Review for Lynx
20/12/94 -- Lynx Casino Review for Lynx
19/12/94 -- AEO Newsletter Volume 3. Issue.14 in text and ZIP format
12/12/94 -- Atari FTP List Update
12/12/94 -- Falcon Specifications and Information
12/12/94 -- Edith Professional Review by Frank Charlton
8/12/94 -- Falcon Owners Group Magazine No.7.
8/12/94 -- Newsletter format changed
8/12/94 -- AEO Newsletter Volume 3. Issue.13 in text and ZIP format
8/12/94 -- Questions and Answers pages updated, question 14.
6/12/94 -- Questions and Answers pages updated, questions 12 and 13.
6/12/94 -- CAIN Newsletter Volume 1. No.8
5/12/94 -- Got Doom on the Jaguar, expect a review soon.
2/12/94 -- Hand Made Software News (Jaguar)
2/12/94 -- Lynx FAQ updated
2/12/94 -- Jaquar FAQ updated
2/12/94 -- HENSA Atari TOS Newsletter Volume 7. No.11
28/11/94 -- Sensible Soccer News for Jaguar
25/11/94 -- MiNTNet FAQ
25/11/94 -- HENSA Atari TOS Newsletter Volume 7. No.10
24/11/94 -- Sinister Developments News (Jaguar)
24/11/94 -- Coming Soon! (Jaguar)
24/11/94 -- Rebellion Development News (Now in HTML)
24/11/94 -- Klax Review for Lynx
24/11/94 -- Kung Food Review for Lynx
23/11/94 -- A.9 added to Questions and Answers page.
23/11/94 -- Rebellion Development News

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to

grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

Next month I will give full details on how to access the Web using the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.dl.ac.uk/MISC/ATARI/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

==========

What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.

This section has one or two more candidates for the near future when more work has been done on the owners pages.

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Hallvard Tangeraas (essential for the latest news on who provides Atari FTP sites). This is updated in theses pages almost as soon as Hallvard changes it.
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:
~~~~~

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
**MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about **MiNTNet.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

- CAIN Newsletter containing the latest Atari news.
- HENSA Newsletter containing the latest updates to the HENSA Atari archive.
**AEO Newsletter containing the latest Atari news.

****

Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
**Edith Professional review by Frank Charlton (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself (waiting to get hold of Apex Media for the Falcon). This section should hopefully include around ten or more reviews by Christmas.
~~~~~~~

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is out of date, but I hope soon to have this updated on either a monthly or even weekly basis.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

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Falcon Page
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This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
**Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. At the moment the following software is included, with more to come:

- Play MPEG v0.68 by M.D.Griffths (shareware)
- Speed of Light v3.5 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
**FOG issue 7 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 6 diskmagazine for Falcon.

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Atari ST/STE/TT/Mega STE Page
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This will contain information and files relevant to all the above mentioned Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

- Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. At the moment the following software is included, with lots more to come:
~~~

- Speed of Light v3.5 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

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Lynx Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust

New reviews are:

Klax Kungfood Lemmings
Lynx Casino

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:
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- Lynx FAQ
**Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently holds news of Bouble Trouble and Super Off-Road for the Lynx. Expect reviews soon.

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Jaguar Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

**Rebellion Development News
**Sinister Developments News
**Sensible Soccer News
**Coming Soon!
**Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing more to this section myself. Reviews so far include:

Aliens versus Predator Raiden Tempest 2000
Cybermorph

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

- Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
**Ultra Vortex FAQ update for Jaguar

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Nils Jacobsen

There are others that will be included, some containing more recent news, but the one above is the most organised and intuitive one I've came across.

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8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

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What to expect in the future
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Some structural changes are likely to appear in the next months. I will be introducing an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson.

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I now own a Jaguar and will soon be writing a review for Aliens vs Predator. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Extra pictures will appear due to my recent access to a colour scanner, enabling me to scan the latest pictures before the exist elsewhere on the Internet. I also hope to slowly get all the maps for AvP into these pages somehow?

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.
~~~~

The Lynx section is to continue to get reviews and I will update the news as and when I get it.

Expect more links to Atari related pages in the future, aswell as links to all the Atari related newsgroups. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Also Claus J. Pedersen (Stello author), Bob Brodie (former Atari employee) and Steven Davies have all offered to support these pages with contributions in the future.

Last but not least, after Christmas I may set up a feedback page, where you can send your feedback via a Web form. Until then please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.dl.ac.uk/MISC/ATARI/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

6902. Problem with STeno 2.10 in MedRes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 13:56:23 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Dec22.095623.31636@ac.dal.ca>
Source record: 28382

I'm very glad to have the new update to STeno 2.10. However, has anyone else found that the drop-down menu under Edit doesn't work in ST medium (on a MegaST 4, SC1224 monitor)? An alert comes up to the effect that the menu is too long.

John

6903. Re: PAK 68030 ... WHERE !!!???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 14:12:00 UTC
From: jan.sjoberg@kockens.ct.se
Message-ID: <ftn_2.200.423.7_2ef98967_Jan.Sjoberg@ct.se>
Source record: 28318

In a message of <15 Dec 94 20:58:55>, Sebastian A. Castro Miranda (2:200/427.1) writes:

> From: scastro@dcc.uchile.cl (Sebastian A. Castro Miranda)
>
> ... subject say's it all ... where can I get a PAK 68030 ... ???
> ... I need info also on specs , prizes ... etc.
>
> Seba.
>
> Sebastian A. Castro M.
> Dpto. Ingenieria Civil Matematica
> Universidad de Chile
>

Try

MW ELECTRONIC
Helsterbacherstr. 96
D-53639 K�NIGSWINTER

+49 2223 1567 tel
+49 2223 26982 fax

Greets from

Jan Sjoberg, Sweden

6904. TEAM SOFTWARE

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 15:59:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.1721.3148@onlinesys.com>
Source record: 28384

Would it be possible to receive a list of products that you may have available for the Atari St computer. I noticed one of your postings in the atari conferences and tought I could drop you a line.

Ray Brown Internet address:ray.brown@onlinesys.com

~ MaxiMiser*ST 1.12 UnRegistered Maximiser:The MAX for your Atari

6905. PRODUCT INFO.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 15:59:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.1722.3148@onlinesys.com>
Source record: 28385

Could I receive a list of products that you have available for the
Atari St computer. I noticed in your posting on the Internet and
thought I would drop uou a line and see if I could receive some
information

Ray Brown Internet:ray.brown@onlinesys.com
S-mail :Box 53 Charing Cross, N0P 1G0, Ont. Canada.

~ MaxiMiser*ST 1.12 UnRegistered Maximiser:The MAX for your Atari

6906. DATA UNCERTAIN

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 15:59:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.1723.3148@onlinesys.com>
Source record: 28386

I seen you have psoted several message in the Atari conference and was wondering if you had a product listing of items that you may have for sell. Any help would be grateful.

Ray Brown Internet:ray.brown@onlinesys.com
S-mail :Box 53 Charing Cross, N0P 1G0, Ont. Canada

~ MaxiMiser*ST 1.12 UnRegistered Maximiser:The MAX for your Atari

6907. CUBASE MAILING LIST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 15:59:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.1724.3148@onlinesys.com>
Source record: 28387

```
subscribe cubase users ray.brown@onlinesys.com

---
~ MaxiMiser*ST 1.12 UnRegistered Maximiser:The MAX for your Atari
```

6908. BRAVO COMPUTERS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 15:59:00 UTC
From: ray.brown@onlinesys.com
Message-ID: <c9.1725.3148@onlinesys.com>
Source record: 28388

Would you happen to have a product listing of what you have to offer at
Bravo Sierra Computers and do you sent by s-mail.
Any help would be appreciated.

Ray Brown Internet:ray.brown@onlinesys.com
S-mail :Box 53 Charing Cross, N0P 1G0, Ont., Canada

~ MaxiMiser*ST 1.12 UnRegistered Maximiser:The MAX for your Atari

6909. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 18:58:25 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.63.000DF9B0@cfcsc.dnd.ca>
Source record: 28300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Ofir Gal (ogal@cix.compulink.co.uk) wrote:
>: >One Big problem with German ones is the lack of good spelling/Thesaurus
>: >support...

>: Papyrus has a spell checker, but no thesaurus.

>: >The other problem is these later version need a high res monitor and
>: >4 megs of Ram and a hard disk....

>: Papyrus does not require a hard disk and it runs in 1MB. Features require
>: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
>: can run in 640*200 res in 1MB and without a hard disk?

>Can you think of any professional organisations that use the above spec
>for a WP as their standard.

>Steve

Steve: do journalists count as professionals??

6910. SCSI for my 1040ST - how???

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 20:30:42 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELXHCGWSUp@stingray.manawatu.gen.nz>
Source record: 28390
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What would the easiest way to use a SCSI drive on my 1040STfm be?

I know there are ICD et al. adaptors out there - but I don't know which is the best for what I want - I don't need a lot - I just want to be able to run a 540Meg SCSI drive from it.

I don't want to pay a lot for it, as looking at an early 94 ST Mag from the UK, most of the adaptors are almost the same cost as the drive.

Could you please tell me the prices for them? I have a UK model ST if that's any help.

Also, what would I need to buy with the drive to get it all setup? I presume a case and a fan - that's no problem though - but do I need a power supply, or can it get power from the ST or the SCSI adaptor? And do I need to buy a cable aswell, as these companies always seem to charge extra.

I'd really appreciate any help you guys could give me, also perhaps the address of the best place to buy one. I don't mind buying from the USA, if the mains voltage is not of concern, as we use 230V 50Hz (like _most_ of the world). But Europe would probably be the easiest (providing they either speak French or English).

Thanks,
Richard =8-]

PS. Have a great Christmas all =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

6911. Re: Problem with STeno 2.10 in MedRes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-22 21:08:20 UTC
From: wlamar@acca.nmsu.edu
Message-ID: <3dcps4$ge0@dns1.NMSU.Edu>
Source record: 28383

John Cordes (cordes@ac.dal.ca) wrote:
: I'm very glad to have the new update to STeno 2.10. However, has
: anyone else found that the drop-down menu under Edit doesn't work in
: ST medium (on a MegaST 4, SC1224 monitor)? An alert comes up to the
: effect that the menu is too long.

: John

It works fine on my Falcon 030 in ST medium, at least as a program. Did you
perhaps forget to copy the updated resource over along with the prg/acc?
I just checked and the edit menu is only 18 lines long, plenty short
enough for ST medium.

****
* Walter M. Lamar Jr. KB5WGT *
* wlamar@acca.nmsu.edu *
* That was then, this is NOW. *
****

"When the going gets weird,
The weird turn pro!!"

Dr. Hunter S. Thompson

Composed on an Atari Falcon 030

6912. Problems with PowerUp 2..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 01:26:42 UTC
From: sgg@veda.is
Message-ID: <D18pCI.GG1@veda.is>
Source record: 28292

Hi!

I'm in desperate need of help. I've just bought an accelerator from System Solutions called PowerUp 2 for my Falcon. I bought it as a kit and installed it myself. Well, it worked for about 2 minutes and then chrashed everything. Naturally I didn't like this and resoldered everything but now when I boot my Falcon it's like the reset button is stuck in (everything is black), so I have to push it a few times to boot. I thought that this accelerator would work on all Falcons... I really hope that you can help!!

TIA,
Sigurdur G. Gunnarsson (sgg@Veda.is)

6913. atari laser printer convertion?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 11:06:37 UTC
From: colledge@mbnet.mb.ca
Message-ID: <colledge.18.000B1C9B@mbnet.mb.ca>
Source record: 28302

Does any one know if there is a convertion kit to enable the use of Atari SLM 605 with an IBM compatable computer? email appreciated.

6914. [F030] Removing Bass Boost - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 12:26:35 UTC
From: sanders@sci.kun.nl
Message-ID: <D19JwC.n06@sci.kun.nl>
Source record: 28294

Hello,

I would like to remove the bass boosting circuit from my Falcon.
I connected it to my stereo, and it's *very* noticeable. Could some
kind soul (who's already done it) tell me exactly what to do?

BTW, I'm not afraid of soldering. I installed BlowUP internal
myself, and I even managed to fit a resistor and a capacitor inside
the RCA plugs :-)

It's really great, BTW, to have it connected to the stereo.
At last I can impress my friends with my Falcon! First, I show them
the rotating zooming fractal cube from the X-Perience demo (Great! At
last one that works on VGA!), then I switch on my radio and have
Mariah Carey sing the bass, or sound like Mickey Mouse, or like one of
those Ceylons from Galactica. Great!

Having a good time again,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

6915. Re: Software for sending file

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 13:00:28 UTC
From: R_Tim_Coslet@cup.portal.com
Message-ID: <129857@cup.portal.com>
Source record: 28291

In article: <D11G0t.3AE@vaxxine.com>
bseburn@vaxxine.com (Brian Seburn) Wrote:
>g > I need to port some files from my ST to my PC... I suppose with
>g > program that'll send a file out the ST's port... I don't need a
>g > fancy... what is recommended? Is there shareware available for
>
> Like what kind of files?? Text, graphics?? Format a disk to 720k on
>your PC, then put the disk in your ST.. copy the files you want
>over, and put it back into your PC. Atari's can read PC disks.. just
>not the other way 'round.

Any ST with TOS 1.4 or later can format disks fully compatible
with all PCs. Also most 3rd party disk formatting utilities for the
ST will do this. It was a bug in TOS 1.0 and 1.2 that formatted
disks that PCs rejected.

I regularly exchange data BOTH ways using either ST or PC formatted
disks.

One thing to be aware of though is if you are using PC formatted
disks in the ST is that the ST will get confused on disk changes,
because media change on the ST depends on the "disk serial number"
changing and the PC disk formatters don't generate ST "disk serial numbers".
This means that if you remove one PC formatted disk and insert
another, the ST probably will not realize that the disk was
changed (both have the same serial number) and not read the FAT
and directory of the 2nd disk. This will result in some strange
behavour and will corrupt the 2nd disk if the ST attempts to write
to it!!! When using PC formatted disks on the ST always place an
ST formatted disk in the drive an "access" it before placing another
PC formatted disk in the drive!

R. Tim Coslet

Usenet: R_Tim_Coslet@cup.portal.com
technology, n. domesticated natural phenomena

6916. Re: Problem with STeno 2.10 in MedRes

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 13:40:39 UTC
From: cordes@ac.dal.ca
Message-ID: <1994Dec23.094039.31661@ac.dal.ca>
Source record: 28295

In article <3dcps4$ge0@dns1.NMSU.Edu>, wlamar@acca.nmsu.edu (WLAMAR) writes:
> John Cordes (cordes@ac.dal.ca) wrote:
> : I'm very glad to have the new update to STeno 2.10. However, has
> : anyone else found that the drop-down menu under Edit doesn't work in
> : ST medium (on a MegaST 4, SC1224 monitor)? An alert comes up to the
> : effect that the menu is too long.
>
> : John
>
> It works fine on my Falcon 030 in ST medium, at least as a program. Did you
> perhaps forget to copy the updated resource over along with the prg/acc?
> I just checked and the edit menu is only 18 lines long, plenty short
> enough for ST medium.
>
> **********
> * Walter M. Lamar Jr. KB5WGT *
> * wlamar@acca.nmsu.edu *
> * That was then, this is NOW. *
> **********

No, that's not the problem. The same (patched to 2.10) version works
fine on my MSTE with mono monitor.

John

6917. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 18:20:20 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.65.000D572B@cfcsc.dnd.ca>
Source record: 28301
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

>Does anone have an idea how to connect F030 to Internet (I'm intresting
>at inexpensive solutions :). I'm a student and I have posibility to
>connect it ~free.

>Thx for any help.

>Simon.

Sounds like you have a direct coonection to the university(?) network. In that
cast I can't be much help except you might want to run Minix.
If you just have phone in access, check out ka9q/nos (one site is demon.co.uk)

prends soins/take care
-ken

6918. Chips in the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 18:46:01 UTC
From: jtempril@uoguelph.ca
Message-ID: <3df5t9$ooc@nermal.cs.uoguelph.ca>
Source record: 28297

Hello!!!

I recently popped the lid of my ST and took a look at some of the chips,
if anyone has any knowledge of what these chips might do, then please POST!!

LIST Location
==== ========

(two) MC6805P right by the 68000CPU (bless its soul...)

SC87898P close to these other chips

C02 5914-38A (PROM) underneath the centre metal plate dead centre on
the board

I also found 2 unused slots for IC's but I dont know what one can use
them for, they are labeled

C0 25912-38 C028915-38
JH23-019 AND JH 23-020
5l1 65 5L3 50

Also, If I wanted to get a new version of TOS... how would I but it in???

Cheers!!!

--
==_/_/_/_/ _/_/_/_/
[]+[] Whats wrong with being drunk? Ask a glass of water! _/ _/_/
===========<jt@snowhite.cis.uoguelph.ca>================== _/ _/_/
_/ _/ + _/_/ +
_/_/_/ _/_/

6919. Re: [F030] Removing Bass Boost - how?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 19:18:26 UTC
From: contacts@mits.mdata.fi
Message-ID: <3df7q2$5p1@prime.mdata.fi>
Source record: 28298

In article <D19JwC.n06@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>Hello,
>
> I would like to remove the bass boosting circuit from my Falcon.
>I connected it to my stereo, and it's *very* noticeable. Could some
>kind soul (who's already done it) tell me exactly what to do?
>
> BTW, I'm not afraid of soldering. I installed BlowUP internal
>myself, and I even managed to fit a resistor and a capacitor inside
>the RCA plugs :-)

To remove the bass boost on the output:

Change C58 and C59 from 100PF to 1000PF.
Change R123 and R130 from 10K to 15K.
Change R59 and R68 from 100K to 4.7K.
Change C95 and C90 from 0.033yF to 1K Resistor.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
---

6920. Re: '040 board??? Why not '060 board instead?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-23 20:43:18 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.RAv9oUc0y1Y@semprini.waterloo-rdp.on.ca>
Source record: 28328
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.BUL.3.90.941221142746.1924E-100000@bull.mimuw.edu.pl>, Szymon Stasik writes:
>So what about the PPC? It has to be done officialy by Atari to port PPC
>into atari platform otherwise there wont be intresting for programmers
>and customers because of lack of any standards and applications. And the
>68060 is enough backward compatibile and enough powerful to satisfy all
>the atarian (I meen F030'an).

I've said it before and I'll say it again... Making a PowerPC-based TOS
computer would be a stupid way to commit suicide for the company
building it.

Why, you ask? Observe:

1) *All* software would run in emulation, probably about as fast as a TT

2) ST-compatible video (ie, like the ST, STe, TT, Falcon) would slow
the processor to a crawl; if you use incompatible video, you lose all
those annoying programs that try to hit the video directly

3) Linux would be the only native PowerPC software available; there are
almost *no* Atari developers left to recompile their commercial apps

#1 is the kicker though... why spend at least $2k US on a system to run
slightly faster than a TT?

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6921. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-24 00:26:05 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1AH7I.34n@cix.compulink.co.uk>
Source record: 28299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3d36jm$12o@convex1.convex.com>, rosenkra@convex.com said:
> In article <D11842.DvD@cix.compulink.co.uk>,
> Roland Givan <rgivan@cix.compulink.co.uk> wrote:
> >
> > In tests I've done using Dhystone the Falcon fares pretty badly.
> > Its fine
>
> just in case...

Interestingly enough I *agree* with almost everything you have said, but
will explain myself a bit more so I don't appear too dumb ;-)

> dhrystone is at best a test of compilers. you will see wildly different
> results for any 2 compilers on the identical hardware. for example,
> i seem to remember the old DRI compilers running 1/2 the dhrystones
> as GCC. and merely executing a .ttp is also pointless. you must both
> compile and run for dhrystone to even approach anything meaningful.
> finally, reporting dhrystone without compiler info (including rev,
> switch options, etc) is also virtually worthless. if a compiler has
> options for architecture (eg, 68030) it should be used. you cannot,
> for example, take a 68000 .ttp over to a 68030 system, run it, and
> expect to draw any meaningful conclusions.

What I did was to take a copy of dhrystone.c and compile it up under GCC.
I then used the *exact* same binary to test 25 or so Atari configurations
(thanks to all the people who actually did the tests for me). I used the
same binary both on 68000 and 68030s as I figured that most Atari software
didn't make use of the 68030 instruction set *even* if it had TT or Falcon
only features.

I distributed the source, the makefile and the executable to all testers
so they had a base to work from and understood exactly what the test was.

The results I ended up with are a *relative* comparison of the CPU performance
of Atari machines. I happened to use the dhrystone benchmark to achieve
this - but I could have used any arbitary test. I'm *not* making any claims
for dhrystone tests across platforms - though I have included a few non
Atari results for interest value.

> dhrystone is also a CPU-only benchmark. disk, display, and many other
> system elements are not tested at all.

Agreed - but actually I'm *only* interested in CPU performance. Caches and
memory type does affect the figures as does screen mode. Though of course
in the latter case I make no claims about drawing speed, just how certian

resolutions affect the result.

> be careful in interpreting dhrystone results. in fact, i'd go so far
> as to recommend abandoning it unless you really know what it does
> and how it does it (ie, study the source code)...

Well I will admit I haven't studied the source in any detail - but I believe my testing criteria is strict enough for this not to matter. In general though, I've had enough experience with dhrystone in the past to realise that cross platform tests can be *really* out.

:-)

Roland.

@CiX

BTW I'll be posting an updated list soon, probably to ~.tech only.

6922. Re: What do the DIP switches do?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-24 07:08:18 UTC
From: neptune@galaxy.owl.de
Message-ID: <ELYHFIVKUP@galaxy.owl.de>
Source record: 28303
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <ELWCEAUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

>MegaSTes and Falcons do? I know that DIP 7 is the AJAX chip (off is
>DD, on is HD) and DIP 8 is DMA sound, but what are the rest? All

The other ones are not used for nothing ;-)

Bye

Hendr!K

6923. Re: What is mint and can I use it?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-24 11:41:54 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788269314snz@bigbox.demon.co.uk>
Source record: 28305

> vlestat@netcom.com (Derek Rayla) writes:
>
> > I have a 1040st with 1meg of ram (don't laugh) and a little 30
> >meg HD can i use mint?
Yes. I used to use it from floppy with 1 meg (my turn to say don't laugh). But
for more serious stuff more memory would be useful.
> > The understanding that i have is that Mint is a Multitasking
> >system am I correct? if not can someone explain it to me...
Yes, it allows you to run 1 gem program and many TOS programs at once.
>

> computers. You will probably find it quite useless (ok, I just started
> a flamewar, didn't I) in 1Mb machine...
[BOOM]
(OK, I finished the flame war :-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6924. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-24 19:51:17 UTC
From: rosenkra@convex.com
Message-ID: <3dhu3l$ko0@convex1.convex.com>
Source record: 28304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D1AH7I.34n@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>
>What I did was to take a copy of dhrystone.c and compile it up under GCC.
>I then used the *exact* same binary to test 25 or so Atari configurations
>(thanks to all the people who actually did the tests for me). I used the
>same binary both on 68000 and 68030s as I figured that most Atari software
>didn't make use of the 68030 instruction set *even* if it had TT or Falcon
>only features.

there is nothing wrong with your procedure, provided you mention it in
your results. my point was to emphasize the fact that compilers can play
a large role in dhrystone. if a *system* consists of a computer and its
software (including compilers) then your test may not, however, fully
test each system.

the problem i see is that people interpreting results have a tendency to
latch onto a single number. it would, therefore, be inadequate to state
that the dhrystone rating of system A is X and system B is Y, etc, based
on your method (though i would suspect that GCC would be about as close
as you could get to maximum performance via a compiler). i do not know
what impact compiling for 68030 via GCC would have on systems with 68030s,
however, so i cannot state how far off your test might be (if someone
were to use it as a sole metric).

note that i have even seen disclaimers on dhrystone posted (recently) by
its author.

>The results I ended up with are a *relative* comparison of the CPU performance
>of Atari machines.

well, ok...

you should also know that dhrystone v1 vs dhrystone v2 can give about a 2x
difference in results, on the same system, with the same compiler, if you
can inline some functions in v1. i have not looked at dhrystone in a long
while, but i seem to recall that inlining the strcpy (?) will save quite
a bit of overhead in the call since it is in a fairly tight loop. this
was "corrected" in v2.

also note that dhrystone ratings are still quoted by many vendors (mostly
in the workstation market).

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

6925. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-24 21:28:30 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-ELYUCCVD@ttgk.textlitho.nl>
Source record: 28306

In <D0xIp1.58@cix.compulink.co.uk> "Roland Givan" wrote :

>Atari ST RAM board with 2Mb 100ns
>GESoft Mighty Mic 32B with 2Mb 100ns and 2Mb 80ns
>
>I've had another 4Mb of 100ns in the GESoft board without problem either.
>
>OTOH its worth buying fastish RAM as you never know what you might end up
>needing it for.

I have a MigthyMic board too, but when trying those 'topless' SIMMS it
wouldn't run. Replaced them with ordinary 3 chip SIMMs and presto, works
like a dream.... (though the topless SIMMs work ok in a 486 PC...)

Gert

--

-- --
Atari TT-Point
-- --

6926. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-25 01:04:28 UTC
From: fvdakker@sterbbs.nl
Message-ID: <17244UHDPOGJSTCGNVP@sterbbs.nl>
Source record: 28307

Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6927. [Q] KA9Q/NOS

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-25 01:04:29 UTC
From: fvdakker@sterbbs.nl
Message-ID: <17245HHQYKMGEGMKPSY@sterbbs.nl>
Source record: 28308

nptrlik@oleh.srce.hr wrote:

np> I'm having troubles with ka9q/nos (NOS.TTP):
np> maybe it sounds trivial, but I don't know
np> how to start (make a script file)..
np> When I start this NOS.TTP prompt "NET>"
np> appears. In included docfile says that
np> I must type a script file (I've done that
np> part), and put the name of that script file
np> as parameter when starting NOS.TTP .
np> Yes, but NOS.TTP do not accept the orders
np> from the script file ..
np> (I've type the script file all 'by the book'-
np> just like stands in the doc)..
np> Can anyone help me, please ?

It doesn't work with my Falcon, I think because it makes calls to the
wrong port.
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6928. Re: Internet via Ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-25 01:04:29 UTC
From: fvdakker@sterbbs.nl
Message-ID: <17252HHQYKMGEGMKPSY@sterbbs.nl>
Source record: 28309

cherborth@semprini.waterloo-rdp.on.ca wrote:

ch>In <Pine.BUL.3.90.941219110150.7837C-100000@bull.mimuw.edu.pl>,
ch>Szymon Stasik writes:
ch>>
ch>>Does anone have an idea how to connect F030 to Internet (I'm
ch>intresting >at inexpensive solutions :). I'm a student and I have
ch>posibility to >connect it ~free.
ch>
ch>Use MiNT-net and the SLIP driver, or ka9q and connect via SLIP.
ch>Both are on atari.archive.umich.edu, and ka9q is probably easier to
ch>set up (though I have no idea).

ka9q dosn't work with my Falcon! Don't know sure about version 1.10,
but 1.00 doesn't!
Greetings, Frits van den Akker, fvdakker@sterbbs.nl, JFA Software.
Now also avaliable: fvdakker@runner.knoware.nl !!!!

--
|[From]==|
| Ster BBS, The Netherlands. +31 (0)1880 - 40035 (10 lines 24hrs) |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 24 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

6929. Re: Falcon:Drive I/O

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-25 19:08:30 UTC
From: erlingh@nova.pvv.unit.no
Message-ID: <3dkfve$s3r@due.unit.no>
Source record: 28310

Lodge@ferndown.Ate.Slb.Co,
In a message on 19 December, wrote :

lo> rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
lo> > Is it possible for the Falcon to carry out Drive I/O in the background
lo> > so that it doesn;t either stop or slow the machine down. This habbit
lo> > of 'everything must wait' for drive I/O just isn't on.
lo>
lo> The major problem with asynchronous disk I/O (which is what you
lo> describe) is error reporting. If the program makes a "write" call
lo> which takes place some time later, how does it let the program know
lo> if the write fails? The original calling program has moved on and is
lo> now doing something else. There are various ways around this, but
lo> most involve a degree of "assume all the writes work".
lo>
lo> As for asynchronous reads: great idea, but only for multi-tasking
lo> systems. On a single-threaded system, there's only one program
lo> running anyway and it *has* to wait for disk I/O.
lo>
lo> Mathew

Cubase audio for falcon does drive I/O in the background.

Erling

• ATP/Unix 1.42 • This was brought to you by erlingh@pvv.unit.no

6930. Re: Interlink

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 00:26:26 UTC
From: dmunyon@nyx.cs.du.edu
Message-ID: <3dl2ji$mda@nyx.cs.du.edu>
Source record: 28311

Can anyone please tell me how (if it is possible) to reset date and time within Interlink? Please e-mail...Thank you.

6931. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 00:38:32 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3dl3a8$e5s@gumby.cc.wmich.edu>
Source record: 28312

In article <D12MMu.7u5@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>
> MagiC 3 will be released end of January. It supports most extended MiNT and
> AES 4.10 calls and it works.

Ofir, thanks for the information. Do you know which AES 4.10 calls it
will _not_ be supporting?

Also, how can you state "and it works" when it hasn't been released yet?

- Mark

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

6932. Re: Why should I buy a Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 01:21:09 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E939.3FM@cix.compulink.co.uk>
Source record: 28313
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3dhu3l$ko0@convex1.convex.com>, rosenkra@convex.com said:

> there is nothing wrong with your procedure, provided you mention it
> in your results. my point was to emphasize the fact that compilers
> can play a large role in dhrystone. if a *system* consists of a
> computer and its software (including compilers) then your test may
> not, however, fully test each system.

Well I must admit that in my first published results I was a little hazy
- even myself as to what I was aiming at. I only got into dhrystone testing
as I was trying to determine just how good the PAK3 was. My next set of
results will be clearer on this.

> the problem i see is that people interpreting results have a tendency
> to latch onto a single number. it would, therefore, be inadequate
> to state that the dhrystone rating of system A is X and system B is
> Y, etc, based on your method (though i would suspect that GCC would
> be about as close as you could get to maximum performance via a

This is always the problem - as it would be *nice* if dhrystone tests were
comparible across platforms. I've always known this problem though, even
if I've sometimes tended to 'forget' it However if I do compare tests
across platforms then I can only conclude Ataris are very slow. Eg I
recompiled my stock dhrystone on a 486SX2-50 under linux using GCC (2.5.8
instead of 2.3.3) but all the same flags. On a TT this produces a result
of about 5000. On the PC I got a result of 50000. Now the PC is faster
than the TT, but not truely 10 times as fast! Either the compiler is making
a big difference or the 8K primary or 256K secondary cache is responsible.
Anyhow I wouldn't want people to think the TT is 10 times slower than a
pretty averagely speced PC ;-)

> compiler). i do not know what impact compiling for 68030 via GCC would
> have on systems with 68030s, however, so i cannot state how far off
> your test might be (if someone were to use it as a sole metric).

I intend to recompile for a 68030 and do some tests with that. They will
be clearly marked though.

> you should also know that dhrystone v1 vs dhrystone v2 can give about
> a 2x difference in results, on the same system, with the same

I knew about this - but considered it not a problem as I was using the same
binary in all cases.

> also note that dhrystone ratings are still quoted by many vendors
> (mostly in the workstation market).

Yes I've noticed this. Makes it all the more tempting to do cross platform tests.

:-)

Roland.

@CiX

6933. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 01:21:16 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E93G.3Hy@cix.compulink.co.uk>
Source record: 28314

In message <Up-ELYUCCVD@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl said:

> I have a MigthyMic board too, but when trying those 'topless' SIMMS
> it wouldn't run. Replaced them with ordinary 3 chip SIMMs and presto,
> works like a dream.... (though the topless SIMMs work ok in a 486
> PC...)

Not entirely sure what you mean by 'topless' SIMMS? I was using a mixture
of 3 chip and 9 chip in mine.

Roland.

@CiX

6934. Re: Chips in the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 01:21:17 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1E93I.3IK@cix.compulink.co.uk>
Source record: 28315

In message <3df5t9$ooc@nermal.cs.uoguelph.ca>, jtempril@uoguelph.ca said:

> (two) MC6805P right by the 68000CPU (bless its soul...)

Sure these aren't MC6850s? You should have 2 6850s which are ACIAs (or UARTs if you prefer). One does the 68000 end of the keyboard interface and the other does the midi ports. Its a pity Atari didn't use a 3rd for the serial ports :-(

> C02 5914-38A (PROM) underneath the centre metal plate dead centre

Well the metal 'box' in the middle of most STs covers the shifter chip. If its a 40pin DIL chip (often socketed) then this is probably it. Forms a large chunk of the video circuitry.

> I also found 2 unused slots for IC's but I dont know what one can use
> them for, they are labeled

They might be for extra ROM chips (see below) though I would expect none or 4. How many pins do the slots have.

> Also, If I wanted to get a new version of TOS... how would I but it
> in???

Normally by pulling out the original ROMs and putting new ones in. You should have either 2 or 6 ROM chips. If you have 2, then you might have 4 empty sockets or solder pads for sockets. What version of TOS do you have - and what do you want? Going above TOS 1.4 on an ordinary ST or 1.62 on an STE normally requires an adaptor board.

:-)

Roland.

@CiX

6935. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 12:19:18 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EL1MDGVT@ttgk.textlitho.nl>
Source record: 28321

In <D1E93G.3Hy@cix.compulink.co.uk> "Roland Givan" wrote :

>Not entirely sure what you mean by 'topless' SIMMS? I was using a mixture
>of 3 chip and 9 chip in mine.

Topless SIMMs are a brand, they were named after the fact that the SIMM's
don't contain soldered-on chips but have the 'naked', read topless ;-)
crystal directly glued onto the SIMM board. It's only covered by a black
'blob' of some kind. They were very popular (are still?) after that major
fire-in-the-factory story which pushed the prices of memory chips way up.
And although these SIMMs are quite fast (60 ns) they just don't work in my
TTs fastRAM board. Those topless SIMMs are still available and most of the
times fairly cheap.

Gert

--

-- --
Atari TT-Point
-- --

6936. Falcon BBs ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 16:04:11 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3dmphr$5sv@usenet.INS.CWRU.Edu>
Source record: 28316
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I need :
Country
Phone numbers
speed
Ratios
parity
used space for Falcon.
TsK
--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/200
```

6937. Tape Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 16:35:39 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1994Dec26.163539.16615@bradford.ac.uk>
Source record: 28317

Can someone tell me what scsi tape drives are compatible with the ST, or more importantly which software supports which drives, etc.

Any help would be appreciated.

Cheers,

Paul.

6938. Re: Multithreading

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 20:22:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D1Fpwp.5H1@cix.compulink.co.uk>
Source record: 28319

>Ofir, thanks for the information. Do you know which AES 4.10 calls it
>will _not_ be supporting?

I'm not sure.

>Also, how can you state "and it works" when it hasn't been released yet?

Because I'm testing it.

Ofir ogal@cix.compulink.co.uk

6939. X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 20:22:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788473340snz@bigbox.demon.co.uk>
Source record: 28320

I am having problems with running X Windows (MiNT version).
I have a Mega STE 4 (mono monitor). I am using MiNT 1.12, MiNTOS 1.4b, MiNTnet 0.55.

The problem(s):
If I have a $HOME/.xinitrc then X won't run - it complains that it can't find /home/polo/system/.xinitrc in the PATH.
If I don't have this file, then I get an xterm, but no twm. Any attempts to run another xterm or twm cause bus errors and so on.
Finally, if I boot using MiNTOS and run it after logging in it gets nowhere - any program that it tries to tun bombs (xterm, twm etc etc).

Any help appreciated, because it looks great otherwise.

Also: I have been told that the 68010 is capable of VM, and is pin compatable with the 68000. I have TOS 2.05. Would I be able to drop a 68010 in my Mega STE and get any benefits (mainly VM).

Thanks,

Ben

PS What UNIXMODE settings are there? I especially want to know what /-ru set up.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6940. Re: Tape Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-26 21:04:16 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-EL1VFCUZ@ttgk.textlitho.nl>
Source record: 28322

In <1994Dec26.163539.16615@bradford.ac.uk> Paul Booth wrote :

>
>Can someone tell me what scsi tape drives are compatible with the ST, or
>more importantly which software supports which drives, etc.
>
>Any help would be appreciated.

Well, an Archive Viper 5150 runs just fine on my TT on the SCSI port (with Gemar as backup software) and it should also run through an appropriate DMA-to-SCSI adapter (ICD link or so) on a ST. With this streamer you can use 150 Mb or 250 Mb tapes (without compression). I also heard of several DAT streamers being used nowadays.

Gert

--

-- --
Atari TT-Point
-- --

6941. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 01:01:52 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1G2v4.Ksz@cix.compulink.co.uk>
Source record: 28323

In message <788473340snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:
>
> I am having problems with running X Windows (MiNT version). I have
> a Mega STE 4 (mono monitor). I am using MiNT 1.12, MiNTOS 1.4b,
> MiNTnet 0.55.

Running in just 4Mb? Thats insteresting. I've tried installing X on my 4Mb
PC and the notes warn that it will thrash the disk crazy doing VM.

> The problem(s):
> If I have a $HOME/.xinitrc then X won't run - it complains that it
> can't find /home/polo/system/.xinitrc in the PATH.
> If I don't have this file, then I get an xterm, but no twm. Any
> attempts to run another xterm or twm cause bus errors and so on.
> Finally, if I boot using MiNTOS and run it after logging in it gets
> nowhere - any program that it tries to tun bombs (xterm, twm etc etc).

I hate to say it - but its probably memory related - or somebody has
compiled something with the 68020/68030 flag on.

> Any help appreciated, because it looks great otherwise.

Could somebody remind me where to get it from?

> Also: I have been told that the 68010 is capable of VM, and is pin
> compatable with the 68000. I have TOS 2.05. Would I be able to drop
> a 68010 in my Mega STE and get any benefits (mainly VM).

The short answer is no.

The long answer is:

The 68010 is capable of working *with* a MMU unit to do VM. The first
680X0 chip to have the MMU built in is the 68030. Even with one of these
fitted you will still need a VM driver package. 'Outside' is probably the
best bet. The most suitable 68030 upgrade is probably the PAK3.

In all honesty though I would advise selling your MSTE and buying a TT.
A TT is much more suitable for X than an upgraded MSTE. How do I know this?
Well I was in *exactly* the same situation as you and spent weeks sorting
out how much a decent upgrade to do VM was going to cost. In the end I
bought a second hand TT which has 8Mb RAM and a 18" 1290x960 paper white
monitor. Excellent for X (though I must admit I've been sidetracked by
Linux on the PC). A second hand TT setup should cost you you no more than
upgrading your MSTE if you take into account the money you will get from
selling the MSTE.

What I'm intending to do is run the TT as an X station server with the PC running Linux as the X client. That way I should end up with a rather neat and pretty unique (well fairly unique) X workstation.

> PS What UNIXMODE settings are there? I especially want to know what

If you use MINIXFS then UNIXMODE is unecessary. MINIXFS is *much* better for MiNT work than UNIXMODE.

:-)

Roland.

@CiX

BTW if you by a TT then you also get to run Linux which will do X shortly and shoud do VM as well.

6942. Re: TT RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 01:01:55 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1G2v7.Kto@cix.compulink.co.uk>
Source record: 28324

In message <Up-EL1MDGVT@ttgk.textlitho.nl>, gert@ttgk.textlitho.nl said:

> Topless SIMMs are a brand, they were named after the fact that the
> SIMM's don't contain soldered-on chips but have the 'naked', read

Ah yes - I know what you mean.

:-)

Roland.

@CiX

6943. 68010 (Re: X Windows up and running...)

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 01:55:46 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec27025547@astrakan.hgs.se>
Source record: 28325

In article <788473340snz@bigbox.demon.co.uk> bjb@bigbox.demon.co.uk (Ben Bell) writes:

> Also: I have been told that the 68010 is capable of VM, and is pin compatable
> with the 68000. I have TOS 2.05. Would I be able to drop a 68010 in my Mega
> STE and get any benefits (mainly VM).

I`m quite sure you could plug a 68010 in, but to my knowledge it would
do VERY little difference. I seem to remember that some instructions
use less time executing and that there`s some kind of loop-mode. It also
has a couple of extra functions/registers that can be used to implement
some kind of VM. However, to be able to use this you`d have to write
your own code because AFAIK no program today supports the 68010. The
improved instruction execution times might give you a percent or two
extra "horsepower", but I don`t think it`s worth doing.

Also, one MAJOR problem you will run into is to get a 16MHz 68010. Once
upon a time I owned a STE with a 16MHz accelerator. The 68000 was
mounted in a DIL-socket and I looked REALLY hard for a 68010DIL @ 16MHz.
After much looking I had to give up since Motorola had discontinued
them and nobody had any in stock. I don`t know how difficult it would
be to get a 68010 PLCC (which I think is what you need for your MSTE),
but my guess it`s equally difficult (read *impossible*).

Note: Plugging a 68010 into a TOS < 2.xx computer will not work since
one instruction dealing with SR-manipulating has been altered and
only runs in supervisor mode. The machine won`t be able to go through
the bootup.

Take care!

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6944. Re: Tape Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 02:04:42 UTC
From: der@astrakan.hgs.se
Message-ID: <DER.94Dec27030442@astrakan.hgs.se>
Source record: 28326

In article <Up-EL1VFCUZ@ttgk.textlitho.nl> gert@ttgk.textlitho.nl (Gert van der Knokke) writes:

[text deleted]
> I also heard of several DAT streamers being used nowadays.

Yes, that`s true. I`m successfully using a Wangtek 6130HS DAT-streamer with my Falcon. To drive it I`m using Erland Henanger`s SCSI-drivers to give me a /dev/tape unde MiNT and the normal GNU tar to store and retrive data. Gives me ~1.3GB/tape uncompressed.

Works great! :-)

Daniel Eriksson, der@astrakan.hgs.se, phone +46 26 72905, fax +46 26 72123

6945. Another BUGed JPEG5 Binary...

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 11:52:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3dov66$s47@golem.wcc.govt.nz>
Source record: 28327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well The New Port of JPEG5 on A.A. is very very buged,
the file that I used with JPEG 4, comes out OK a 250k GIF
File, but the file from JPEG5 doses not work and comes
out as a 10meg file..??

We should have soon a Real Atari port of JPEG5A, these other ports are not ment
for Atari, no TTP help files and no memory check, the JPEG4 does support all
that, but will not find files when run from a folder...

Come on chaps less of this crap, if you are not a Atari user, Please don't port
stuff that you can't test, and is not configured for the Atari platform..!!

So both JPEG5 ports are Buged, the one on A.A and the other on tu-berlin...

Or is it the source code that is buged...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6946. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 14:12:42 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788537562snz@bigbox.demon.co.uk>
Source record: 28330

> > I am having problems with running X Windows (MiNT version). I have
> > a Mega STE 4 (mono monitor). I am using MiNT 1.12, MiNTOS 1.4b,
> > MiNTnet 0.55.
>
> Running in just 4Mb? Thats insteresting. I've tried installing X on my 4Mb
> PC and the notes warn that it will thrash the disk crazy doing VM.

Its possible, but you get 600K free :-). I have a friend who is somehow
running it in 2.5 Megs, so he says! (But he does that sort of thing ;-)

> I hate to say it - but its probably memory related - or somebody has
> compiled something with the 68020/68030 flag on.

Well, I grabbed the bins from the friend mentioned above, who has a 2.5Meg
STFM, so it doesn't seem to be either of those.

> Could somebody remind me where to get it from?
Its now available on a.a. in Mint/X11/

> In all honesty though I would advise selling your MSTE and buying a TT.
> A TT is much more suitable for X than an upgraded MSTE. How do I know this?
> Well I was in *exactly* the same situation as you and spent weeks sorting
> out how much a decent upgrade to do VM was going to cost. In the end I
> bought a second hand TT which has 8Mb RAM and a 18" 1290x960 paper white
> monitor. Excellent for X (though I must admit I've been sidetracked by
> Linux on the PC). A second hand TT setup should cost you you no more than
> upgrading your MSTE if you take into account the money you will get from
> selling the MSTE.

If I could afford it I would :-) Anyone selling a (ridiculously) cheap TT in
the UK?

> > PS What UNIXMODE settings are there? I especially want to know what
>
> If you use MINIXFS then UNIXMODE is unecessary. MINIXFS is *much* better
> for MiNT work than UNIXMODE.

This is what I had assumed, but a lot of programs (Emacs, X11, less etc) need
UNIXMODE correctly set or they don't work.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6947. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-27 16:23:26 UTC
From: jonord@krynn.solace.mh.se
Message-ID: <jonord.788545095@krynn>
Source record: 28329

bjb@bigbox.demon.co.uk (Ben Bell) writes:

>> Running in just 4Mb? Thats insteresting. I've tried installing X on my 4Mb
>> PC and the notes warn that it will thrash the disk crazy doing VM.

>Its possible, but you get 600K free :-). I have a friend who is somehow
>running it in 2.5 Megs, so he says! (But he does that sort of thing ;-)

Wow, sounds cool. Then I might be able to run it too on my old 2.5 Mb ST..
Soemthing to show my friends who are all PC-suckers... ;)

>> > PS What UNIXMODE settings are there? I especially want to know what
>>
>> If you use MINIXFS then UNIXMODE is unecessary. MINIXFS is *much* better
>> for MiNT work than UNIXMODE.

>This is what I had assumed, but a lot of programs (Emacs, X11, less etc) need
>UNIXMODE correctly set or they don't work.

Do someone have documentation or something on that? What exactly is that for?
I have just left it the way they came in the config-files. I do currently
have CDEF as TOS partitions and G as a MinixFS and I have UNIXMODE set to
/cud.

/J
--
See you on the dark side of the moon...
/|\ Joakim Nordlander jonord@solace.mh.se

6948. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 00:34:01 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1Hw8p.6ns@cix.compulink.co.uk>
Source record: 28334

> <788537562snz@bigbox.demon.co.uk>
X-Newsreader: CixRead/CixComm

In message <788537562snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:

> Its possible, but you get 600K free :-). I have a friend who is somehow
> running it in 2.5 Megs, so he says! (But he does that sort of thing
> ;-)

A bit like running GCC in 2.5Mb from floppies. Possible but only just. 600K isn't bad though - I just don't understand how its possible? A few weeks ago when X11 for MiNT was first mentioned, 12-20Mb was talked about. How come its now dropped to under 2Mb? Is this just the server or something?

> Its now available on a.a. in Mint/X11/

Thanks.

> If I could afford it I would :-) Anyone selling a (ridiculously) cheap
> TT in the UK?

Well not cheap - but they can be had for the 500-750ukps (though I will admit I paid more for mine). OTOH I got 460ukp for my MSTE so what I paid out on the TT was less than a PAK3 accelerator was going to cost.

> This is what I had assumed, but a lot of programs (Emacs, X11, less
> etc) need UNIXMODE correctly set or they don't work.

So they make specific checks for UNIXMODE? In that case I don't know. I'll see if I can find the documention.

:-)

Roland.

@CiX

6949. Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 02:26:44 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <788582128.0@mettav.exnet>
Source record: 28331

I have recently changed my RGB monitor over to a VGA one and at around the same time I started to get some pretty nasty Harddrive lock up's.

Dialogue appears ; Output device is not recieving data [Cancel|retry]. The Harddrive activity LED is ON and after clicking cancel many time I get back to the desk and have to reset the Falcon to get access to the Harddrive again.

After much trial and error I think I have located the problem to the use of BlowUP. This didn't happen with BlowUP and the RGB though . Is this a common problem and what is the solution ?

<Using HDDRIVER 3.10>

MHYG
Graham

* Origin: Graham's 32Mhz Falcon030 PowerPoint (Turbonet 100:1011/0.8)

6950. MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 04:52:15 UTC
From: selick@acs.bu.edu
Message-ID: <3dqqtv$8t2@news.bu.edu>
Source record: 28332

Hello all!

I've recently been able to get MintNet up and running thanks to the availability of Mint v1.12 in binary format. I have a slip connection going just fine with telnet, ftp, and gopher all talking to the real world.

The problem is, I have been trying to get ntalk, ntalkd, inetd, and X up and running without much success. My system is a 1040STe w/Adspeed STe 16mhz accelerator, 14.4k modem, mono/color, with a 32 meg minix partition (k:) just for mintnet.

That said, here's the problem:

with inetd, I get:
/pipe/log: file not found

with ntalkd, I get:
/pipe/log: file not found
/pipe/log: file not found
<27> Dec 27 23:07:52 talkd[67]: chdir: /dev: file not found

Are these problems related? Are they easily repairable? I'm not sure I know what I am doing yet, but I seem to be on the right track.

As for X windows, I think my problem is based on zoo not extracting the filenames correctly. Is there a zoo program which will give me the correct filenames with complete extensions?

Frustrated/Excited,
Steve
<selick@acs.bu.edu>

6951. TCP/IP where can i find one?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 06:28:40 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD1ICnt.5F0@netcom.com>
Source record: 28338

I am looking for a TCP/IP package for my ST does anyone know
where i can find one? I have looked alot and seem to come up empty.

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

6952. AVI player for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 07:26:52 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3dr3vs$og7@news.ysu.edu>
Source record: 28335

A friend of mine with a Falcon is interested in an AVI player
Does anyone know of such a beast for the Falcon? Also does anyone
know anything about APX file format for desktop video? ANY help would
be appreciated! Post a reply here, or send me E-Mail!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

6953. PAULA MOD Player..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 08:57:22 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3dr99i$97b@golem.wcc.govt.nz>
Source record: 28333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** HELP ***

Can some one tell me if Paula 2.4 or a later version is on the net...

ie, FTP site.....

I know its on GEnie but its over 500k, but that costs money to get and
I don't get a very fast connection....

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6954. Re: Tape Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 12:25:23 UTC
From: jondinga@io.org
Message-ID: <3drlfj$msk@ionews.io.org>
Source record: 28336

On 12-26-94 P.A.Booth@bradford.ac.uk wrote to ALL...
P> Can someone tell me what scsi tape drives are compatible with the ST, or
P> more importantly which software supports which drives, etc.
P>
This works: MSTe/AdScsi/Archive 'Viper' 150/v6.5.5 ICD sw/DiamondBackIII
hope it helps!!
Jon

* (QW|{ 2.6 *

6955. Re: PAULA MOD Player..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 15:33:21 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <3ds0g1$iol@csugrad.cs.vt.edu>
Source record: 28337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard. (sheppard_r@ix.wcc.govt.nz) wrote:

: Can some one tell me if Paula 2.4 or a later version is on the net...
: ie, FTP site.....

Try atari.archive.umich.edu or one of its mirrors. If it doesn't
let you in (its got a ftp user limit), it should give you a list of mirror
sites.

Hope this helps.

--
Chris Fuhrman | Department of Computer Science
cfuhrman@csugrad.cs.vt.edu | Virginia Tech

6956. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 19:13:24 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788642004snz@bigbox.demon.co.uk>
Source record: 28246

jonord@krynn.solace.mh.se "Joakim Nordlander" writes:
> bjb@bigbox.demon.co.uk (Ben Bell) writes:
>
> >> Running in just 4Mb? Thats insteresting. I've tried installing X on my 4Mb
> >> PC and the notes warn that it will thrash the disk crazy doing VM.
>
> >Its possible, but you get 600K free :-). I have a friend who is somehow
> >running it in 2.5 Megs, so he says! (But he does that sort of thing ;-)
> Wow, sounds cool. Then I might be able to run it too on my old 2.5 Mb ST..
> Soemthing to show my friends who are all PC-suckers... ;)

I talked a bit more to him and it seems he has X and twm running, but no more memory for xterm! But we're both trying to work out how to run clients remote - so we can use another ST's (or Sun's) RAM. I've tried setting the DISPLAY variable to bigbox:0 on the remote machine, and it makes contact with my X server fine. Unfortunately my X server promptly refuses on security gounds! Arghhhhhhhhhh! I am trying to find docs on how to setup an authorisation file so I can type "X -auth file" and give remote machines rights to my terminal.

I now have X almost fully working. What I do is:

```
kbd -n ; pty
setenv UNIXMODE /ru
setenv DISPLAY :0
X &
xterm & twm &
```

My problem is that xterm only seems to run under certain circumstances - like it is the first program that is executed under X. Any X client that is run after it crashes violently, as do a few other programs that aren't X specific, and sometimes it takes out twm and the whole system goes down. Have I got a corrupt version of it or have other people experienced similar problems?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6957. ST/SC1224 pinouts needed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 21:34:13 UTC
From: jnorberg@u.washington.edu
Message-ID: <3dslkl$cir@nntp1.u.washington.edu>
Source record: 28339

I've lost my user manuals for the above items (a 520STfm and an older JVC made SC1224 monitor) and am getting ready to do a little bit of hardware hacking. What I'm looking for specifically is the pinout specs. Is there an FAQ available anywhere or if someone out there wouyld be so kind as to send me the info in Email I'd sure appreciate it!

Thanks!

Jeremy

jnorberg@homer.u.washington.edu

6958. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-28 22:35:16 UTC
From: kim@dksoft.ping.dk
Message-ID: <EL3WCCVEUP@dksoft.ping.dk>
Source record: 28244

In <788582128.0@mettav.exnet> Graham Irvine wrote:

>
>I have recently changed my RGB monitor over to a VGA one and at around the same
>time I started to get some pretty nasty Harddrive lock up's.
>
>Dialogue appears ; Output device is not recieving data [Cancel|retry]. The
>Harddrive activity LED is ON and after clicking cancel many time I get back to
>the desk and have to reset the Falcon to get access to the Harddrive again.
>
>After much trial and error I think I have located the problem to the use of
>BlowUP. This didn't happen with BlowUP and the RGB though . Is this a common
>problem and what is the solution ?
>
><Using HDDRIVER 3.10>
>

Never had such a problem here. I don't use Blowup so i might be the reason.
One thing i could think of is the HDDRIVER. I don't use that either, (i use
Hushi). I've used Ahdi as well, and none of those gave me any problems.

Maybe you should contact Daron, as i just saw a message from him in NeST
where he said something about timeout problems on his harddrive. Maybe
you could find something there. I know he'd try HDDRIVER as well.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

6959. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 02:47:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1Jx3J.7wI@cix.compulink.co.uk>
Source record: 28242

In message <3dqqtv$8t2@news.bu.edu>, selick@acs.bu.edu said:

> The problem is, I have been trying to get ntalk, ntalkd, inetd, and
> X up and running without much success. My system is a 1040STe
>
> with inetd, I get:
> /pipe/log: file not found

I get these too. I assume its the prog trying top talk to syslogd - which
I *don't* have running.

> <27> Dec 27 23:07:52 talkd[67]: chdir: /dev: file not found

This looks more troublesome - though its 2.45am here and I'm not about to
speculate what the problem is! ;-)

> I know what I am doing yet, but I seem to be on the right track.

You seem to be on the right track :-)

One thing I did notice today was that I moved my /etc from a TOS to a
MINIXFS. Now on the TOS partition inetd was happy with inetd.con. However
as soon as it got access to a MINIXFS it required inetd.con to be renamed
to inetd.conf. This problem only came to light after I tried inetd -d as
nothing seemed to be working.

Also has anybody got the ping in pin-00.tgz to work? All I get is:

ping: unknown protocol icmp

Thanks

Roland.

@CiX

6960. Re: Tape Drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 03:00:47 UTC
From: whitema@rtsg.mot.com
Message-ID: <3dt8ov$e4j@delphinium.cig.mot.com>
Source record: 28340
Body handling: HTML body converted to readable text

In article <1994Dec26.163539.16615@bradford.ac.uk>,
Paul Booth wrote:
>
>Can someone tell me what scsi tape drives are compatible with the ST, or
>more importantly which software supports which drives, etc.
>

I was going through this about a year ago. First off, any SCSI tape drive will work as long as you have a SCSI host adapter (I use an ICD). Make sure you set the ID to an unused ID number.

Next, I know of two commercial packages that work well. Probably the most popular would be Diamond Back 3, which has tape drive support. If it's anything like Diamond Back 2, it'll take you all of three minutes to install and learn how to use.

Since Diamond Back 3 wasn't out when I bought my drive, I bought a package from Beckemeyer development. It's a little on the old side, but does not have any comapatability problems that I've heard of. It's simple to use, although I believe the error handling could have been done better (e.g. it crashes if you try to write to a write protected tape). You also get a tar program, which will allow you to write to a tape with a Unix tape drive, and read it with your ST. This is really handy if you grab a lot of software from an FTP site. Or any of the GNU stuff.

If you have any questions, email me.

Mike
whitema@cig.mot.com

6961. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 06:38:17 UTC
From: Jay T Millar <jmillar@delphi.com>
Message-ID: <Jm57AEZ.jmillar@delphi.com>
Source record: 28241

Graham Irvine <Graham.Irvine@mettav.exnet.com> writes:

>I have recently changed my RGB monitor over to a VGA one and at around the same
>time I started to get some pretty nasty Harddrive lock up's.

I have a MultiScan Monitor and also use BlowUp with my Falcon.

>Dialogue appears ; Output device is not recieving data [Cancel|retry]. The
>Harddrive activity LED is ON and after clicking cancel many time I get back to
>the desk and have to reset the Falcon to get access to the Harddrive again.

I have had the exact same problem, although a more common occurance would be
a lockup during a file copy or move. This only happens with my external
SCSI drives.......a reset, like you said, is then necessary.

One thing I can't understand, however, is why if I run a totally clean system
(no BlowUp software running, but the hardware still in place) do my external
HDs exhibit the same problems?

I too would like an explanation or fix for this problem. I was going crazy
trying to find out what the problem was with my setup....

--
Jay T. Millar | Atari Falcon030 4/80 & Jaguar |||
jmillar@delphi.com | 64-bit Multimedia System |||
------------------- ---------------------------------- / | \
RUSH, Dream Theater, Blues Traveler, Spin Doctors, Boston, Styx, Kansas

6962. JV-1080 patch editor available!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 13:39:28 UTC
From: ethami@duna.ericsson.se
Message-ID: <9412291239.AA02044@duna40.danubius>
Source record: 28243
Cross-posted to: rec.music.makers.synth,alt.binaries.sounds.midi,comp.sys.atari.st.tech

I wrote a patch editor for the Roland JV-1080 which I'd like to share
with you. It runs on all Atari computers (NOT PC&Windoze!), and has
a very nice 3d user interface on the Falcon.
Send a mail if you want it (it is free, of course :)

Attila Mezei
ethami@duna.ericsson.se
Budapest, Hungary

6963. Re: Problems with PowerUp 2..

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 19:24:53 UTC
From: jonellis@cix.compulink.co.uk
Message-ID: <D1L79H.M05@cix.compulink.co.uk>
Source record: 28245

PowerUp2 works fine in my Falcon (installed by System Solutions).

Jon.
jonellis@cix.compulink.co.uk

6964. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 19:30:10 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EL4SEHWMUP@cabal.sh.sub.de>
Source record: 28260

In <Jm57AEZ.jmillar@delphi.com> Jay T Millar wrote:
>Graham Irvine <Graham.Irvine@mettav.exnet.com> writes:
>
>>I have recently changed my RGB monitor over to a VGA one and at around the same
>>time I started to get some pretty nasty Harddrive lock up's.
>
>I have a MultiScan Monitor and also use BlowUp with my Falcon.
>
>>Dialogue appears ; Output device is not recieving data [Cancel|retry]. The
>>Harddrive activity LED is ON and after clicking cancel many time I get back to
>>the desk and have to reset the Falcon to get access to the Harddrive again.
>
>I have had the exact same problem, although a more common occurance would be
>a lockup during a file copy or move. This only happens with my external
>SCSI drives.......a reset, like you said, is then necessary.
>
>One thing I can't understand, however, is why if I run a totally clean system
>(no BlowUp software running, but the hardware still in place) do my external
>HDs exhibit the same problems?

Yes, they do, esp. in High Colour modes on an RGB monitor. But these
problems do also occur in 256 colours.

>I too would like an explanation or fix for this problem. I was going crazy
>trying to find out what the problem was with my setup....

Timing probs in the SDMA of the F030, Atari's fault. A fix has been posted
in Mausnet by Michael_Ruge@wi2.maus.de in German :-/. Anyone got an
English version available?

Thorsten

--
- guenther@cabal.sh.sub.de (Thorsten Gï¿½nther) - _O
-- /
- .signature still under construction - _
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½-Ue--ï¿½=sz---- __)

6965. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-29 23:35:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788744120snz@bigbox.demon.co.uk>
Source record: 28254

In article <D1Hw8p.6ns@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> > Its possible, but you get 600K free :-). I have a friend who is somehow
> > running it in 2.5 Megs, so he says! (But he does that sort of thing
> > ;-)
>
> A bit like running GCC in 2.5Mb from floppies. Possible but only just. 600K
> isn't bad though - I just don't understand how its possible? A few weeks
> ago when X11 for MiNT was first mentioned, 12-20Mb was talked about. How
> come its now dropped to under 2Mb? Is this just the server or something?

You get 600K under 4 megs when running the server plus one xterm. On a 2.5Meg
STFM you can just fit the server and twm... very useful ;-) But it is enough
if you can run programs on another machine's memory.

> So they make specific checks for UNIXMODE? In that case I don't know. I'll
> see if I can find the documention.
Its alright - I've got them now. Thanks anyway.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6966. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 01:54:43 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D1LpB7.5J0@cix.compulink.co.uk>
Source record: 28247

In message <788642004snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:

> no more memory for xterm! But we're both trying to work out how to
> run clients remote - so we can use another ST's (or Sun's) RAM. I've

This is more or less what I'm trying to do.

My PC running Linux isn't really up to running an X server as it has only
4Mb RAM and a 14" VDU.

My TT OTOH has 8Mb RAM and a 18" VDU.

Now the TT should be able to run the X server *and* all the client programs
at the same time - but I thought it would be fun to link the 2 machines
together to make one *really good* X workstation.

So far I've got MiNT-Net talking to Linux/PC. NFS works one way only
though. I need to read up a *lot* more on X before I can continue on the
X side.

BTW can the current implementation of X for MiNT cope with a TT-Hi screen?
I heard it was mono only, but didn't know if that meant 640x400 only?

I'm waiting untill the last moment before I download it as I only want to
have to do it once ;-)

:-)

Roland.

@CiX

6967. I Feel The Need For Speed

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 03:55:38 UTC
From: ekl@sdf.saomai.org
Message-ID: <D1Luwt.9os@sdf.saomai.org>
Source record: 28249
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Alright - I want US prices and distribution sites for either Medusa or
GE brand ATARI TT Clone machines. I'm looking for about 4-12MB and
120-540MB disk space.

Anyone got a used (and CHEAP) ATARI TT instead ?

Please email me with US prices.
Thanks,
Evan Langlois

--
ARPAnet: ekl@sdf.saomai.org ..!uunet!saomai.org!ekl

6968. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 06:36:47 UTC
From: seimet@chemie.uni-kl.de
Message-ID: <seimet.788769407@acp5>
Source record: 28248

kim@dksoft.ping.dk (Kim Andersen) writes:

>One thing i could think of is the HDDRIVER. I don't use that either, (i use
>Hushi). I've used Ahdi as well, and none of those gave me any problems.

No, this has nothing to do with the driver. There are a lot of Falcons
where SCSI transfers don't work because of hardware flaws. There are about
6 hardware fixes available for that purpose. Which one you need depends on
the revison of your Falcon motherboard. Ask your local Atari dealer (if any)
about it. At least here in Germany several dealers know how to fix these
problems.
BTW, these problems are known for more than a year now. They can happen on
any Falcon and they are worst when working with high resolutions. This has
something to do with the bus timing.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

6969. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 10:14:43 UTC
From: kaps3@central.susx.ac.uk
Message-ID: <3e0mij$6s3@infa.central.susx.ac.uk>
Source record: 28250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: >Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >: >One Big problem with German ones is the lack of good spelling/Thesaurus
: >: >support...

: >: Papyrus has a spell checker, but no thesaurus.

: >: >The other problem is these later version need a high res monitor and
: >: >4 megs of Ram and a hard disk....

: >: Papyrus does not require a hard disk and it runs in 1MB. Features require
: >: RAM. Can you name one PC/Mac WP that has a spell checker and thesaurus and
: >: can run in 640*200 res in 1MB and without a hard disk?

: >Can you think of any professional organisations that use the above spec
: >for a WP as their standard.

: >Steve

: Steve: do journalists count as professionals??

Not the ones that write for the Mirror, Sun, Sport and People.

I was implying that many organisations, such as Universities, probably would not
find this kind of word processing platform as stable or powerful as,
say, Word on Mac/PC.

With a more common platform such as Word or WPerfect, data is just som
much more compatible between institutions.

For example, my Uni uses Word/PC - As a scientist, I publish data in
Journals. A requisite of many Journals is a written copy AND and copy on
floppy, of the article. I just don't think they'd accept Papyrus docs.
(in fact I know they don't!).

BUT - If the Papyrus system works for you then use it.

Steven

6970. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 13:39:38 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3e12iq$7ah@osiris.wu-wien.ac.at>
Source record: 28251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Constantine (kaps3@central.susx.ac.uk) wrote:
: With a more common platform such as Word or WPerfect, data is just som
: much more compatible between institutions.

True and not true. There are file formats available, such as the RTF
format, that allow for what you are looking for and are supportyed by
Word, Word Perfect and Atari wordprocessors.

: For example, my Uni uses Word/PC - As a scientist, I publish data in
: Journals. A requisite of many Journals is a written copy AND and copy on
: floppy, of the article. I just don't think they'd accept Papyrus docs.
: (in fact I know they don't!).

Well, they accept RTF docs. IMO, most scientific newspapers would like to
see TEX docs - so you can forget Word, Wordperfect and the lieks as well.
IMO, it would even put a bad light to use MS word for professional
scientific publivations. At least the output, for example of the Formula
editor, would cause people to vomit all over the world (but with "Formula"
on the Atari that is, of course, different)

: BUT - If the Papyrus system works for you then use it.
More than happilz (well, in my case not papyrus, but Tempus Word..)

Regards,

Alfred

6971. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 13:46:41 UTC
From: jonal@hiof.no
Message-ID: <jonal.2998.2F040F41@hiof.no>
Source record: 28252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3e0mij$6s3@infa.central.susx.ac.uk> kaps3@central.susx.ac.uk (Steven Constantine) writes:

>For example, my Uni uses Word/PC - As a scientist, I publish data in
>Journals. A requisite of many Journals is a written copy AND and copy on
>floppy, of the article. I just don't think they'd accept Papyrus docs.
>(in fact I know they don't!).

Papyrus can export RTF files which should be accepted. The only thing missing AFAIK is pictures since there is no common picture file format for the platforms using RTF. TIFF would be a fine soulution, though...

>BUT - If the Papyrus system works for you then use it.

Pap is simply *the* best WP for this platform. With the excellent support and developement from R.O.M. I can easily reccommend it to anyone. Also, if you're in Britain, HiSoft offers student discount on the package, making it an even better buy.

Jon

Snail : Hjortsbergvn. 7, N-1784 Halden. Norway Voice: +47-69-175939
Finger me at gyda.hiof.no for more info...
tlhIngan Hol Dajantlh'a'
Life is a lemon and I want my money back! (Jim Steiman)

6972. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 13:54:24 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3e13eg$qb9@ra.ibr.cs.tu-bs.de>
Source record: 28253

Steven Constantine (kaps3@central.susx.ac.uk) wrote:

: I was implying that many organisations, such as Universities,
: probably would not
: find this kind of word processing platform as stable or powerful as,
: say, Word on Mac/PC.

Good joke!

: With a more common platform such as Word or WPerfect, data is just som
: much more compatible between institutions.

It's much more fun using different version of these programms:-)

: For example, my Uni uses Word/PC - As a scientist, I publish data in
: Journals. A requisite of many Journals is a written copy AND and copy on
: floppy, of the article. I just don't think they'd accept Papyrus docs.
: (in fact I know they don't!).

But they will accept RTF docs.

: BUT - If the Papyrus system works for you then use it.

: Steven

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

6973. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 19:09:50 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788814590snz@bigbox.demon.co.uk>
Source record: 28256

In article <D1Jx3J.7wI@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> > The problem is, I have been trying to get ntalk, ntalkd, inetd, and
> > X up and running without much success. My system is a 1040STe
> >
> > with inetd, I get:
> > /pipe/log: file not found
> I get these too. I assume its the prog trying top talk to syslogd - which
> I *don't* have running.

It is. You can get syslog as part of the MiNTOS package. I have been meaning
to try linking /pipe/log to /dev/null to see whether it removes the errors
and saves memory (for when I try X :-)

> > <27> Dec 27 23:07:52 talkd[67]: chdir: /dev: file not found
> This looks more troublesome - though its 2.45am here and I'm not about to
> speculate what the problem is! ;-)
In your mint.cnf do you cd u:\? I think it is just looking at the wrong drive
for some reason.

> > I know what I am doing yet, but I seem to be on the right track.
>
> You seem to be on the right track :-)
>
> One thing I did notice today was that I moved my /etc from a TOS to a
> MINIXFS. Now on the TOS partition inetd was happy with inetd.con. However
> as soon as it got access to a MINIXFS it required inetd.con to be renamed
> to inetd.conf. This problem only came to light after I tried inetd -d as
> nothing seemed to be working.
Its a good idea to put all MiNT stuff on minixfs. And its faster too. The
only things stopping me from going 100% minixfs (with exception of c:) is that
when I get a problem on a minixfs partition (Rwabs error nnn) I have to
minit the drive as there seems to be no sector level fixers - just the inode
level fsck.

> Also has anybody got the ping in pin-00.tgz to work? All I get is:
> ping: unknown protocol icmp

If thats the one on a.a. yes. IIRC I just used it straight away. Maybe your
inetd/protocols/services or one of the many other config files is wrong?

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England

+--+

6974. Re: MintNet & slip & inetd, talk, finger, X questions

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 19:12:20 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788814740snz@bigbox.demon.co.uk>
Source record: 28257

> As for X windows, I think my problem is based on zoo not extracting the
> filenames correctly. Is there a zoo program which will give me the correct
> filenames with complete extensions?

Yes, the zoo on a.a. in Mint/Utilities/bmintzoo.??? I assume you are using
a minix partition too.

> Frustrated/Excited,
> Steve
> <selick@acs.bu.edu>
You'll soon be wanting more memory, HD space, speed etc. Welcome to Unix ;-)

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6975. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 21:34:54 UTC
From: walra@moacs.indiv.nl.net
Message-ID: <&nirmgllvgm@moacs11>
Source record: 28259

In <788473340snz@bigbox.demon.co.uk>, Ben Bell wrote:

> PS What UNIXMODE settings are there? I especially want to know what /-ru
> set up.

AFAIK the mintlib only uses:

r : default root drive (e.g. rU)
b : open files in compatible mode
s : the ecec() functions detect scripts which start with `#!'
and feed them through the appropriate interpreter (this
should really be done by the kernel)

You should however be aware that some software (sendmail for example)
will not pass its original environment when calling exec[lv]e(). Therefor
I strongly suggest that you change the default behaviour of the mintlib,
and recompile your source-tree completely (except for kernel and drivers).

Waldi

6976. Re: TCP/IP where can i find one?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-30 21:52:36 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788824356snz@bigbox.demon.co.uk>
Source record: 28258

In miscellaneous articles, miscellaneous people write:

> I am looking for a TCP/IP package for my ST does anyone know
> where i can find one? I have looked alot and seem to come up empty.

There are two available: MiNTnet and KA9Q-NOS.

KA9Q-NOS:
Standalone package. A little tricky to setup. Text based. A little bit slow.

MiNTnet:
TCP/IP extension for MiNT, based on the unix system. Consists of a driver and
seperate programs. Much more tricky to setup. Much faster and versatile, but
also much bigger than KA9Q-NOS.

Someone should put this in the FAQ.

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+--+

6977. Re: TCP/IP where can i find one?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 06:24:23 UTC
From: martin@gw6hva.demon.co.uk
Message-ID: <788855063snz@gw6hva.demon.co.uk>
Source record: 28255

In article <788824356snz@bigbox.demon.co.uk>
bjb@bigbox.demon.co.uk "Ben Bell" writes:
>
> In miscellaneous articles, miscellaneous people write:
>
> > I am looking for a TCP/IP package for my ST does anyone know
> > where i can find one? I have looked alot and seem to come up empty.
>
> There are two available: MiNTnet and KA9Q-NOS.
>
> KA9Q-NOS:
> Standalone package. A little tricky to setup. Text based. A little bit slow.
>
> MiNTnet:
> TCP/IP extension for MiNT, based on the unix system. Consists of a driver and
> seperate programs. Much more tricky to setup. Much faster and versatile, but
> also much bigger than KA9Q-NOS.
>
> Someone should put this in the FAQ.

No, there's more....

Depends what you want to do with the code really, I use PE1CHL NET here
which is handling 10 ports (6 x 1200Bd, 2 x 9600Bd, 1 x 31250Bd and 1 x
38400), along wih others on development systems.

I have a range of packages from early 87 onwards.

PE1CHL NET:
Very good indeed (in my opinion the best - unbeatable at high speed).
Has intrinsic drivers for SCC and ESCC chips, faster SLIP speeds (mine
does 38,400 SLIP on the standard MFP) and the PACSAT protocols. I'm
beta testing the latest version with ethernet drivers as well.

GeMNOS:
Full featured NOS based on GRI specs, currently at beta.4

KA9Q-9410xx for OS-9/68000
Rather natty version I'm working with at present, for full
multi-tasking - but needs more work (and ISP/NFS in the kernel).

Cheers, Martin.
--
Martin Vernon, Supavision
Sysop GB7OS & GB7OSP
BBSnet: GW6HVA@GB7OSP

AMPRnet: gw6hva@gb7osp.ampr.org
Internet: martin@gw6hva.demon.co.uk

6978. Re: GOOD ATARI WORDPROCESSERS...!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 06:34:20 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <3e2u1c$922@mark.ucdavis.edu>
Source record: 28262
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[some text deleted]

: For example, my Uni uses Word/PC - As a scientist, I publish data in
: Journals. A requisite of many Journals is a written copy AND and copy on
: floppy, of the article. I just don't think they'd accept Papyrus docs.
: (in fact I know they don't!).

: BUT - If the Papyrus system works for you then use it.

: Steven

Papyrus does export Rich Text Format files, a Microsoft standard that
their product "Word" should be able to load just fine. Maybe you too
could make use of Papyrus on projects for your University.

6979. Re: Blowup and External SCSI drives

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 09:56:24 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <941231Z095624.235dbrewood@nest.demon.co.uk>
Source record: 28267

In article <EL3WCCVEUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

> Maybe you should contact Daron, as i just saw a message from him in NeST
> where he said something about timeout problems on his harddrive. Maybe
> you could find something there. I know he'd try HDDRIVER as well.

I still get the problem and could not find a solution, I gave up on the ICD utils and HD-Driver as they made the problem worse. I use AHDI 6.061 which seems to the the most reliable. However I still get the problem when shifting big file around.

--

==
= InterNet: dbrewood@cix.compulink.co.uk NeST....: 90:90/0.1@nest.ftn =
= dbrewood@nest.demon.co.uk AtariNet: 51:500/0.1@atarinet.ftn =
= 7 Crescent Road, Portwood, Stockport, Cheshire, SK1 2QG. United Kingdom. =
==
= Falcon 030, FPU, 14Mb RAM, 234Mb Hard Disk, Audio/Photo CD. Beta tester. =
==

6980. Re: X Windows up and running... sort of

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 10:46:10 UTC
From: bjb@bigbox.demon.co.uk
Message-ID: <788870770snz@bigbox.demon.co.uk>
Source record: 28268

In article <D1LpB7.5J0@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

> In message <788642004snz@bigbox.demon.co.uk>, bjb@bigbox.demon.co.uk said:
>
> > no more memory for xterm! But we're both trying to work out how to
> > run clients remote - so we can use another ST's (or Sun's) RAM. I've
>
> This is more or less what I'm trying to do.

It worked, and its fun, but you really need something faster than SLIP (19200).
I was going to grab some instructions for building an EtherNet card from a.a.
in Network/EtherNet/... but the files have disappeared! Anyone know where I
can get them?

> My PC running Linux isn't really up to running an X server as it has only
> 4Mb RAM and a 14" VDU.

Surely that's enough for just the server?

> BTW can the current implementation of X for MiNT cope with a TT-Hi screen?
> I heard it was mono only, but didn't know if that meant 640x400 only?

I think so - it can cope with overscanned STFM screens.

> I'm waiting untill the last moment before I download it as I only want to
> have to do it once ;-)

It is a fairly large archive to download every time a little bug gets fixed.
Hopefully bugfixes and so on will mean distribution of the fixed programs
separately...

+---- Ben Bell - VP, Programmer, Musician and Eccentric Extraordinaire! ----+
///	< Space for rent - £1 per character per week >
bjb	email: bjb@bigbox.demon.co.uk
_/	Snail mail: Barn Piece, 5 Trimnells, Colerne, Wilts SN14 8EP, England
+---+

6981. I Need some english fax software

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 11:23:02 UTC
From: vlestat@netcom.com
Message-ID: <vlestatD1oAAE.Kzq@netcom.com>
Source record: 28263

I am looking for some fax software that is in english. as of
right now i have only found german fax packages. I just bought a fax
modem and would like to try it out. If anyone can help i would
appreciate it. I am using a 1040st with only one meg(don't laugh) and a
supra fax 14.4

thanks for any help in advance

--

Derek A. Rayla

Vlestat@netcom.com

"Monsters we be, lest monsters we become."

6982. New TOS bug ?

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 14:23:05 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12311994.142305@empyr.dircon.co.uk>
Source record: 28264

Hi,

I suspect I may have discovered a new bug in TOS version 1.4

I recently upgraded my friend's 1040ST from TOS 1.0 to TOS 1.4 and now it refuses to talk to his Akai X7000 sampling keyboard correctly.

More specifically, all three programs we tried, Universal Sound Designer, Turbosynth and SF Librarian / Sample Editor reported midi communications errors. The SF Sample Editor was more specific, reporting midi checksum errors. These errors only occur when trying to transfer sample data via midi.

Suspecting the TOS, we re-installed TOS 1.0 and all the errors disappeared, everthing worked perfectly. We have tried running Poolfix3.prg, Poolfix4.prg, cache90.prg and Tos14fix.prg, i.e. all the TOS 1.4 bugfixes we know of, and it made no difference, the ST still reported midi errors. The only patch we didn't try was the RS232 RTS/CTS one, but that wouldn't have any effect on the midi ports would it ?

We tried new midi leads, checked all the connections, etc etc, but the ONLY way we could get it to work correctly was by re-installing TOS 1.0 and this is the only variable in the equation.

Is anyone aware of any midi bugs in TOS 1.4, and if so, are there any patches available to fix it ?

Has anyone else experienced any midi problems with TOS 1.4 ?

The system setup is a 1040ST with 2.5Mb RAM and a mono monitor.

All ideas, suggestions, comments and wild guesses are very welcome indeed!

This is proving a real pain in the ***, so * ANY * suggestions would be greatly appreciated.

Replies either here or via e-mail if you prefer, to :
Kevan@empyr.dircon.co.uk

Thanks in advance,

Happy New Year

Kev.

(Kevan Winch, Swansea, UK)

VQWK 6.20 [Rev H - 04/04/94]

6983. ICD Bootfix Prob.

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 14:23:07 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12311994.142307@empyr.dircon.co.uk>
Source record: 28266

Hi,

I'm running version 6.5.5 of the ICD Hard Disk Driver software on my Atari ST (520 STFM with 2.5 Mb RAM) and a ADSCSI+ host adaptor board with my Rodime RO3000T 105Mb SCSI Hard Drive.

I accidentally ran the ICD 'Bootfix' program, and now it takes much longer to boot up. Is there a way I can undo the changes that Bootfix made, perhaps using a sector editor or something ?

Also, is there any way I can speed up the booting process, apart from the changes that Bootfix made ? I have tried a freeware utility that removes the standard delay in booting, but apparently this only worked with older versions of the driver software and not 6.5.5.

Thanks in advance,

Kevan Winch

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

6984. Bad Sector Entering

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 14:23:08 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <12311994.142308@empyr.dircon.co.uk>
Source record: 28265

Hi,

Is there a prog out there that will let me enter the addresses of known bad sectors on my hard drive ? I have plenty of progs that will tell me which sectors are bad, but none that will let me mark them as bad in the FAT or SCSI.

Thanks in advance.

Kev.

VQWK 6.20 [Rev H - 04/04/94]

6985. Combo-boxes in GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 17:24:40 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.L5hRZ3MzbZk@semprini.waterloo-rdp.on.ca>
Source record: 28261

I posted this to comp.sys.atari.programmer, and didn't get any responses; I suppose I should just email it to the GEM-list, but I'm at home...

Has anyone got code to handle a CUA-style "combo-box"? I'd be especially interested if someone had implemented it as a GEM++ object...

A combo-box is a object like this:

```
+------------------------+----+
| Text Field | ## | <- button
+------------------------+----+
```

When you click on the button, a list box is presented:

```
+------------------------+----+
| Text Field | ## |
+------------------------+----+
| Item 1 | /\ | <- up-scroller
| Item 2 | ## |
| Item 3 | | <- scroll thing
| Item 4 | ## | <- scroll bar
| Item 5 | ## |
| Item 6 | \/ | <- down-scroller
+------------------------+----+
```

When you select an item from the list, the list box disappears, and the text field is filled in with what you selected.

I was going to start implementing one in GEM++ this week, but if someone's alreay got code to do it, I'd love to see it. I'm considering an approach like this:

The text field is a static text field or a text entry field, it doesn't matter. The button is selectable and exits the dialog. When you click the button, a window pops up, with 7 selectable objects in it, and the only gadets on the window are the vertical scroller objects. As soon as one of the selectable objects is clicked, the window goes away, and the "text field" is replaced by the selection.

Now that I'm thinking about it, the "text object" would just be a GEM OBJECT, and the things in the list box would be GEM OBJECTs too... then you can put _anything_ in the combo-box. (This is all really, really easy to handle with GEM++.)

Any comments?
--

------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

6986. Re: Bad Sector Entering

Newsgroup: comp.sys.atari.st.tech
Date: 1994-12-31 21:47:11 UTC
From: contacts@mits.mdata.fi
Message-ID: <3e4jgv$lmv@prime.mdata.fi>
Source record: 28269

In article <12311994.142308@empyr.dircon.co.uk>,
Kevan Winch <kevan@empyr.dircon.co.uk> wrote:
>Hi,
>
>Is there a prog out there that will let me enter the addresses of known
>bad sectors on my hard drive ? I have plenty of progs that will tell me
>which sectors are bad, but none that will let me mark them as bad in the
>FAT or SCSI.

ICD SCSI Pro -software lets you enter all bad sectors manually, if you
wish. It's great for eg. Micropolis-drives, as you get a list of bad
sectors with them - some of which are not recognized by the software.
v. 6.5.5 should be latest (anybody know any updates coming?).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

Falcon030/16MbRAM/FPU/ScreenwonderPro/MAG17"Multisync/FDI/Steinbergs
CubaseAudioForFalcon(CAF)2.02/LotsOfMidistuff/200YearsOldBass/Beer!!
PfretzschnerBow/AnOldWolksvagenGolf/BigBedWithFuton/&LivesInHelsinki
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